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10/24/10</Text>
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Written by Len Uhley</Text>
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</Paragraph>
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</Paragraph>
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</Paragraph>
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</Paragraph>
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<Text><BUZZERS SOUND>.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
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 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
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 <Text>.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
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 </Paragraph>
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 <Text>Jennifer stops at the next GATE.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
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 </Paragraph>
 <Paragraph Number="5" Type="Character">
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 </Paragraph>
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 <Text>Afternoon Miss, if you don't mind --</Text>
 </Paragraph>
 <Paragraph Number="6" Type="Character">
 <Text>JENNIFER</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">never</Text>
 <Text> have to do this at the airport.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>They just let me through.</Text>
 </Paragraph>
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 <Text> smitten CAPTAIN steps over, beaming at Jennifer</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">, holding up a pen and her book (from "Hero Time").</Text>
 <Text></Text>
 </Paragraph>
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 <Text>CAPTAIN</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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maybe </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">get </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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  <Text></Text>
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him, takes the book and signs it.</Text>
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teen age girls.</Text>
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</Paragraph>
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  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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</Paragraph>
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daughter. I've seen-- </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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movies.</Text>
  <Text></Text>
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</Paragraph>
<Paragraph Type="Dialogue">
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me.</Text>
  <Text></Text>
</Paragraph>
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  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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  <Text>She moves on.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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  <Text>he besotted men watch her go...</Text>
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Captain? Maybe the biggest star in the world, and every day like clockwork she
comes to visit the louse who </Text>
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  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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people.</Text>
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partition.</Text>
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        <Text></Text>
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</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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        <Text>Well.</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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        <Text>How's my favorite celebrity?</Text>
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        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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issues.</Text>
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<Text>NESMITH</Text>
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<Paragraph Type="Parenthetical">
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 <Text>She attaches it under the counter</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> and switches it on</Text>
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 <Text>The deed is done.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Nesmith smiles.</Text>
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<Paragraph Type="Action">
 <Text>Jennifer takes a breath, then suddenly stands, incensed.</Text>

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</Paragraph>
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  <Text>You sad, sick man!</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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  <Text>For all I care, you can rot in jail </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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Style="Underline">forever</Text>
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her side of the room and bangs it with her fist.</Text>
</Paragraph>
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  <Text>Let me out!</Text>
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  <Text>The door opens.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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  <Text>She flees.</Text>
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  <Text>As it begins to BLINK and SMOLDER --</Text>
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    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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    <Text>A CHAUFFEUR opens a door for her; just as he shuts it:</Text>
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<Paragraph Type="Action">
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    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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    <Text>The force of it knocks the Chauffeur to the ground.</Text>
</Paragraph>
<Paragraph Number="20" Type="Character">
    <Text>DRIVER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>&lt;impact grunt&gt;</Text>
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    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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    <Text>He blinks at:</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>NESMITH - looming over him, </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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with</Text>
    <Text>a length of pipe.</Text>
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    <Text>NESMITH</Text>
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    <Text>Keys.</Text>
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    <Text>INSIDE THE LIMO - Jennifer sits </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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    <Text>.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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 <Paragraph Type="Action">
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 <Paragraph Number="23" Type="Character">
 <Text>NESMITH</Text>
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 <Paragraph Type="Dialogue">
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 </Paragraph>
 <Paragraph Type="Action">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">She produces one of
 Captain </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Nemesis'</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> ARMORED GLOVES (from
 "Hero Time").</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Number="24" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">JennIFER</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">I found it right where
 you said.</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Number="25" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Nesmith</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Good girl. With this
 to get me started, in only a few hours, Captain Nemesis lives again!</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Number="26" Type="Character">
 <Text>JENNIFER</Text>
 </Paragraph>

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<Paragraph Type="Dialogue">
  <Text>&lt;delighted squeal&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>As the limo roars off into the twilight...</Text>
</Paragraph>
<Paragraph Type="End Of Act">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+Underline+AllCaps">GO TO MAIN TITLES</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="New Act">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+Underline+AllCaps">ACT ONE</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>FADE IN:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 5/8" Page="5" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="GWEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>INT. BEN'S CAR - MOVING - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>BEN drives.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""></Text>
  <Text>GWEN </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">rides shotgun.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style=""> Both are wearing
seatbelts whenever the car is in motion.</Text>
  <Text></Text>
</Paragraph>
<Paragraph Number="27" Type="Character">
  <Text>GWEN</Text>
</Paragraph>

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<Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Kevin's going to hate
missing this one.</Text>
 <Text></Text>
</Paragraph>
 <Paragraph Number="28" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Ben</Text>
 <Text></Text>
</Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Why's that? He likes
refitting the Rustbucket a lot more than he likes going on missions.</Text>
 <Text></Text>
</Paragraph>
 <Paragraph Number="29" Type="Character">
 <Text>GwEN</Text>
</Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">But he likes ogling
movie stars</Text>
 <Text> </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">more than
anything.</Text>
 <Text></Text>
</Paragraph>
 <Paragraph Type="Action">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Ben looks over.</Text>
 <Text></Text>
</Paragraph>
 <Paragraph Number="30" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Ben</Text>
 <Text></Text>
</Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Is "ogling" really a
word?</Text>
 <Text></Text>
</Paragraph>
 <Paragraph Number="31" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Gwen</Text>
 <Text></Text>
</Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Yes, and Kevin's
really good at it.</Text>
 <Text></Text>
</Paragraph>
 <Paragraph Type="Action">
 <Text>Ben </Text>

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    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">looks back at</Text>
    <Text> the road.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text></Text>
</Paragraph>
<Paragraph Number="32" Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">So you're </Text>
    <Text>assuming </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Jennifer
Nocturne's</Text>
    <Text> still alive.</Text>
</Paragraph>
<Paragraph Number="33" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Of course she's -- wait.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>You really think </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Nesmith just took her
against her will</Text>
    <Text>?</Text>
</Paragraph>
<Paragraph Number="34" Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Well</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">, </Text>
    <Text> what else?</Text>
</Paragraph>
<Paragraph Number="35" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>How about she's an accomplice?</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text></Text>
</Paragraph>
<Paragraph Number="36" Type="Character">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Ben</Text>
    <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">C'mon, her limo driver
testified that Nemesis surprised them both.</Text>

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</Text>
 </Paragraph>
 <Paragraph Number="37" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Gwen</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">You trust eye-witness testimony from a man with a concussion? He's lucky to be alive. </Text>
 </Paragraph>
 <Paragraph Number="38" Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Maybe </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">she wasn't as lucky. She's an innocent girl. If she is still alive, we've got to help her.</Text>
 </Paragraph>
 <Paragraph Number="39" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(mutters)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Why does every guy's IQ drop fifty points at the mention of her name? </Text>
 </Paragraph>
 <Paragraph Number="40" Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>That's ridiculous.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Suddenly, Gwen points past Ben and gasps, overacting.</Text>
 </Paragraph>
 <Paragraph Number="41" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Look!</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>It's Jennifer!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben sharply looks in the direction where she's pointing --</Text>
 </Paragraph>
 <Paragraph Number="42" Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Where?!</Text>

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</Paragraph>
<Paragraph Type="Action">
  <Text>QUICK CUT - Ben's car crosses the double yellow line, then swerves to
avoid an oncoming VAN &lt;TIRE SQUEAL, PASSING HORN&gt;.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style=""> The van's never very
close to Ben's car, but still...</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>IN BEN'S CAR - settling back in its lane.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Ben frowns at her.</Text>
</Paragraph>
<Paragraph Number="43" Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ha-ha.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen smiles, point made.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1/8" Page="6" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>EXT. DESERT HIGHWAY - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The Golden Limousine rockets down a deserted highway.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 1/8" Page="6" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="JENNIFER">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="NESMITH">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>INT. GOLDEN LIMOUSINE - MOVING - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Nesmith is at the wheel; like Ben, he's focused on driving.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"

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Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Now beside him, Jennifer bounces in her seat like a kid on Christmas Day, running on adrenalin and making naïve plans.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style=""> Both are always wearing seatbelts whenever the car is in motion.</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Number="44" Type="Character">
 <Text>JENNIFER</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>No more crowds, no more photographers</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">, </Text>
 <Text>just you and me on a beach!</Text>
 </Paragraph>
 <Paragraph Number="45" Type="Character">
 <Text>NESMITH</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>As long as it's a beach in a country that won't extradite me.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>This only briefly gives Jennifer pause, but she doesn't let the facts get in the way of her fantasy for long.</Text>
 </Paragraph>
 <Paragraph Number="46" Type="Character">
 <Text>JENNIFER</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Um, I guess.</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(brighter)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>But we'll be together</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">.</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>She cozies up to him.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">
 <Text>Nesmith's expression hardens.</Text>
 </Paragraph>
 <Paragraph Number="47" Type="Character">
 <Text>NESMITH</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Yes, it all sounds wonderful.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>But there</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">'s something I have to
 </Text>

<Text>do first.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Jennifer looks up at him, uncomprehending.</Text>
</Paragraph>
<Paragraph Number="48" Type="Character">
 <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>What's that?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Nesmith shrugs her away and snaps:</Text>
</Paragraph>
<Paragraph Number="49" Type="Character">
 <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Destroy</Text>
 <Text> Ben Tennyson</Text>
</Paragraph>
<Paragraph Number="50" Type="Character">
 <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>But why can't we just go, what -- </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">?</Text>
 <Text></Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>One glare from Nesmith silences her.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>She replies, cowed.</Text>
</Paragraph>
<Paragraph Number="51" Type="Character">
 <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I-I'm sure you know what's best.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Nesmith replies, eyes fixed on the road.</Text>
</Paragraph>
<Paragraph Number="52" Type="Character">
 <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Yes.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>I do.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>PUSH IN ON his grim expression as we...</Text>
</Paragraph>
<Paragraph Type="Transition">

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    <Text>X-DISSOLVE TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="1/8" Page="7" Title="">
        <SceneArcBeats/>
    </SceneProperties>
    <Text>EXT. SEEDY TRAILER PARK - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ben's car rolls past a row of dilapidated mobile homes.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="3/8" Page="8" Title="">
        <SceneArcBeats>
            <CharacterArcBeat Name="BEN">
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LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
                    <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
            <CharacterArcBeat Name="GWEN">
                <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
                    <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
        </SceneArcBeats>
    </SceneProperties>
    <Text>INT. BEN'S CAR - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ben glances out the window, then looks askance at Gwen.</Text>
</Paragraph>
<Paragraph Number="53" Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>You're sure this is where Jennifer </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Nocturn</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">e</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>grew up?</Text>
</Paragraph>
<Paragraph Number="54" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Of course.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>I did research.</Text>
</Paragraph>

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<Paragraph Number="55" Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>On the Internet?</Text>
</Paragraph>
<Paragraph Number="56" Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>At the </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Grocery
check-out</Text>
  <Text>.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She shows him a TABLOID.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>On the FRONT PAGE is a PHOTO of a sad waif: Jennifer at age 8.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>A rag doll droops in one hand.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="3 4/8" Page="8" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="GWEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="HUMUNGOSAUR">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="MAUREEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
</Paragraph>

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        </CharacterArcBeat>
    </SceneArcBeats>
</SceneProperties>
    <Text>EXT. SEEDY TRAILER PARK - NIGHT</Text>
</Paragraph>
    <Paragraph Type="Action">
        <Text>Ben and Gwen step up to a dilapidated SINGLE-WIDE.</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
        <Text>The screen door &lt;CREAKS&gt; open and out steps MAUREEN, a harridan
in a housedress and curlers, with a voice raw from too many cigarettes and too much
liquor.</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
        <Text>She rasps:</Text>
    </Paragraph>
    <Paragraph Number="57" Type="Character">
        <Text>MAUREEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Yeah?</Text>
    </Paragraph>
    <Paragraph Number="58" Type="Character">
        <Text>GWEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Mrs. Nocturne?</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
        <Text>My name is Gwen Tennyson.</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
        <Text>This is my cousin, Ben --</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Maureen squints at Ben, then gives Ben a gap-toothed grin.</Text>
    </Paragraph>
    <Paragraph Number="59" Type="Character">
        <Text>MAUREEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>The alien boy!</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
        <Text>Yeah.</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
        <Text>I seen you on the news.</Text>
    </Paragraph>
    <Paragraph Number="60" Type="Character">
        <Text>BEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Right, anyway, we want to ask you a few questions about your daughter
--</Text>
    </Paragraph>
    <Paragraph Number="61" Type="Character">
        <Text>MAUREEN</Text>
    </Paragraph>

```

<Paragraph Type="Dialogue">
 <Text>Well</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">, </Text>
 <Text> that depends.</Text>
</Paragraph>
<Paragraph Number="62" Type="Character">
 <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>On...?</Text>
</Paragraph>
<Paragraph Number="63" Type="Character">
 <Text>MaUREEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>First, you turn into somethin'.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>One'a them big scary bug eyed guys.</Text>
</Paragraph>
<Paragraph Number="64" Type="Character">
 <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>We're trying to help your daughter!</Text>
</Paragraph>
<Paragraph Number="65" Type="Character">
 <Text>MauREEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>And I am tryin' to see me an alien!</Text>
</Paragraph>
<Paragraph Number="66" Type="Character">
 <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Ben, just do it.</Text>
</Paragraph>
<Paragraph Number="67" Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Maybe I don't feel like it.</Text>
</Paragraph>
<Paragraph Number="68" Type="Character">
 <Text>MAUREEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Then maybe I don't feel like answerin' any questions.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben rolls his eyes, slaps his Ultimatrix and TRANSFORMS into:</Text>
</Paragraph>
<Paragraph Number="69" Type="Character">
 <Text>HUMUNGOSAUR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Humungosaur!</Text>

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</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(beat, impatient)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Okay</Text>
  <Text>?</Text>
</Paragraph>
<Paragraph Number="70" Type="Character">
  <Text>MAUREEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">For starters</Text>
  <Text>.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Now</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">, do something
strong</Text>
  <Text>.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Go on.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen nods him in the direction of the single-wide.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He walks over, &lt;CRACKS&gt; his knuckles, then lifts the
trailer.</Text>
</Paragraph>
<Paragraph Number="71" Type="Character">
  <Text>HUMUNGOSAUR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;effort grunt&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Maureen hands Gwen an old pocket camera and hurries back to pose beside
Humungosaur.</Text>
</Paragraph>
<Paragraph Number="72" Type="Character">
  <Text>MAUREEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Smile!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen takes the PICTURE, &lt;FLASH!&gt;</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Humungosaur starts to put down the trailer but Maureen gestures
'halt.'</Text>
</Paragraph>
<Paragraph Number="73" Type="Character">
  <Text>MAUREEN</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Whoa, fella.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>You just keep holdin' that up.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Real high.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(turns, barks)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Shoo!</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Go on, git!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>A FAMILY OF POSSUMS which had been nesting under the trailer
scatters.</Text>
</Paragraph>
<Paragraph Number="74" Type="Character">
  <Text>HUMUNGOSAUR</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(slow burn)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Gwen...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen hurries over, gives him a 'play along' look, takes Maureen by the
arm and walks her away.</Text>
</Paragraph>
<Paragraph Number="75" Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">I thought you </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="Underline">liked</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> helping people</Text>
  <Text>.</Text>
</Paragraph>
<Paragraph Number="76" Type="Character">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">MauREEN</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">How long can you hold
that up there?</Text>
  <Text></Text>
</Paragraph>

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<Paragraph Number="77" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12"
Style="AllCaps">HuMUNGOSAUR</Text>
 <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">I don't know. a
while.</Text>
 <Text></Text>
</Paragraph>
<Paragraph Number="78" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Maureen</Text>
 <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Prove it. I'll answer
questions as long as you hold it up.</Text>
 <Text></Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Humungosaur adjusts his weight, lifting the trailer higher.</Text>
</Paragraph>
<Paragraph Number="79" Type="Character">
 <Text>HUMUNGOSAUR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">This is ridiculous--
</Text>
 <Text></Text>
</Paragraph>
<Paragraph Number="80" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Gwen</Text>
 <Text></Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">(to Maureen)</Text>
 <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">But he'll hold up his
end of the bargain.</Text>
 <Text></Text>
</Paragraph>
<Paragraph Number="81" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12"
Style="AllCaps">HumUNGOSAUR</Text>
 <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"

Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Oh, hilarious!</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Maureen folds her arms as she warily eyes Gwen in F.G.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>Humungosaur is in B.G., grimacing under the heavy load.</Text>
</Paragraph>
<Paragraph Number="82" Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">S</Text>
<Text>ince you live close to the penitentiary, we thought Jennifer might have
been in touch after the escape.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>Maybe even stopped by.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Maureen shakes her head.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>With a bitter smile:</Text>
</Paragraph>
<Paragraph Number="83" Type="Character">
<Text>MAUREEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>She was fourteen when she left home to be on that TV show.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>Ain't never heard from her since.</Text>
</Paragraph>
<Paragraph Number="84" Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>What about her father?</Text>
</Paragraph>
<Paragraph Number="85" Type="Character">
<Text>MAUREEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">R</Text>
<Text>an off </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">before </Text>
<Text>she was born.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Humungosaur drops the trailer, <THUD> and </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">reverts</Text>
<Text> to normal.</Text>
</Paragraph>

<Paragraph Number="86" Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Told you this was a waste of time. </Text>
 <Text>We're done here.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Maureen takes a step for the trailer.</Text>
 </Paragraph>
 <Paragraph Number="87" Type="Character">
 <Text>MAUREEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Suit yourself.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Gwen blocks her way.</Text>
 </Paragraph>
 <Paragraph Number="88" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Last question.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Do you have anything of Jennifer's I could borrow?</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(off Maureen's look)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Don't ask me to explain how, but it will help me find her.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Maureen shrugs, steps inside, then reappears and hands Gwen the RAG DOLL; it wears a small faded red gingham dress.</Text>
 </Paragraph>
 <Paragraph Number="89" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Oh, I couldn't.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>I'm sure it means a lot to you.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Maureen fixes her with a cold stare.</Text>
 </Paragraph>
 <Paragraph Number="90" Type="Character">
 <Text>MAUREEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">

<Text>You want it, take it.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>I don't care either way.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Gwen is taken aback.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Ben gives Gwen the nod.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>They head for the car.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Maureen calls:</Text>
 </Paragraph>
 <Paragraph Number="91" Type="Character">
 <Text>MAUREEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Nice meetin' you, Alien Boy!</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text><long, phlegmy cackle-cough></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">She slams the door.</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Transition">
 <Text>CUT TO:</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="2/8" Page="11" Title="">
 <SceneArcBeats/>
 </SceneProperties>
 <Text>INT. DESERT DEW MOTOR COURT HOTEL ROOM 9 - BATHROOM - NIGHT</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>We HEAR WATER RUNNING behind a SHOWER CURTAIN.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>A FAUCET <SQUEAKS> OFF.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>A hand fishes around and grabs a towel.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Then the CURTAIN <SNAPS> OPEN, revealing Jennifer, wrapped in the towel.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Her hair is now blonde and cut short.</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="4/8" Page="12" Title="">

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<SceneArcBeats>
  <CharacterArcBeat Name="JENNIFER">
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StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
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  </CharacterArcBeat>
  <CharacterArcBeat Name="NESMITH">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
    </Paragraph>
  </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>INT. DESERT DEW MOTOR COURT HOTEL ROOM 9 - BEDROOM - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She steps out of the bathroom and strikes a 'ta-da' pose.</Text>
</Paragraph>
<Paragraph Number="92" Type="Character">
  <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Problem solved.
</Text>
  <Text>Nobody will recognize me now!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Nesmith stands at a closet door mirror, eyeing his reflection.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""></Text>
  <Text>He tugs at his cheek.</Text>
</Paragraph>
<Paragraph Number="93" Type="Character">
  <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Captain Nemesis was
never quite as famous as you, but he was famous enough that I'll be
recognized.</Text>
  <Text></Text>
</Paragraph>
<Paragraph Number="94" Type="Character">
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">JenniFER</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">You should have worn a
mask. Maybe if you shave your mustache </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"

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Font="Courier Final Draft" RevisionID="1" Size="12" Style="Underline">and</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> dye your hair?</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Number="95" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Nesmith</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Unfortunately, my makeover </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">is going to</Text>
 <Text> be a bit more... complicated.</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
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 </Paragraph>
 </CharacterArcBeat>
 </SceneArcBeats>
 </SceneProperties>
 <Text>INT. BEN'S CAR - MOVING - NIGHT</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Gwen's EYES GLOW as she holds the rag doll; like a human GPS, she uses her powers to zero in on Jennifer's location.</Text>
 </Paragraph>
 <Paragraph Number="96" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">We're </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000">
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">gewtting</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> close.</Text>
 <Text> </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">T</Text>
 <Text>urn left.</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="4/8" Page="12" Title="">
 <SceneArcBeats>
 <CharacterArcBeat Name="BEN">
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    </Paragraph>
  </CharacterArcBeat>
  <CharacterArcBeat Name="GWEN">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
    </Paragraph>
  </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>EXT. DESERT DEW MOTOR COURT HOTEL - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben's HEADLIGHTS PLAY across the cracked stucco façade as the car pulls
in.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>They exit the car.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Gwen holds up the doll and moves it to and fro.</Text>
</Paragraph>
<Paragraph Number="97" Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>That one.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben and Gwen walk up to a door marked with a '9.'

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    <Text>That's your idea of quiet?</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Goop </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">reverts</Text>
    <Text> to Ben.</Text>
  </Paragraph>
  <Paragraph Number="100" Type="Character">
    <Text>BEN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Sorry.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>Goop's hands are slippery.</Text>
  </Paragraph>
  <Paragraph Type="Scene Heading">
    <SceneProperties Length="4/8" Page="13" Title="">
      <SceneArcBeats>
        <CharacterArcBeat Name="BEN">
          <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
          </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="GWEN">
          <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
            <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
          </Paragraph>
        </CharacterArcBeat>
      </SceneArcBeats>
    </SceneProperties>
    <Text>INT. DESERT DEW MOTOR COURT HOTEL ROOM 9 - NIGHT</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Gwen slips inside; Ben pushes the door shut.</Text>
  </Paragraph>
  <Paragraph Number="101" Type="Character">
    <Text>BEN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">N</Text>
    <Text>obody </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">home</Text>
    <Text>.</Text>
  </Paragraph>
  <Paragraph Number="102" Type="Character">
    <Text>GWEN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>But they haven't checked out.</Text>

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</Paragraph>
<Paragraph Type="Action">
  <Text>In a QUICK POV SHOT, Gwen scans the room.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>JENNIFER'S AURA GLOWS on the towel, scissors and a hairbrush.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen peeks out the door.</Text>
</Paragraph>
<Paragraph Number="103" Type="Character">
  <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I'll go ask the night clerk.</Text>
</Paragraph>
<Paragraph Number="104" Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I'll stay here in case they show up.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="2/8" Page="13" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>EXT. DESERT DEW MOTOR COURT HOTEL - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen steps up to the front office and &lt;KNOCKS&gt;.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>No answer; only the &lt;SQUEAK&gt; OF A </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">NO
VACANCY</Text>
  <Text>SIGN swinging in the wind.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She sees an old SODA VENDING MACHINE on the porch and reaches into her
pocket for a coin.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>CLOSER - as the BOTTLE &lt;CLUNKS&gt; down in the slot:</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>SMASH CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 7/8" Page="13" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>

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        <CharacterArcBeat Name="BEN / NESMITH">
            <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
                <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
            </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="CLOCKWORK">
            <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
                <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
            </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="NESMITH">
            <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
                <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
            </Paragraph>
        </CharacterArcBeat>
    </SceneArcBeats>
</SceneProperties>
    <Text>INT. DESERT DEW MOTOR COURT HOTEL ROOM 9 - NIGHT</Text>
</Paragraph>
    <Paragraph Type="Action">
        <Text>There's another &lt;CLUNK&gt; as Ben opens a wooden dresser
drawer.</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
        <Text>He reaches in and pulls out the NEMESIS GAUNTLET.</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
        <Text></Text>
    </Paragraph>
    <Paragraph Number="105" Type="Character">
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Ben</Text>
        <Text></Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12"
Style="">&lt;whistles&gt;</Text>
        <Text></Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>He hears a FLOORBOARD SQUEAK behind him but doesn't look up.</Text>
    </Paragraph>
    <Paragraph Number="106" Type="Character">
        <Text>BEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Hey, Gwen, check this out.</Text>
    </Paragraph>
    <Paragraph Type="Action">

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<Text>Only it's not Gwen; </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><WHAM></Text>

<Text>, Nesmith tackles Ben OUT OF SHOT.</Text>

</Paragraph>

<Paragraph Number="107" Type="Character">

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">NeSMITH</Text>

<Text></Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""><impact></Text>

<Text></Text>

</Paragraph>

<Paragraph Number="108" Type="Character">

<Text>BEN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text><impact grunt></Text>

</Paragraph>

<Paragraph Type="Action">

<Text>PAN WITH THE GAUNTLET.</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""></Text>

<Text>Knocked from Ben's grasp, it skitters across the floor and bumps to a halt in the corner.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Ben and Nesmith knock over an old wing-back chair and then roll around on the floor, trading punches.</Text>

</Paragraph>

<Paragraph Number="109" Type="Character">

<Text>Ben / NESMITH </Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text><</Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">alternating</Text>

<Text> impact grunts></Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Ben is on his back, trying to keep Nesmith's hands away from his neck.</Text>

</Paragraph>

<Paragraph Number="110" Type="Character">

<Text>NesMITH</Text>

</Paragraph>

<Paragraph Type="Parenthetical">

<Text>(straining)</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>I'm stronger than you, boy!</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Ben tucks his legs up and shoves Nesmith away with both feet.</Text>

</Paragraph>

<Paragraph Number="111" Type="Character">

<Text>BeN</Text>

</Paragraph>
 <Paragraph Type="Parenthetical">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">(effort)</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Also, </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">older</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">.</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Nesmith flies backward across the room and lands on a wooden luggage rack, which splinters, <SNAP-CRACK!></Text>
 </Paragraph>
 <Paragraph Number="112" Type="Character">
 <Text>NesMITH</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><impact grunt></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben staggers to his feet facing Nesmith, dukes up.</Text>
 </Paragraph>
 <Paragraph Number="113" Type="Character">
 <Text>BeN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>You're going back to prison.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Nesmith sits up, surrounded by the broken rack, and grabs a long, sharp piece -- like a wooden stake.</Text>
 </Paragraph>
 <Paragraph Number="114" Type="Character">
 <Text>NesMITH</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Never</Text>
 <Text>.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben shakes his head.</Text>
 </Paragraph>
 <Paragraph Number="115" Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Y'know, you aren't wearing your </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Superhero</Text>
 <Text> suit, so I tried to make this a fair fight.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> But</Text>
 <Text> now you've gone and ruined it.</Text>

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</Paragraph>
<Paragraph Type="Action">
  <Text>Ben slaps the </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ultimatrix</Text>
  <Text> and changes into CLOCKWORK!</Text>
</Paragraph>
<Paragraph Number="116" Type="Character">
  <Text>CLOCKWORK</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Clockwork!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Nesmith raises the wooden stake overhead, ready to strike.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Clockwork hits it with a BEAM that reduces it to sawdust.</Text>
</Paragraph>
<Paragraph Number="117" Type="Character">
  <Text>CLOCKWORK</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Face it, Nesmith.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Your time's up.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Suddenly, &lt;ZAP&gt;, a</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> powerful</Text>
  <Text> ENERGY BLAST hits him </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">in the shoulder
</Text>
  <Text>from the </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">rear</Text>
  <Text>.</Text>
</Paragraph>
<Paragraph Number="118" Type="Character">
  <Text>CLOCKWORK</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;cry of pain&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Clutching his damaged shoulder, Clockwork reels, and as he keels over
--</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>CLOCKWORK'S TILTING, DISTORTED POV - he sees Jennifer, wearing the
Nemesis gauntlet, which she has aimed AT CAMERA; it's still SMOKING.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>She looks surprised at the result.</Text>
</Paragraph>
<Paragraph Type="Action">

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    <Text>DOWN ANGLE - Clockwork hits the floor, &lt;GEARS GRINDING TO A
HALT&gt;.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>As darkness envelops him...</Text>
</Paragraph>
<Paragraph Type="Transition">
    <Text>FADE OUT.</Text>
</Paragraph>
<Paragraph Type="End Of Act">
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+Underline+AllCaps">END OF ACT ONE</Text>
    <Text></Text>
</Paragraph>
<Paragraph Type="New Act">
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+Underline+AllCaps">ACT TWO</Text>
    <Text></Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>FADE IN:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="5/8" Page="16" Title="">
        <SceneArcBeats>
            <CharacterArcBeat Name="BEN">
                <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
                    <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
            <CharacterArcBeat Name="GWEN">
                <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
                    <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
        </SceneArcBeats>
    </SceneProperties>
    <Text>INT. DESERT DEW MOTOR COURT HOTEL ROOM 9 - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>We hear Gwen's MUFFLED CRY through the motel room door.</Text>
</Paragraph>
<Paragraph Number="119" Type="Character">
    <Text>GWEN (O.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Ben?</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>Ben!</Text>
</Paragraph>

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<Paragraph Type="Action">
  <Text>Then Gwen SPLINTERS the door with </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">a BLAST of pink
energy</Text>
  <Text> and strides in.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>She halts, shocked as she sees:</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Clockwork lying on the floor</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style=""> unconscious</Text>
  <Text>.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Gwen kneels down and shakes him.</Text>
</Paragraph>
<Paragraph Number="120" Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Wake up!</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Ben?</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Don't do this</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">!</Text>
  <Text> Ben!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Nothing.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Desperate, she pounds the Ultimatrix with her fist.</Text>
</Paragraph>
<Paragraph Number="121" Type="Character">
  <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>C'mon. &lt;sharp effort grunt> C'mon!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">CLOCKWORK REVERTS.
</Text>
  <Text>Ben's return to human form is a sufficient shock to his system.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>His eyes slowly open.</Text>
</Paragraph>
<Paragraph Number="122" Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">

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    <Text>Hunh?</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
    <Text>(beat, eyes wide)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>&lt;yowl of pain&gt;</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="7/8" Page="16" Title="">
        <SceneArcBeats>
            <CharacterArcBeat Name="JENNIFER">
                <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
                    <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
            <CharacterArcBeat Name="NESMITH">
                <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
                    <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
            <CharacterArcBeat Name="PERVIS">
                <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
                    <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
        </SceneArcBeats>
    </SceneProperties>
    <Text>INT. VETERINARIAN'S OFFICE - KENNEL - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>QUICK CUTS OF snapping teeth and foaming maws.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>CAMERA TRUCKS ALONG a ROW OF CAGES filled with &lt;BARKING&gt;
DOGS.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>Nesmith GAINS INTO SHOT, striding down the row.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>Jennifer tries to keep up.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>They both SHOUT over the canine cacophony.</Text>
</Paragraph>
<Paragraph Number="123" Type="Character">
    <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">

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<Text>Wh</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">y are we here</Text>

<Text>?</Text>

</Paragraph>

<Paragraph Number="124" Type="Character">

<Text>NESMITH</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>For most of my life, I have been a famous man.</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>

<Text>Now, I'm a </Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">wanted</Text>

<Text> man.</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> I</Text>

<Text>f we</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">'re going to elude Tennyson,</Text>

<Text> I </Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">have to</Text>

<Text> make sure no one recognizes </Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">me</Text>

<Text>.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Reaching the end of the row, he stops at a steel door and jabs a BUZZER.</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>

<Text></Text>

</Paragraph>

<Paragraph Type="Action">

<Text>The door opens.</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>

<Text>A veterinarian, DR. PERVIS, appears, looking like he belongs on the cover of a </Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Tales from the Crypt</Text>

<Text> comic.</Text>

</Paragraph>

<Paragraph Number="125" Type="Character">

<Text>Pervis</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Ah, Mr. Nesmith.</Text>

</Paragraph>

<Paragraph Type="Parenthetical">

<Text>(bows, </Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">peering at her</Text>

<Text>)</Text>

```

</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Miss Nocturne</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">?</Text>
  <Text></Text>
</Paragraph>
<Paragraph Number="126" Type="Character">
  <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Well?</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Can you do it?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Pervis rubs his filthy fingers together.</Text>
</Paragraph>
<Paragraph Number="127" Type="Character">
  <Text>Pervis</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Anything</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">'</Text>
  <Text>s possible with the proper incentive.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Nesmith turns to Jennifer.</Text>
</Paragraph>
<Paragraph Number="128" Type="Character">
  <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>We're going to need some money.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 1/8" Page="17" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="GWEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>

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        </SceneArcBeats>
    </SceneProperties>
    <Text>INT. BEN'S CAR - MOVING - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Gwen drives.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>Ben slumps in the front seat; his coat is off and his arm in a
sling.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>As they hit a bump, Ben comes to.</Text>
</Paragraph>
<Paragraph Number="129" Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
    <Text>(slurred)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Uhh.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>Are we following them?</Text>
</Paragraph>
<Paragraph Number="130" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>No, we're just leaving the emergency room.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ben sits up, wincing as his shoulder belt rubs his injury.</Text>
</Paragraph>
<Paragraph Number="131" Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>You let them get away - ?</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> &lt;</Text>
    <Text>Ow!</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">&gt;</Text>
    <Text></Text>
</Paragraph>
<Paragraph Number="132" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">B</Text>
    <Text>y the time I came back</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">, they were already
gone</Text>
    <Text>.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"

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Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Besides, you were hurt.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben winces as he settles into his seat, stymied.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Gwen adds:</Text>
 </Paragraph>
 <Paragraph Number="133" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>As it is, the ER staff was</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">n't</Text>
 <Text> happy with me wheeling you out before the anesthesia wore off.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben nods, conceding.</Text>
 </Paragraph>
 <Paragraph Number="134" Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Okay. </Text>
 <Text>So how are we gonna find Nesmith?</Text>
 </Paragraph>
 <Paragraph Number="135" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">While you were under,
</Text>
 <Text>I </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">called</Text>
 <Text> Kevin.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>He </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">showed</Text>
 <Text> me how to hack into Jennifer's phone records.</Text>
 </Paragraph>
 <Paragraph Number="136" Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>What'd you </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">get</Text>
 <Text>?</Text>
 </Paragraph>

```

<Paragraph Number="137" Type="Character">
  <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>She just wired money to the account of a Doctor Randolph Pervis</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">, D.V.M</Text>
  <Text>.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>That's where we're headed.</Text>
</Paragraph>
<Paragraph Number="138" Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Great!</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(beat, puzzled)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What kind of doctor is </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">a D.V.M.</Text>
  <Text>?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen looks troubled.</Text>
</Paragraph>
<Paragraph Number="139" Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>That's... the weird part.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="2/8" Page="18" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>INT. VETERINARIAN'S OFFICE - KENNEL - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The CAGED DOGS &lt;BARK&gt; incessantly.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Then:</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The FRONT DOOR MELTS, revealing Gwen and SWAMPFIRE.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Startled, the animals go silent... but then resume
&lt;YOWLING&gt;.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">

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<SceneProperties Length="1 1/8" Page="18" Title="">
  <SceneArcBeats>
    <CharacterArcBeat Name="BEN">
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LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
      </Paragraph>
    </CharacterArcBeat>
    <CharacterArcBeat Name="GWEN">
      <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
      </Paragraph>
    </CharacterArcBeat>
    <CharacterArcBeat Name="SWAMPFIRE">
      <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
      </Paragraph>
    </CharacterArcBeat>
  </SceneArcBeats>
</SceneProperties>
<Text>INT. VETERINARIAN'S OFFICE - OPERATING ROOM - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Swampfire</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style=""> (Ben's injured arm is
withered on Swampfire)</Text>
  <Text> and Gwen step inside the back room.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Green tile walls.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Reflector lights on swivel arms.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Filthy.</Text>
</Paragraph>
<Paragraph Number="140" Type="Character">
  <Text>SwAMPFIRE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">I know I'm one to
talk, but it s</Text>
  <Text>mells like something died in here.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>LOW ANGLE - Gwen steps over to and looks down at a stainless steel
bowl.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"

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Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>We cannot see what's inside.</Text>
</Paragraph>
 <Paragraph Number="141" Type="Character">
 <Text>GwEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Well, bled a lot, anyway.</Text>
 </Paragraph>
 <Paragraph Number="142" Type="Character">
 <Text>SWAMPFIRE</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">(concerned)</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">H</Text>
 <Text>e did something to Jennifer?</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Gwen gives Swampfire a look of exasperation.</Text>
 </Paragraph>
 <Paragraph Number="143" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Relax, Ben.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""></Text>
 <Text>America's sweetheart is fine.</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(beat, concentrates)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Anyway, that's not her aura.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""></Text>
 <Text>I think the patient was Nesmith.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Swampfire reverts to Ben.</Text>
 </Paragraph>
 <Paragraph Number="144" Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Guess I beat him up </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">pretty </Text>
 <Text>good, huh?</Text>
 </Paragraph>
 <Paragraph Number="145" Type="Character">
 <Text>GwEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Possible. He's wanted,
 so he can't go to a regular doctor, figured a Vet was close enough?</Text>

<Text></Text>

</Paragraph>

<Paragraph Number="146" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Ben</Text>
 <Text></Text>

</Paragraph>

<Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Let's find the doctor
 and ask him.</Text>
 <Text></Text>

</Paragraph>

<Paragraph Type="Action">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">They</Text>
 <Text> move O.S. --</Text>

</Paragraph>

<Paragraph Type="Action">
 <Text>And step up to an industrial-style walk-in refrigerator.</Text>

</Paragraph>

<Paragraph Type="Action">
 <Text>ANGLE FROM INSIDE FRIDGE - Gwen opens the heavy door.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>ICY AIR SWIRLS.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Ben steps up beside her.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text></Text>

</Paragraph>

<Paragraph Number="147" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Gwen</Text>
 <Text></Text>

</Paragraph>

<Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""><oh!></Text>
 <Text></Text>

</Paragraph>

<Paragraph Type="Action">
 <Text>They wince at the sight of a silhouetted figure slumped in F.G.</Text>

</Paragraph>

<Paragraph Number="148" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">ben</Text>
 <Text></Text>

</Paragraph>

<Paragraph Type="Dialogue">
 <Text>I</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">t was a good plan on
 paper...</Text>

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</Text></Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="2 4/8" Page="19" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="DRIVER">
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LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="JENNIFER">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="NESMITH">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>EXT. DESERT HIGHWAY [RE-USE FROM #1003-032] - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>In the distance, we see the limo parked in the gravel beside the
highway.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""></Text>
  <Text>Two figures sit on a nearby boulder.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>CLOSER.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""></Text>
  <Text>Jennifer takes a spoonful of soup from a can...</Text>
</Paragraph>
<Paragraph Number="149" Type="Character">
  <Text>JenNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Okay, open wide.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She lifts the spoon to a slit in the gauze wrapped around Nesmith's
face.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"

```

Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>His eyes blink rapidly; his nostrils flare.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>As the spoon reaches his mouth, he turns his head.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>The soup spills.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Frustrated, he shoves Jennifer's hand away.</Text>
</Paragraph>
<Paragraph Number="150" Type="Character">
 <Text>NesMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text><rapid nasal inhales, then> Enough!</Text>
</Paragraph>
<Paragraph Number="151" Type="Character">
 <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Carl, you need to eat!</Text>
</Paragraph>
<Paragraph Number="152" Type="Character">
 <Text>NesMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">T</Text>
 <Text>he only thing I </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">need</Text>
 <Text> is to get to Nemesis Corporation!</Text>
</Paragraph>
<Paragraph Number="153" Type="Character">
 <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>But they'll </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">be </Text>
 <Text>look</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">ing</Text>
 <Text> for you there!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>He stands.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>His swathed hands clench.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>We can see the rage in his eyes.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Is he going to lash out at her?</Text>
</Paragraph>

<Paragraph Number="154" Type="Character">
 <Text>NeSMITH</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I am not asking your opinion!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Well </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">that</Text>
 <Text> opens an old wound.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Jennifer bitterly replies:</Text>
 </Paragraph>
 <Paragraph Number="155" Type="Character">
 <Text>JeNNIFER</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Why should you?</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Nobody cares what I think.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>I'm just </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">some</Text>
 <Text> stupid girl who got lucky </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">'cause</Text>
 <Text> she's pretty.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Nesmith simmers down.</Text>
 </Paragraph>
 <Paragraph Number="156" Type="Character">
 <Text>NESMITH</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I never said you were stupid.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>She impulsively grabs his hands.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>He doesn't pull away.</Text>
 </Paragraph>
 <Paragraph Number="157" Type="Character">
 <Text>JENNIFER</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Then </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="UnderLine">listen</Text>
 <Text> to me!</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>You have new fingerprints.</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>You have a new face.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>You can have a new </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">Life</Text>
<Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>A long beat.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>The words catch in his throat.</Text>
</Paragraph>
<Paragraph Number="158" Type="Character">
<Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">are</Text>
<Text> my new life.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Jennifer tears up.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>Nobody's ever told her that and meant it.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>Granted, it's from a homicidal megalomaniac, but still...</Text>
</Paragraph>
<Paragraph Number="159" Type="Character">
<Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Really?</Text>
</Paragraph>
<Paragraph Number="160" Type="Character">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">NeSMITH</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Really.</Text>
<Text></Text>
</Paragraph>
<Paragraph Number="161" Type="Character">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">JenNIFER</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Then let's forget all of this, slip out of the country and disappear.</Text>

<Text></Text>

</Paragraph>

<Paragraph Type="Action">

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Nesmith is getting increasingly agitated.</Text>

<Text></Text>

</Paragraph>

<Paragraph Number="162" Type="Character">

<Text>NeSMITH</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">We can't! We can fool the cops, b</Text>

<Text>ut</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Tennyson</Text>

<Text> will </Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">never</Text>

<Text> stop looking for me</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">!</Text>

<Text> I have to </Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">get him </Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="Underline">first</Text>

<Text>!</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> He took everything from me! Everything! Everything! </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><deranged</Text>

<Text> roar></Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Nesmith flails about, clawing </Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">free</Text>

<Text> the gauze wrapped around his head.</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>

<Text>We don't get a glimpse of his face, though.</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>

<Text>Not yet.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Jennifer clutches hands to mouth, stifling her sobs.</Text>

</Paragraph>

<Paragraph Number="163" Type="Character">

<Text>JENNIFER</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text><muffled whimper></Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Nesmith staggers to a halt, hunched over, BACK TO CAMERA.</Text>
</Paragraph>
<Paragraph Number="164" Type="Character">
<Text>NesMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text><heavy breathing slows></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Jennifer warily approaches him from behind.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>A beat of hesitation, then she puts a consoling hand on his shoulder.</Text>
</Paragraph>
<Paragraph Number="165" Type="Character">
<Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">My face. </Text>
<Text>Is it awful?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Tears welling, she shakes her head.</Text>
</Paragraph>
<Paragraph Number="166" Type="Character">
<Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>No.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>You're beautiful.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>He turns toward her, and now we see the late Dr. Pervis's handiwork:
</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">the nose, the ears, the cheeks -- they're all different.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>It's not grotesque, but the surgical scars are fresh and pink.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>Reassured, Nesmith smiles at Jennifer.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>She tilts her face up for a kiss.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>Just then, we HEAR A </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">PICK-UP TRUCK</Text>
<Text>PULL UP in the gravel; an O.S. CAR DOOR <SQUEAKS> OPEN.</Text>
</Paragraph>
<Paragraph Number="167" Type="Character">
<Text>NESMITH</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Hold that thought.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>LOW ANGLE - The </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">PICK-UP</Text>
  <Text>'s driver's side door is open.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Nesmith reaches in; his hand comes out wearing the gauntlet.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>He holds it behind his back as he heads toward the O.S. Driver.</Text>
</Paragraph>
<Paragraph Number="168" Type="Character">
  <Text>DRIVER (O.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You folks okay?</Text>
</Paragraph>
<Paragraph Number="169" Type="Character">
  <Text>NESMITH (O.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>We're fine now.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>CLOSE - as the GAUNTLET'S FLASH plays across Jennifer's face.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>She smiles through her tears.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 5/8" Page="22" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="GWEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>INT. BEN'S CAR - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben drives, supporting his injured arm.</Text>

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    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>Gwen sits beside him, holding the doll Maureen gave her.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>She frowns at Ben.</Text>
</Paragraph>
<Paragraph Number="170" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>That can't be good for your arm.</Text>
</Paragraph>
<Paragraph Number="171" Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>My car.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>I drive.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Gwen shakes her head, then focuses her attention on the doll.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>HER POV - shows the aura around the doll, faint and wavering.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Gwen blinks.</Text>
</Paragraph>
<Paragraph Number="172" Type="Character">
    <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Jennifer's aura is getting weak</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">er</Text>
    <Text>.</Text>
</Paragraph>
<Paragraph Number="173" Type="Character">
    <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>What's that mean?</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>Is she </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">out of range? H</Text>
    <Text>urt?</Text>
</Paragraph>
<Paragraph Number="174" Type="Character">
    <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>No, it's more like</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">... </Text>

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<Text>she's losing touch with </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">herself</Text>
 <Text>.</Text>
 </Paragraph>
 <Paragraph Number="175" Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>So, he's brainwashing her?</Text>
 </Paragraph>
 <Paragraph Number="176" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Not exactly.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>You ever hear of Stockholm Syndrome?</Text>
 </Paragraph>
 <Paragraph Number="177" Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Sure I have.</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(beat)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Which is what again?</Text>
 </Paragraph>
 <Paragraph Number="178" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Kidnap victims start to identify with their captors, especially when
 </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">they feel like their
 old life was empty and meaningless.</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Number="179" Type="Character">
 <Text>BeN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>C'mon.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>She's rich.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>She's famous!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Gwen counts off Jennifer's issues.</Text>
 </Paragraph>

<Paragraph Number="180" Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>She has a mom from Trailer Park Confidential and a dad she never
knew.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Plus, she dropped out of 'Vampire Summer</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> Five</Text>
 <Text>' -- </Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(makes 'air quotes')</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>-- For 'behavioral problems.'</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Jennifer</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">'s</Text>
 <Text> is a train wreck.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben shrugs, conceding.</Text>
</Paragraph>
<Paragraph Number="181" Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">I don't know..</Text>
 <Text>.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Gwen reaches down and picks up </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">her</Text>
 <Text> </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">laptop</Text>
 <Text>.</Text>
</Paragraph>
<Paragraph Number="182" Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Prison records show Jennifer sent dozens of letters and packages to
Nesmith</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">, </Text>
 <Text>sometimes several a day.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> She visited him
almost every day. </Text>
 <Text>She </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"

Font="Courier Final Draft" RevisionID="1" Size="12" Style="">was</Text>
 <Text> obsessed with him.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben glances at it but keeps his eyes on the road.</Text>
 </Paragraph>
 <Paragraph Number="183" Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>So you're saying she's gone bad?</Text>
 </Paragraph>
 <Paragraph Number="184" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I'm saying she's a mess.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>And that </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">it's a lot harder to
 rescue someone who doesn't want to be rescued</Text>
 <Text>.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>On Ben's look of consternation:</Text>
 </Paragraph>
 <Paragraph Type="Transition">
 <Text>FADE OUT.</Text>
 </Paragraph>
 <Paragraph Type="End Of Act">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
 Font="Courier Final Draft" RevisionID="0" Size="12"
 Style="Bold+Underline+AllCaps">END OF ACT TWO</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="New Act">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
 Font="Courier Final Draft" RevisionID="0" Size="12"
 Style="Bold+Underline+AllCaps">ACT THREE</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>FADE IN:</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="1 4/8" Page="24" Title="">
 <SceneArcBeats>
 <CharacterArcBeat Name="BEN">
 <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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 Color="#0000000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 <CharacterArcBeat Name="GWEN">
 <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"

LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="POLICE DISPATCH">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>EXT. DESERT HIGHWAY - SOON - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>FLASHING BLUE AND RED LIGHTS FILL FRAME.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>PAN PAST a POLICE CAR's light bar.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>In B.G., near the Golden Limo, </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">an ambulance</Text>
<Text>.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>Gwen talks with TWO COPS.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>One hands her a piece of paper.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>A RADIO HISSES, then:</Text>
</Paragraph>
<Paragraph Number="185" Type="Character">
<Text>POLICE DISPATCH (V.O.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>All units, be on the lookout for a gray sedan, license
8-ORD-224.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>This is a Code </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">187</Text>
<Text>.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>Suspect is armed and extremely dangerous.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben leans against his car's hood, head down, holding his bad arm with his free hand.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>

Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Gwen approaches; he doesn't look up.</Text>
 </Paragraph>
 <Paragraph Number="186" Type="Character">
 <Text>BeN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Nesmith again?</Text>
 </Paragraph>
 <Paragraph Number="187" Type="Character">
 <Text>GwEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>He used the gauntlet</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> from his old
 armor</Text>
 <Text>.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(noticing his mood)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>You okay?</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben looks up at her.</Text>
 </Paragraph>
 <Paragraph Number="188" Type="Character">
 <Text>BeN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>All those aliens we fight?</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Usually, they want to steal something.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Or take over the world.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Fine, I get that.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben shakes his head.</Text>
 </Paragraph>
 <Paragraph Number="189" Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>But Nesmith</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">? </Text>
 <Text>The prison guards, the limo driver, Dr. Pervis, that </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
 Font="Courier Final Draft" RevisionID="2" Size="12" Style="">guy</Text>

<Text> over there -- </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">look what he did to them!</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>And for what?</Text>
</Paragraph>
<Paragraph Number="190" Type="Character">
<Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Y</Text>
<Text>ou don't have to be an alien to be a monster.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>Nesmith doesn't care who gets hurt as long as he gets what he wants.</Text>
</Paragraph>
<Paragraph Number="191" Type="Character">
<Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>But what </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">does</Text>
<Text> he want?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Gwen hesitates.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>She's worried.</Text>
</Paragraph>
<Paragraph Number="192" Type="Character">
<Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You, Ben.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>Just you.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>She gives him the note handed to her by the policeman.</Text>
</Paragraph>
<Paragraph Number="193" Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>He left this in the </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">truck</Text>
<Text>.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>It says where he's going.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"

Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Dares you to follow him.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> It's obviously a
trap.</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Number="194" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Ben</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Obviously.</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben glances at the piece of paper and stands</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">, addressing the
police.</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Number="195" Type="Character">
 <Text>Ben</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Tell </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">your men</Text>
 <Text> to stay back until this is over.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>I don't want anyone else to get hurt.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>As he heads for the driver's side door:</Text>
 </Paragraph>
 <Paragraph Type="Transition">
 <Text>WIPE TO:</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="5/8" Page="25" Title="">
 <SceneArcBeats>
 <CharacterArcBeat Name="BEN">
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StartsNewPage="No">
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Color="#0000000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 <CharacterArcBeat Name="GUARD">
 <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#0000000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>

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    </Paragraph>
  </CharacterArcBeat>
  <CharacterArcBeat Name="GWEN">
    <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
    </Paragraph>
  </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>EXT. NEMESIS CORPORATION - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The building is a six-story scythe of steel and glass.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Ben's car rolls into the roundabout out front.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>The stolen sedan sits with its driver's door open, WARNING BELL
&lt;PINGING&gt;.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>FRONT OF BUILDING - Ben kneels and picks a KEY CARD off the
ground.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>He looks ahead and sees the shattered front doors.</Text>
</Paragraph>
<Paragraph Number="196" Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Guess they changed the locks.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen holds the doll and concentrates, then frowns.</Text>
</Paragraph>
<Paragraph Number="197" Type="Character">
  <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I can't get a bead on Jennifer.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben winces as he slips his injured arm from the sling.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text></Text>
</Paragraph>
<Paragraph Number="198" Type="Character">
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">Guard
(o.S.)</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">

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        <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">&lt;keep</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style=""> alive&gt;</Text>
        <Text></Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Ben sees the legs of
the GUARD lying motionless on the ground, half-hidden behind a large
planter.</Text>
        <Text></Text>
    </Paragraph>
    <Paragraph Number="199" Type="Character">
        <Text>BEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>They won't be hard to find.</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
        <SceneProperties Length="3/8" Page="26" Title="">
            <SceneArcBeats>
                <CharacterArcBeat Name="NESMITH">
                    <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                    </Paragraph>
                </CharacterArcBeat>
            </SceneArcBeats>
        </SceneProperties>
        <Text>INT. NEMESIS CORPORATION - OUTSIDE A VAULT - NIGHT</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Nesmith pokes a wall-mounted keypad adjacent to a large high-tech
hatch.</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
        <Text>The KEYPAD &lt;BEEPS&gt;, rejecting his input.</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
        <Text>He pounds the wall, then tries again, jabbing the keys angrily.</Text>
    </Paragraph>
    <Paragraph Number="200" Type="Character">
        <Text>NESMITH</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Th</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">ey</Text>
        <Text> think they can keep me out?</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
        <Text>I designed this system!</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
        <Text>Every single circuit!</Text>
    </Paragraph>

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<Paragraph Type="Action">
  <Text>As he rattles on, PAN TO Jennifer.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>She leans against a wall and slides to the floor, holding her face in
her hands.</Text>
</Paragraph>
<Paragraph Number="201" Type="Character">
  <Text>NeSMITH (O.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Tried to</Text>
  <Text> take my company away from me but I won't let them!</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>You wait, you'll see!</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="6/8" Page="26" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="GWEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>INT. NEMESIS CORPORATION - CORRIDOR - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben and Gwen keep their backs to the wall as they move along.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>CLOSER - Gwen uses the doll to locate Jennifer.</Text>
</Paragraph>
<Paragraph Number="202" Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I got something.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>It's weak, but --</Text>
</Paragraph>
<Paragraph Number="203" Type="Character">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Ben</Text>

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    <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">&lt;sucks air through
his teeth&gt;</Text>
    <Text></Text>
</Paragraph>
<Paragraph Number="204" Type="Character">
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Gwen</Text>
    <Text></Text>
</Paragraph>
<Paragraph Type="Parenthetical">
    <Text>(glances back, dismayed)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Ben?</Text>
    <Text></Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Sweaty and pale, Ben grips his shoulder, hunched over.</Text>
</Paragraph>
<Paragraph Number="205" Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Pulled some stitches.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>No big deal.</Text>
</Paragraph>
<Paragraph Number="206" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>It </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">is</Text>
    <Text> a big deal.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>You're in no shape </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">for a</Text>
    <Text> fight.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ben looks up at Gwen, determined but resigned.</Text>
</Paragraph>
<Paragraph Number="207" Type="Character">
    <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">No</Text>
    <Text> choice, Gwen.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"

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Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> Jennifer's in danger,
and I'm going to save her</Text>
<Text>.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>He stands to full height, suffering another twinge.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>He nods to Gwen, then moves past her.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>She follows.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
<SceneProperties Length="5 5/8" Page="27" Title="">
<SceneArcBeats>
<CharacterArcBeat Name="BEN">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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Color="#0000000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="EATLE">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
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Color="#0000000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="GWEN">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
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LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
<Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#0000000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="NESMITH">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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StartsNewPage="No">
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Color="#0000000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>INT. NEMESIS CORPORATION - OUTSIDE A VAULT - NIGHT</Text>

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</Paragraph>
<Paragraph Type="Action">
  <Text>Jennifer slumps against the wall, knees against her chest.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>She rubs her eyes with her knuckles like a lost child.</Text>
</Paragraph>
<Paragraph Number="208" Type="Character">
  <Text>BEN (O.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;sotto 'psst'&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She looks up and puzzles -- it wasn't Nesmith, he's still to her left,
</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">tapping</Text>
  <Text> away at the keypad.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>A whisper:</Text>
</Paragraph>
<Paragraph Number="209" Type="Character">
  <Text>BEN (O.S.)</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">(sotto voce)</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Jennifer!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Jennifer looks to her right and sees Ben peeking around a corner with
finger to lips.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Then he whispers again:</Text>
</Paragraph>
<Paragraph Number="210" Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">(sotto voce)</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>We're here</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>to save you.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Jennifer sits up and replies in a loud stage-whisper:</Text>
</Paragraph>
<Paragraph Number="211" Type="Character">

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<Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">(too loudly)</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Go away!</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>You'll ruin everything!</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>Don't you see?</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>I love him!!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben gapes at Jennifer, dumbfounded.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>Then:</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Nesmith pivots.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>He's wearing the gauntlet.</Text>
</Paragraph>
<Paragraph Number="212" Type="Character">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Gwen</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Get down!</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Gwen yanks Ben downward</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> with an </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">energy
tendrils</Text>
<Text>.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text></Text>
</Paragraph>
<Paragraph Number="213" Type="Character">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Ben</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""><impact></Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Nesmith's first <SIZZLING> VOLLEY BURNS a BLACK GASH along the wall overhead.</Text>
 </Paragraph>
 <Paragraph Number="214" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">NeSMITH</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">I'll destroy you Tennyson! </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Likee</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> you tried to destroy me!</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Nesmith fires two more BLASTS, </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><BA-V00SH</Text>
 <Text>!</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">BA-VAAAM!></Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Gwen barely has time to raise a one-handed </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">ENERGY</Text>
 <Text>-SHIELD before the DOUBLE SHOTS hit it and blow her off her feet.</Text>
 </Paragraph>
 <Paragraph Number="215" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><impact</Text>
 <Text> grunt></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>The doll, knocked from Gwen's other hand, </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">SLIDES</Text>
 <Text> across the floor and lies with limbs akimbo.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben drags Gwen around the corner, out of the line of fire.</Text>
 </Paragraph>

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<Paragraph Number="216" Type="Character">
  <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;keep alive groan&gt;</Text>
</Paragraph>
<Paragraph Number="217" Type="Character">
  <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Hang on, Gwen!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Nesmith fires TWO MORE ROUNDS, then punches four more numbers into the
keypad.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>The LOCKS DISENGAGE.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>The vault door swings open.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Nesmith points inside, as if instructing a pet.</Text>
</Paragraph>
<Paragraph Number="218" Type="Character">
  <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Jennifer</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">, </Text>
  <Text>get in the vault!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben peeks around the corner, shouting:</Text>
</Paragraph>
<Paragraph Number="219" Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Don't listen to him!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>More GAUNTLET BLASTS pepper the wall and floor, filling the hall with
smoke, and forcing Ben to duck out of sight.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Jennifer wavers, watching Nesmith &lt;BLASTING&gt; away like
mad.</Text>
</Paragraph>
<Paragraph Number="220" Type="Character">
  <Text>NesMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;short sharp effort grunts&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She's scared, but also smitten with her hero.</Text>

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    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>She runs inside the vault.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>AROUND THE CORNER - Ben cradles Gwen.</Text>
</Paragraph>
<Paragraph Number="221" Type="Character">
    <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>I'll get you out of here.</Text>
</Paragraph>
<Paragraph Number="222" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">I know. Now get to
work.</Text>
    <Text></Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ben nods.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>He gently lowers Gwen to the floor...</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>...Then stands, triggers the </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ultimatrix</Text>
    <Text> and after his SIGNATURE TRANSFORMATION SEQUENCE, turns into:</Text>
</Paragraph>
<Paragraph Number="223" Type="Character">
    <Text>EATLE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Eatle!</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Eatle looks down, touches his shoulder and grins.</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold"></Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Nesmith gapes as Eatle turns the corner and slowly stomps toward
him.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>He unloads TWO MORE BLASTS.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>The impacts knock Eatle back a bit, but as the SMOKE CLEARS, he's
unscathed.</Text>
</Paragraph>
<Paragraph Number="224" Type="Character">

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    <Text>EATLE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Give it up, Nesmith.
Let the girl go.</Text>
    <Text></Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Glowering, Nesmith aims the gauntlet upward.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>This BLAST...</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>...rips a hole in the ceiling above Eatle.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>A huge AIR CONDITIONING COMPRESSOR, DUCTS and other EQUIPMENT come
&lt;CRASHING&gt; down, instantly burying him.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text></Text>
</Paragraph>
<Paragraph Number="225" Type="Character">
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Eatle</Text>
    <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">&lt;impact&gt;</Text>
    <Text></Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Nothing moves, save for the &lt;SPARKING&gt; ELECTRICAL CONDUITS
dangling above.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Nesmith lowers his gauntlet.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>With deranged glee:</Text>
</Paragraph>
<Paragraph Number="226" Type="Character">
    <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Yesss!</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>Ben Tennyson is finally -- </Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Then, with the &lt;BUILDING O.S. SOUND OF RAVENOUS EATING&gt;...</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>...Eatle &lt;CHOMPS&gt; his way out from under the pile of
debris.</Text>

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    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>He dusts 'crumbs' off his chest.</Text>
</Paragraph>
<Paragraph Number="227" Type="Character">
    <Text>EATLE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>&lt;long belch&gt; </Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Livid, Nesmith unleashes a volley of GAUNTLET BLASTS...</Text>
</Paragraph>
<Paragraph Number="228" Type="Character">
    <Text>NeSMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>&lt;building snarls and effort grunts&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>...but Eatle</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">, while slowed, is
</Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">unharmed.</Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;VOOM-BLAM-WHAM-
BAM!&gt;</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
    <Text>Finally:</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Eatle </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">lowers his head and
fires an ENERGY SPHERE from his horn. The sphere unerringly strikes Nesmith's
gauntlet and DESTROYS</Text>
    <Text> it.</Text>
</Paragraph>
<Paragraph Number="229" Type="Character">
    <Text>NesMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>&lt;cry of pain&gt;</Text>
</Paragraph>
<Paragraph Number="230" Type="Character">
    <Text>EATLE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Why don't you come
along quietly?</Text>
    <Text></Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>The &lt;CLANG&gt; of METAL FOOTSTEPS make Eatle and Nesmith
turn.</Text>

```

</Paragraph>
 <Paragraph Type="Action">
 <Text>ON VAULT DOOR - A <WHIRRING> hulking figure <STOMPS> out of the shadows; it's Jennifer, operating BULKY BATTLE ARMOR (Tony Stark's Iron Man Mark I meets Ripley's Power Loader from </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Aliens</Text>
 <Text>).</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>She shrieks:</Text>
 </Paragraph>
 <Paragraph Number="231" Type="Character">
 <Text>JeNNIFER</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Let</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">. H</Text>
 <Text>im</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">.</Text>
 <Text> </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="Underline">G</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">o</Text>
 <Text>!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Eatle tries to reason with her as he grips Nesmith's wrist.</Text>
 </Paragraph>
 <Paragraph Number="232" Type="Character">
 <Text>EATLE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">T</Text>
 <Text>his man is not your friend.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>He</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">'</Text>
 <Text>s </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">pure evil</Text>
 <Text>.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Tears streaming, Jennifer cries in despair:</Text>
 </Paragraph>
 <Paragraph Number="233" Type="Character">
 <Text>JENNIFER</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">H</Text>
 <Text>e's </Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">all</Text>
 <Text> I've got!</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>She impels the Battle Armor forward.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Eatle shoves Nesmith clear as Jennifer charges INTO SHOT like an
 express train, throwing servo-powered punches.</Text>
 </Paragraph>
 <Paragraph Number="234" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">NesMITH</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""><impact></Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Number="235" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">JennIFER</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""><3 PUNCHING
 EFFORTS></Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Eatle ducks the first, which <BASHES> a hole in the wall.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>He blocks the second.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>The third connects.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Eatle goes flying.</Text>
 </Paragraph>
 <Paragraph Number="236" Type="Character">
 <Text>EATLE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><impact grunt></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>LOW ANGLE - Eatle <SLAMS> down on his back and slides to a halt
 beside the debris mound.</Text>
 </Paragraph>
 <Paragraph Number="237" Type="Character">
 <Text>EATLE</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;keep-alive groan, startled gasp&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He rattles his head, then gapes upward as:</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>EATLE'S POV - Jennifer stands over him in the Battle Armor.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Off to one side, Nesmith staggers to his feet, wild-eyed.</Text>
</Paragraph>
<Paragraph Number="238" Type="Character">
  <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Finish him!</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Then we can be together forever!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Jennifer smiles at the thought.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>Then she looks up.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Dangling just above her are the &lt;SPARKING&gt; ELECTRICAL
CABLES.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>She reaches for them.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Eatle cries out:</Text>
</Paragraph>
<Paragraph Number="239" Type="Character">
  <Text>EATLE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Wait, don't touch th -- !</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Too late.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>The Armor's pinchers close around the conduits.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>WIDE - ELECTRICITY &lt;CRACKLES&gt; from ceiling to floor, SHORTING OUT
the suit and hitting Jennifer with enormous force.</Text>
</Paragraph>
<Paragraph Number="240" Type="Character">
  <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;building stuttering cry&gt;</Text>

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</Paragraph>
<Paragraph Type="Action">
 <Text>The armor seizes up and keels over.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Complete silence.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Then:</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Eattle reverts to Ben.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>He starts toward Jennifer, but then Nesmith, clutching his injured arm, rushes past him.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Nesmith pops a release and pulls Jennifer free of the CHARRED ARMOR.</Text>
</Paragraph>
<Paragraph Number="241" Type="Character">
 <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Jennifer!</Text>
</Paragraph>
<Paragraph Number="242" Type="Character">
 <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(shallow breathing)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Hurry.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>You can get away.</Text>
</Paragraph>
<Paragraph Number="243" Type="Character">
 <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Not without you.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben gazes, stunned.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>Gwen limps over beside him.</Text>
</Paragraph>
<Paragraph Number="244" Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>We have to get her to a hospital.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben steps over to help, but Nesmith angrily pushes him away.</Text>

</Paragraph>
 <Paragraph Number="245" Type="Character">
 <Text>NesMITH</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>No!!</Text>
 </Paragraph>
 <Paragraph Number="246" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Ben</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""><impact></Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Nesmith turns back to Jennifer</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">,</Text>
 <Text> and breathing hard, but in a soft voice, he explains:</Text>
 </Paragraph>
 <Paragraph Number="247" Type="Character">
 <Text>NESMITH</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Jennifer, you have to listen.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text>They're going to put me in </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">prison</Text>
 <Text> again.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
 <Text></Text>
 </Paragraph>
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do as I say. Keep your mouth shut, and wait for me.</Text>
  <Text></Text>
</Paragraph>
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silently</Text>
  <Text>.</Text>
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</Paragraph>
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</Paragraph>
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totally in love</Text>
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</Paragraph>
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  <Text>As Nesmith bows his head in sorrow...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>LOW ANGLE - the limp rag doll is on the floor in F.G.; Jennifer lies in
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    <Element Type="Character"/>
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  </Narrator>
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  <Member Actor="Man 1" Character="NESMITH"/>
  <Member Actor="Man 1" Character="JENNIFER"/>
  <Member Actor="Man 1" Character="MAUREEN"/>
  <Member Actor="Man 1" Character="HUMUNGOSAUR"/>
  <Member Actor="Man 1" Character="EATLE"/>
  <Member Actor="Man 1" Character="CAPTAIN"/>
  <Member Actor="Man 1" Character="DRIVER"/>
  <Member Actor="Man 1" Character="CLOCKWORK"/>
  <Member Actor="Man 1" Character="Pervis"/>
  <Member Actor="Man 1" Character="Guard #1"/>
  <Member Actor="Man 1" Character="PRISONER #1"/>
  <Member Actor="Man 1" Character="PRISONER #2"/>
  <Member Actor="Man 1" Character="BeN / NESMITH"/>
  <Member Actor="Man 1" Character="SWAMPFIRE"/>
  <Member Actor="Man 1" Character="POLICE DISPATCH"/>
  <Member Actor="Man 1" Character="Chauffer"/>
  <Member Actor="Man 1" Character="Guard"/>
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    <Character Color="#FFFFFFFFFFFF" Name="NESMITH" Visible="No"/>
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    <Column Width="260">Location</Column>
    <Column Width="90">Time</Column>
    <Column Width="60">Length</Column>
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    <Column UserType="CategoryColumnType" Width="360">Cast Members</Column>
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    <Column Width="52">Order</Column>
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Name="Animal Wrangler" Number="12" Style="Bold"/>
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<Images Hidden="0"/>

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