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<Paragraph Type="Show/Ep. Title">

<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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Style="Bold">BEN 10: EVOLUTIONS</Text>

<Text></Text>

</Paragraph>

<Paragraph Type="Show/Ep. Title">

<Text>â€œDupedâ€

</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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Style="Bold+Underline">TEASER</Text>

<Text></Text>

</Paragraph>

<Paragraph Type="Action">

<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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Style="AllCaps">FADE IN:</Text>

<Text></Text>

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<Paragraph Type="Scene Heading">

<SceneProperties Length="2/8" Page="1" Title="">

<SceneArcBeats/>

</SceneProperties>

<Text>EXT. MUSEUM - DAY</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>ESTABLISHING a Natural History Museum facing a CITY PARK. TWO
OLD MEN are sitting on a bench, feeding </Text>

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

<Text>. The pigeons, spooked by a low <RUMBLING>, scatter.
</Text>

</Paragraph>

<Paragraph Type="Action">

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<Text>They have good reason to, itâ€™s an </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">alien</Text>
<Text> TANK.</Text>
</Paragraph>
<Paragraph Type="Transition">
<Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
<SceneProperties Length="7/8" Page="1" Title="">
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</CharacterArcBeat>
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<Text>INT. TANK COCKPIT - CONTINUOUS - DAY</Text>
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<Paragraph Type="Action">
 <Text>TWO FOREVER KNIGHTS with Cockney accents sit at the controls.
</Text>
</Paragraph>
<Paragraph Number="1" Type="Character">
 <Text>FOREVER KNIGHT #1</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Right then, we go in fast, grab what we came for and get out!
</Text>
</Paragraph>
<Paragraph Number="2" Type="Character">
 <Text>FOREVER KNIGHT #2</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Charging the Cannon, now.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Forever Knight #2 flips switches. <BUILDING HUM> Forever Knight #1 squints into a periscope.</Text>
</Paragraph>
<Paragraph Number="3" Type="Character">
 <Text>FOREVER KNIGHT #1</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Thisâ€™ll rip that door open like it was made of tissue paper --
</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Suddenly the top of the TANK PEELS open <GROANING METAL>. They look up to see:</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>RATH, straddling the tank as he tears back the roof.</Text>
</Paragraph>
<Paragraph Number="4" Type="Character">
 <Text>RATH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>let me tell you something. Forever Knights! Nobody's </Text>

<Text>Let me tell you something, Forever Knights! Nobody's </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12"
Style="">rippin</Text>
<Text>' open </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline">nothin'</Text>
<Text> except </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12"
Style="">Rath</Text>
<Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>The Forever Knights SHOOT HIM with SMALL ENERGY PISTOLS. The
bolts BOUNCE HARMLESSLY off of him.</Text>
</Paragraph>
<Paragraph Number="6" Type="Character">
<Text>Rath</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Thatâ€™s your </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline">first</Text>
<Text> mistake! When you shoot Rath, it just makes Rath </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline">mad</Text>
<Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>At that, his COMMUNICATOR <CHIRPS>. Suddenly reasonable,
he answers it.</Text>
</Paragraph>
<Paragraph Number="7" Type="Character">
<Text>RATH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Hello?</Text>

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</Text>Hello!</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>cut to:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
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      </CharacterArcBeat>
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  </SceneProperties>
  <Text>EXT. TENNIS STADIUM - CONTINUOUS - DAY</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold"></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>GWEN is sitting with a bored KEVIN in the stands, watching
</Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12"
Style="">atennis</Text>
  <Text> match. Julie turns and whispers into her COMMUNICATOR:</Text>
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</Paragraph>
<Paragraph Number="8" Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(sotto voce)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ben! Where </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline">are</Text>
  <Text> you? Julie's in the middle of her set!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Below, JULIE plays hard on an outdoor TENNIS COURT.</Text>
</Paragraph>
<Paragraph Number="9" Type="Character">
  <Text>JULIE (DISTANT)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;effort grunt, beat, effort grunt&gt;</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>Cut back to:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
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<CharacterArcBeat Name="RATH">
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    </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>EXT. MUSEUM - CONTINUOUS - DAY</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Rath rolls his eyes, turns to the side, and replies, sotto:
</Text>
</Paragraph>
<Paragraph Number="10" Type="Character">
    <Text>RATH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Let me tell you something, Gwen Tennyson, I was on my way there
when I saw this tank pull up to the museum and --</Text>
</Paragraph>
<Paragraph Number="11" Type="Character">
    <Text>GWEN (V.O.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>I donâ€™t care. </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline">Get</Text>
    <Text> here.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>&lt;CLICK!&gt; Rath eyes the communicator and mutters to
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himself:</Text>
</Paragraph>
<Paragraph Number="12" Type="Character">
  <Text>RATH</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(mildly)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>That was harsh.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text></Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12"
Style="">back</Text>
  <Text> to shouting)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Now! Where were we--</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Rath looks down into the Tank; itâ€™s empty. He looks around.
The Knights have taken their leave.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>WIDE ON TANK - Embarrassed, Rath </Text>
  <Text AdornmentStyle="0" Background="#àííí±Ò«Ñěè«Ñěè«Ñěè±Ò«Ñ
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