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 </Paragraph>
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 </SceneProperties>
 <Text>INT. BEN'S PLACE - NIGHT</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>A party is in full swing. Start on a big banner that says, 'Bon Voyage Julie.' MUSIC plays as CAMERA PANS the room. Some kids are at a flat screen TV, playing a video game, others by the food table, scarfing candy, still others are by themselves, busily texting.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>JULIE is at the center of the room, in a track/warm-up suit, surrounded by boys in matching warm-up suits. Though we can't hear what is being said because of the music and the distance, Julie looks like she's having a very good time, smiling, laughing (MOS).</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>CAMERA now PULLS BACK from them, to an OVER THE SHOULDER SHOT of BEN and KEVIN.</Text>

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</Paragraph>
<Paragraph Type="Character">
  <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>...I'm just saying, Ben, a month can be a long time.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>TWO SHOT</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Yeah, sometimes even thirty-one whole days.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I guess I'll have to spell it out for you: those guys on Julie's tennis
team? They look like they're more interested in scoring with--</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben holds up his hand to stop him.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Hey Kevin? Julie and I are solid. When she comes back from Europe,
we're going to pick up right where we left off.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Have you told </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">her</Text>
  <Text> that?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>We're going to have a nice long talk when I take her to the airport
tonight, don't worry.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(shaking his head)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I don't know, those guys look pretty determined.</Text>
</Paragraph>
<Paragraph Type="Character">

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    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Look, Kevin, stop dumping your insecurities on me, okay?</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>What do you mean?</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ben nods toward:</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>NEW ANGLE - In another part of the room, GWEN is surrounded by male
admirers.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Kevin's eyes widen, and, without another word, he heads toward
Gwen.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Smiling, Ben starts toward Julie, but half-way there, A KID stops him;
the kid is holding an I-phone-like device.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Kid</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Ben? You know about this?</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>The kid holds the device up for Ben. ON THE DEVICE:</Text>
</Paragraph>
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 </Paragraph>
 </CharacterArcBeat>
 </SceneArcBeats>
 </SceneProperties>
 <Text>EXT. RAMSHACKLE HOUSE - NIGHT</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>SSSERPENT is visible in a window, his snake-head hands HISSING
 menacingly.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>Kid (o.S.)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>It's live...</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>On the small video display, the camera pulls back a bit to show that
 the house is surrounded by police. Camera then pulls back a bit more to show a
 REPORTER as:</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>Reporter</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>... Police believe Ssserpent is holding a hostage inside, and
 negotiators are trying to reach him by phone...</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(beat)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>... </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">but</Text>
 <Text> how you bargain with something like </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">that</Text>
 <Text>... </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>QUICK SHOT of Ssserpent...</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>RepORTER</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>... I have no idea.</Text>
 </Paragraph>
 <Paragraph Type="Action">

<Text>BACK TO BEN</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">I</Text>
 <Text> do.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Determined, Ben steps away from the Kid and pushes his way through the tennis players to Julie.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Julie! I gotta go; Ssserpent's come out of his hole again. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>He turns away and starts to go, but:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Julie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Wait!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>There's an intensity in her voice that makes Ben stop and turn back to her.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Why does it always have to be you? What about the police?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Julie, I'm a hero. And this is what heroes do.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Heroes are also people.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(smiles)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Not </Text>

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    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Saru-Inu</Text>
    <Text>.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Julie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Who?</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>The monkey-dog on Sumo Slammers. He's not a person.
Technically.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
    <Text>(beat)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>I'll e mail you. Bye!</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>As Ben exits, HOLD ON Julie for a long, simmering beat.</Text>
</Paragraph>
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            <CharacterArcBeat Name="COP">
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                </Paragraph>
            </CharacterArcBeat>
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        </SceneArcBeats>
    </SceneProperties>
    <Text>Ext. RamSHACKLE HOUSE - nIGHT</Text>

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</Paragraph>
<Paragraph Type="Action">
  <Text>The house is in the background; in the foreground, Ben is talking to
some COPS.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Cop</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>We could break in, Ben, but there might be a hostage.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Don't worry, I can handle him. I've handled him before.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben goes under the police tape and starts toward the house. The cop
turns to a SECOND COP.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>COP</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Now </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">that's</Text>
  <Text> a hero.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Second cop</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(nodding)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Reminds me of </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Saru-inu</Text>
  <Text>.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>NEW ANGLE - Ben is hunched over, sneaking toward the front of the
house. When he's a few feet away, he stops, reaches for his wrist and says:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Goop!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben dissolves into the oozing form that is Goop. He oozes up to the
front door and:</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>VERY CLOSE - Goop oozes under the front door.</Text>
</Paragraph>

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<Paragraph Type="Transition">
  <Text>Match CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
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    <SceneArcBeats>
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      </CharacterArcBeat>
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        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Int. RamSHACKLE HOUSE - contiNUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>START on the bottom of the door, now seen from the inside as Goop oozes
in, past CAMERA. HOLD ON the bottom of the door for a moment </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">after</Text>
  <Text>Goop leaves frame... and that's when a steel plate drops down in front
of the door, blocking the crack that Goop just came through. Then:</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>NEW ANGLE - Looking down at the floor: Goop continues to slither along
the floor until CAMERA PULLS UP a bit, and Goop oozes right </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">UNDER</Text>
  <Text>Ssserpent's feet.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>REVERSE - Looking up, we can see the soles of Ssserpent's feet -- he's
standing on a </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">plexiglass</Text>
  <Text>floor that is suspended a few inches above the real floor -- and Goop
is sandwiched between the real floor and the </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">plexiglass</Text>
  <Text>. A trap!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ssserpent looks down to speak to Goop:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ssserpent</Text>
</Paragraph>
<Paragraph Type="Dialogue">

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<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ssso</Text>

<Text> nice to </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">sssee</Text>

<Text> you again, Ben.</Text>

</Paragraph>

<Paragraph Type="Action">
 <Text>NEW ANGLE - Ssserpent steps toward a large wheel (like that of a ship).
 It's attached to a pressing mechanism. Ssserpent now grasps the wheel with his
 snake-head hands and begins to turn it. </Text>
 </Paragraph>

<Paragraph Type="Action">
 <Text>The </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">plexiglass</Text>
 <Text> floor starts to drop closer and closer to the real floor, squeezing
 Goop.</Text>
 </Paragraph>

<Paragraph Type="Character">
 <Text>SSSERPENT (cont'D)</Text>
 </Paragraph>

<Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Sssadly</Text>
 <Text> for you, this isn't going to turn out like our previous
 encounters...</Text>
 </Paragraph>

<Paragraph Type="Action">
 <Text>Goop's now getting squeezed pretty hard.</Text>
 </Paragraph>

<Paragraph Type="Character">
 <Text>SSSERPENT (cont'D)</Text>
 </Paragraph>

<Paragraph Type="Dialogue">
 <Text>I've been </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">ssstudying</Text>
 <Text> you. Learning how you think. I </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">knew</Text>
 <Text> you'd pick Goop for this job. And now you're going to be very, very
 </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">sssorry</Text>
 <Text>.</Text>
 </Paragraph>

<Paragraph Type="Action">
 <Text>He turns the wheel some more. Goop grows flatter.</Text>
 </Paragraph>

<Paragraph Type="Character">
 <Text>Goop</Text>
 </Paragraph>

<Paragraph Type="Dialogue">
 <Text>(</Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">screams</Text>
 <Text>)</Text>
 </Paragraph>

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<Paragraph Type="Action">
  <Text>END TEASER</Text>
</Paragraph>
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      </CharacterArcBeat>
      <CharacterArcBeat Name="JULIE">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="SECOND COP">
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      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>EXT. RAMSHACKLE HOUSE - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The cops are anxiously watching the house.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>SecOND COP</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>He's been in there too long.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>CoP</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>But what if there's a hostage? We can't go in.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JulIE (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Officer?</Text>

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</Paragraph>
<Paragraph Type="Action">
  <Text>NEW ANGLE - Julie is standing there!</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JuLiE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Better do something. Now!</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="2/8" Page="6" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="GOOP">
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      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Int. ramSHACKLE HOUSE - niGHT (same time)</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ssserpent is pressing the </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">plexiglass</Text>
  <Text> down on Goop.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>SSSERPENT</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Even a liquid requires </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">sssosome</Text>
  <Text> </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">sssospace</Text>
  <Text>, Ben. And you're not going to have any.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GooP</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text></Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">screams</Text>
  <Text>!)</Text>

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</Paragraph>
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StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="JULIE">
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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>Ext. RamSHACKLE HOUSE - night - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Julie is still with the cops; they can hear Goop's SCREAMS.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Cop</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>We can't go in -- we don't know what's in there.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Then I'll just have to force the issue.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She dives under the police tape and sprints toward the window. The
cops look at each other in dismay.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="7/8" Page="7" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
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LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
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      </CharacterArcBeat>
      <CharacterArcBeat Name="JULIE">
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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>
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 Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 </SceneArcBeats>
 </SceneProperties>
 <Text>INT. RAMSHACKLE HOUSE - NIGHT - CONTINUOUS</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Julie starts to climb in the window, but she's not even halfway in when
 she sees what's going on inside:</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ssserpent is squeezing Goop even tighter.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>JuLiE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Ben!</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(screams)</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ssserpent turns to the window, and:</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>SSSERPENT</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ssso</Text>
 <Text> it's going to be a </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">ssshindig</Text>
 <Text>! </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>He lets go of the wheel and starts toward the terrified Julie, who is
 still by the window. But before Ssserpent can get to her, there's a THUDDING at
 the door. Ssserpent stops and turns to see the cops batter their way through the
 steel plate door.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ssserpent immediately disappears out the back door.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>The cops start to follow, but Julie rushes to the wheel and starts to
 turn it in reverse.</Text>
 </Paragraph>
 <Paragraph Type="Character">

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    <Text>JULIE</Text>
  </Paragraph>
  <Paragraph Type="Parenthetical">
    <Text>(to cops)</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Help me!</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>The cops go to the wheel and begin to raise the floor. When it gets
high enough, Goop morphs back into Ben -- now rubbing some sore ribs. But then he
looks up through the </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">plexiglass</Text>
    <Text> and sees:</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>Ben</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Julie?!</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Smiling up at Julie, he forgets all about his sore ribs.</Text>
  </Paragraph>
  <Paragraph Type="Transition">
    <Text>DiSSOLVE TO:</Text>
  </Paragraph>
  <Paragraph Type="Scene Heading">
    <SceneProperties Length="2 2/8" Page="7" Title="">
      <SceneArcBeats>
        <CharacterArcBeat Name="BEN">
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        </CharacterArcBeat>
        <CharacterArcBeat Name="GWEN">
          <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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StartsNewPage="No">
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        </CharacterArcBeat>
        <CharacterArcBeat Name="JULIE">
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StartsNewPage="No">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
          </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="KEVIN">
          <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">

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        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
    </Paragraph>
    </CharacterArcBeat>
    </SceneArcBeats>
    </SceneProperties>
    <Text>Int. Ben's PLACE - moRNING</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>CLOSE on Julie as:</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Julie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Ben means more to me than some silly tennis matches. It was as simple
as that.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>REVERSE - Julie is talking to Gwen. Ben and Kevin are in the
background, watching TV. Gwen looks skeptical.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>But to give up something you worked so hard for--</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>A girl's got to have her priorities.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Gwen gives her a long, questioning look. But then, rather
unexpectedly, she smiles.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>What about shopping, Julie? Is that still a priority?</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
    <Text>(smiling)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Just say when.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Now. You and Ben can come with Kevin and me. Kevin?</Text>
</Paragraph>

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<Paragraph Type="Action">
 <Text>ON KEVIN AND BEN - On the couch, in front of the TV. Kevin looks over
at Gwen, then starts to stand.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KeVIN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(confidentially, to Ben)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>There goes my day.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(softly)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>So why do you do it?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>'Cause it makes her happy. And when she's not happy, I'm not
happy.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>As Ben thinks about that:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GweN (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Ben? You coming?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben glances at Kevin, then smiles, and:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Sure.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>He goes to shut off the TV, but then his eyes widen when he
sees:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Sumo Slammers! This wasn't in the channel guide.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GwEN</Text>

</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Record it.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben's eyes are locked on the TV screen. Julie approaches.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Would you rather stay here and watch this?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Yeah! Uh, but I just said I'd--</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>It's okay. We can stay here and watch.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>But you want to go shopping. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I don't have to--</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Why don't you go, and I'll stay here and watch?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Would that make you happy?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben's eyes are glued to the TV. He nods.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I'll get you a snack before I go.</Text>
</Paragraph>
<Paragraph Type="Action">

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    <Text>She hurries off to the kitchen. </Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Gwen and Kevin are dumbfounded by what they've just seen.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>I don't believe this.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>KeVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">What'd</Text>
    <Text> you do, Ben, hypnotize her?</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>You heard what she said about priorities.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>They now hear SHIP BARKING from the kitchen. Kevin and Gwen hurry to
the kitchen; Ben stays at the TV.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="5/8" Page="10" Title="">
        <SceneArcBeats>
            <CharacterArcBeat Name="GWEN">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
            <CharacterArcBeat Name="JULIE">
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StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
            <CharacterArcBeat Name="KEVIN">
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StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
        </SceneArcBeats>
    </SceneProperties>
    <Text>INT. KITCHEN - CONTINUOUS</Text>

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</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin and Gwen enter to find Ship barking at Julie, who is by the
refrigerator.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What's the matter with Ship?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JulIE</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(shrugging)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Don't know.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>He's never acted like this before. Not around </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
  <Text>, anyway. It's not normal.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KevIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What, exactly, is normal for galvanic </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">mechomorph</Text>
  <Text>? </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>No answer, so:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN (cont'D)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Come on, let's get this over with.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="3/8" Page="10" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="MIDDLE-AGED MAN">
        <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>

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        </Paragraph>
    </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
    <Text>Int. Mall - day</Text>
</Paragraph>
    <Paragraph Type="Action">
        <Text>Kevin is barely visible behind a load of pink and purple bags he's
        carrying. He soon finds a bench and slumps into it, exhausted. As he puts down
        the packages, he notices that he's surrounded by middle-aged men, all with
        packages, all looking exhausted. One of them now catches Kevin's eye and:</Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>Middle-aged man</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Welcome to your future, kid.</Text>
    </Paragraph>
    <Paragraph Type="Transition">
        <Text>CUT TO:</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
        <SceneProperties Length="2" Page="10" Title="">
            <SceneArcBeats>
                <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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                        Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                    </Paragraph>
                </CharacterArcBeat>
                <CharacterArcBeat Name="JULIE">
                    <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. Mall, upper level - day</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>As Gwen and Julie approach the elevator:</Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>JULIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>I wish Ben were here. He'd love that new comics store.</Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>GwEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>It's just as well he didn't come--</Text>
    </Paragraph>

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<Paragraph Type="Action">
  <Text>Julie stops, surprised.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN (conT'D)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I wanted to talk to you. About not going to Europe.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I already told you, it was an easy choice.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She starts toward the elevator again. Gwen follows.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>But it </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline">shouldn't</Text>
  <Text> have been.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Look: I love Ben. That's all there is to it.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Fine. But that doesn't mean you should make such a big sacrifice for
him.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(shrugs)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>That's what you do when you love somebody.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Not at </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">this</Text>
  <Text> age, you don't.</Text>
</Paragraph>

```

<Paragraph Type="Action">
 <Text>They are now at the elevator. Julie is content to let the matter drop; she hits the elevator button.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>VERY CLOSE - Julie's finger presses the 'down' button.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>NEW ANGLE (This is important): We're now looking dead-on at the closed elevators doors. Gwen is seen in profile on screen left, while Julie is facing her in profile on screen right during the following. (Julie's hand remains close to the elevator button.)</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GwEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Look, Julie, is there any way you can get back on the tour? You've only missed a day.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>JuLIE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>But I don't want to.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>It's something you'll remember for the rest of your life--</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>JULIE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">I don't want to!</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>VERY CLOSE - Julie's finger hits the elevator button again. This time, her finger remains pressed on the button.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GWEN (o.S.)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>If you don't go, I just know you're going to regret it later. </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>BACK TO PREVIOUS ANGLE </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GwEN (cont'D)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>You'll never how far you could have gone--</Text>

```

</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>NO!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The elevator BELL RINGS and the doors open, but Gwen is so startled by
Julie's vehemence, she doesn't move. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(calming)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Elevator's here.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Without taking her eyes off Julie, Gwen steps (sideways) into the
elevator -- and immediately drops out of frame!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>ON JULIE - Horrified.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Gwen!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She looks downward.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
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        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>INT. ELEVATOR SHAFT - julie's pov</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen is twelve feet below, lying on top of the elevator car.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text></Text>

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    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">groaning</Text>
    <Text>)</Text>
</Paragraph>
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</Paragraph>
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                </Paragraph>
            </CharacterArcBeat>
        </SceneArcBeats>
    </SceneProperties>
    <Text>InT. hospital emergency room - nighT</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>A doctor is finishing putting a cast on Gwen's ankle. Kevin is nearby,
watching.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Guess </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">this'll</Text>
    <Text> teach you to look before you leap, huh?</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>It wasn't my fault. There was something weird going on with that
elevator, and I'm going to find out what it was.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Gwen grabs some crutches and tries to stand, but Kevin has to support
her.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>The only place you're going is home.</Text>

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</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I want that elevator checked out!</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(sighs, then:)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I guess this is where a normal couple would work out some kind of
compromise...</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
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      <CharacterArcBeat Name="KEVIN">
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        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Int. Waiting room - nighT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>START on the double doors that lead to the emergency room. They open,
and Kevin sticks his head out.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KevIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">

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    <Text>Ben!</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ben enters from behind camera.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>How is she?</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>The </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">cast'll</Text>
    <Text> be off in six weeks. But she thinks there's something weird about the
elevator.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>It broke, that's all. Right?</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>She thinks there's more to it, but she's not sure what. And she won't
let me take her home until I get someone to go check it out.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Someone... meaning me?</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>JULIE (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>No...</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Julie now comes in from off-screen. (This is the first time we've seen
her in this scene.)</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>JULIE (conT'D)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>... </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">meaning</Text>
    <Text> </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"

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Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">us</Text>
 <Text>.</Text>
 </Paragraph>
 <Paragraph Type="Transition">
 <Text>CUT TO:</Text>
 </Paragraph>
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 </CharacterArcBeat>
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 </Paragraph>
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 </Paragraph>
 </CharacterArcBeat>
 </SceneArcBeats>
 </SceneProperties>
 <Text>INT. mall - ground floor - night</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>A REPAIRMAN has opened up the elevator shaft; exposed wires and tools
 are all over the place. He now hits a hand-held control, and the elevator rises
 all the way up to the upper level. The repairman scratches his head,
 baffled.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>Ben (o.s.)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Figured out what went wrong yet?</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>NEW ANGLE - Ben and Julie are approaching. The frustrated repairman
 holds up his hand-held computer.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>Repairman</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>According to this,</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"

Font="Courier Final Draft" RevisionID="0" Size="12"

Style="Underline">nothing</Text>

<Text>.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>JuLiE</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Except my friend got hurt!</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>REPAIRMAN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>How do you think </Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"

Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">I</Text>

<Text> feel? This thing is almost like a person to me; There's never been a problem. Ever!</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>JULIE</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>'Til now.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>REPAIRMAN</Text>

</Paragraph>

<Paragraph Type="Parenthetical">

<Text>(sighs, then:)</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>I gotta go get a wrench. Keep clear of it.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>CLOSE ON BEN</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>BEN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>You bet.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>As Ben watches the repairman go, we hear the man's footfalls fade into the distance. And then:</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>BeN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Spider-Monkey!</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>WIDE - Ben turns into the CHITTERING SPIDER-MONKEY, and, as Julie watches, he goes into the open shaft.</Text>

</Paragraph>

<Paragraph Type="Scene Heading">

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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
      </Paragraph>
    </CharacterArcBeat>
    <CharacterArcBeat Name="SPIDER-MONKEY">
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      </Paragraph>
    </CharacterArcBeat>
  </SceneArcBeats>
</SceneProperties>
<Text>INT. SHAFT - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>With the elevator car high above him, Spider-Monkey hits levers and
twist dials -- monkeying around with them.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Nearby, Julie watches with concern.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ben? Be careful.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>ON SPIDER-MONKEY - He hits a switch; there's an </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">o.s.</Text>
  <Text>. CLUNK; he looks directly at CAMERA for an instant, knowing he's in
trouble. Then he looks up.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>HIS POV - The elevator car is dropping down at him.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Spider-monkey (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>(terrified squeal)</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>Fade OUT.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1/8" Page="15" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>End act one</Text>

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        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="JULIE">
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StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="REPAIRMAN">
        <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. ELEVATOR SHAFT - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Spider-Monkey is looking upward as the elevator car plummets toward
him. All he can do is raise his multiple hands -- as if that will do any
good.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>OUTSIDE THE SHAFT - Julie rushes to the open shaft and puts her hands
on the door sill.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>CLOSE ON JULIE </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Julie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Bennnnnnn</Text>
  <Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>There's a brief flash of static electricity in her eyes -- so brief it

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might just be a reflection of something. Then:</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>INSIDE THE SHAFT - Spider-Monkey is hunched over; the bottom of the elevator car drops into frame... and stops inches above his head.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>CLOSE ON SPIDER-MONKEY - Looking up, looking all around, starting to CHITTER. When he realizes he's still alive, he leaps out the door to re-unite with Julie.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>NEW ANGLE - On the returning repairman, now with a big wrench in his hand; he's seen everything, and he's furious.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>AT THE ELEVATOR - Ben is now back to his normal self, and Julie is holding him.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JuLiE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I was so scared--</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>RepaIRMAN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(entering frame)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I told you to stay away from that thing! I don't care </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">how</Text>
<Text> many superheroes you are.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>The repairman now looks inside the shaft for a moment, then turns back to Ben.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>RepaIRMAN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You hit the emergency release, didn't you?</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>How was I supposed to know? It didn't have a label on it.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>REPAIRMAN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You know </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"

Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">why</Text>
 <Text> it doesn't have a label? Because the only people who are supposed to be in there </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">know</Text>
 <Text> what an emergency release looks like!</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>JULIE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Can you please calm down? Obviously, the brake was on.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>REPAIRMAN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>No it wasn't. I just took the brake apart so I could check it.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>Ben</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Then what stopped it?</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>ZOOM IN TIGHT on the repairman.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>REPAIRMAN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I... don't know.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben is dumbfounded. As he looks back at the elevator, Julie interjects:</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>JULIE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>We better check on Gwen.</Text>
 </Paragraph>
 <Paragraph Type="Transition">
 <Text>CUT TO:</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
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 </Paragraph>
 </CharacterArcBeat>
 </SceneArcBeats>
 </SceneProperties>
 <Text>Int. Gwen's place - night (later)</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Gwen's on the couch, broken ankle raised. She's in mid-phone conversation. Kevin sits nearby.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I'm okay, Ben, but what about </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
 <Text>?... Uh huh, uh huh... Did you ever find out what stopped the elevator?</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(beat)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Ben? Just because it ends well doesn't mean all's well.</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(beat)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Let me know if you find out. Bye.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>She hangs up and turns to Kevin.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I think this all has something to do with Julie and Ship. Remember how he barked at her?</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Maybe he just needs some shots.</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(beat)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Wonder who you'd take him to, a vet? NASA?</Text>
 </Paragraph>

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<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I think Julie's gotten some of Ship's powers. It's happened before,
and she probably doesn't even realize it.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>That would explain a lot. But so would simple coincidence.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Go find out.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Aww</Text>
  <Text>, Gwen--</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Go!</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>DISSOLVE TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="6/8" Page="18" 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="JULIE">
        <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>Ext. Multiplex theater - next night</Text>
</Paragraph>

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<Paragraph Type="Action">
  <Text>It's the next night; Ben and Julie are dressed differently as walk
toward the </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">multi-plex</Text>
  <Text> -- whose marquee displays: </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">'Handgrenade</Text>
  <Text> Honeymoon,' 'Squirrel Story </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">IV,'</Text>
  <Text> 'Dreary Depression,' 'Sumo Slammers - The Movie,' 'Wendy's Wonderful
Wedding, and 'And Some Other </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Crap.'</Text>
  <Text> </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>As Ben and Julie look at the marquee:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>So, uh, what do you want to see?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>How about the wedding movie?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Okay.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Julie looks at him closely.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You don't want to see it, do you?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Julie, I didn't say--</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What do </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"

```

Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
 <Text> want to see?</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Me? </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000">
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Weeeelllll</Text>
 <Text>...</Text>
 </Paragraph>
 <Paragraph Type="Transition">
 <Text>Smash cut to:</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="5/8" Page="19" Title="">
 <SceneArcBeats>
 <CharacterArcBeat Name="KEVIN">
 <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>
 </Paragraph>
 </CharacterArcBeat>
 </SceneArcBeats>
 </SceneProperties>
 <Text>Int. Theater - night</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>ON THE MOVIE SCREEN: A SUMO SLAMMER -- a big-bellied guy -- is using his belly to hit one ninja warrior after another. Thundering THUDS accompany each blow, along with LOUD MUSIC.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>IN THE AUDIENCE - Ben is mimicking every blow, while Julie looks lovingly at him. CAMERA now PANS AWAY from them, going toward the back rows. The theater is filled mostly with boys Ben's age, and the few girls who are with them are yawning, looking at their wristwatches or </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">texting</Text>
 <Text>. CAMERA STOPS on Kevin, sitting by himself, not watching the movie, but instead, looking at:</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>KEVIN'S POV - The backs of Ben's and Julie's heads. Ben is still deeply into the movie, while Julie continues to look at him lovingly.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>BACK TO KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>Kevin</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(to himself, shaking his head)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">

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    <Text>Definitely something wrong.</Text>
</Paragraph>
<Paragraph Type="Transition">
    <Text>DISSOLVE TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="1 6/8" Page="19" Title="">
        <SceneArcBeats>
            <CharacterArcBeat Name="BEN">
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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>
            <CharacterArcBeat Name="JULIE">
                <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. MultiPLEX THEATER - niGHT</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ben and Julie are now exiting, along with most of the audience. (Kevin
is not seen at this point.) Ben is pumped up about the movie:</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Well? </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">What'd</Text>
    <Text> you think?</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>It's... starting to grow on me.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>See? I knew you'd like it. All you had to do was give it a
chance.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Lots of things are like that, aren't they?</Text>

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</Paragraph>
<Paragraph Type="Action">
 <Text>She stops. That's a cue for a kiss... but SIRENS suddenly
sound.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>WIDE - All of a sudden, several cop cars are turning down the street in
front of them, heading up into the hills.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>BACK TO BEN AND JULIE - They watch the cars go past.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I wonder...</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>He whips out his smart phone, hits a few buttons... and when a display
comes up, his face falls.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>What is it?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>They think they found Ssserpent, up there in the hills. I
better...</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(trails off)</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>What, Ben?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Nothing.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>His puts his smart phone away.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Come on, Ben, you know it's something. Tell me.</Text>
</Paragraph>

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<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Julie, last time we got into a fight over it, and I don't want--</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>A fight?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I wanted to go, but you said to let the police handle it,
remember?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Listen, Ben. If you need to go, you should go.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You're sure?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>If it's important to you, then it's important to me. Now hurry!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben starts to go, but then turns back to Julie. Before he can say
anything:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Don't worry about me. I'll take the bus.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben smiles broadly, then runs off. STAY WITH Julie as she looks
around, then walks out of frame. The frame is empty for a beat, then Kevin passes
through, following Julie.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="3/8" Page="21" Title="">
    <SceneArcBeats/>
  </SceneProperties>

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<Text>Ext. Industrial neighborhood - niGHT</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Mostly small factories and workshops, all deserted at this hour. Julie comes around a corner and walks toward CAMERA. When she gets into </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">closeup</Text>
 <Text> range, CAMERA begins to TRACK WITH her. Over her shoulder, we soon see Kevin coming around the corner, following her.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>There's a brief flash of static in Julie's eyes as she passes CAMERA. Kevin soon passes CAMERA, too. </Text>
 </Paragraph>
 <Paragraph Type="Transition">
 <Text>Cut TO:</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="6/8" Page="21" 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="COP">
 <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>Ext. Hilltop - niGHT</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Police spotlights hit one of Ssserpent's snake-head hands, visible at the crest of the hill, motionless. CAMERA ZOOMS OUT to include several police cars and cops at the foot of the hill. Ben now runs in to join them. He approaches the cop he spoke to before.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>Ben</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Looks like you got him this time.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>Cop</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Soon as SWAT gets here, we're going to move in.</Text>
 </Paragraph>
 <Paragraph Type="Character">

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    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Why wait?</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
    <Text>(beat)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Jet Ray!</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ben morphs into the flying alien and soars away. CAMERA remains in
place as Jet Ray flies up the hill, then over it, disappearing behind the crest.
CAMERA HOLDS...</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>The cop and the second cop exchange worried looks.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>OVER THEIR SHOULDERS - Looking at the crest of the hill. Nothing. The
cop now turns to the second cop.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>COP</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>No fooling around this time; come on!</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>The cops now run up the hill.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="7/8" 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">
                    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
            <CharacterArcBeat Name="COP">
                <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="SECOND COP">
                <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>

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        </SceneArcBeats>
    </SceneProperties>
    <Text>Ext. HilltOP - momeNTS LATER</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>The cops are coming up toward the crest; CAMERA is following them,
    peering over their shoulders. First, they see the motionless snake-head hand,
    then, as they crest the hill, they see Ben, standing still, staring at something on
    the ground, on the other side of the crest. CAMERA is soon in position to show
    what it is...</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>It looks like a deflated version of Ssserpent. Both hands are still
    attached, but other than that, he looks transparent, empty.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>The cops are stunned.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Cop</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
    Font="Courier Final Draft" RevisionID="0" Size="12" Style="">What'd</Text>
    <Text> you do to him, Ben?</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>This isn't Ssserpent.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>COP</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Then what--</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>This is just his skin. He shed it. That's what snakes do. He's
    probably fifty miles from here by now.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
    <Text>(beat)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>I gotta go.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>He hurries off. The cop now kneels down and picks up the skin. The
    second cop leans over to him and:</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>SeCOND COP</Text>
</Paragraph>
<Paragraph Type="Dialogue">

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    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">What're</Text>
    <Text> you doing?</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Cop</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Boots.</Text>
</Paragraph>
<Paragraph Type="Transition">
    <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="6/8" Page="23" Title="">
        <SceneArcBeats>
            <CharacterArcBeat Name="KEVIN">
                <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>Ext. INdUSTRIAL NEIGHBORHOOD - nIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>On Kevin, walking along, looking around, appearing a bit uncomfortable
in this deserted neighborhood.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>HIS POV - Julie is up ahead, her back to him. She now disappears
around a corner.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>BACK TO KEVIN - He pulls out his phone and hits a button.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Gwen? I'm following Julie, like you asked... I'm near Industry
Boulevard... I </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">know</Text>
    <Text> she doesn't live around here... I don't know, that's what I'm trying
to find out. I--</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>He stops.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>KEVIN'S POV - As he rounds the corner, he comes face to face with a
squat-looking building positioned in the middle of the street. The lights in two
second story windows switch on, approximating eyes on a face; then, the building's
double doors begin to swing open and closed -- a gaping mouth -- and now, the
building rises up on stone pillars at its four corners and begins to walk on

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them... toward Kevin!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Kevin backs away, then looks over his shoulder; there's another of these buildings coming toward him from the rear.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>Kevin</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Gwen--</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(loud scream, continuing:</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="2/8" Page="24" Title="">
 <SceneArcBeats/>
 </SceneProperties>
 <Text>Int. GWEN'S PLACE - NIGHT</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Gwen is on her couch, leg up, phone to her ear. As Kevin's SCREAM continues, her eyes open wide in terror.</Text>
 </Paragraph>
 <Paragraph Type="Transition">
 <Text>FaDE out.</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="1/8" Page="24" Title="">
 <SceneArcBeats/>
 </SceneProperties>
 <Text>End act two</Text>
 </Paragraph>
 <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="1.75" RightIndent="7.38" SpaceBefore="12" Spacing="1" StartsNewPage="Yes" Type="Action">
 <Text>ACT THREE</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="2/8" Page="25" Title="">
 <SceneArcBeats/>
 </SceneProperties>
 <Text>EXT. INDUSTRIAL NEIGHBORHOOD - NIGHT</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Kevin is now caught between three moving buildings, all closing in on him.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Kevin reaches down, touches the concrete at his feet and instantly becomes stony. Then he barrels into the building he's facing, crashing right through its wall.</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="1/8" Page="25" Title="">
 <SceneArcBeats/>
 </SceneProperties>
 <Text>INT. BUILDING - NIGHT - CONTINUOUS</Text>

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</Paragraph>
<Paragraph Type="Action">
  <Text>It's a workshop. Kevin batters his way through some interior walls,
then smashes his way toward the back.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 6/8" Page="25" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="KEVIN">
        <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="WAY BIG">
        <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. INDUSTRIAL NEIGHBORHOOD - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin punches his way out of the building, but then stops,
surprised.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>KEVIN'S POV - There's another building waiting out here for him.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin raises his fist, but suddenly yet another building comes in fast
from the side, knocking Kevin sideways.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>(</Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">impact</Text>
  <Text> grunt)</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin lands at the 'feet' of still another animated building, which now
begins to morph some more; just as four stone 'legs' have come out from its base,
two pillar-like 'arms' now grow from the sides of the building. Then they begin to
pummel Kevin.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>(</Text>

```

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

<Text> grunts)</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>WIDE - Looking DOWN on this street from high above as the other buildings begin to cluster around Kevin, pummeling him... until a giant hand reaches into frame, lifts one building, tosses it away, and then another.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>It's the hand of WAY BIG.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Kevin watches as yet another building is pulled off him. Then he sees Way Big up above.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>KEVIN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Ben!</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Way Big is briefly distracted...</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>One of the buildings' mouth-like double doors clamps down tight on Way Big's ankle.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>Way big</Text>

</Paragraph>

<Paragraph Type="Dialogue">

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

<Text>!</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>He bends down and swats the building away. Then he lifts Kevin and holds him in the palm of his hand.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>KEVIN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

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

<Text> you know I was here?</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>WAY BIG</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Gwen called. But she didn't say what you were doing here.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>KEVIN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>She told me to follow Julie.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>WAY BIG</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You were </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">spying</Text>
 <Text> on her?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Hey, it's not like she didn't have a good reason. I mean, look what
just happened down there.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>He points down to the ground, where the buildings lay.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>WAY BIG</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>This doesn't prove anything.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Ben, I know you like her, but don't be stupid.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>WAY BIG</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I'm not! All the enemies we've had over the years -- any of them could
have done this.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Will you at least go talk to her?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>WAY BIG</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>And accuse her of trying to kill you? Are you crazy?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>When I say 'talk to her,' it means 'listen to her.' Everything comes
out if you just listen.</Text>
</Paragraph>

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<Paragraph Type="Transition">
  <Text>DISSOLVE TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="4/8" Page="27" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="JULIE'S DAD">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Ext. Julie's home - morNING</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben approaches the front door and knocks. JULIE'S FATHER answers...
and frowns when he sees Ben.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Uh, hi. Can I see Julie?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Julie's dad</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>She's not here. You should know that.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>How--?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Julie's Dad closes the door in Ben's face. Ben raises his hand to
knock again, but decides not to. Instead, he shrugs and walks off.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>DISSOLVE TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="7/8" Page="27" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">

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        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
    </CharacterArcBeat>
    <CharacterArcBeat Name="JULIE">
        <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. Ben's PLACE - daY</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ben is walking back toward his house when he sees:</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Julie!</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>She's waiting for him on his front porch. She holds up a fast food
bag.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Julie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>I brought you some chili fries. I hope it's not too early.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>For lunch. But not for breakfast!</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>He takes the bag from her, and starts eating.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
    <Text>(mouth full:</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Thanks.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>As he eats, he rather clumsily opens the front door... and then he
remembers something:</Text>

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</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Oh! I just saw your dad--</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>CLOSE ON JULIE - For some reason, Julie is uncomfortable.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What for?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Just wanted to see you, that's all.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(beat)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>He was acting weird.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Well, you know parents.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She leads the way into the house. As she goes, we see a brief flash of
static in her eyes.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="4 5/8" Page="28" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="ARMODRILLO">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <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="ELENA">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"

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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="JULIE">
<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. BEN'S LIVING ROOM - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben goes straight to the coffee table, puts his bag of chili fries on
it, then switches on the TV.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Sumo Slammers?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben smiles and shakes his head.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Got a surprise from you.</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You've gone along with everything I've wanted to do these last few
days. Now we're going to see whatever </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
<Text> want to see.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I'm fine with Sumo Slammers. Really.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>No, this time, it's going to be what makes </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
<Text> happy.</Text>
</Paragraph>

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<Paragraph Type="Action">
  <Text>He notices something on the on-screen channel guide.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Tennis? Yes!</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JulIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You really don't have to--</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">want</Text>
  <Text> to.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He clicks on the tennis matches... and his eyes widen.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Hey, it's </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
  <Text>!</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JulIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Must be an old tape.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>NEW ANGLE - Ben leans in to check the bottom of the TV screen for a
time stamp.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</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 tape...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He looks around to confront Julie.</Text>
</Paragraph>
<Paragraph Type="Character">

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    <Text>BeN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>... </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">from</Text>
    <Text> </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline">yesterday</Text>
    <Text>.</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Julie doesn't say anything, so:</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>BEN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Who </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">are</Text>
    <Text> you?</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>JULIE</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Ben, I've done everything you asked, and even things you didn't ask
for. And I always will.</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Ben blinks a couple of times, then:</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>BEN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>You're... Elena!</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>CLOSE ON JULIE - She now MORPHS into ELENA; her VOICE changes,
too.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>Elena</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>I </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">can</Text>
    <Text> be. I can be anyone.</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>She now goes through a series of morphs, changing from one girl to
another, tall, short, light, dark. Finally, she morphs back to Elena, and:</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>ELENA</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>And I can also be </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline">everyone</Text>
  <Text>.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Far from being seduced, Ben is outraged:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You almost killed Kevin! You used your microchips to make those
buildings come to life.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>He was following me! How was I supposed to know what he wanted?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>And that elevator, you tried to crush me with it!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Elena's eyes widen; she's genuinely outraged:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I did </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">not</Text>
  <Text>! </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">You're</Text>
  <Text> the one who made it fall; I used my chips to </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">stop</Text>
  <Text> it!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben is stunned.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>The chips let me do anything, and all I want to use them for is to give
you everything you want. What's wrong with that?</Text>
</Paragraph>
<Paragraph Type="Action">

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<Text>Ben moves in close to her.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Elena, what do </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
 <Text> want?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Does it matter?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>It does. Kevin's changed a lot -- and for the better -- since he's been with Gwen. If she'd just done everything he wanted, he'd still be the same old Kevin.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>So I'll be more like Gwen, if that's what you want.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>It's got to be what </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
 <Text> want, Elena.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Don't you understand? I just want </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
 <Text>!</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>That's not enough.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>There's a knock at the door. Ben quickly goes to it and opens it. Once again -- and for real, this time -- it's:</Text>
</Paragraph>

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<Paragraph Type="Character">
  <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Julie!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Julie doesn't notice Elena yet. As she steps in:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I missed you, Ben. And those guys with the tour? Jerks! I--</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Now she sees Elena.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JulIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What's </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">she</Text>
  <Text> doing here?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Long story.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ElenA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I'll make it quick.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Elena's arms morph into long pincers made of chips, and they extend
toward Julie.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>(</Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">screams</Text>
  <Text>!)</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben touches his wrist and:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">

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    <Text>Armodrillo!</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>He morphs into the heavily armored alien and steps in front of the
pincers, blocking them; they bounce off him. Then he lunges at Elena, but he's not
quite fast enough; the pincers morph into a sling that catches Armodrillo and
flings him aside.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Then Elena advances on Julie.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>(</Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
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    <Text>Armodrillo now bowls into Elena from behind.</Text>
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    <Text>ELENA</Text>
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    <Text>(</Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
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    <Text> grunt)</Text>
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    <Text>She goes down; Armodrillo is ready to deliver the coup de grace -- when
Elena morphs into Julie. Armodrillo hesitates; he knows it's not really Julie, but
he still can't bring himself to hit her. A wave of chips now extend from Elena,
enveloping Armodrillo.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Armodrillo</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>(gasping for air)</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>What are you going to do, kill him? If you can't have him, no one can?
Is that it?</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>I... I love him.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>JULIE</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You don't know what love is.</Text>
</Paragraph>
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  <Text>With Elena distracted, Armodrillo is able to break out of her microchip
shell, but it's taken its toll: he's been weakened. </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
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  <Text> back to Ben, he falls to his knees.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Concerned, Julie runs over to him and puts a comforting arm around
him.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>CLOSE ON ELENA - She's watching this.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>BACK TO BEN AND JULIE </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JulIE</Text>
</Paragraph>
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  <Text>(softly, to Ben)</Text>
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  <Text>Are you okay?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben nods; the back of Elena's head now comes into frame from behind
CAMERA.</Text>
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  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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  <Text> know what love is...</Text>
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  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
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  <Text> I know what hate is now.</Text>
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  <Text>She morphs into an all-chip version of herself, and:</Text>
</Paragraph>
<Paragraph Type="Character">

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<Text>ELENA</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>You'll see me again.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>She becomes almost snake-like and slithers out the door.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>ON BEN AND JULE - The watch her go, holding each other very
 tight.</Text>
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 <Character>Cop</Character>
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 <Character>Elena</Character>
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 <Character>Armodrillo</Character>

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 <Location>KITCHEN</Location>
 <Location>MALL</Location>
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<TimeOfDay>LATER</TimeOfDay>

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        <ActivateIn Element="Character"/>
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        <ActivateIn Element="Character"/>
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  <Member Actor="Man 1" Character="Ben"/>
  <Member Actor="Man 1" Character="Kid"/>
  <Member Actor="Man 1" Character="Reporter"/>
  <Member Actor="Man 1" Character="Julie"/>
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  <Member Actor="Man 1" Character="Second cop"/>
  <Member Actor="Man 1" Character="Ssserpent"/>
  <Member Actor="Man 1" Character="Goop"/>
  <Member Actor="Man 1" Character="Gwen"/>
  <Member Actor="Man 1" Character="Singers"/>
  <Member Actor="Man 1" Character="Middle-aged man"/>
  <Member Actor="Man 1" Character="Doctor"/>
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