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    </Paragraph>
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      <Text>INT. ben's bedroom - niGHT</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Ben is tossing and turning, unable to sleep.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Ben</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text></Text>
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<Text> sighs, etc.)</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>He turns onto his side and sees:</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>THE WINDOW: A small shadow briefly darkens the curtain.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben blinks once or twice, then, curious, he gets up and goes to the window. He opens the curtains and looks </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">outm</Text>
<Text> but all he sees is the usual night-time view. He closes the curtains and gets back into bed.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>CLOSER: He closes his eyes, and:</Text>
</Paragraph>
<Paragraph Type="Character">
<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="">breathing</Text>
<Text> becomes steady)</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>After a beat:</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>Valadis (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Did you think you could get rid of us that easily?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben's eyes pop open and he sits bolt upright. VICTOR VALADIS, in trench coat and fedora, is now sitting on the foot of Ben's bed.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(breathing hard)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Valadis? What do you want?</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>VALADIS</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>This isn't about the microchips or even the Queen and her hive. We understand why you did that to us.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Then what--</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ValadIS</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(stand, angry)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>We're here because of what you </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
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do</Text>
  <Text> to Elena.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I didn't want to do </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline">anything</Text>
  <Text> to her.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>VALADIS</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Don't lie to me, Ben. A father can tell.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Tendrils now emerge from Valadis' </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">trenchcoat</Text>
  <Text> and snake toward Ben.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Eyes widening, Ben taps the </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
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  <Text> and:</Text>
</Paragraph>
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  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humongosaur</Text>
  <Text>!</Text>
</Paragraph>
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  <Text>NEW ANGLE: Instead of a normal transition, Ben SHRINKS as he transforms
into </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humongosaur</Text>
  <Text>. This time, </Text>

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<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humongosaur</Text>
<Text> is the size of the </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Geico</Text>
<Text> </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Gekko</Text>
<Text>.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>Ben</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">humongosaur</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Uh oh.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Valadis' tendrils continue to snake toward the tiny </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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<Text>. It dodges them as best as it can, then dives under the
covers.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Valadis can see a little lump running around under Ben's blankets; one
of his tendrils yanks back the covers; </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ben/Humongosaur</Text>
<Text> is exposed with nowhere to go.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>The tendrils move toward him from every direction.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN/HUMONGOSAUR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Valadis, please! I never wanted to hurt Elena.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>CLOSE ON VALADIS (BEN/HUMONGOSAUR'S POV)</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>VALADIS</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>We didn't say you wanted to </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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<Text> her.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Valadis' tendrils now whip toward CAMERA.</Text>
</Paragraph>
<Paragraph Type="Character">

<Text>BEN/HUMONGOSAUR</Text>
</Paragraph>
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<Text>(cry of fear)</Text>
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<Paragraph Type="Action">
<Text>Suddenly Valadis and his tendrils just FADE AWAY.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>ON BEN: He's normal-sized, under the covers, eyes closed, tossing and turning.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(mumbling)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>No... no..</Text>
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<Paragraph Type="Action">
<Text>Suddenly his eyes pop open and he sits up. He look around. No tendrils, no Valadis. Everything's normal. It was all just a nightmare.</Text>
</Paragraph>
<Paragraph Type="Character">
<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="">sigh</Text>
<Text> of relief)</Text>
</Paragraph>
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<Text>He lies back down and closes his eyes.</Text>
</Paragraph>
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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="">breathing</Text>
<Text> becomes steady)</Text>
</Paragraph>
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<Text>As he falls back asleep, CAMERA PANS away from him, to his window... where we can clearly see the shadow of a man in a fedora...</Text>
</Paragraph>
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 </CharacterArcBeat>
 </SceneArcBeats>
 </SceneProperties>
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 <Text>The light is on (so we can't see any shadows that might be on the curtain), and Ben is not here. When we hear an OFF-SCREEN TOILET FLUSH, we know why. A moment later, Ben enters the room. He goes to turn off the light, but freezes as he reaches for it. He thinks for a moment, then suddenly whirls around, goes to the curtains and yanks them open...</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>... </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">only</Text>
 <Text> to come face-to-face with Victor Valadis on the other side of the glass. And this time, it's no dream. Ben take an involuntary step back from the window, then taps the </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Omnitrix</Text>
 <Text>, and:</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>BeN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humongo--</Text>
 <Text> No, wait... </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Cannonbolt</Text>
 <Text>!</Text>
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 <Paragraph Type="Action">
 <Text>Ben turns into the hulking alien and immediately dives through the window at Valadis.</Text>
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 <Paragraph Type="Scene Heading">

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      </Paragraph>
    </CharacterArcBeat>
  </SceneArcBeats>
</SceneProperties>
<Text>EXT. Outside ben's window - cONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Cannonbolt</Text>
  <Text> lands on top of Valadis, but Valadis instantly retaliates by whipping
tendrils all around him, like Kudzu vines.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben/</Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">cannonbolt</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(choking, then:)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Goop</Text>
  <Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben/</Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Cannonbolt</Text>
  <Text> now becomes the formless alien known as </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Goop</Text>
  <Text>... </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">and</Text>
  <Text> Valadis' tendrils go right through him! </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>CLOSER: </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Goop</Text>

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<Text> quickly oozes away, hiding around a corner of the house as Valadis gets back up to his feet and looks around to see where </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Goop</Text>

<Text> went.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Unsuccessful, Valadis hurries off around the block. </Text>

</Paragraph>

<Paragraph Type="Action">

<Text>ON </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">GOOP:</Text>

<Text> Oozing out of his hiding place in time to catch a glimpse of Valadis rounding the corner.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>Ben</Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">goop</Text>

<Text></Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Jet Ray!</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Ben</Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Goop</Text>

<Text> becomes Jet Ray and flies off after Valadis.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>AT THE CORNER: Ben/Jet Ray swoops around the corner, but there's no one here. Jet Ray looks around, then transforms back into Ben, who soon notices something on the ground. It's very small, and we can't see what it is... yet. Whatever it is, Ben puts it in his pocket.</Text>

</Paragraph>

<Paragraph Type="Transition">

<Text>DISSOLVE TO:</Text>

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</CharacterArcBeat>

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        </CharacterArcBeat>
    </SceneArcBeats>
</SceneProperties>
    <Text>InT. mr. Smoothy's - morninG</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>CLOSE on Ben, sitting in a booth.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>... I must have seen his shadow on the curtain out of the corner of my
eye, and that's what made me dream about him.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>REVERSE: Gwen and Kevin are sitting across the table from Ben,
listening skeptically.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>You ask me, the whole thing was a dream.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>I liked the part where </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humongosaur</Text>
    <Text> got really small; maybe you could get a job doing commercials.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>It was </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">not</Text>
    <Text> a dream! Well, the part about shrinking was, but--</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Ben, listen. Victor Valadis was cured a long time ago--</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>KEVIN</Text>
</Paragraph>

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    <Paragraph Type="Dialogue">
        <Text>And those alien microchips that were controlling him, they all got
flushed when you killed the Queen and her hive.</Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>BEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Then what's this?</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Ben reaches into his pocket and pulls out the tiny thing he found last
night. He holds it up.</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>It's an alien microchip. Kevin's and Gwen's jaws both drop. As Kevin
takes for the chip,</Text>
    </Paragraph>
    <Paragraph Type="Transition">
        <Text>CUT TO:</Text>
    </Paragraph>
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        </SceneProperties>
        <Text>Ext. Victor valadis' lab - daY</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Start TIGHT on the door-sign that identifies this as 'Valadis
Laboratories.' PAN TO Ben, Gwen and Kevin, outside the door, each looking very
determined.</Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>BeN</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ready?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ready.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin touches a metal fixture and turns steely.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ready.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Diamondhead!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He turns into the diamond-hard alien and charges the door, smashing
it.</Text>
</Paragraph>
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    </SceneArcBeats>
    </SceneProperties>
    <Text>INT. VICTOR VALADIS' LAB - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Diamondhead, Kevin and Gwen crash in. The place is empty, except for
an old JANITOR with a broom.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Janitor</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text></Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">big</Text>
    <Text> gasp)</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>The Janitor backs away from them, holding up the broom to defend
himself. Kevin approaches him.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Where's Valadis?</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>JANITOR</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
    <Text>(Russian accent)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Who are you?</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Gwen now steps closer to the Janitor.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>We just want to know where Valadis is. We don't want to hurt
you.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Speak for yourself, Gwen.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Kevin grabs the man's broom and tosses it aside.</Text>

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</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>... Now where is he?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JANITOR</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(blurting)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Six-two-five-five Pleasant Hills Road.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What's that?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben/diamondhead</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I know. It's a cemetery.</Text>
</Paragraph>
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  <Text>Smash cut to:</Text>
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    </SceneProperties>
    <Text>Int. VICTOR VALADIS' LAB - a little later</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>The Janitor is now sitting on a packing crate, having calmed
considerably. Ben, Gwen and Kevin are listening to him. (Ben and Kevin are both
back to normal.)</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>JANITOR</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Was big shock. One minute fine, next minute... gone.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>GWEN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Did you know him very well?</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>JANITOR</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Few years. I help him with experiments. Nice man.</Text>
  </Paragraph>
  <Paragraph Type="Parenthetical">
    <Text>(beat)</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Can't believe I never see him again.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>KEVIN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Hold it, </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Igor</Text>
    <Text>. Doesn't it seem a little... coincidental that Valadis would suddenly
drop dead right after everything that happened?</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>JANITOR</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
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    <Text> can die... any time. Even you, smart guy. </Text>
  </Paragraph>
  <Paragraph Type="Transition">
    <Text>CUT TO:</Text>
  </Paragraph>
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 </SceneArcBeats>
 </SceneProperties>
 <Text>Ext. VICTOR VALADIS' LAB - moments later</Text>
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 <Paragraph Type="Action">
 <Text>Ben, Kevin and Gwen are coming out of the lab, heading to Kevin's
car.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>There's something about that janitor--</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Yeah, he stood up to you.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Something else...</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>Gwen</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Either of you know how to get to the cemetery?</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I have a better idea.</Text>
 </Paragraph>

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<Paragraph Type="Action">
  <Text>Gwen and Kevin look at him expectantly.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
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        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Int. Plumbers school - daY</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>It's one big room, a bit like a giant high school lab; the scene begins
with a small explosion on a lab bench.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>When the smoke clears, we see the TEACHER, a middle-aged man in a bow
tie, with two plumber students. Trailing the teacher are Ben, Gwen and
Kevin.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Teacher</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(to two students)</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
 <Text>A pinch less C-4 next time, and don't forget: your research papers are due tomorrow morning, bright and early.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>The Teacher moves off through the room, and Ben, Gwen and Kevin follow. The Teacher glances back to address them.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>TeachER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Where was I? Oh yes, Elena. One of our best students. She would have made an excellent Plumber some day.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Did she say why she was leaving?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Before the Teacher can answer, he's distracted by two boys sparring on a mat. One throws a mighty punch at the other but misses by a mile.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>TEACHER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Lead with the left, Harry, the left.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>The kid who missed, Harry, nods. As the Teacher leads Ben, Gwen and Kevin away, Harry and the other kid go back to sparring... and this time when Harry rears back to swing, the other kid kicks Harry's leg out from under him. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>TEACHER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Elena was shattered by her father's death, as you might imagine. She couldn't concentrate on school any more.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Maybe she'll be back when she gets over it.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>TEACHER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I don't think so. When her father passed, she took over his research on the alien microchips. No one knows more about them now than she does.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>That's just what I figured...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin gives him a look. Ben doesn't notice.</Text>
</Paragraph>
<Paragraph Type="Character">
  <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="">it's</Text>
  <Text> why we're trying to find her.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The Teacher has now reached his desk. He opens a drawer, rummages
through it, then comes up with a scrap of paper.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>TEACHER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Here it is, her new address.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He hands it to Ben.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Th--</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Before Ben can finish the word, the Teacher notices something off
screen and shouts:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>TEACHER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Not the chlorine, the </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">flourine</Text>
  <Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The Teacher hurries off screen, leaving Ben staring at the address, and
flanked by Kevin and Gwen.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(mocking)</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>'It's why we're trying to find her.'

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</Paragraph>
<Paragraph Type="Action">
  <Text>She lights up with a big smile and hugs Ben.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>NEW ANGLE: While Elena is hugging him, Ben glances over at Kevin and
Gwen, who are nearby.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KevIN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(smirking; under his breath:</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>'Just friends.'

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 <Paragraph Type="Action">
 <Text>It's a big place, with lots of high tech equipment. Elena is giving
 Ben and the others a tour.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>ELENA</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Some of this came from my father's lab, the rest I bought or
 built.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>BeN</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(looking around)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Incredible. Really incredible.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>ELENA</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>My dad set the bar pretty high.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Elena? Are you sure you should be doing this?</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>ELENA</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>What, studying the alien microchips? How can I </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">not</Text>
 <Text> be?</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GWEN</Text>
 </Paragraph>

<Paragraph Type="Dialogue">
 <Text>You know how dangerous they are. They can reproduce themselves, take over living bodies--</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>ELENA</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>And they can also solve half the problems of the human race.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>CLOSE ON ELENA: CAMERA moving ever-closer to her as:</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>ELENA</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>They can make bridges, roads, even whole cities! And all anyone would have to do is </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">think</Text>
 <Text> of something they want, and the chips would make it!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>ON KEVIN: He's thinking about this. At first, there's a smile on his face, but then he abruptly shakes his head.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Uh uh. Not worth the risk.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>WIDER</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>ELENA</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>There's no risk. Watch.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>She guides the group to a sterile compartment. The chips are inside. Elena switches on a pair of mechanical hands that are inside the compartment, then uses one to pick up a chip. She uses the other mechanical hand to open the compartment's door, then she moves the chip toward the open door.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Wait! Don't--</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Just as Gwen says that, the chip reaches the doorway... and it's zapped to a cinder. Elena shuts the door and turns back to the group with a satisfied smile.</Text>
 </Paragraph>

<Paragraph Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>It's a </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">forcefield</Text>
 <Text>. My </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">failsafe</Text>
 <Text> device. None of the chips can ever leave that compartment.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>So how do you explain this?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>He pulls out the microchip that Ben gave him. Elena's smile fades.</Text>
</Paragraph>
<Paragraph Type="Transition">
 <Text>CUT T0:</Text>
</Paragraph>
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        </CharacterArcBeat>
    </SceneArcBeats>
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</Paragraph>
<Paragraph Type="Action">
    <Text>A MICROSCOPIC VIEW of the chip.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>It's not one of mine.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>WIDE: Ben and the others are standing around Elena, who is at her
microscope.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>It </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">has to
be</Text>
    <Text>! Where else could it have come from?</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>That's what we have to find out.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
    <Text>(to Elena)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>And we need you to help us, Elena. You know more about these things
than anyone else in the world now.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Ben, I'd like to help, but what I'm doing here, it's just too
important.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
    <Text>(brightening)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Maybe... maybe </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
    <Text> could help </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">me</Text>
    <Text>! This could change the whole world, you know.</Text>

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</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin takes the alien chip from under the microscope.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">These</Text>
  <Text> could change the world too, but not in a good way. Ben's got to help
us find out where they came from. He doesn't have time to be a lab rat. Right,
Ben?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>No answer. Ben's staring at Elena.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ben?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Oh, right. Right.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin and Gwen are already walking out. Ben gives Elena a little wave
and exits with the others.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>CLOSE ON ELENA: Her smile turns to a frown as they exit.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 3/8" Page="13" 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="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>

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    </SceneProperties>
    <Text>Int. burger shack - night</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Kevin and Gwen are sitting across from each other, eating dinner.
Kevin seems to be concentrating on his food. Gwen's not.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>GWEN</Text>
  </Paragraph>
  <Paragraph Type="Parenthetical">
    <Text>(after a beat)</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>It's just too dangerous.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>KEVIN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>I wouldn't go that far. Disappointing, maybe. </Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>GWEN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Are we talking about the same thing? Elena and those microchips she's
working on?</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>KEVIN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Oh them. They </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">are</Text>
    <Text> dangerous. Definitely.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>GWEN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>What were </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
    <Text> talking about?</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>KEVIN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Elena and Ben.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>GWEN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>What about them?</Text>
  </Paragraph>

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<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
 <Paragraph Type="Dialogue">
 <Text>They're interested in each other, anybody can see that. But she's
going to be a problem.</Text>
</Paragraph>
 <Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Oh?</Text>
</Paragraph>
 <Paragraph Type="Action">
 <Text>CLOSE ON KEVIN</Text>
</Paragraph>
 <Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Elena's the type who makes guys think she cares about them, but once
they start to care about her, poof, she's gone. I've seen the type before. Lots
of times.</Text>
</Paragraph>
 <Paragraph Type="Action">
 <Text>ON GWEN: She gives him a cold look.</Text>
</Paragraph>
 <Paragraph Type="Action">
 <Text>ON KEVIN: He has a fork halfway to his mouth when he realizes Gwen is
glaring at him.</Text>
</Paragraph>
 <Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I mean I've </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">heard</Text>
 <Text> about them. From friends.</Text>
</Paragraph>
 <Paragraph Type="Action">
 <Text>CAMERA PULLS BACK, going out through the restaurant's window (without
shattering it, of course). Once we're outside, the window frames Gwen and Kevin,
but we can no longer hear them. Gwen is now speaking animatedly (</Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">MOS</Text>
 <Text>), and as she continues to harangue Kevin, TWO TENDRILS emerge from
behind CAMERA and start to creep toward the window.</Text>
</Paragraph>
 <Paragraph Type="Transition">
 <Text>Fade out.</Text>
</Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="1/8" Page="14" Title="">
 <SceneArcBeats/>
 </SceneProperties>
 <Text>End act one</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 TWO</Text>
</Paragraph>
<Paragraph Type="Action">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">FADE IN:</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Scene Heading">
<SceneProperties Length="1 6/8" Page="15" 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="#0000000000000000" 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="#0000000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>INT. BEN'S LIVING ROOM - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben's doing his homework, fidgeting, unable to concentrate. Suddenly
there's a KNOCK at the front door. Ben starts, then hurries to the door and opens
it.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>NEW ANGLE: It's JULIE. She looks shy, tentative.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Julie!</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I was just passing by, but if you're busy or something--</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>No, no. Come on in. Please.</Text>
</Paragraph>
<Paragraph Type="Character">

<Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You're sure? You look kind of... upset.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>It's this problem I'm working on.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Calculus?</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I wish. </Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(beat)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>It's like the answer's right in front of me, but I can't see it.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Maybe you're just distracted. </Text>
</Paragraph>
<Paragraph Type="Action">
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Bem</Text>
<Text> gives her a curious look.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Could be anything. Or anyone.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(beat)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>What </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">is</Text>
<Text> the problem exactly?</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">

<Text>Microchips. I'll show you.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>WIDE: Ben reaches into his pocket... but there's nothing there. He looks worried.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>What's the matter?</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Kevin has it.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>So? Won't he give it back next time you see him?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben starts for the coat rack.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You don't know him very well, do you?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>He grabs a coat, then, realizing something, he stops and turns back to Julie.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You know, it feels like I'm always running off somewhere, doesn't it?
</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Julie looks down at the floor.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>It's starting to.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Can we get together tomorrow night? For sure?</Text>
</Paragraph>

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<Paragraph Type="Action">
  <Text>Julie looks up and smiles.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I'd like that.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Me too. The Burger Shack, seven o'clock? We'll have a nice, quiet
dinner.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>SmASH CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
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    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
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          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="KEVIN/GWEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Ext. BURGER SHACK - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Hell has broken loose here. The window we saw before has been smashed;
tendrils from Valadis are holding Kevin and Gwen, who are doing their best to break
the grip.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Kevin/gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>(screams, straining)</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Cops are here, the sirens on their cars still wailing, and an emergency
crew is already inside, swinging their axes at Valadis and his tendrils. Nothing
helps.</Text>
</Paragraph>
<Paragraph Type="Action">

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<Text>NEW ANGLE: Ben's approaching the chaos, eyes widening, jaw dropping. He reaches for the </Text>

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

<Text> and:</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>Ben</Text>

</Paragraph>

<Paragraph Type="Dialogue">

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

<Text>!</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>After a quick transition, </Text>

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

<Text> takes a running leap, dives through the broken window and tackles Valadis </Text>

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

<Text>.</Text>

</Paragraph>

<Paragraph Type="Scene Heading">

<SceneProperties Length="2/8" Page="17" Title="">

<SceneArcBeats/>

</SceneProperties>

<Text>INT. BURGER SHACK - CONTINUOUS</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Valadis is knocked forward, slamming into a wall face-first. Stunned, his tendrils drop Kevin and Gwen.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>CLOSE ON VALADIS: He recovers quickly and whips around. But when he sees </Text>

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

<Text>, he bolts toward the front door, using his tendrils to overturn tables in his wake, creating obstacles for the pursuing </Text>

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

<Text>.</Text>

</Paragraph>

<Paragraph Type="Scene Heading">

<SceneProperties Length="3/8" Page="17" Title="">

<SceneArcBeats>

<CharacterArcBeat Name="GWEN">

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</Paragraph>

</CharacterArcBeat>

<CharacterArcBeat Name="KEVIN">

<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. BURGER SHACK - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>When Diamondhead comes out, there's no sign of Valadis. As he looks
around, Kevin and Gwen come out.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>He was willing to fight half the town, but not you, Ben. It doesn't
make sense.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Something else doesn't make sense, either...</Text>
</Paragraph>
<Paragraph Type="Transition">
<Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
<SceneProperties Length="1" Page="17" Title="">
<SceneArcBeats>
<CharacterArcBeat Name="BEN">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="ELENA">
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</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="GWEN">
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</Paragraph>
</CharacterArcBeat>
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<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"

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</Paragraph>
</CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>EXT. cemetery - night</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Some grave markers stand in the foreground as Ben, Kevin and Gwen approach. Kevin is carrying a shovel.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Ben? If any of your aliens are good at digging, now would be the time.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I'm still not convinced this is such a good idea.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>How else are we going to prove Valadis isn't dead?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>ON GWEN: She looks down at the grave, then closes her eyes for a moment.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>There </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">is</Text>
<Text> someone down there...</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="">and</Text>
<Text> it's Victor Valadis.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>ELENA (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">

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    <Text>I could have told you that.</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>NEW ANGLE: Everyone starts as Elena steps out from behind a tall grave
marker. </Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>BEN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Elena?</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>ELENA</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>I changed my mind.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>KEVIN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>I thought your research was so important.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>ELENA</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Friends are important, too.</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>She looks right at Ben.</Text>
  </Paragraph>
  <Paragraph Type="Transition">
    <Text>CUT TO:</Text>
  </Paragraph>
  <Paragraph Type="Scene Heading">
    <SceneProperties Length="1 3/8" Page="18" Title="">
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        <CharacterArcBeat Name="BEN">
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StartsNewPage="No">
            <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
          </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="ELENA">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
          </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="GWEN">
          <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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StartsNewPage="No">

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        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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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        </Paragraph>
    </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
    <Text>Int. mr. Smoothy's - daY</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ben, Gwen, Kevin and Elena have are eating lunch.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>... What </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">I'm</Text>
    <Text> wondering is, why these new chips would take the form of your father,
Elena.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Elena can only shrug and shake her head.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">ELENA</Text>
    <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Habit? That's the form
they took when they attacked us before.</Text>
    <Text></Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Maybe, but</Text>
    <Text> what do they want? Last time, they tried to take over everyone and
everything. But this time--</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">I</Text>
    <Text> know what they want. They want to kill me.</Text>

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</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>And me.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>And you, Ben?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I don't think so. It ran from me twice.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Maybe it was afraid of all those aliens you have on your wrist.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Then why wouldn't it have been afraid of </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">me</Text>
 <Text>?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Or me? We're not exactly powerless, you know.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(shrugging)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Look, I'm a scientist, not a detective--</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(standing)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Well </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">I'm</Text>

can I.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(to Ben)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Coming?</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Can't. I'm supposed to see Julie later.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>CLOSE ON ELENA: She turns to look at Ben as:</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>KEVIN (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Suit yourself. We're outta here.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>ON GWEN: She turns to assess Elena's reaction.</Text>
</Paragraph>
<Paragraph Type="Transition">
<Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
<SceneProperties Length="1 6/8" Page="20" Title="">
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<CharacterArcBeat Name="GWEN">
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StartsNewPage="No">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="JANITOR">
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StartsNewPage="No">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
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</CharacterArcBeat>
<CharacterArcBeat Name="KEVIN">
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StartsNewPage="No">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>

<Text>Ext. VICTOR VALADIS' LAB - niGHT</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>As Kevin and Gwen approach the entrance:</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Tell me you didn't notice the way Elena reacted when Ben mentioned Julie.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Gwen, that's just the way girls are. You gotta take advantage, play one against the other.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Gwen stops in her tracks. Kevin turns back, realizing he's said too much.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>At least... that's what my friends say.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Which friends?</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>The ones I don't see any more?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Gwen looks at him for a beat, then continues toward the lab.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>What are we doing back here anyway?</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I noticed something about the janitor.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>As he knocks on the door!</Text>
</Paragraph>

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<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You'll see.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The Janitor now opens the door.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JaNITOR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What you want?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I want to know who you really are.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Kevin?!</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">He</Text>
  <Text> knows what I'm talking about.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(to Janitor)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Don't you?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JANITOR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I do not! You crazy!</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Oh yeah? Then what about... this!</Text>
</Paragraph>

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<Paragraph Type="Action">
  <Text>With a flourish, Kevin yanks off the Janitor's wig. Startled, the
  Janitor takes a step back, stumbles over his pail and hits the floor hard.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JANITOR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text></Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
  Font="Courier Final Draft" RevisionID="0" Size="12" Style="">impact</Text>
  <Text> grunt, unconscious groan)</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin is still holding the wig. Gwen is staring at the unconscious
  man, her jaw agape.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I spotted this thing last time we were here. When he wakes up,
  everything's going to be a whole lot clearer.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You're sure about that?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Absolutely. I saw something like this on TV once.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="4/8" Page="21" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="JULIE">
        <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>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Ext. BURGER SHACK - nIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Boards now cover some of the windows, but it's still open for business.
  Julie approaches the front door; there are kids waiting outside; she quickly scans
  them, looking for Ben.</Text>
</Paragraph>

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<Paragraph Type="Action">
  <Text>JULIE'S </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">POV:</Text>
  <Text> THE CORNER OF THE BUILDING. Just as CAMERA PANS over to it, someone
rounds this corner, disappearing behind the building. Julie's glimpse of this
figure is too fleeting to permit identification, but even so...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>BACK TO JULIE: She thinks she knows who it is:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ben?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Julie moves off.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>THE CORNER OF THE BUILDING: Julie rounds this corner, disappearing from
view.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>DiSSOLVE TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="3/8" Page="22" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="BOY">
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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. BURGER SHACK - NIGHT - momENTS LATER</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben jogs toward the entrance, sees the kids waiting outside.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Anybody seen Julie?</Text>
</Paragraph>

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<Paragraph Type="Action">
  <Text>A boy points toward the corner.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Boy</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I just saw her go 'round back.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben smiles and goes around the corner.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="3/8" Page="22" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
        <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. The back of the building - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>It's a dead end. There's nothing here except some trash cans. His
back to camera, Ben looks around.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Julie? Julie!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben now turns around to face CAMERA, in </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">CLOSEUP</Text>
  <Text>. He's plainly worried... and none of his aliens can help now. ZOOM
IN CLOSE on Ben, then:</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>Fade oUT.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1/8" Page="22" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>End act two</Text>
</Paragraph>
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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StartsNewPage="Yes" Type="Action">
  <Text>ACT THREE</Text>
</Paragraph>
<Paragraph Type="Action">

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    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">FADE IN:</Text>
    <Text></Text>
</Paragraph>
    <Paragraph Type="Scene Heading">
    <SceneProperties Length="5/8" Page="23" Title="">
    <SceneArcBeats>
    <CharacterArcBeat Name="BEN">
    <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
    </Paragraph>
    </CharacterArcBeat>
    <CharacterArcBeat Name="ELENA">
    <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. ELENA'S LAB - NIGHT</Text>
</Paragraph>
    <Paragraph Type="Action">
    <Text>Elena is at the sterile compartment, manipulating the mechanical hands
when she hears LOUD, PERSISTENT KNOCKING at her door.</Text>
    </Paragraph>
    <Paragraph Type="Action">
    <Text>She hurries to the door and opens it. It's:</Text>
    </Paragraph>
    <Paragraph Type="Character">
    <Text>ELENA</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
    <Text>(delighted)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
    <Text>Ben!</Text>
    </Paragraph>
    <Paragraph Type="Action">
    <Text>Ben ignores Elena's smile, barges in and begins to scan the place.
Elena's smile quickly fades.</Text>
    </Paragraph>
    <Paragraph Type="Character">
    <Text>ELENA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
    <Text>What's matter?</Text>
    </Paragraph>
    <Paragraph Type="Action">
    <Text>Ben is BACK TO CAMERA (and to Elena); he pulls something out of his
pocket.</Text>
    </Paragraph>
    <Paragraph Type="Character">
    <Text>BEN</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I found another chip.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He holds it out to Elena; she takes it.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 4/8" Page="23" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
        <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>
      <CharacterArcBeat Name="ELENA">
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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>Int. ELENA'S LAB - moments later</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>A MICROSCOPIC view of the chip; it's the same thing we saw
earlier.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ELENA (o.s.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>This isn't one of mine, either.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben (o.s.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Prove it.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>WIDE: Elena looks up from her microscope, stunned.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ben?</Text>
</Paragraph>
<Paragraph Type="Action">

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<Text>Ben leans in close, intense.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I want to compare this to one of yours.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Mine are all in the--</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>They're the same, aren't they? </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">Aren't they</Text>
<Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Elena looks away.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Yes.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben reaches out and angrily turns her face back to his.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You've learned to control the chips, haven't you? And you've been trying to get rid of anyone who stood between you and me. That's why they tried to kill Gwen and Kevin, but wouldn't fight me.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>CLOSE ON ELENA: Wide-eyed, stunned.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">did</Text>
<Text> lie about the chips. But none of that other stuff is true. A few of them got away before I put in the </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">forcefield</Text>
<Text>. I... I didn't think they would do any damage.</Text>

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</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You didn't think--</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ben, I'm sorry!</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(beat, softer)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I was selfish. I didn't want to stop my work here to go look for them.
You know how much this means to me... </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">and</Text>
  <Text> to the world.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben is still looking at her skeptically. She stands.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>We'll go right now. With what I've learned these last few months, it
shouldn't take us long to find them and deactivate them.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(beat)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Okay?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>After a beat, Ben nods. Elena moves off and starts gathering
equipment. HOLD ON Ben for a beat, then PAN AWAY from him. END PAN on the door to
a small storage room.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="2/8" Page="25" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>INT. STORAGE ROOM - NIGHT - SAME TIME</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>It's little more than broom closet... and Julie is in here, bound and
gagged.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 5/8" Page="25" Title="">

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    <SceneArcBeats>
      <CharacterArcBeat Name="GWEN">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="JANITOR">
        <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>
      <CharacterArcBeat Name="KEVIN">
        <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>Int. VICTOR VALADIS' LAB - niGHT - same time</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>CLOSE ON the Janitor, still on the floor, eyes closed. Kevin now
reaches in and taps his cheek.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Come on, </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Igor</Text>
  <Text>. Up and at 'em.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JANITOR</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(groggy groan, then:)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Why you do that to me?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>'Cause we want to know the truth. Who are you?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JANITOR</Text>

```

</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I am janitor, idiot!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Kevin holds the man's wig in front of him.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Then how do you explain this thing?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>The janitor grabs the wig and puts it back on.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JANITOR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I buy when hair start to fall out, that's how I explain!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>The janitor cranes in to take a closer look at Kevin's hairline.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JANITOR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Maybe you need one someday, too, pretty boy.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Kevin reflexively touches his hairline.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Uh, Kevin? I think an apology might be in order.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>No way. This guy's gotta know </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline">something</Text>
 <Text>. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>He yanks the janitor to his feet.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Why? Because that's how it works on TV?</Text>
</Paragraph>

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<Paragraph Type="Character">
  <Text>JANITOR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I don't know nothing! All I do is clean up Victor's lab, then help
crazy daughter move equipment.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen is suddenly very interested.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Wait a minute, why do you think Elena's crazy?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JANITOR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Way she talk. Saying 'we' or 'us' when it just her. Who she think she
is, Queen of England?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(realizing)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Kevin, the Queen!</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I... I thought the Queen was dead.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Long live the Queen.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="4/8" Page="26" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
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StartsNewPage="No">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="ELENA">

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 </Paragraph>
 </CharacterArcBeat>
 </SceneArcBeats>
 </SceneProperties>
 <Text>Int. ELENA'S LAB - NIGHT</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Elena is putting some equipment into an aluminum suitcase. Ben watches; he seems a bit chastened.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I guess I got a little paranoid. For a minute there, I even thought Julie...</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(trails off)</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Elena stops packing.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>ELENA</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>What about Julie?</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Nothing. She must have changed her mind about wanting to see me again, that's all.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Elena goes back to what she was doing.</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="2/8" Page="27" Title="">
 <SceneArcBeats/>
 </SceneProperties>
 <Text>INT. STORAGE ROOM - same TIME</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>CLOSE on Julie, still gagged and struggling. PAN DOWN her body, to her legs, which she is now wriggling. One of her bonds begins to loosen.</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="4 5/8" 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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</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="BEN/ARMODILLO">
<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="ELENA">
<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="GWEN/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="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>
<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>
</SceneArcBeats>
</SceneProperties>
<Text>INT. ELENA'S LAB - same TIME</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Elena now closes the metal suitcase. She looks happy.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I'm so glad we're going to be together now. </Text>
</Paragraph>

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<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Working together, Elena, just working.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>It won't always be work.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She hugs him.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>CLOSE ON BEN: He's starting to like it... until he hears OFF-SCREEN
THUMPING.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What's that?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Don't--</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She tries to hold him back, but Ben breaks free and CAMERA FOLLOWS HIM
as he goes toward the storage room. But before he can get there:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ELENA (o.S.)</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(raspy, metallic)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>We said, </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">don't</Text>
  <Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben stops in his tracks and whirls around.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>BEN'S </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">POV:</Text>
  <Text> Elena has formed one of her hands into a HIGH TECH GUN.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben is stunned.</Text>
</Paragraph>

```

<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>It </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">was</Text>
 <Text> you...</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Us, Ben, us! Some of the chips hid in me, so that the ones inside my father could be sacrificed.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Elena, they're controlling you now. You've got to fight them!</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>They're not controlling me, they </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">are</Text>
 <Text> me! And </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">I am them</Text>
 <Text>. They give me what I want; they fulfill my deepest desires. Even the ones I don't know I have.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>She's now very close to Ben.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(softly)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>We could fulfill </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">your</Text>
 <Text> deepest desires, too.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>A beat, and then, with a sweep of her arm, Elena sends a swirl of chips that form a STEROIDAL VERSION OF KEVIN'S CAR.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">

<Text>You like Kevin's car? </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">We</Text>
<Text> could do so much better...</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Another sweep of her hand, and the car grows even bigger. Its engine
ROARS.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>We can give you anything, Ben. Anything.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>CLOSE ON BEN: He considers that... until he hears MORE POUNDING. He
turns away from Elena and starts toward the storage room again.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Elena scowls, and with another sweep of her arm, the car MORPHS into
two identical versions of Victor Valadis, which then go around Ben, blocking his
way. Ben glances back at Elena.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Make them go away, Elena.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Don't you understand? I can't! The chips want what I want, and
</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">I can't stop
wanting</Text>
<Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>More O.S. POUNDING. Ben reaches for the </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Omintrix</Text>
<Text>.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Armodillo</Text>
<Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben transforms into the armored alien and crashes into the two </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>

<Text>. They're knocked aside, and </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ben/Armodillo</Text>

<Text> then proceeds to the door of the storage room and yanks it open. But before he can untie the </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">sturggling</Text>

<Text> Julie, the two </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadises</Text>

<Text> each split, forming four... all of whom leap onto </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ben/Armodillo</Text>

<Text> from behind.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>Ben/aRMODILLO</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>(impact grunt)</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Like his namesake, </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ben/Armodillo</Text>

<Text> rolls up into a ball, then springs upward. All four of the </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadises</Text>

<Text> fly off him, one of them smashing into the ceiling.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>NEW ANGLE: On the lab's main door as Kevin suddenly kicks it open. But before he and Gwen can take so much as another step, one of the </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadises</Text>

<Text> crashes down at their feet.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>KEVIN</Text>

</Paragraph>

<Paragraph Type="Parenthetical">

<Text>(to Gwen)</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>What did I tell you? You can call me </Text>

<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Sherlock Levin</Text>

<Text> from now on.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Gwen's about to respond when this Valadis, as well as the other three, all descend on her and Kevin at once.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>Gwen/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> grunts)</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>As happened before at the Burger Shack, tendrils now wrap around them, squeezing hard.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>Gwen/KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>(</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">cries</Text>
<Text> of pain)</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>ON BEN</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">ARMODILLO:</Text>
<Text> He finishes untying Julie, then turns to see what's happening to Gwen and Kevin. He rushes to them, but when he tries to pull them loose of the tendrils, the tendrils grab him as if they were a single hand and fling him across the lab. He lands hard.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>Ben</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">armodillo</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>(</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">impact</Text>
<Text> grunt)</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>As soon as he recovers, he rolls toward Elena, and:</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>Ben</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">aRMODILLO</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You have to stop them!</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>We can't!</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">ARMODILLO</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Then </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">I'll</Text>
<Text> have to stop </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
<Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Armodillo</Text>
<Text> lowers his head in determination and starts toward Elena.</Text>
</Paragraph>
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<Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You know, Ben, we like you. But not </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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<Text> much.</Text>
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of a high-tech </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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<Text>.</Text>
</Paragraph>
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<Text> grunts)</Text>
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first, but as Elena bears down and the </Text>
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<Text> grows heavier, Ben</Text>
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 <Text> against Ben</Text>
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 <Text>, then cover every inch of his body, enshrouding him, Ben</Text>
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 <Text></Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(gasping)</Text>
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 <Text>Can't... breathe...</Text>
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 <Text>He falls. Julie now leaps on him, trying to peel off the microchips
 with her bare hands... to no avail. She turns to Elena:</Text>
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 <Text>JuLiE</Text>
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 <Text>Is </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
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 </Paragraph>
 <Paragraph Type="Dialogue">

<Text>It... must be.</Text>
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 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">couldn't</Text>
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 <Text> did!</Text>
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 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Then isn't there some part of you left -- the real you -- that still cares enough to stop this?</Text>
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 <Text>Elena looks off at Ben</Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Armodillo</Text>
 <Text>, who is still suffocating. Horrified, she backs away, and within a few steps, she finds herself beside the sterile compartment. A beat as she looks at it, and then she opens the compartment's door. </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Julie realizes what Elena is about to do.</Text>
 </Paragraph>
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 <Text>JuLIE</Text>
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 <Text>Elena, don't!</Text>

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</Paragraph>
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  <Text>. For a brief moment, her entire body becomes a mosaic of
microchips... and then they are all zapped by the </Text>
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  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
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  <Text> now fall off him, lifeless, while the ones that formed the </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
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  <Text> and were strangling Gwen and Kevin, morph into harmless piles of
chips.</Text>
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sterile compartment, where a few fried microchips are now scattered on the floor.
Julie puts her arm around Ben to comfort him, and as she does this, Gwen and Kevin
come up on either side of them to look.</Text>
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  <Text>WIDE: The lab is now deserted and most of its equipment is gone. The
Janitor is sweeping up.</Text>
</Paragraph>
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  <Text>CLOSER: As he passes a small, cracked mirror on the wall, the Janitor
stops to adjust his wig. While he's doing this, CAMERA PANS AWAY from him, then
ZOOMS to a corner of the lab, where a couple of seemingly scorched microchips lay
on the floor. But now, they both begin to SPARKLE and move toward each
other.</Text>
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        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
    </Alias>
</Macro>
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Text="FADE TO:" Transition="Scene Heading">
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        <ActivateIn Element="General"/>
        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
    </Alias>
</Macro>
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Text="DISSOLVE TO:" Transition="Scene Heading">
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        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
    </Alias>
</Macro>
<Macro Element="Transition" Name="BACKTO" Shortcut="Ctrl+Shift+Alt+6"
Text="BACK TO:" Transition="Scene Heading">
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        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
    </Alias>
</Macro>
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Text="MATCH CUT TO:" Transition="Scene Heading">
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        <ActivateIn Element="General"/>

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        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
    </Alias>
</Macro>
<Macro Element="Transition" Name="JUMPCUT" Shortcut="Ctrl+Shift+Alt+8"
Text="JUMP CUT TO:" Transition="Scene Heading">
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        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
    </Alias>
</Macro>
<Macro Element="Transition" Name="FBLACK" Shortcut="Ctrl+Shift+Alt+9"
Text="FADE TO BLACK." Transition="None">
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        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
    </Alias>
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        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
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    <Actor MacVoice="" Name="Woman 1" Pitch="Normal" Speed="Medium" WinVoice=""/>
    <Actor MacVoice="" Name="Woman 2" Pitch="Normal" Speed="Medium" WinVoice=""/>
    <Actor MacVoice="" Name="Boy 1" Pitch="Normal" Speed="Medium" WinVoice=""/>
    <Actor MacVoice="" Name="Boy 2" Pitch="Normal" Speed="Medium" WinVoice=""/>
    <Actor MacVoice="" Name="Girl 1" Pitch="Normal" Speed="Medium" WinVoice=""/>
    <Actor MacVoice="" Name="Girl 2" Pitch="Normal" Speed="Medium" WinVoice=""/>
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<Actor MacVoice="" Name="Old Woman" Pitch="Normal" Speed="Medium" WinVoice=""/>
</Actors>
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  <Narrator Actor="Man 1">
    <Element Type="Character"/>
    <Element Type="Dialogue"/>
  </Narrator>
  <Member Actor="Man 1" Character="Ben"/>
  <Member Actor="Man 1" Character="Valadis"/>
  <Member Actor="Man 1" Character="Ben/humongosaur"/>
  <Member Actor="Man 1" Character="Ben/cannonbolt"/>
  <Member Actor="Man 1" Character="Ben/goop"/>
  <Member Actor="Man 1" Character="Kevin"/>
  <Member Actor="Man 1" Character="Gwen"/>
  <Member Actor="Man 1" Character="Janitor"/>
  <Member Actor="Man 1" Character="Ben/diamondhead"/>
  <Member Actor="Man 1" Character="Teacher"/>
  <Member Actor="Man 1" Character="Elena"/>
  <Member Actor="Man 1" Character="Julie"/>
  <Member Actor="Man 1" Character="Kevin/gwen"/>
  <Member Actor="Man 1" Character="Boy"/>
  <Member Actor="Man 1" Character="Gwen/kevin"/>
  <Member Actor="Man 1" Character="Ben/armodillo"/>
</Cast>
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ShowNumbersOnLeft="Yes" ShowNumbersOnRight="Yes">
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Font="Courier Final Draft" RevisionID="0" Size="12" Style=""/>
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<CastList SortOption="Alphabetical">
  <CustomOrder/>
</CastList>
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<CharacterHighlighting>
  <Character Color="#FFFFFFFF" Name="BEN" Visible="No"/>
  <Character Color="#FFFFFFFF" Name="BEN/ARMODILLO" Visible="No"/>
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  <Character Color="#FFFFFFFF" Name="BEN/DIAMONDHEAD" Visible="No"/>
  <Character Color="#FFFFFFFF" Name="BEN/GOOP" Visible="No"/>
  <Character Color="#FFFFFFFF" Name="BEN/HUMONGOSAUR" Visible="No"/>
  <Character Color="#FFFFFFFF" Name="BOY" Visible="No"/>
  <Character Color="#FFFFFFFF" Name="ELENA" Visible="No"/>
  <Character Color="#FFFFFFFF" Name="GWEN" Visible="No"/>
  <Character Color="#FFFFFFFF" Name="GWEN/KEVIN" Visible="No"/>
  <Character Color="#FFFFFFFF" Name="JANITOR" Visible="No"/>
  <Character Color="#FFFFFFFF" Name="JULIE" Visible="No"/>
  <Character Color="#FFFFFFFF" Name="KEVIN" Visible="No"/>
  <Character Color="#FFFFFFFF" Name="KEVIN/GWEN" Visible="No"/>
  <Character Color="#FFFFFFFF" Name="TEACHER" Visible="No"/>
  <Character Color="#FFFFFFFF" Name="VALADIS" Visible="No"/>
</CharacterHighlighting>
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<CharacterNavigatorPreferences IsSortAscending="Yes" SortColumn=""/>
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<TagsNavigatorPreferences IsSortAscending="Yes" SortColumn="Order">
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    <Column Width="64">Scene #</Column>
    <Column Width="50">Intro</Column>
    <Column Width="260">Location</Column>
    <Column Width="90">Time</Column>
    <Column Width="60">Length</Column>
    <Column UserType="CategoryColumnType" Width="360">Synopsis</Column>
    <Column UserType="CategoryColumnType" Width="360">Cast Members</Column>
    <Column Width="360">Tags</Column>
    <Column Width="52">Order</Column>
</TagsNavigatorPreferences>

<AltCollection/>

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ZoomLevel="100.000"/>
</DisplayBoards>

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Name="Background Actors" Number="3" Style="Bold"/>
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Name="Stunts" Number="4" Style="Bold"/>
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Name="Special Effects" Number="8" Style="Bold"/>
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Name="Wardrobe" Number="9" Style="Bold"/>
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        <TagCategory Color="#940011000000" Id="0ce7d308-096d-4603-8fe8-349f72cd89ff"
Name="Sound" Number="14" Style="Bold"/>
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Name="Set Dressing" Number="16" Style="Bold"/>
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Name="Security" Number="18" Style="Bold"/>
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Name="Additional Labor" Number="20" Style="Bold"/>
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Name="Art Department" Number="15" Style="Bold"/>
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Name="Script Day" Number="25" Style="Bold"/>
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Name="Unit" Number="26" Style="Bold"/>
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Name="Location" Number="28" Style="Bold"/>
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</TagData>

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 <Column UserType="TraitColumnType" Width="63">Gender</Column>
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 <Column UserType="TraitColumnType" Width="85">Occupation</Column>
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 <Column Width="60">Scenes</Column>
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 </TableColumnSettings>
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Type="text"/>
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Type="text"/>
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</Characters>

<Images Hidden="0"/>

</FinalDraft>
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