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ALIEN #1000-026</Text>

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</Paragraph>
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  <Text> sighs, etc.)</Text>
</Paragraph>
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  <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 out but all he sees is the usual night-time
view. He closes the curtains and gets back into bed.</Text>
</Paragraph>
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  <Text>CLOSER: He closes his eyes, and:</Text>
</Paragraph>
<Paragraph Number="2" Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>(breathing becomes steady)</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>After a beat:</Text>
</Paragraph>
<Paragraph Number="3" Type="Character">
  <Text>Valadis (o.S.)</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Did you think you could get rid of us that easily?</Text>
</Paragraph>
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 <Text>Ben's eyes pop open and he sits bolt upright. VICTOR VALADIS, in trench coat and fedora, is now standing at the foot of Ben's bed.</Text>
</Paragraph>
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 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(breathing hard)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Valadis? What do you want?</Text>
</Paragraph>
<Paragraph Number="5" 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 Number="6" Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Then what--</Text>
</Paragraph>
<Paragraph Number="7" Type="Character">
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 <Text></Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(stand, angry)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>We're here because of what you wanted to do to </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">Elena</Text>
 <Text>.</Text>
</Paragraph>
<Paragraph Number="8" Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I don't understand--</Text>
</Paragraph>
<Paragraph Number="9" Type="Character">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">VALADIS</Text>
 <Text></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 </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis' </Text>
 <Text> </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" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Omintrix </Text>
 <Text> and </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">and </Text>
 <Text> transforms into </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Humongousaur </Text>
 <Text>:</Text>
 </Paragraph>
 <Paragraph Number="10" Type="Character">
 <Text>huMONGOUSAU</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>
 <Paragraph Type="Action">
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 </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">four inches tall</Text>
 <Text>, and standing on Ben's bed! Humongousaur realizes what's happened.</Text>
 </Paragraph>
 <Paragraph Number="11" Type="Character">
 <Text>HUMONGOUSAU</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Uh oh.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis' </Text>
 <Text> tendrils snake toward the tiny </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humongosaur </Text>
 <Text>. He dodges them as best as it can, then dives under the covers.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis </Text>
 <Text> can see a little lump running around under Ben's blankets; one of his tendrils yanks back the covers; HUMONGOUSAU is exposed with nowhere to go.</Text>
 </Paragraph>
 <Paragraph Type="Action">

<Text>The tendrils move toward him from every direction.</Text>
 </Paragraph>
 <Paragraph Number="12" Type="Character">
 <Text>HUMONGOUSAUR</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>
 <Text>, please! I never wanted to hurt Elena.</Text>
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 <Text>CLOSE ON </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">VALADIS</Text>
 <Text> (HUMONGOUSAUR'S POV)</Text>
 </Paragraph>
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 <Text>We didn't say you wanted to </Text>
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 </Paragraph>
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 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">cry</Text>
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 </Paragraph>
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 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>
 <Text> and his tendrils just FADE AWAY.</Text>
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 <Text>ON BEN: He's normal-sized, under the covers, eyes closed, tossing and turning.</Text>
 </Paragraph>
 <Paragraph Number="15" 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>
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no </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
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  <Text>. Everything's normal. It was all just a nightmare.</Text>
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<Paragraph Number="16" Type="Character">
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  <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>
<Paragraph Type="Action">
  <Text>He lies back down and closes his eyes.</Text>
</Paragraph>
<Paragraph Number="17" Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>(</Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
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  <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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</SceneArcBeats>
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curtain), and Ben is not here. When we hear an &lt;OFF-SCREEN TOILET FLUSH&gt;, 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>
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  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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  <Text> to come face-to-face with Victor </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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  <Text> on the other side of the glass. And this time, it's no dream. Ben take
an involuntary step back from the window, then ACTIVATES the Ultimatrix, and
TRANSFORMS into CANNONBOLT:</Text>
</Paragraph>
<Paragraph Number="18" Type="Character">
  <Text>CANNONBOLT</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Cannonbolt!</Text>
</Paragraph>
<Paragraph Type="Action">
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  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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window, and the wall around it.</Text>
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<Text>EXT. Outside ben's window - CONTINUOUS</Text>
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<Paragraph Type="Action">
<Text>Cannonbolt lands on top of </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>
<Text>, but </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>
<Text> instantly retaliates by whipping tendrils all around him, like Kudzu vines.</Text>
</Paragraph>
<Paragraph Number="19" Type="Character">
<Text>cannonbolt</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><struggles></Text>
<Text></Text>
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<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Goop</Text>
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</Paragraph>
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</Paragraph>
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<Text>Goop!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis'</Text>
<Text> tendrils go right through him! </Text>
</Paragraph>
<Paragraph Type="Action">
<Text>CLOSER: Goop quickly oozes away, hiding around a corner of the house as
</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>
<Text> gets back up to his feet and looks around to see where Goop went. But there's nothing to see.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>FOREVER KNIGHT #</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">1Frustrated</Text>
<Text>, </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>
 <Text> turns into a </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">cloud of
 </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">nanites</Text>
 <Text> and </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">swirls</Text>
 <Text> down a </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">street
 drain</Text>
 <Text>.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>ON GOOP: Oozing out of his hiding place in time to catch a glimpse of
 </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>
 <Text> disappearing.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Goop looks down at the drain, 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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        </SceneArcBeats>
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    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
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    <Text> - morninG</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>CLOSE on Ben, leaning against the hood of his car. Kevin's car is
parked right next to Ben's. Kevin and Gwen are listening to Ben's story, already in
progress..</Text>
</Paragraph>
<Paragraph Number="21" Type="Character">
    <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>... I must have seen his shadow on the curtain, and that's what made me
dream about him.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>REVERSE: Gwen and Kevin are listening skeptically.</Text>
</Paragraph>
<Paragraph Number="22" Type="Character">
    <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>You ask me, the whole thing was a dream.</Text>
</Paragraph>
<Paragraph Number="23" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>I liked the part where </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humongosaur</Text>
    <Text> was really small. I was reading about how dreams reveal what we're
really afraid of.</Text>
</Paragraph>
<Paragraph Number="24" Type="Character">
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    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
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    <Text> a dream! Well, the part about being little was, but--</Text>
</Paragraph>
<Paragraph Number="25" Type="Character">
    <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Keep telling yourself that.</Text>
</Paragraph>
<Paragraph Number="26" Type="Character">
    <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Ben, Victor </Text>

```

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

<Text> was cured a long time ago--</Text>

</Paragraph>

<Paragraph Number="27" Type="Character">

<Text>KEVIN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>And those alien microchips that were controlling him, all got flushed when you killed the Queen and her hive.</Text>

</Paragraph>

<Paragraph Number="28" Type="Character">

<Text>BEN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Yeah? 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 </Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">alien microchip (</Text>

<Text>as seen in "Alien Swarm"). Kevin's and Gwen's jaws both drop. </Text>

</Paragraph>

<Paragraph Type="Transition">

<Text>CUT TO:</Text>

</Paragraph>

<Paragraph Type="Scene Heading">

<SceneProperties Length="4/8" Page="6" Title="">

<SceneArcBeats>

<CharacterArcBeat Name="BEN">

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<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>

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</CharacterArcBeat>

<CharacterArcBeat Name="GWEN">

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</CharacterArcBeat>

<CharacterArcBeat Name="KEVIN">

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</Paragraph>
</CharacterArcBeat>

<CharacterArcBeat Name="TERRASPIN">

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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
        </CharacterArcBeat>
        </SceneArcBeats>
        </SceneProperties>
        <Text>Ext. Victor </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline+AllCaps">valadis'</Text>
        <Text> lab - daY</Text>
        </Paragraph>
        <Paragraph Type="Action">
        <Text>Start TIGHT on the door-sign that identifies this as </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">'Valadis</Text>
        <Text> Laboratories.' PAN TO Ben, Gwen and Kevin, outside the door, each
looking very determined.</Text>
        </Paragraph>
        <Paragraph Number="29" Type="Character">
        <Text>BeN</Text>
        </Paragraph>
        <Paragraph Type="Dialogue">
        <Text>Ready?</Text>
        </Paragraph>
        <Paragraph Number="30" 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 Number="31" Type="Character">
        <Text>KEVIN</Text>
        </Paragraph>
        <Paragraph Type="Dialogue">
        <Text>Ready.</Text>
        </Paragraph>
        <Paragraph Type="Action">
        <Text>Ben TRANSFORMS into TERRASPIN.</Text>
        </Paragraph>
        <Paragraph Number="32" Type="Character">
        <Text>TerRASPIN</Text>
        </Paragraph>
        <Paragraph Type="Dialogue">
        <Text>Terraspin!</Text>
        </Paragraph>
        <Paragraph Type="Parenthetical">
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">(to Kevin)</Text>
        <Text></Text>
        </Paragraph>
        <Paragraph Type="Dialogue">
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"

```

Font="Courier Final Draft" RevisionID="2" Size="12" Style="">>So am I.</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Terraspin charges the door, smashing it.</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="1 3/8" Page="6" Title="">
 <SceneArcBeats>
 <CharacterArcBeat Name="GWEN">
 <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>
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 Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 <CharacterArcBeat Name="KEVIN">
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 StartsNewPage="No">
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 Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 <CharacterArcBeat Name="TERRASPIN">
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 Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 </SceneArcBeats>
 </SceneProperties>
 <Text>INT. VICTOR </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12"
 Style="Underline+AllCaps">VALADIS'</Text>
 <Text> LAB - CONTINUOUS</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Terraspin, Kevin and Gwen crash in. The place is empty, except for an
 old JANITOR with a broom.</Text>
 </Paragraph>
 <Paragraph Number="33" 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 Number="34" Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Where's </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>
 <Text>?</Text>
 </Paragraph>
 <Paragraph Number="35" 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 Number="36" Type="Character">
 <Text>Gwen</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>We're just looking for </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>
 <Text>. We don't want to hurt you. </Text>
 </Paragraph>
 <Paragraph Number="37" Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Speak for yourself, Gwen.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Kevin slices the wooden </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">broomhandle</Text>
 <Text> in half with a single chop of the edge of his steel-coated hand.
 </Text>
 </Paragraph>
 <Paragraph Number="38" Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>... Now where is he?</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Janitor looks at </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000">

Font="Courier Final Draft" RevisionID="0" Size="12" Style="">whats</Text>
 <Text> left of his we</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
 Font="Courier Final Draft" RevisionID="2" Size="12" Style="">a</Text>
 <Text>pon and lets it drop from his hands.</Text>
 </Paragraph>
 <Paragraph Number="39" 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 Number="40" Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>What's that?</Text>
 </Paragraph>
 <Paragraph Number="41" Type="Character">
 <Text>teRRASPIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>A cemetery.</Text>
 </Paragraph>
 <Paragraph Number="41 A" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
 Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">Gwen</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
 Font="Courier Final Draft" RevisionID="2" Size="12" Style="">You mean
 he's...?</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Number="42" Type="Character">
 <Text>JANITOR</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
 Font="Courier Final Draft" RevisionID="2" Size="12" Style="">(confirming)</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Was big shock. One minute fine, next minute... gone.</Text>
 </Paragraph>
 <Paragraph Number="43" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Did you know him very well?</Text>
 </Paragraph>
 <Paragraph Number="44" 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 Number="45" Type="Character">
<Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Hold it, </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Igor</Text>
<Text>. Doesn't it seem a little... </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">coincidental</Text>
<Text> that </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>
<Text> would suddenly drop dead right after everything that happened?</Text>
</Paragraph>
<Paragraph Number="46" Type="Character">
<Text>JANITOR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">Anyone</Text>
<Text> can die... any time. Even you, smart guy. </Text>
</Paragraph>
<Paragraph Type="Transition">
<Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
<SceneProperties Length="4/8" Page="8" Title="">
<SceneArcBeats>
<CharacterArcBeat Name="BEN">
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</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="GWEN">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="KEVIN">
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</Paragraph>
</CharacterArcBeat>

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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
    </Paragraph>
    </CharacterArcBeat>
    </SceneArcBeats>
    </SceneProperties>
    <Text>Ext. VICTOR </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline+AllCaps">VALADIS'</Text>
    <Text> LAB - momENTS LATER</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Ben, Kevin and Gwen are coming out of the lab, heading to Kevin's
car.</Text>
    </Paragraph>
    <Paragraph Number="47" Type="Character">
        <Text>KEVIN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>There's something about that janitor I don't like.</Text>
    </Paragraph>
    <Paragraph Number="48" Type="Character">
        <Text>BEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Yeah, he stood up to you.</Text>
    </Paragraph>
    <Paragraph Number="49" Type="Character">
        <Text>KEVIN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Something else...</Text>
    </Paragraph>
    <Paragraph Number="50" Type="Character">
        <Text>GweN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Either of you know how to get to the cemetery?</Text>
    </Paragraph>
    <Paragraph Number="51" Type="Character">
        <Text>BEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Later. We've got another stop to make first.</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Gwen and Kevin look at him expectantly.</Text>
    </Paragraph>
    <Paragraph Type="Transition">
        <Text>CUT TO:</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
        <SceneProperties Length="1/8" Page="8" Title="">
            <SceneArcBeats/>
        </SceneProperties>
        <Text>EXT. Plumbers ACADEMY - NIGHT</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>The </Text>

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    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Rustbucket</Text>
    <Text> III is in the foreground </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">flying towards the
Space Station</Text>
    <Text>.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="1 7/8" Page="8" Title="">
        <SceneArcBeats>
            <CharacterArcBeat Name="BEN">
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StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
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            <CharacterArcBeat Name="GWEN">
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StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
            <CharacterArcBeat Name="KEVIN">
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                </Paragraph>
            </CharacterArcBeat>
            <CharacterArcBeat Name="TEACHER">
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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. Plumbers ACADEMY laboratory - NIGHT</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, Milquetoast
</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">alien</Text>
    <Text> in a bow tie, with two plumber students. Trailing the teacher are Ben,
Gwen and Kevin.</Text>
</Paragraph>

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<Paragraph Number="52" Type="Character">
 <Text>Teacher</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(reacting to explosion)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Yes, well. A pinch less </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">neutronium</Text>
 <Text> </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">oxide</Text>
 <Text> 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 Number="53" 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 Number="54" 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 Cadets sparring on a mat. One throws a mighty punch at the other but misses by a mile.</Text>
 </Paragraph>
 <Paragraph Number="55" Type="Character">
 <Text>TEACHER</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Lead with the left, </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Drax</Text>
 <Text>, the left.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Drax</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">, </Text>
 <Text> </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">t</Text>
 <Text>he cadet who missed, nods. As the Teacher leads Ben, Gwen and Kevin away, </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Drax</Text>
 <Text> and the other kid go back to sparring... and this time when </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Drax</Text>
 <Text> rears back to swing, the other kid kicks </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Drax's</Text>
 <Text> leg out from under him. </Text>
 </Paragraph>
 <Paragraph Number="56" 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.</Text>
 </Paragraph>
 <Paragraph Number="57" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Maybe she'll be back when she gets over it.</Text>
 </Paragraph>
 <Paragraph Number="58" Type="Character">
 <Text>TEACHER</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I don't think so. When her father passed, she went back to Earth and took over his research on the alien microchips. No one alive knows more about them than she does.</Text>
 </Paragraph>
 <Paragraph Number="59" Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>That's just what I'm counting on...</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Kevin gives him a look. Ben doesn't notice.</Text>
 </Paragraph>
 <Paragraph Number="60" Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>... </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">it's</Text>
 <Text> why I'm trying to find her.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>The Teacher has now reached his desk. He opens a drawer, pulls out a PLUMBER BADGE and taps on the face, it <PINGS>.</Text>
 </Paragraph>
 <Paragraph Number="61" Type="Character">
 <Text>TEACHER</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I just sent her new address to your Badges.</Text>
 </Paragraph>
 <Paragraph Number="62" Type="Character">
 <Text>BEN</Text>
 </Paragraph>

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<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
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 Number="63" Type="Character">
  <Text>TEACHER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Not the chlorine, the </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">fluor</Text>
  <Text>ine!</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 Number="64" Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(mocking)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>'It's why I'm trying to find her.'

```

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 </Paragraph>
 </CharacterArcBeat>
 </SceneArcBeats>
 </SceneProperties>
 <Text>Ext. Elena's lab - night</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>CLOSE as Elena opens the door from the inside and sees:</Text>
 </Paragraph>
 <Paragraph Number="68" Type="Character">
 <Text>Elena</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Ben Tennyson!</Text>
 </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 Number="69" Type="Character">
 <Text>KevIN</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(smirking; under his breath:</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>'Just friends.'</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Elena didn't hear him.</Text>
 </Paragraph>
 <Paragraph Number="70" Type="Character">
 <Text>ELENA</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(to Ben)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Come in, let me show you around.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben goes inside, Gwen and Kevin following.</Text>
 </Paragraph>

```

<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 4/8" Page="11" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
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        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Int. Elena's LAB - day - laTER</Text>
</Paragraph>
<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 Number="71" Type="Character">
  <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Most of this came from my father's lab, the rest I built myself.</Text>
</Paragraph>
<Paragraph Number="72" Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(looking around)</Text>
</Paragraph>
<Paragraph Type="Dialogue">

```

<Text>Incredible. Really incredible.</Text>
 </Paragraph>
 <Paragraph Number="73" Type="Character">
 <Text>ELENA</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>My dad set the bar pretty high.</Text>
 </Paragraph>
 <Paragraph Number="74" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Elena? Are you sure you should be doing this?</Text>
 </Paragraph>
 <Paragraph Number="75" Type="Character">
 <Text>ELENA</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>What, studying the alien microchips? How can I </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">not</Text>
 <Text> be?</Text>
 </Paragraph>
 <Paragraph Number="76" 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 Number="77" 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 Number="78" 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 Number="79" Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Not worth the risk.</Text>
 </Paragraph>

```

<Paragraph Type="Action">
  <Text>WIDER</Text>
</Paragraph>
<Paragraph Number="80" 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 </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">WALDOES</Text>
  <Text> (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 Number="81" 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
</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">zapped</Text>
  <Text> to a cinder. Elena shuts the door and turns back to the group with a
satisfied smile.</Text>
</Paragraph>
<Paragraph Number="82" Type="Character">
  <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Forcefield</Text>
  <Text>. My </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
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 Number="83" Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Yeah? 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 TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
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    <SceneArcBeats>

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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
            </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="ELENA">
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        </CharacterArcBeat>
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            </Paragraph>
        </CharacterArcBeat>
    </SceneArcBeats>
</SceneProperties>
    <Text>Int. ELENA'S LAB - day - LATER</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>A MICROSCOPIC VIEW of the chip.</Text>
</Paragraph>
<Paragraph Number="84" 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 Number="85" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>It </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" 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>

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<Paragraph Number="86" 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 Number="87" 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>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Kevin takes the alien chip from under the microscope.</Text>
 </Paragraph>
 <Paragraph Number="88" 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. </Text>
 </Paragraph>
 <Paragraph Number="89" Type="Character">
 <Text>Gwen</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>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 Number="90" Type="Character">
 <Text>gwen</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Ben?</Text>
 </Paragraph>

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<Paragraph Number="91" 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 lingering
glance, then 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>
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  <SceneProperties Length="1 1/8" Page="13" Title="">
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        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="KEVIN">
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StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Int. 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 Number="92" 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 Number="93" Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I wouldn't go that far. Disappointing, maybe. </Text>
</Paragraph>
<Paragraph Number="94" Type="Character">

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    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Elena and those microchips she's working on?</Text>
</Paragraph>
<Paragraph Number="95" 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 Number="96" 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 Number="97" Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Elena and Ben.</Text>
</Paragraph>
<Paragraph Number="98" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>What about them?</Text>
</Paragraph>
<Paragraph Number="99" 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 Number="100" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Oh?</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>CLOSE ON KEVIN</Text>
</Paragraph>
<Paragraph Number="101" 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, </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">poof</Text>

```

<Text>, 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 </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="2" Size="12" Style="">burger</Text>
 <Text> halfway to his mouth when he realizes Gwen is glaring at him.</Text>
 </Paragraph>
 <Paragraph Number="102" Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I mean I've </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">heard</Text>
 <Text> about them. From friends.</Text>
 </Paragraph>
 <Paragraph Type="Transition">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">Cut to:</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
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 <SceneArcBeats/>
 </SceneProperties>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="2" Size="12" Style="Underline+AllCaps">Ext.
 Burger shack - window</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="2" Size="12" Style="">We're just outside,
 looking in. Th</Text>
 <Text>e window frames Gwen and Kevin, but we can no longer hear them. Gwen is
 now speaking animatedly (</Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">MOS</Text>
 <Text>), and as she continues to harangue Kevin, we can see </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadus</Text>
 <Text> watching them.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="2" Size="12" Style=""> He turns into a cloud
 of Nanites and begins to head towards the window...</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Transition">
 <Text>Fade out.</Text>
 </Paragraph>
 <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
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 StartsNewPage="No" Type="Scene Heading">
 <SceneProperties Length="1/8" Page="14" Title="">
 <SceneArcBeats/>

```

    </SceneProperties>
    <Text>End act one</Text>
  </Paragraph>
  <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
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Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">ACT
TWO</Text>
    <Text></Text>
  </Paragraph>
  <Paragraph Type="Action">
    <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">
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      <CharacterArcBeat Name="BEN">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
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      </CharacterArcBeat>
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Color="#00000000000000" 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 Number="103" Type="Character">
    <Text>BEN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Hey, Julie!</Text>
  </Paragraph>
  <Paragraph Number="104" Type="Character">
    <Text>JULIE</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>I was just passing by, but if you're busy or something--</Text>
  </Paragraph>

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<Paragraph Number="105" Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Doing homework, if you believe it. Come on in.</Text>
</Paragraph>
<Paragraph Number="106" Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You look kind of upset.</Text>
</Paragraph>
<Paragraph Number="107" Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>It's this problem I'm working on.</Text>
</Paragraph>
<Paragraph Number="108" Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Calculus?</Text>
</Paragraph>
<Paragraph Number="109" Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I wish. Then I could just con you into doing it for me.</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 Number="110" Type="Character">
 <Text>JULIE</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? A case?</Text>
</Paragraph>
<Paragraph Number="111" Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Yeah. 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 Number="112" Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">

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    <Text>What's the matter?</Text>
</Paragraph>
<Paragraph Number="113" Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Kevin has it.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ben grabs a coat, then, realizing something, he stops and turns back to
Julie.</Text>
</Paragraph>
<Paragraph Number="114" 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 Number="115" Type="Character">
    <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>It's starting to.</Text>
</Paragraph>
<Paragraph Number="116" Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Can we get together tomorrow night? For sure?</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Julie looks up and smiles.</Text>
</Paragraph>
<Paragraph Number="117" Type="Character">
    <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>I'd like that.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
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            </CharacterArcBeat>
            <CharacterArcBeat Name="WATERHAZARD">
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</Paragraph>
</CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>Ext. BURGER SHACK - nIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Hell has broken loose here; tendrils from </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>
<Text> are holding Kevin and Gwen, who are doing their best to break the
grip.</Text>
</Paragraph>
<Paragraph Number="119" Type="Character">
<Text>Kevin/gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>(</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">straining</Text>
<Text>)</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>NEW ANGLE: Ben's approaching the chaos, eyes widening, jaw dropping. He
reaches for the Ultimatrix and transforms to </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">WATERHAZARD:</Text>
<Text></Text>
</Paragraph>
<Paragraph Number="120" Type="Character">
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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Style="AllCaps">waterhazard</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
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Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Waterhazard</Text>
<Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Waterhazard</Text>
<Text> </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">waterblasts</Text>
<Text> his way in through the window and leaps through, tackling </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>
<Text> </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">from
behind</Text>
<Text>.</Text>
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<SceneArcBeats>
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  </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>INT. BURGER SHACK - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>
  <Text> is knocked forward, slamming into a wall face-first. </Text>
</Paragraph>
<Paragraph Number="121" Type="Character">
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Valadis</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>(2 impact)</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Stunned, his tendrils drop Kevin and Gwen.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>CLOSE ON </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">VALADIS:</Text>
  <Text> He recovers quickly and whips around. But when he sees </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Waterhazard</Text>
  <Text>, he turns into </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">A CLOUD OF
</Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">NANITES</Text>
  <Text> and slithers rapidly through the restaurant and out of the window.
</Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">Waterhazard</Text>
  <Text> follows, BURSTING THROUGH the window and surrounding wall.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="3/8" Page="17" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="GWEN">
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      </CharacterArcBeat>
    </SceneArcBeats>
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        </CharacterArcBeat>
        <CharacterArcBeat Name="KEVIN">
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            </Paragraph>
        </CharacterArcBeat>
    </SceneArcBeats>
</SceneProperties>
    <Text>EXT. BURGER SHACK - CONTINUOUS</Text>
</Paragraph>
    <Paragraph Type="Action">
        <Text>When </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Waterhazard</Text>
        <Text> comes out, there's no sign of </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>
        <Text>. As he looks around, Kevin and Gwen are there.</Text>
    </Paragraph>
    <Paragraph Number="122" Type="Character">
        <Text>GWEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>He was willing to fight us, but not you, Ben. It doesn't make
sense.</Text>
    </Paragraph>
    <Paragraph Number="123" 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="">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                    </Paragraph>
                </CharacterArcBeat>
                <CharacterArcBeat Name="ELENA">
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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 touches a headstone and armors up in stone. He morphs one hand into a shovel. </Text>
</Paragraph>
<Paragraph Number="124" Type="Character">
<Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>If any of your aliens are good at digging, now would be the time.</Text>
</Paragraph>
<Paragraph Number="125" Type="Character">
<Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I'm still not convinced this is such a good idea.</Text>
</Paragraph>
<Paragraph Number="126" Type="Character">
<Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>How else are we going to prove </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>
<Text> isn't dead?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>ON GWEN: She looks down at the grave, then closes her eyes for a moment. When she opens them, they GLOW PINK for a moment. As they return to normal:</Text>
</Paragraph>
<Paragraph Number="127" 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>

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<Paragraph Type="Parenthetical">
  <Text>(beat)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>... </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">and</Text>
  <Text> it's Victor </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>
  <Text>.</Text>
</Paragraph>
<Paragraph Number="128" Type="Character">
  <Text>ELENA (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <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 Number="129" Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Elena? I thought you didn't want to help.</Text>
</Paragraph>
<Paragraph Number="130" Type="Character">
  <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">C</Text>
  <Text>hanged my mind.</Text>
</Paragraph>
<Paragraph Number="131" Type="Character">
  <Text>gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>But your research was so important.</Text>
</Paragraph>
<Paragraph Number="132" 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>
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    <CharacterArcBeat Name="ELENA">
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            </Paragraph>
            </CharacterArcBeat>
            <CharacterArcBeat Name="GWEN">
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LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                    </Paragraph>
                    </CharacterArcBeat>
                    <CharacterArcBeat Name="KEVIN">
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StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                            </Paragraph>
                            </CharacterArcBeat>
                        </SceneArcBeats>
                    </SceneProperties>
                    <Text>ext. mr. </Text>
                    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline+AllCaps">Smoothy's</Text>
                    <Text> - </Text>
                    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12"
Style="Underline+AllCaps">NIGHT</Text>
                    <Text></Text>
                </Paragraph>
                <Paragraph Type="Action">
                    <Text>Ben, Gwen, Kevin and Elena have are drinking </Text>
                    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">smoothies</Text>
                    <Text> at one of the tables.</Text>
                </Paragraph>
                <Paragraph Number="133" 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">

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<Text>Elena can only shrug and shake her head.</Text>
</Paragraph>
<Paragraph Number="134" Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Habit? Th</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">ey know it from</Text>
 <Text> when they attacked us before.</Text>
</Paragraph>
<Paragraph Number="135" Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>But what do they want? Last time, they tried to take over everyone and everything. But this time--</Text>
</Paragraph>
<Paragraph Number="136" 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">I</Text>
 <Text> know what they want. They want to kill me.</Text>
</Paragraph>
<Paragraph Number="137" Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>And me.</Text>
</Paragraph>
<Paragraph Number="138" Type="Character">
 <Text>ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>But not me. </Text>
</Paragraph>
<Paragraph Number="139" Type="Character">
 <Text>Elena</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>How so?</Text>
</Paragraph>
<Paragraph Number="140" Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>It ran from me twice.</Text>
</Paragraph>
<Paragraph Number="141" 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 Number="142" Type="Character">
 <Text>gwen</Text>
</Paragraph>

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<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>? Or Kevin? We're not exactly powerless, you know.</Text>
</Paragraph>
<Paragraph Number="143" Type="Character">
  <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(shrugging)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I'm a scientist, not a detective--</Text>
</Paragraph>
<Paragraph Number="144" 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>
  <Text> going to do some detective work. If those guys on TV can do it, so can
I.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(to Ben)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Coming?</Text>
</Paragraph>
<Paragraph Number="145" Type="Character">
  <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Can't. I'm supposed to see Julie later. </Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(considers it for a beat)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Although we probably need to find a restaurant that doesn't have a hole
in it.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>CLOSE ON ELENA: She turns to look at Ben as:</Text>
</Paragraph>
<Paragraph Number="146" Type="Character">
  <Text>KEVIN (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Suit yourself. We're </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">outta</Text>
  <Text> here.</Text>
</Paragraph>

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<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 5/8" Page="19" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="GWEN">
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      </CharacterArcBeat>
      <CharacterArcBeat Name="JANITOR">
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      </CharacterArcBeat>
      <CharacterArcBeat Name="KEVIN">
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      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Ext. VICTOR </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline+AllCaps">VALADIS'</Text>
  <Text> LAB - niGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>As Kevin and Gwen approach the entrance:</Text>
</Paragraph>
<Paragraph Number="147" Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Did you see the face Elena made when Ben mentioned Julie?</Text>
</Paragraph>
<Paragraph Number="148" Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>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

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much.</Text>
</Paragraph>
<Paragraph Number="149" Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>At least... that's what my friends say.</Text>
</Paragraph>
<Paragraph Number="150" Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Which friends?</Text>
</Paragraph>
<Paragraph Number="151" 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 Number="152" Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>What are we doing back here anyway?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>As he knocks on the door:</Text>
</Paragraph>
<Paragraph Number="153" Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I noticed something about the janitor.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>The Janitor now opens the door.</Text>
</Paragraph>
<Paragraph Number="154" Type="Character">
 <Text>JaNITOR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>What you want?</Text>
</Paragraph>
<Paragraph Number="155" Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I want to know who you really are.</Text>
</Paragraph>
<Paragraph Number="156" Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Kevin?!</Text>
</Paragraph>

<Paragraph Number="157" Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" 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 Number="158" Type="Character">
 <Text>JANITOR</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I do not! You crazy!</Text>
 </Paragraph>
 <Paragraph Number="159" Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Oh yeah? Then what about... </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">this</Text>
 <Text>!</Text>
 </Paragraph>
 <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 Number="160" Type="Character">
 <Text>JANITOR</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text></Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">impact</Text>
 <Text> 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 Number="161" Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I spotted it last time we were here. When he wakes up, everything's going to be a whole lot clearer.</Text>
 </Paragraph>
 <Paragraph Number="162" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>You're sure about that?</Text>
 </Paragraph>

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<Paragraph Number="163" Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Absolutely. I saw something like this on TV once.</Text>
</Paragraph>
<Paragraph Number="164" Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">Tell</Text>
  <Text> me it didn't involve a cartoon dog...</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"
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>Boards now cover the broken wall, but it's still open for business.
Julie approaches the front door; there are kids milling around outside; she quickly
scans them, looking for Ben.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>JULIE'S POV: 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 Number="165" Type="Character">
  <Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ben?</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style=""> I got your message to
meet me here... Ben?</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>THE CORNER OF THE BUILDING: Julie rounds this corner, disappearing from
view.</Text>
</Paragraph>

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<Paragraph Number="166" Type="Character">
  <Text>Julie (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>(Screams)</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>Fade oUT.</Text>
</Paragraph>
<Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.60" RightIndent="7.25" SpaceBefore="24" Spacing="1"
StartsNewPage="No" Type="Scene Heading">
  <SceneProperties Length="1/8" Page="21" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>End act two</Text>
</Paragraph>
<Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.60" RightIndent="7.25" SpaceBefore="12" Spacing="1"
StartsNewPage="Yes" Type="Action">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">ACT
THREE</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <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="3/8" Page="22" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="BOY">
        <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 - momENTS LATER</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben pulls up in his car, exits, and sees the kids waiting
outside.</Text>
</Paragraph>
<Paragraph Number="167" Type="Character">
  <Text>BEN</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Hey. Anybody seen Julie?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>A boy points toward the corner.</Text>
</Paragraph>
<Paragraph Number="168" Type="Character">
  <Text>Boy</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>She just went around back.</Text>
</Paragraph>
<Paragraph Number="169" Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Thanks!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben smiles and goes around the corner.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="2/8" Page="22" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>EXT. The back of the building - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>There's nothing here except some trash cans. His back to camera, Ben
looks around.</Text>
</Paragraph>
<Paragraph Number="170" Type="Character">
  <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Julie? Julie!</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>Cut T0:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="5/8" Page="22" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>

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    </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>
</SceneArcBeats>
</SceneProperties>
<Text>INT. ELENA'S LAB - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Elena is at the sterile compartment, manipulating the </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">WALDOs</Text>
  <Text> 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 Number="171" 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 Number="172" Type="Character">
  <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What's the 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 Number="173" Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I found another chip.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He holds it out to Elena.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">

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<SceneProperties Length="1 4/8" 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">
        <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>
  </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 Number="174" Type="Character">
  <Text>ELENA (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>This isn't one of mine, either.</Text>
</Paragraph>
<Paragraph Number="175" 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 Number="176" Type="Character">
  <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ben?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben leans in close, intense.</Text>
</Paragraph>
<Paragraph Number="177" Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I want to compare it to one of yours.</Text>
</Paragraph>
<Paragraph Number="178" Type="Character">
  <Text>ELENA</Text>
</Paragraph>

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<Paragraph Type="Dialogue">
 <Text>Mine are all in the--</Text>
</Paragraph>
<Paragraph Number="179" Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(accusing)</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 Number="180" 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 Number="181" Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You've learned to control the chips. 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 Number="182" 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> maybe lie a little 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 harm.</Text>
</Paragraph>
<Paragraph Number="183" Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You didn't think--</Text>
</Paragraph>
<Paragraph Number="184" Type="Character">

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    <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>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 to go look for them. You
know how much this means to me... </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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 Number="185" 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 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="24" Title="">
        <SceneArcBeats>
            <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="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
        </SceneArcBeats>
    </SceneProperties>
    <Text>INT. STORAGE ROOM - NIGHT - SAME TIME</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>It's </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">a high-tech vault.
Julie is </Text>
    <Text>bound and gagged</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">by </Text>

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    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">force
fields</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">.</Text>
    <Text></Text>
</Paragraph>
<Paragraph Number="186" Type="Character">
    <Text>JuLiE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text></Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">muffled</Text>
    <Text> cry)</Text>
</Paragraph>
<Paragraph Type="Transition">
    <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="1 4/8" Page="24" 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">
                    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
            <CharacterArcBeat Name="JANITOR">
                <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. ViCTOR </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline+AllCaps">VALADIS'</Text>
    <Text> 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 Number="187" Type="Character">

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    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Come on, </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Igor</Text>
    <Text>. Up and at 'em.</Text>
</Paragraph>
<Paragraph Number="188" 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 Number="189" Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>You did it to yourself. Who are you?</Text>
</Paragraph>
<Paragraph Number="190" Type="Character">
    <Text>JANITOR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>I am janitor, idiot boy!</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Kevin holds the man's wig in front of him.</Text>
</Paragraph>
<Paragraph Number="191" Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Then how do you explain </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">this</Text>
    <Text>?</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>The janitor grabs the wig and puts it back on.</Text>
</Paragraph>
<Paragraph Number="192" Type="Character">
    <Text>JANITOR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>For hiding! 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 Number="193" Type="Character">
    <Text>JANITOR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Maybe you need one someday, too.</Text>
</Paragraph>

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<Paragraph Type="Action">
  <Text>Kevin reflexively touches his hairline.</Text>
</Paragraph>
<Paragraph Number="194" Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Kevin? I think an </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline">apology</Text>
  <Text> might be in order.</Text>
</Paragraph>
<Paragraph Number="195" Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>No way. This guy's gotta know </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
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 Number="196" Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Why? Because that's how it works on TV?</Text>
</Paragraph>
<Paragraph Number="197" 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 Number="198" Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Wait a minute, why do you think Elena's crazy?</Text>
</Paragraph>
<Paragraph Number="199" 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 Number="200" Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">

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    <Text>(realizing)</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>No, not the Queen of England. The </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">Nanite</Text>
    <Text> Queen.</Text>
  </Paragraph>
  <Paragraph Number="201" Type="Character">
    <Text>KEVIN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>I thought the Queen was dead.</Text>
  </Paragraph>
  <Paragraph Number="202" 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">
          <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
            <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
          </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="ELENA">
          <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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 putting some equipment into an aluminum suitcase. Ben watches;
he seems a bit chastened.</Text>
  </Paragraph>
  <Paragraph Number="203" Type="Character">
    <Text>BEN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Guess I got a little paranoid. For a minute there, I even thought
Julie...</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Elena stops packing.</Text>

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</Paragraph>
<Paragraph Number="204" Type="Character">
  <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What about Julie?</Text>
</Paragraph>
<Paragraph Number="205" 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="26" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>INT. STORAGE ROOM - same TIME</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>CLOSE on Julie, still </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">force field
bound</Text>
  <Text> 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="5" Page="26" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="ARMODRILLO">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="BEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="ELENA">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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>
  <CharacterArcBeat Name="ELENA/QUEEN">

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<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 <CharacterArcBeat Name="GWEN">
 <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 <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="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 <CharacterArcBeat Name="KEVIN">
 <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" 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 Number="206" Type="Character">
 <Text>ELENA</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I'm so glad we're going to be together now. </Text>
 </Paragraph>
 <Paragraph Number="207" Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">Working</Text>
 <Text> together, Elena.</Text>
 </Paragraph>
 <Paragraph Number="208" Type="Character">
 <Text>ELENA</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>It won't always be work.</Text>
 </Paragraph>

<Paragraph Type="Action">
 <Text>She kisses him.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>He's starting to like it... until he hears OFF-SCREEN THUMPING.</Text>
 </Paragraph>
 <Paragraph Number="209" Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>You hear that?</Text>
 </Paragraph>
 <Paragraph Number="210" 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 Number="211" 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 POV: Elena MORPHS one of her hands into a HIGH TECH GUN.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben is stunned.</Text>
 </Paragraph>
 <Paragraph Number="212" 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 Number="213" 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. We built the </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"

Font="Courier Final Draft" RevisionID="2" Size="12" Style="">>false </Text>
<Text>Queen to mislead you.</Text>
</Paragraph>
<Paragraph Number="214" Type="Character">
<Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>And I bought it.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(to Elena)</Text>
</Paragraph>
<Paragraph Number="215" Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Elena, they've been controlling you ever since. You've got to fight
them!</Text>
</Paragraph>
<Paragraph Number="216" 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 Number="217" 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 BEN'S CAR.</Text>
</Paragraph>
<Paragraph Number="218" Type="Character">
<Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You like your car? Wouldn't you like a few more? </Text>
</Paragraph>
<Paragraph Type="Action">

<Text>Its engine ROARS.</Text>
</Paragraph>
<Paragraph Number="219" Type="Character">
<Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Or something else. </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline">Anything</Text>
<Text> else. We can give it to you, Ben. </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 Number="220" Type="Character">
<Text>Elena</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Don't.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Elena scowls, and with another sweep of her arm, the car MORPHS into
</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">A CLOUD OF
NANITES</Text>
<Text>, which flows across the floor and splits into two identical versions
of Victor </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>
<Text>, blocking Ben's way. Ben glances back at Elena.</Text>
</Paragraph>
<Paragraph Number="221" Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Make them go away, Elena.</Text>
</Paragraph>
<Paragraph Number="222" Type="Character">
<Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I can't! The chips want what I want, and </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
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 TRANSFORMS into ARMODRILLO.</Text>
</Paragraph>
<Paragraph Number="223" Type="Character">
<Text>Armodrillo</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Armodrillo!</Text>
</Paragraph>

<Paragraph Type="Action">
 <Text>Armodrillo crashes into the two </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadises</Text>
 <Text>, knocking them aside, and Armodrillo then proceeds to the door of the storage room and tears it off of its hinges, revealing JULIE. But before he can untie the st</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">ru</Text>
 <Text>ggling Julie, the two </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadises</Text>
 <Text> each split, forming four... all of whom leap onto Armodrillo from behind.</Text>
 </Paragraph>
 <Paragraph Number="224" Type="Character">
 <Text>Armodrillo</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)</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Armodrillo </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Vi</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">b</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">rates</Text>
 <Text> his hand, the Earthquake punch drives all four of the </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadises</Text>
 <Text> off him and into the air.</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="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadises</Text>
 <Text> </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">crashes down</Text>
 <Text> at their feet.</Text>
 </Paragraph>
 <Paragraph Number="225" Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(to Gwen)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>What did I tell you? From now on, you can call me Sherlock Levin.</Text>
 </Paragraph>
 <Paragraph Type="Action">

<Text>Gwen's about to respond when this </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>
 <Text>, as well as the other three, all descend on her and Kevin at once.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Gwen blocks tendrils with her shield. </Text>
 </Paragraph>
 <Paragraph Number="226" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>(</Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">effort</Text>
 <Text>)</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Kevin swipes at another </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Valadis</Text>
 <Text>, his blows passing through him like </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Samdman</Text>
 <Text>.</Text>
 </Paragraph>
 <Paragraph Number="227" Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>(</Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">efforts</Text>
 <Text>)</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>ON </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Armodrillo</Text>
 <Text>: He finishes untying Julie, then turns to see what's happening to Gwen and Kevin. Kevin is being overwhelmed by tendrils. </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Armodrillo rushes to them, but when he tries to pull Kevin 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 Number="228" Type="Character">
 <Text>Armodrillo</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>(</Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">impact</Text>
 <Text> grunt)</Text>
 </Paragraph>
 <Paragraph Type="Action">

<Text>As soon as he recovers, he heads back toward Elena, and:</Text>
</Paragraph>
<Paragraph Number="229" Type="Character">
<Text>Armodrillo</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You have to stop them!</Text>
</Paragraph>
<Paragraph Number="230" Type="Character">
<Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>We can't!</Text>
</Paragraph>
<Paragraph Number="231" Type="Character">
<Text>Armodrillo</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Then I'll have to stop </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
<Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Armodrillo starts toward Elena</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">>, she MORPHS into a ten-foot version of the </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">>NANITE</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">> QUEEN from "Alien Swarm."</Text>
<Text></Text>
</Paragraph>
<Paragraph Number="232" Type="Character">
<Text>ELENA</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">/queen</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You know we like you, Ben. But not </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">that</Text>
<Text> much.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Elena</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">>/Queen</Text>
<Text> raises her fists, and together they quickly form the twin barrels of a high-tech </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">>akk-akk-like</Text>
<Text> gun... which begins to blast a fusillade of chips at Armodrillo.</Text>
</Text>
</Paragraph>
<Paragraph Number="233" Type="Character">

<Text>Armodrillo</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> grunts)</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>He covers his face with his arms; the chips just bounce off him at first, but as Elena</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">/Queen</Text>
<Text> bears down and the </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">fusillage</Text>
<Text> grows heavier, Armodrillo is forced further and further back.</Text>
</Paragraph>
<Paragraph Number="234" Type="Character">
<Text>Armodrillo</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> grunts)</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Elena</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">/Queen</Text>
<Text> grows more determined; the two barrels now merge into a single orifice, from which blasts a thick cloud of chips... which </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">splat</Text>
<Text> against Armodrillo, then flow up and form a bubble over his head</Text>
</Paragraph>
<Paragraph Number="235" Type="Character">
<Text>Armodrillo</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(muffled)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Can't... breathe...</Text>
</Paragraph>
<Paragraph Type="Action">
<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>
</Paragraph>
<Paragraph Number="236" Type="Character">
<Text>JuLiE</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(panicked)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Is </Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">this</Text>
<Text> what you want?</Text>
</Paragraph>
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<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">/Queen</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>It... must be.</Text>
</Paragraph>
<Paragraph Number="238" Type="Character">
<Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>No! Whatever's left of Elena </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">couldn't</Text>
<Text> want this.</Text>
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<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">/Queen</Text>
<Text></Text>
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<Text>Julie, we </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">can't</Text>
<Text> stop.</Text>
</Paragraph>
<Paragraph Number="240" Type="Character">
<Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Then you never really cared about Ben.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>ELENA</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">/Queen</Text>
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</Paragraph>
<Paragraph Type="Dialogue">
<Text>We did! ... </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">I</Text>
<Text> did!</Text>
</Paragraph>
<Paragraph Number="242" Type="Character">
<Text>JULIE</Text>
</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>

```

</Paragraph>
<Paragraph Type="Action">
  <Text>Elena</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">/Queen</Text>
  <Text> looks off at Armodrillo, 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</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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  <Text> is about to do.</Text>
</Paragraph>
<Paragraph Number="243" Type="Character">
  <Text>JuLiE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Elena, don't!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Elena</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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  <Text> ignores her. She steps into the </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
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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>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
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  <Text>.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The chips that were smothering Armodrillo 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>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben transforms back to normal and slowly approaches the door to the
sterile compartment, where a few fried microchips are now scattered on the floor.
</Text>
</Paragraph>
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  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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  <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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  <Text></Text>
</Paragraph>
<Paragraph Type="Action">

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<Text>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>

</Paragraph>

<Paragraph Type="Character">

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">Julie</Text>

<Text></Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">That wasn't Elena. The

</Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Nanites</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style=""> got her a long time ago.</Text>

<Text></Text>

</Paragraph>

<Paragraph Type="Character">

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<Text></Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">You're wrong. There was enough of my friend left to save my life. Goodbye, Elena.</Text>

<Text></Text>

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<Text>DISSOLVE TO:</Text>

</Paragraph>

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<SceneArcBeats/>

</SceneProperties>

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<Text></Text>

</Paragraph>

<Paragraph Type="Action">

<Text>WIDE: The lab is now deserted and most of its equipment is gone. The Janitor is sweeping up.</Text>

</Paragraph>

<Paragraph Type="Action">

<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>

</Paragraph>

<Paragraph Type="Transition">

<Text>Fade out.</Text>

</Paragraph>

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<SceneArcBeats/>

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