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        <Text>ON BEN AND GWEN, watching action O.S. We hear &lt;IMPACTS&gt; and
&lt;SCUFFLING&gt; under the following. The two kids follow the action with their
eyes.</Text>
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        <Text>Ben</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Okay, Kevin's obviously "A." Do you wanna be "B," or "C?"</Text>
    </Paragraph>
    <Paragraph Number="2" Type="Character">
        <Text>Gwen</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Well, I was "C" last time...</Text>
    </Paragraph>
    <Paragraph Number="3" Type="Character">

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    <Text>Ben</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>See, I think I was "C." Unless that was the time before, in which case
I was "A..."</Text>
  </Paragraph>
  <Paragraph Number="4" Type="Character">
    <Text>Kevin (O.S.)</Text>
  </Paragraph>
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    <Text>Hey!</Text>
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    <Text>ANGLE - KEVIN dangles in the grip of an ALIEN'S TRUNK. The alien looks
like an ELEPHANT on TWO MUSCULAR LEGS, with THICK ARMS and a CABLE-THICK TRUNK.
The "ELEPHOID" is about ten feet tall. We now see we're in a </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
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    <Text> WAREHOUSE, with SHELVES of ALIEN CRATES behind the combatants.</Text>
  </Paragraph>
  <Paragraph Number="5" Type="Character">
    <Text>Kevin</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Could you hurry this up?!</Text>
  </Paragraph>
  <Paragraph Number="6" Type="Character">
    <Text>Elephoid</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>&lt;Angry blare!&gt;</Text>
  </Paragraph>
  <Paragraph Number="7" Type="Character">
    <Text>Ben</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Gwen, you're "B." Let's do it! Diamondhead!</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Ben &lt;SLAPS&gt; the OMNITRIX, beginning his transformation, but we
CUT AWAY before its completion to see --</Text>
  </Paragraph>
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    <Text>ELEPHOID, swinging Kevin, carries him past the WALL. Kevin GRAZES his
hand on the </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
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    <Text>, becoming STONE KEVIN.</Text>
  </Paragraph>
  <Paragraph Number="8" Type="Character">
    <Text>Stone kevin</Text>
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  <Paragraph Type="Dialogue">
    <Text>About </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
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    <Text> time..."A!"/ &lt;Effort noise!&gt;</Text>
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<Text>He <RIPS> himself free, STAGGERING the Elephoid.</Text>
</Paragraph>
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<Text>Elephoid</Text>
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<Text><Screech!></Text>
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<Paragraph Type="Action">
<Text>GWEN <LAUNCHES> a FUSILLADE of ENERGY DISKS at the alien.</Text>
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<Paragraph Number="10" Type="Character">
<Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>"B!"/<Throw effort></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>The disks <SLAM> into the Elephoid's scaly hide, sending it spinning and stumbling.</Text>
</Paragraph>
<Paragraph Number="11" Type="Character">
<Text>Elephoid</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text><Pained roar!></Text>
</Paragraph>
<Paragraph Number="12" Type="Character">
<Text>DIAMONDHEAD (O.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>"C."</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>The creature looks up to see it's stumbling right toward...</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>DIAMONDHEAD, smiling, fist cocked. <POW!></Text>
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<Paragraph Type="Action">
<Text>The alien <CRASHES> into a shelf of crates, which fall and
<CRACK> OPEN, revealing ALIEN RIFLES. The three kids move to stand over the unconscious ELEPHOID. </Text>
</Paragraph>
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<Text>Diamondhead</Text>
</Paragraph>
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<Text>The next time you're looking for a planet where you can store your stolen weapons? Consider Venus.</Text>
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    <Text>Ext. WareHOUSE - later</Text>
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waiting </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">PADDYWAGON</Text>
    <Text>CRAFT. Other Plumbers move crates of weapons from the building to the
craft on HOVER-DOLLIES. FOLLOW them, then HOLD ON:</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>BEN, GWEN AND KEVIN, standing with the PLUMBER IN CHARGE.</Text>
  </Paragraph>
  <Paragraph Number="14" Type="Character">
    <Text>Plumber in charge</Text>
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    <Text>Tennyson, Tennyson and Levin?</Text>
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  <Paragraph Number="15" Type="Character">
    <Text>Ben</Text>
  </Paragraph>
  <Paragraph Type="Parenthetical">
    <Text>(turning to Gwen and Kevin; singsong)</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>"Thank you" time...</Text>
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  <Paragraph Type="Action">
    <Text>The Plumber hands Ben a SMALL SQUARE with a BUTTON on it.</Text>

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</Paragraph>
<Paragraph Number="16" Type="Character">
  <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>That doesn't look like a medal...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Curious, Ben &lt;CLICKS> the button, and a </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
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  <Text> of TEXT, the size of a MAGAZINE PAGE, &lt;POPS> up before their
eyes. They read it, their expressions growing shocked.</Text>
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<Paragraph Number="17" Type="Character">
  <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>No. Way.</Text>
</Paragraph>
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  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(reading)</Text>
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  <Text>"Because you received your Plumber commendations during a field
engagement, you have not completed required training. Please report to Academy
4516..."</Text>
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<Paragraph Number="19" Type="Character">
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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>We have to go to school?!</Text>
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  <Text>Fade out.</Text>
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</Paragraph>
    <Paragraph Type="Action">
        <Text>BEN, GWEN and KEVIN sit strapped into seats. Ben sits across from Gwen
and Kevin, and next to a SHRIMPY ALIEN KID (TACK) with BIG EYES. Gwen peruses
another </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">HOLO-SCREEN</Text>
        <Text> before her intently. They all wear WHITE UNIFORMS with ONE BLUE
SLEEVE.</Text>
    </Paragraph>
    <Paragraph Number="21" Type="Character">
        <Text>Ben</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>What a waste of </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">time...They</Text>
        <Text> wouldn't even let us fly to the Academy in the </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="">Rustbucket...Had</Text>
        <Text> to take an "official transport!"</Text>
    </Paragraph>
    <Paragraph Number="22" Type="Character">
        <Text>Kevin</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>If this is the way they want us to do it to earn our Plumbers' Badges,
this is how we'll do it. Give it a rest, Tennyson.</Text>
    </Paragraph>
    <Paragraph Number="23" Type="Character">
        <Text>Tack</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Tennyson?! You are Ben Tennyson, conqueror of </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Vilgax</Text>
        <Text>? It is because of you I want to go to Plumber Academy! My name is
Tack!</Text>

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</Paragraph>
 <Paragraph Type="Action">
 <Text>He STRETCHES his neck so his FOREHEAD can lightly touch BEN'S, and closes his eyes. Ben freaks out.</Text>
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 <Paragraph Number="24" Type="Character">
 <Text>Ben</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Um</Text>
 <Text>, what are you doing?</Text>
 </Paragraph>
 <Paragraph Number="25" Type="Character">
 <Text>Tack</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Greeting you reverentially. </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>He retracts his neck, smiling adoringly at Ben.</Text>
 </Paragraph>
 <Paragraph Number="26" Type="Character">
 <Text>Gwen</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Look at this list of </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">classes</Text>
 <Text> we have to take! History, tactics, weapons, proper form-filling-out...</Text>
 </Paragraph>
 <Paragraph Number="27" Type="Character">
 <Text>Kevin</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Classes, huh? You should feel right at home, with all the rules and uniforms and teachers...</Text>
 </Paragraph>
 <Paragraph Number="28" Type="Character">
 <Text>Tack</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
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 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Vandleplex</Text>
 <Text> with three appendages!</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(looking at Ben)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>But surely he has never had a pupil like the great Ben </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Tennyson</Text>
 <Text>!</Text>
 </Paragraph>
 <Paragraph Type="Action">

```

    <Text>Ben smiles, basking in the adoration. Gwen and Kevin look at each
other -- oh, brother.</Text>
</Paragraph>
<Paragraph Number="29" Type="Character">
    <Text>Gwen/kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Surely.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="1/8" Page="5" Title="">
        <SceneArcBeats>
            <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>
        </SceneArcBeats>
    </SceneProperties>
    <Text>Ext. Plumber academy world - later</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>A green-blue planet ringed by ASTEROIDS.</Text>
</Paragraph>
<Paragraph Number="30" Type="Character">
    <Text>Gwen (v.o.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>I think our barracks is this way...</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="2/8" Page="5" Title="">
        <SceneArcBeats>
            <CharacterArcBeat Name="KEVIN">
                <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
        </SceneArcBeats>
    </SceneProperties>
    <Text>Ext. Plumber academy - continuous</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>A hive of FUTURISTIC BUILDINGS.</Text>
</Paragraph>
<Paragraph Number="31" Type="Character">
    <Text>Kevin (v.o.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>You said that three hallways ago. Three long hallways.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="1 2/8" Page="5" Title="">

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<SceneArcBeats>
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  </CharacterArcBeat>
  <CharacterArcBeat Name="KEVIN">
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    </Paragraph>
  </CharacterArcBeat>
  <CharacterArcBeat Name="TACK">
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    </Paragraph>
  </CharacterArcBeat>
  <CharacterArcBeat Name="ZATT">
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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. Plumber academy - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>BEN, GWEN, KEVIN and TACK, lugging GEAR, including rifle-like PULSE-
STUNNERS, move down the hallway, Gwen studying a MAP.</Text>
</Paragraph>
<Paragraph Number="32" Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Yeah, Gwen, I hope they're not grading on following directions!</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(elbowing Tack)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Good one, huh?</Text>
</Paragraph>
<Paragraph Number="33" Type="Character">
  <Text>Tack</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(nodding vigorously)</Text>
</Paragraph>

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<Paragraph Type="Dialogue">
  <Text>Yes! A very good one, Be - </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;Oof!&gt;</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Not looking where he's going, Tack &lt;BUMPS&gt; into ZATT, the leader
of ALPHA SQUADRON, all of whom wear white uniforms with a RED SLEEVE. Zatt looks
down at Tack disdainfully.</Text>
</Paragraph>
<Paragraph Number="34" Type="Character">
  <Text>Zatt</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Keep your eyes forward, amoeba!</Text>
</Paragraph>
<Paragraph Number="35" Type="Character">
  <Text>Tack</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Oh, I am Tack, not amoeba, and I am sorry for -- </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;Oof!&gt;</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Zatt PUSHES Tack back into Ben.</Text>
</Paragraph>
<Paragraph Number="36" Type="Character">
  <Text>Zatt</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Who said you could speak to Alpha Squadron, amoeba?</Text>
</Paragraph>
<Paragraph Number="37" Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Hey, he was just trying to --</Text>
</Paragraph>
<Paragraph Number="38" Type="Character">
  <Text>Zatt</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(in Ben's face)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Get to your bunk, amoeba. Instructor Plart wants to make sure
everyone's accounted for after today's Null Void breakout, and you don't want to
make him and me mad in the same day...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Smiling back, Ben reaches for his </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">OMNITRIX</Text>
  <Text>.</Text>
</Paragraph>
<Paragraph Number="39" Type="Character">

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    <Text>Ben</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Dude, you just bought yourself a nose full of </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humongosaur</Text>
    <Text>...</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Suddenly, KEVIN breaks between them, pushing BEN back.</Text>
  </Paragraph>
  <Paragraph Number="40" Type="Character">
    <Text>Kevin</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Okay, let's go, </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Tennyson</Text>
    <Text>. You're not getting all of us thrown out of here on the first
day.</Text>
  </Paragraph>
  <Paragraph Number="41" Type="Character">
    <Text>Ben</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">You're</Text>
    <Text> holding me back? </Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>As Kevin pushes Ben away, Gwen and Tack following, Ben glares over his
shoulder at Zatt, who grins back.</Text>
  </Paragraph>
  <Paragraph Number="42" Type="Character">
    <Text>Zatt</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>See you around, amoeba!</Text>
  </Paragraph>
  <Paragraph Type="Scene Heading">
    <SceneProperties Length="2 2/8" Page="6" Title="">
      <SceneArcBeats>
        <CharacterArcBeat Name="BEN">
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LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
            <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
          </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="BEN/GWEN/KEVIN/TACK">
          <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
            <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
          </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="GWEN">

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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="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
    </CharacterArcBeat>
    <CharacterArcBeat Name="INSPECTOR PLART">
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LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
            <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
    </CharacterArcBeat>
    <CharacterArcBeat Name="INSTRUCTOR PLART">
        <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. Barracks room - later</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>The kids enter, Ben still steamed. The room is </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">spartan:</Text>
    <Text>Bunks, desks, dressers and not much more.</Text>
</Paragraph>
<Paragraph Number="43" Type="Character">
    <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>"</Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ooh</Text>
    <Text>,< I'm in Alpha Squadron, look at me!" I should've gone all Jetray on
him. No, Big Chill!</Text>
</Paragraph>
<Paragraph Number="44" Type="Character">
    <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>You should have walked away. Which you did, thanks to Kevin.</Text>
</Paragraph>
<Paragraph Number="45" Type="Character">
    <Text>Ben</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Yeah, way to have my back, Kevin!</Text>
</Paragraph>
<Paragraph Number="46" Type="Character">
  <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Listen, getting a Plumber's Badge -- for real -- may not matter to you,
but it does to me!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin angrily turns away, and starts unloading his gear on a bunk.
Ben, taken aback, looks to Gwen questioningly.</Text>
</Paragraph>
<Paragraph Number="47" Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(quietly)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>His father...?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben REACTS, realizing. He looks like he feels bad, but --</Text>
</Paragraph>
<Paragraph Number="48" Type="Character">
  <Text>Instructor Plart (O.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Everyone settling in okay?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The kids turn to see --</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>INSTRUCTOR PLART - Jut-jawed, ham-fisted, barrel chested, squinty-eyed
and 100% regulation Plumber stands in the doorway. An ugly SCAR puckers one side
of his face, and his spotless uniform is adorned with ONE MEDAL. He smiles
sweetly.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The kids look at each other, confused. Then Ben smiles and approaches
Plart.</Text>
</Paragraph>
<Paragraph Number="49" Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Hey, you must be Instructor Plart! I'm Ben </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Tennyson</Text>
  <Text>, maybe you've heard of --</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Instantly, Plart's face REDDENS, and his bellow freezes Ben in his
tracks, then backs him across the room.</Text>
</Paragraph>

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<Paragraph Number="50" Type="Character">
  <Text>InstrUCTOR PLART</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>YOU ARE AN AMOEBA! </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">space
dust</Text>
  <Text>! You are not fit to </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">shine my
badge</Text>
  <Text>! But maybe, just maybe, if you do </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">everything</Text>
  <Text> I say </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">without
question</Text>
  <Text>, you will BECOME A PLUMBER</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">! </Text>
  <Text></Text>
</Paragraph>
<Paragraph Number="51" Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Sir, I wanted to ask about the Null Void breakout we heard about?
Maybe we can help --</Text>
</Paragraph>
<Paragraph Number="52" Type="Character">
  <Text>Instructor PLART</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>AMOEBAS DO NOT SPEAK!</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(turning to Kevin)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Who are you, amoeba?!</Text>
</Paragraph>
<Paragraph Number="53" Type="Character">
  <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(snapping to attention)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Kevin Levin, sir, and --</Text>
</Paragraph>
<Paragraph Number="54" Type="Character">
  <Text>Instructor PLART</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>WHAT DID I JUST SAY, AMOEBA?! YOU! DO! NOT! SPEAK! Do you think I
CARE who your </Text>

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<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">father</Text>
<Text> is, who your </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">hero</Text>
<Text> is, what your </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">questions</Text>
<Text> are?! Or how many times you've saved the UNIVERSE?! Oh yes, I see all and hear all! You cannot get away with </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">anything</Text>
<Text> with me! You WILL not use your powers while you are here! All you can do is </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">learn</Text>
<Text> from me, amoebas! Or there will be consequences...</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>ON BEN, leaning against a wall, smirking, not taking any of this seriously.</Text>
</Paragraph>
<Paragraph Number="55" Type="Character">
<Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I hear you've got every Plumber medal. How come you only wear one?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Plart SMILES, not at all sweetly, and strolls over to Ben, getting very close.</Text>
</Paragraph>
<Paragraph Number="56" Type="Character">
<Text>InspeCTOR PLART</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You go ahead and test me, amoeba. I will wear you like an overcoat.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben shrinks back, intimidated. Plart moves to the door, and looks back at them.</Text>
</Paragraph>
<Paragraph Number="57" Type="Character">
<Text>InspeCTOR PLART</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Report to me tomorrow at oh-five hundred and bring your pulse-stunners. Do not make me wait. I hate waiting.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>He exits. HOLD on the kids, then all at once they each </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><FLUMP></Text>
<Text> down onto their bunks, <EXHALING> simultaneously.</Text>
</Paragraph>
<Paragraph Number="58" Type="Character">

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    <Text>Ben/gwen/kevin/tack</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>&lt;Exhales&gt;</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="4/8" 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>
            </CharacterArcBeat>
            <CharacterArcBeat Name="INSPECTOR PLART">
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StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
            <CharacterArcBeat Name="TACK">
                <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. BaRRACKS ROOM - EARLY MORNING</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>The kids are asleep in their bunks in the dark room. The door
&lt;SLIDES&gt; open, and we see PLART'S SILHOUETTE. He checks his watch. Beat.
Then --</Text>
</Paragraph>
<Paragraph Number="59" Type="Character">
    <Text>InspeCTOR PLART</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>IT IS OH-FOUR-FIFTY! YOU ARE MAKING ME WAIT, AMOEBAS! LET'S GO LET'S
GO LET'S GO!</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Like they were shot out of a cannon, each kid leaps out of his or her
bunk, completely off guard. Plart exits.</Text>
</Paragraph>
<Paragraph Number="60" Type="Character">
    <Text>Tack</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>He is very unfriendly...</Text>
</Paragraph>
<Paragraph Number="61" Type="Character">

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    <Text>Ben</Text>
  </Paragraph>
  <Paragraph Type="Parenthetical">
    <Text>(groggy)</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>'S no </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">problem...I</Text>
    <Text> </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">c'n</Text>
    <Text> handle </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">'im</Text>
    <Text>...</Text>
  </Paragraph>
  <Paragraph Type="Scene Heading">
    <SceneProperties Length="1 2/8" Page="9" Title="">
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        <CharacterArcBeat Name="INSTRUCTOR PLART">
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StartsNewPage="No">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
          </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="TACK">
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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. Training room - later</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>A large space with a TABLE set up, covered with BOOKS and OTHER
MATERIALS. EQUIPMENT rings the room, and there is a SINGLE WINDOW. PLART stands
at the table.</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>The door &lt;SLIDES> open, and BEN, KEVIN, GWEN and TACK, exhausted,
enter, carrying their PULSE-STUNNERS. They set them down at the table and sit.
Plart looks at them, then </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"

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Style="AllCaps">disassembles</Text>
 <Text> them quickly, one by one, as he speaks.</Text>
 </Paragraph>
 <Paragraph Number="62" Type="Character">
 <Text>InSTRUCTOR PLART</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Lesson one! This is your pulse-stunner! It is now your best friend!
 You will learn to fire it, you will learn to clean it, you will learn to assemble
 it! It will save your life and ask for no thank </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">yous</Text>
 <Text>! Respect your pulse-stunner!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Smirking, Ben looks at his disassembled rifle.</Text>
 </Paragraph>
 <Paragraph Number="63" Type="Character">
 <Text>Ben</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Hey there. Have I told you lately how much I respect you, old best-
 friend-buddy? <Laughs></Text>
 </Paragraph>
 <Paragraph Number="64" Type="Character">
 <Text>Tack</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><Laughs></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben looks to Kevin and Gwen, both sitting up straight in their chairs,
 waiting for orders. Ben rolls his eyes. When he faces forward again, Plart is
 right in his face.</Text>
 </Paragraph>
 <Paragraph Number="65" Type="Character">
 <Text>Instructor plart</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>YOUR BEST FRIENDS ARE IN PIECES, AMOEBAS! ASSEMBLE YOUR BEST FRIENDS!
 GO, GO, GO!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Kevin, Gwen and Tack leap to their feet and start working with their
 weapons. Ben reluctantly rises to do the same.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>KEVIN puts his pieces together smoothly and efficiently.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>GWEN meticulously makes sure each piece is in place before moving on to
 the next.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>BEN moves slowly and disinterestedly.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>TACK works nervously, jittering. He DROPS a piece, which
 <BOUNCES> away, and he CHASES it...</Text>

</Paragraph>
 <Paragraph Type="Action">
 <Text>HEAVY CABINET - The piece disappears underneath. Tack arrives too late, and looks at the cabinet, worried. Ben strolls over, looks around, and slaps his </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">OMNITRIX</Text>
 <Text>, transforming into --</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>FOURARMS, who LIFTS the cabinet so Tack can grab his weapon component. FOURARMS sets the cabinet down --</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>AND PLART IS THERE, staring daggers! FOUR-ARMS TRANSFORMS BACK TO BEN, who backs away with Tack, hands up.</Text>
 </Paragraph>
 <Paragraph Type="Transition">
 <Text>Dissolve to:</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="6/8" Page="10" Title="">
 <SceneArcBeats/>
 </SceneProperties>
 <Text>INT. TRAINING ROOM - LATER</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>ON A VAGUELY HUMANOID BUST, covered in SENSORS. Suddenly, <PULSE BEAMS> lance into frame, striking the bust in various places. ZIP TO:</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>KEVIN, concentrating as he aims his PULSE-STUNNER. PAN TO:</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>GWEN, who holds her weapon in an exaggeratedly perfect stance, and fires calmly and methodically. ZIP TO:</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>HER TARGET, with <PULSE BEAMS> striking it dead center every time. PAN TO:</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>BEN'S TARGET, with <PULSE BEAMS> firing over and past the target, missing with every shot. ZIP TO:</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>BEN, holding his weapon loosely, not caring too much as he fires. Finally, he just drops the weapon, looks around, and <SLAPS> his </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">OMNITRIX</Text>
 <Text>, transforming into --</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">SWAMPFIRE</Text>
 <Text>, who <BLASTS> a jet of FLAME --</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>HIS TARGET is <OBLITERATED>! But when the smoke clears --</Text>

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</Paragraph>
<Paragraph Type="Action">
  <Text>THERE'S PLART, staring daggers again!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">SWAMPFIRE</Text>
  <Text> hastily transforms back to BEN, who smiles and WAVES a little to his
instructor. PAN TO:</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>THE WINDOW - Where a mysterious, dark SILHOUETTE looks in, then slinks
away, moving covertly.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>Dissolve to:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="5/8" Page="11" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="INSTRUCTOR PLART">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>INT. TRAINING ROOM - LATER</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The kids sit at the table, poring over BOOKS. PLART stands at a
DIGITAL CHALKBOARD where, every time he GESTURES, WORDS and SYMBOLS appear.</Text>
</Paragraph>
<Paragraph Number="66" Type="Character">
  <Text>InstRUCTOR PLART</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">...there</Text>
  <Text> is never any excuse to disobey orders! There may be latitude to move
while remaining </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">within</Text>
  <Text> orders, but if you do so, make sure your squadron is all on the same
page, or else someone could...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>ON KEVIN, taking NOTES, intent on his book. PAN TO:</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>GWEN, writing fast, looking up, raising her hand, but Plart's
continuing on, so she writes fast, then looks up and raises her hand again, but
Plart's continuing </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">on...PAN</Text>
  <Text> TO:</Text>

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</Paragraph>
<Paragraph Type="Action">
  <Text>BEN AND TACK, where Ben is teaching Tack how to make his fingers into
GOALPOSTS for Ben's FOLDED PAPER FOOTBALL. Ben <FLICKS> his finger, sending
the "football" flying, but it's -</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>SNATCHED OUT OF THE AIR -- by PLART! Wordlessly, he <CRUMPLES>
it and throws it on the table in front of Ben, before walking away. Ben waits a
beat, then starts RE-FOLDING the football.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>Dissolve to:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 3/8" Page="11" Title="">
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        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="INSPECTOR PLART">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="INSTRUCTOR PLART">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="TACK">
        <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. TRAINING ROOM - LATER</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The room has been </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">reconfigured</Text>
  <Text> with REINFORCED, REMOVABLE WALLS forming a MAZE, which we see in this
HIGH ANGLED SHOT of the entire room.</Text>

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</Paragraph>
 <Paragraph Number="67" Type="Character">
 <Text>InSTRUCTOR PLART (v.o.)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>The key to throwing shock grenades is to switch the polarity of your
 </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">magno-glove</Text>
 <Text> when you throw --</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>IN THE MAZE - PLART, standing next to TACK, <SLAPS> a GRENADE into the palm of his MAGNETIC GLOVE. BEN, GWEN and KEVIN, wearing similar gloves, watch from the end of the corridor.</Text>
 </Paragraph>
 <Paragraph Number="68" Type="Character">
 <Text>Inspector PLART</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>-- so instead of attracting, it repels, adding distance to your throw. You want to be nowhere near a grenade after you pull the pin. </Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(to Tack)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Go ahead.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>PLART takes a step away. TACK nervously pulls the <PIN> from the grenade, tosses it away <CLANK!> </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">and</Text>
 <Text> motions to throw the </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">grenade...but</Text>
 <Text> it stays on his hand. He tries again. No.</Text>
 </Paragraph>
 <Paragraph Number="69" Type="Character">
 <Text>InSTRUCTOR PLART</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>What's the glitch, amoeba? We've been studying this all week! Switch polarity and get rid of it!</Text>
 </Paragraph>
 <Paragraph Number="70" Type="Character">
 <Text>Tack</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><Struggle efforts> I am trying! </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">It...it</Text>
 <Text> will not come off!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>PLART grabs Tack's hand, and tries to YANK the grenade loose.</Text>
 </Paragraph>
 <Paragraph Number="71" Type="Character">

<Text>Inspector PLART</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><Struggle efforts></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>BEN, GWEN AND KEVIN start forward. Plart waves them back.</Text>
 </Paragraph>
 <Paragraph Number="72" Type="Character">
 <Text>Instructor PLART</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Stay back! I'm not losing an entire class of amoebas! And no powers,
 do you hear me?</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>He tucks Tack's hand into his belly and doubles over. Ben stays where
 he is, but pleads:</Text>
 </Paragraph>
 <Paragraph Number="73" Type="Character">
 <Text>Ben</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>This is no time for rules! </Text>
 </Paragraph>
 <Paragraph Number="74" Type="Character">
 <Text>Instructor PLART</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(looking up)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I said no! Now stay back and --</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>CUT TO THE HIGH-ANGLED SHOT, showing the ENTIRE ROOM. Suddenly, an
 <EXPLOSION> lights up one area of it, FLAMES and SMOKE rising!</Text>
 </Paragraph>
 <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
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 StartsNewPage="No" Type="Action">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">END ACT
 ONE</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
 LeftIndent="1.50" RightIndent="7.50" SpaceBefore="12" Spacing="1"
 StartsNewPage="No" Type="Action">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
 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>

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<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 6/8" Page="13" 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>
      </CharacterArcBeat>
      <CharacterArcBeat Name="GWEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="INSTRUCTOR PLART">
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StartsNewPage="No">
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        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="KEVIN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="TACK">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Int. Training room - resume</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Pick up where we left off, the FLAMES AND SMOKE of the explosion rising
above the concrete walls...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>ON GWEN AND KEVIN, shocked!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>OTS GWEN AND KEVIN - as the smoke clears, revealing the BURNED SPOT
where the grenade went off then, much further down the maze corridor, JETRAY with
PLART and TACK, unharmed.</Text>
</Paragraph>

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<Paragraph Number="75" Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ben!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>TACK looks at Jetray with awe.</Text>
</Paragraph>
<Paragraph Number="76" Type="Character">
  <Text>Tack</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You saved us! You are the greatest Plumber of all!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Plart cuts between them, and heads for the blast spot.</Text>
</Paragraph>
<Paragraph Number="77" Type="Character">
  <Text>Instructor PLART</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>He's an amoeba, like you. Less of one, because he disobeyed
orders.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>JETRAY &lt;TRANSFORMS&gt; back into BEN and follows.</Text>
</Paragraph>
<Paragraph Number="78" Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I was supposed to let you go boom?</Text>
</Paragraph>
<Paragraph Number="79" Type="Character">
  <Text>Instructor PLART</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You're supposed to do what I tell you. Without question!</Text>
</Paragraph>
<Paragraph Number="80" Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I'm guessing a "thank you" is out of the question.</Text>
</Paragraph>
<Paragraph Number="81" Type="Character">
  <Text>Tack</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Thank you!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Plart kneels by the BLAST CHAR on the floor, and wipes a FINGER across
it, examining. Gwen and Kevin look on. Plart moves quickly to Tack and seizes his
gloved throwing hand, inspecting. Ben joins Gwen and Kevin.</Text>
</Paragraph>
<Paragraph Number="82" Type="Character">
  <Text>Gwen</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You don't think this was an accident, do you, sir? Tack's glove was tampered with to stay magnetized, wasn't it?</Text>
</Paragraph>
<Paragraph Number="83" Type="Character">
 <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Yeah, this is some kind of sneaky test to get us to "solve the mystery," right, Instructor? </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Plart abruptly looks up and around, as though to see if someone's watching them.</Text>
</Paragraph>
<Paragraph Number="84" Type="Character">
 <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>This is not test. Is someone trying to hurt Tack? Or you, sir?</Text>
</Paragraph>
<Paragraph Number="85" Type="Character">
 <Text>Tack</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(scared)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Who would want to hurt me?!</Text>
</Paragraph>
<Paragraph Number="86" Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Get real, you guys. It was just a bad grenade.</Text>
</Paragraph>
<Paragraph Number="87" Type="Character">
 <Text>InstrUCTOR PLART</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Go back to your barracks.</Text>
</Paragraph>
<Paragraph Number="88" Type="Character">
 <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Someone's out to get you, sir, aren't they? Or you wouldn't let Tack go off otherwise, would you?</Text>
</Paragraph>
<Paragraph Number="89" Type="Character">
 <Text>Instructor PLART</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You business here is to learn, amoebas, not play heroes or detectives. Mind. Your own. Business.</Text>
</Paragraph>
<Paragraph Number="90" Type="Character">
 <Text>Gwen</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>But --</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Plart cuts her off by pointing to the door. Gwen stares at him for a
moment, then she follows Ben, Kevin and Tack out.</Text>
</Paragraph>
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        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="BEN/TACK">
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      </CharacterArcBeat>
      <CharacterArcBeat Name="GWEN">
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      <CharacterArcBeat Name="INSTRUCTOR PLART">
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        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="KEVIN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="TACK">
        <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>
</Paragraph>

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        </SceneArcBeats>
        </SceneProperties>
        <Text>Int. BaRRACKS ROOM - later</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Ben fiddles with his hair as he looks in the mirror. Tack stands next
to him, checking his own hair, such as it is, mimicking Ben. Gwen paces, and Kevin
reads a textbook.</Text>
    </Paragraph>
    <Paragraph Number="91" Type="Character">
        <Text>Gwen</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Someone tampered with that grenade. Instructor Plart knows who it was,
but he doesn't want to tell us.</Text>
    </Paragraph>
    <Paragraph Number="92" Type="Character">
        <Text>Ben</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Are you </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">gonna</Text>
        <Text> tickle it out of him? I don't like your chances. </Text>
    </Paragraph>
    <Paragraph Number="93" Type="Character">
        <Text>Gwen</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>So what do you suggest we do?</Text>
    </Paragraph>
    <Paragraph Number="94" Type="Character">
        <Text>Ben</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>He doesn't want us to help, I'll follow that order. Let's take the
night off, explore a little. We've been stuck inside all week.</Text>
    </Paragraph>
    <Paragraph Number="95" Type="Character">
        <Text>Kevin</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Whole place is on </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">lockdown</Text>
        <Text> since the Null Void breakout, </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Tennyson</Text>
        <Text>. Breaking curfew is a big no-no.</Text>
    </Paragraph>
    <Paragraph Number="96" Type="Character">
        <Text>Ben</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Ever since we got here, you two have been zero fun! Are you scared of
Plart, or something?</Text>
    </Paragraph>
    <Paragraph Number="97" Type="Character">
        <Text>Gwen</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>No, Ben, we're just taking this seriously. Being a Plumber isn't
something you goof around with.</Text>
</Paragraph>
<Paragraph Number="98" Type="Character">
  <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You're risking something important to us. And if you screw it up, you
and I are </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">gonna</Text>
  <Text> get into it.</Text>
</Paragraph>
<Paragraph Number="99" Type="Character">
  <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You, of all people, telling me to follow the rules. </Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(heading out)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Come on, Tack, let's see what this place is all about.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(calling back)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>We'll bring you a souvenir.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He exits. Tack hesitates.</Text>
</Paragraph>
<Paragraph Number="100" Type="Character">
  <Text>Tack</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Is there some souvenir you would particularly enjoy...?</Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;Ack!&gt;</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben's hand reaches into frame and YANKS Tack out of the room.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>PAN TO AND PUSH IN ON - a CLOCK on the desk. In TIME LAPSE, we see its
hands roll forward to VERY LATE.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>WIDEN - as the door &lt;SLIDES&gt; open, illuminating the now-dark room
and the sleeping figures of GWEN and KEVIN. TACK and BEN fumblingly walk in, aim
for their beds and &lt;FALL&gt; into them, instantly asleep as the door
&lt;SLIDES&gt; shut.</Text>
</Paragraph>
<Paragraph Number="101" Type="Character">

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<Text>Ben/tack</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text><Snoring></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>PAN TO AND PUSH IN ON - the CLOCK, the hands rolling forward just a little bit more.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>WIDEN as the door <SLIDES> open again, revealing the silhouette of INSTRUCTOR PLART. He <CLICKS> on the lights.</Text>
</Paragraph>
<Paragraph Number="102" Type="Character">
<Text>INSTRUCTOR PLART</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>UP AND AT 'EM, AMOEBAS!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>KEVIN, GWEN and TACK leap out of their bunks and to attention, Tack marginally more awake than Gwen and Kevin. BEN remains in bed, snoring.</Text>
</Paragraph>
<Paragraph Number="103" Type="Character">
<Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text><Snores></Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Wha</Text>
<Text>?! Huh?!/Ow!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Plart expressionlessly walks to Ben's bunk, lifts it with ONE HAND, and TILTS Ben out of bed onto the floor! </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><THUNK></Text>
<Text> Ben comes awake instantly.</Text>
</Paragraph>
<Paragraph Number="104" Type="Character">
<Text>INSTRUCTOR PLART</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Late night, amoeba?</Text>
</Paragraph>
<Paragraph Number="105" Type="Character">
<Text>Ben</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(muttering)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>How does he always know?!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Plart walks to the door, turns and faces them.</Text>
</Paragraph>
<Paragraph Number="106" Type="Character">
<Text>INSTRUCTOR PLART</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Full gear and ready for dust-off in ten minutes. Your disinterest in
following orders </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">yesterday...and</Text>
  <Text> last </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">night...bought</Text>
  <Text> you a combat exercise today with Alpha Squadron.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He exits. Gwen and Kevin look angrily at Ben.</Text>
</Paragraph>
<Paragraph Number="107" Type="Character">
  <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>At least we get to pay those Alpha jerks back for pushing Tack around!
</Text>
</Paragraph>
<Paragraph Number="108" Type="Character">
  <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You're the one who's </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">gonna</Text>
  <Text> get paid back if you keep this up.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>They turn away from them to gather their things. ON BEN, soaking this
in.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="2/8" Page="17" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="INSPECTOR PLART">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>EXT. ASTEROID - LATER</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>SLOW PUSH IN on one of the larger asteroids in the belt circling the
planet. </Text>
</Paragraph>
<Paragraph Number="109" Type="Character">
  <Text>Inspector plART</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Amoebas, Alpha Squadron has taken a hostage! </Text>
</Paragraph>

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<Paragraph Type="Scene Heading">
  <SceneProperties Length="4 4/8" Page="17" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="ALPHA MEMBER">
        <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="DIAMONDHEAD">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="GWEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="INSPECTOR PLART">
        <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="INSTRUCTOR PLART">
        <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="KEVIN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
</Paragraph>
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        <CharacterArcBeat Name="TACK">
            <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="ZATT">
            <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. Asteroid surface - CONTINUOUS</Text>
</Paragraph>
    <Paragraph Type="Action">
        <Text>BEN, GWEN, KEVIN AND TACK stand on the surface, wearing BLUE-SLEEVED
protective SPACE SUITS with CLEAR FACEPLATES. They all hold PULSE STUNNERS. ALPHA
SQUADRON, in RED-SLEEVED suits, wait behind a wall of CRAGGY ROCKS with a STUFFED
DUMMY "HOSTAGE." PLART floats above them on a HOVER PLATFORM. The surface of the
asteroid is dotted with LARGE BOULDERS.</Text>
    </Paragraph>
    <Paragraph Number="110" Type="Character">
        <Text>INSPECTOR PLART</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Safely rescue that hostage using your Plumber </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">training...and</Text>
        <Text> not your powers! GO!</Text>
    </Paragraph>
    <Paragraph Number="111" Type="Character">
        <Text>Gwen</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>But how do we -- </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;Yow!&gt;</Text>
        <Text></Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>&lt;PULSE FIRE&gt; chases the kids behind a LARGE BOULDER!</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>ZATT, holding the "hostage" in one hand pops his head from above his
cover to sneer:</Text>
    </Paragraph>
    <Paragraph Number="112" Type="Character">
        <Text>Zatt</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Looks like you amoebas have mastered running away! &lt;LAUGHS&gt;
</Text>
</Paragraph>

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<Paragraph Type="Action">
 <Text>BEHIND THE BOULDER - The kids recoup.</Text>
</Paragraph>
<Paragraph Number="113" Type="Character">
 <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>No wonder they're his </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">favorites...They're</Text>
 <Text> good!</Text>
</Paragraph>
<Paragraph Number="114" Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>No sweat. With what we can do, we'll pick them off easy.</Text>
</Paragraph>
<Paragraph Number="115" Type="Character">
 <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Ben, no powers! We have to do this the right way!</Text>
</Paragraph>
<Paragraph Number="116" Type="Character">
 <Text>Tack</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>(Beat) What is the right way?</Text>
</Paragraph>
<Paragraph Number="117" Type="Character">
 <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>They're fanning out. According to the tactics manual, we need to cover each other as we advance. </Text>
</Paragraph>
<Paragraph Number="118" Type="Character">
 <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Right, Kevin, go to that boulder. I'll cover you, then follow as Tack covers you. Ben, you stay here as backup. </Text>
</Paragraph>
<Paragraph Number="119" Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Why do I have to stay behind?!</Text>
</Paragraph>
<Paragraph Number="120" Type="Character">
 <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Because we can't trust you. Go!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Kevin sprints out from cover to the nearest boulder as Gwen pops up and

<FIRES> covering pulses and <RETURN FIRE> hits the boulder in front of her.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>ON BEN as his teammates run across the battlefield.</Text>

</Paragraph>

<Paragraph Number="121" Type="Character">

<Text>Ben</Text>

</Paragraph>

<Paragraph Type="Parenthetical">

<Text>(to himself)</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>One quick-change to Big Chill, and we could all be back in our bunks snoozing before moonrise...</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>KEVIN leaps out from hiding around one side of the boulder, Gwen from another, and they go running!</Text>

</Paragraph>

<Paragraph Number="122" Type="Character">

<Text>Tack</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text><Panicked yell!></Text>

</Paragraph>

<Paragraph Type="Action">

<Text>KEVIN SOMERSAULTS behind a BOULDER, <PULSE FIRE> narrowly missing. He comes to rest, breathing hard.</Text>

</Paragraph>

<Paragraph Number="123" Type="Character">

<Text>Kevin</Text>

</Paragraph>

<Paragraph Type="Parenthetical">

<Text>(smiling)</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text><Pant> Just like Dad would've...</Text>

</Paragraph>

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

<Text>Alpha member (o.s.)</Text>

</Paragraph>

<Paragraph Type="Dialogue">

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

<Text></Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Kevin looks up to see an ALPHA SQUADRON MEMBER standing on top of the boulder above him, stunner aimed at him. Kevin SCOWLS and drops his stunner, raising his hands.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>GWEN sees Kevin getting captured from across the field, and starts sprinting toward him, uncovered.</Text>

</Paragraph>

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

<Text>Gwen</Text>

</Paragraph>

<Paragraph Type="Dialogue">
 <Text>Kevin! Hang on!</Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><Oof!></Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text><PULSE FIRE> strikes the ground in front of her, creating a DITCH, and she TRIPS and <</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">falls></Text>
 <Text>! Looking up, she sees another ALPHA SQUADRON MEMBER, stunner aimed.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>TACK leaps up above the edge of his boulder, <FIRING> wildly in a spread pattern, the RECOIL almost knocking him over!</Text>
 </Paragraph>
 <Paragraph Number="126" Type="Character">
 <Text>Tack</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><Battle cry>/Covering fire!/ Ow.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>He's blasted over backwards with a <STUNNER BOLT>.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>ZATT - Sees his team in control and can't resist gloating.</Text>
 </Paragraph>
 <Paragraph Number="127" Type="Character">
 <Text>Zatt</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Nobody takes down Alpha Squadron! Definitely not raggedy amoebas!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>ON BEN - seething.</Text>
 </Paragraph>
 <Paragraph Number="128" Type="Character">
 <Text>Ben</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Okay, that's it. I refuse to lose to these creeps!<Battle cry!></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>He dashes out from behind his boulder, <FIRING> as he goes, running for KEVIN'S discarded stunner. Enemy <STUNNER FIRE> lands all around him.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>ON PLART - displeased with his star pupils.</Text>
 </Paragraph>
 <Paragraph Number="129" Type="Character">
 <Text>InstruCTOR PLART</Text>
 </Paragraph>

<Paragraph Type="Dialogue">
 <Text>Alpha! What's the matter with you?! Bring that amoeba down!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>ZATT - Looks to his mentor and SNARLS, then turns back and keeps firing in Ben's direction.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>KEVIN AND GWEN - Hands over their heads, being led by one of the opposing team, see the exchange.</Text>
 </Paragraph>
 <Paragraph Number="130" Type="Character">
 <Text>Gwen</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I don't think Big Alpha likes our instructor...</Text>
 </Paragraph>
 <Paragraph Number="131" Type="Character">
 <Text>Kevin</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>So? I </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">dont</Text>
 <Text> like him either.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>BEN, still dodging <STUNNER FIRE> scoops up Kevin's stunner on the run, and <FIRES> both of his weapons, each across his body, John Woo-style!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>SPLIT SCREEN </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">X2</Text>
 <Text> - </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><KZAPP></Text>
 <Text> </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><KZAPP></Text>
 <Text> His beams strike Zatt's teammates, knocking them down!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>BEN </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">ZIGS</Text>
 <Text> AND ZAGS from boulder to boulder, avoiding Zatt's increasingly desperate <FIRE>.</Text>
 </Paragraph>
 <Paragraph Number="132" Type="Character">
 <Text>InstruCTOR PLART</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Come on, Alpha! He's one lousy ion particle! Have I been wasting my time training you?!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>ZATT - grits his teeth, concentrating harder as he

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<Text>&lt;FIRES&gt;.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>BEN leaps up and over a &lt;PULSE STUN BEAM&gt;, and comes up with both
stunners aimed at ZATT, who pulls the "hostage" in front of him as a shield.</Text>
</Paragraph>
<Paragraph Number="133" Type="Character">
  <Text>Zatt</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Game over, amoeba!</Text>
</Paragraph>
<Paragraph Number="134" Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Game on, loser. Diamondhead!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="">Ben&lt;SLAPS&gt;</Text>
  <Text> his </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">OMNITRIX</Text>
  <Text> through his SUIT and &lt;TRANSFORMS&gt; into Diamondhead, bum-rushing
Zatt, who &lt;FIRES&gt; panicked. The beams &lt;BOUNCE&gt; off Diamondhead, who
keeps coming, SWIPING the hostage out of Zatt's arms and SHOVING the older cadet
backwards into a boulder with a &lt;THUMP&gt;, causing him to let go of his
gun.</Text>
</Paragraph>
<Paragraph Number="135" Type="Character">
  <Text>Diamondhead</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;Shove effort&gt;</Text>
</Paragraph>
<Paragraph Number="136" Type="Character">
  <Text>Zatt</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;Impact </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">oof&gt;</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Diamondhead stands over Zatt, fists clenched.</Text>
</Paragraph>
<Paragraph Number="137" Type="Character">
  <Text>Diamondhead</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Now who's the amoeba, amoeba?</Text>
</Paragraph>
<Paragraph Number="138" Type="Character">
  <Text>Instructor PLART (o.s.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">

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<Text>Stand down!</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Diamondhead steps back, <TRANSFORMING> back to Ben. ALPHA LEADER stands up, and other members of both teams arrive as Inspector Plart steams up, angry.</Text>

</Paragraph>

<Paragraph Number="139" Type="Character">

<Text>Instructor PLART</Text>

</Paragraph>

<Paragraph Type="Parenthetical">

<Text>(to Zatt)</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>How could you let yourself be taken down so easily?! What are you, just off the recruit ship?!</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Zatt glowers at Plart.</Text>

</Paragraph>

<Paragraph Number="140" Type="Character">

<Text>Ben</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Maybe you guys should add my moves to the lesson plan!</Text>

</Paragraph>

<Paragraph Number="141" Type="Character">

<Text>InstrUCTOR PLART</Text>

</Paragraph>

<Paragraph Type="Parenthetical">

<Text>(to Ben)</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>And you! Not only did you go against orders and use your powers -- again -- look what your smart moves did for the hostage!</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>THE HOSTAGE - lying in PIECES on the ground.</Text>

</Paragraph>

<Paragraph Number="142" Type="Character">

<Text>BeN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Oh, </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">c'mon...If</Text>

<Text> the hostage had been real, I wouldn't have --</Text>

</Paragraph>

<Paragraph Number="143" Type="Character">

<Text>Instructor PLART</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>You failed because you did not follow orders! And your entire team will be punished for it!</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Ben turns to see KEVIN and GWEN glaring at him, and TACK looking a little less worshipful. He turns back to Plart.</Text>

</Paragraph>

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<Paragraph Number="144" Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>This is ridiculous! It doesn't matter how you handle a situation as long as it gets handled! You Plumbers are so worried about your procedures, you can't accept that any other way might be okay! If you punish us, you're crazy!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>OFF Plart's narrowed-eye glare --</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>Cut to:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="5/8" Page="21" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="GWEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="KEVIN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="TACK">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Int. BarrACKS ROOM - later</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>All four kids are down on their knees, &lt;SCRUBBING&gt; the floor of their room with TINY BRUSHES. BEN, GWEN and even TACK look </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">pissed</Text>

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    <Text>. </Text>
</Paragraph>
<Paragraph Number="145" Type="Character">
    <Text>Tack</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>I still think you are the best Plumber ever, Ben </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Tennyson...But</Text>
    <Text> perhaps you should not have called him crazy.</Text>
</Paragraph>
<Paragraph Number="146" Type="Character">
    <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Okay, but I'm still right!</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
    <Text>(then; adding)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>And thanks for having my back out there, by the way.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Kevin gets his feet, balling his fists.</Text>
</Paragraph>
<Paragraph Number="147" Type="Character">
    <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>That's it! I'm </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">gonna</Text>
    <Text> turn you into a real amoeba!</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>But before he can get to Ben, the entire building &lt;RUMBLES&gt;;,
jostling the kids, and then &lt;ALARM KLAXONS&gt;; sound!</Text>
</Paragraph>
<Paragraph Number="148" Type="Character">
    <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>What was that?!</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="4/8" Page="22" Title="">
        <SceneArcBeats>
            <CharacterArcBeat Name="STEEL KEVIN">
                <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
                    <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
        </SceneArcBeats>
    </SceneProperties>
    <Text>Int. PlumBER ACADEMY - corridor - contINUOUS</Text>

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</Paragraph>
<Paragraph Type="Action">
  <Text>Running down the hall, they see the carnage that has occurred -- parts
of the ROOF have fallen in, and more is CRACKED. DEBRIS lines the corridor.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>They come upon a PLUMBER trying to help an INJURED PLUMBER from under a
FALLEN GIRDER beneath the &lt;CRACKING&gt; ceiling.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin rushes to the girder and touches it, becoming STEEL KEVIN. He
&lt;HEAVES&gt; the beam off the wounded plumber.</Text>
</Paragraph>
<Paragraph Number="149" Type="Character">
  <Text>Steel KevIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;Lift effort&gt;/Gwen, a little support!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen projects ENERGY BANDS that hold the ceiling in place!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>BEN and TACK help the two Plumbers away from the debris. When they're
clear --</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>KEVIN leaps away, and GWEN lets her energy bands dissolve. &lt;CRASH!
&gt; Down comes the ceiling!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The kids rush on.</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="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="PLUMBER">
        <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. PLUMBER ACADEMY - OUTSIDE PLART'S QUARTERS - MOMENTS LATER</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Our heroes rush up to find FLAMES leaping out of a DORMITORY DOORWAY,
PLUMBERS standing around, watching in horror.</Text>

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</Paragraph>
<Paragraph Number="150" Type="Character">
  <Text>Plumber</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Anyone know if he was in there?!</Text>
</Paragraph>
<Paragraph Number="151" Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Who?</Text>
</Paragraph>
<Paragraph Number="152" Type="Character">
  <Text>Plumber</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Instructor Plart! These are his quarters!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>As the kids watch the flames in horror...</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>Fade out.</Text>
</Paragraph>
<Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.50" RightIndent="7.50" SpaceBefore="24" Spacing="1"
StartsNewPage="No" Type="Scene Heading">
  <SceneProperties Length="2/8" Page="23" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline+AllCaps">END
OF ACT TWO</Text>
  <Text></Text>
</Paragraph>
<Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.50" RightIndent="7.50" SpaceBefore="12" Spacing="1"
StartsNewPage="No" 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="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="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>

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        </CharacterArcBeat>
        <CharacterArcBeat Name="PLUMBER">
            <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="WATER HAZARD">
            <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. PLUMBER ACADEMY - OUTSIDE PLART'S QUARTERS - RESUME</Text>
</Paragraph>
    <Paragraph Type="Action">
        <Text>The Plumbers stand transfixed by the flames.</Text>
    </Paragraph>
    <Paragraph Number="153" Type="Character">
        <Text>Plumber</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>If Plart is in there, he doesn't stand a chance!</Text>
    </Paragraph>
    <Paragraph Number="154" Type="Character">
        <Text>Ben</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>We can't just sit here and watch the fire!</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>He &lt;SLAPS&gt; his </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">OMNITRIX</Text>
        <Text>, &lt;TRANSFORMING&gt; into --</Text>
    </Paragraph>
    <Paragraph Number="155" Type="Character">
        <Text>Ben</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Water Hazard!</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Water Hazard wades into the FIERY CHAMBER, &lt;BLASTING&gt; water from
his palms. GWEN, KEVIN and TACK wait anxiously with the other Plumbers. Quickly,
the FLAMES become SMOKE.</Text>
    </Paragraph>
    <Paragraph Number="156" Type="Character">
        <Text>Water hazard (o.s.)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>All clear! No sign of Plart!</Text>
    </Paragraph>

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<Paragraph Type="Action">
  <Text>Gwen and Kevin and Tack enter with the others...</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 1/8" 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="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="INSTRUCTOR PLART">
        <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>
      <CharacterArcBeat Name="TACK">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
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          <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Int. Plart's chamber - contiNUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>CHARRED FURNITURE and SMOKE dominate the room.  WATER HAZARD
&lt;HITS&gt; the </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Omnitrix</Text>
  <Text> and changes back to BEN.  In the center of the room, CHAR MARKS
radiate out from SCATTERED METAL PARTS on the floor.  Kevin kneels and examines
them.</Text>
</Paragraph>

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<Paragraph Number="157" Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>This is from an Incendiary </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">H-22</Text>
  <Text>. Page 356 from the weapons textbook.</Text>
</Paragraph>
<Paragraph Number="158" Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Someone with knowledge of Plumber weapons and tactics wants to get the
Instructor...</Text>
</Paragraph>
<Paragraph Number="159" Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>So where is Grouchy </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">McGrouchenberg</Text>
  <Text>, anyway?</Text>
</Paragraph>
<Paragraph Number="160" Type="Character">
  <Text>INSTRUCTOR PLART (o.s.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What's happening here?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>They see PLART in the doorway, looking confused and angry. He enters,
looks at the weapon shards.</Text>
</Paragraph>
<Paragraph Number="161" Type="Character">
  <Text>INSTRUCTOR Plart</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Plumber-issue...</Text>
</Paragraph>
<Paragraph Number="162" Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You know who it is, don't you? </Text>
</Paragraph>
<Paragraph Number="163" Type="Character">
  <Text>Instructor PLART</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>This is Plumber business, to be handled by Plumbers, not --</Text>
</Paragraph>
<Paragraph Number="164" Type="Character">
  <Text>kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Plumbers. Which we're not. We're </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"

```

Font="Courier Final Draft" RevisionID="0" Size="12" Style="">amoeabas</Text>
<Text>. We get it.</Text>
</Paragraph>
<Paragraph Number="165" Type="Character">
<Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Ben's </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">right...You're</Text>
<Text> not even letting us show you what we can do!</Text>
</Paragraph>
<Paragraph Number="166" Type="Character">
<Text>Tack</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>They have done a lot! I can show you! I've saved all of their </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">newsbytes</Text>
<Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Plart looks at them, considering. Then -</Text>
</Paragraph>
<Paragraph Number="167" Type="Character">
<Text>InSTRUCTOR PLART</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Are your quarters clean yet?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>OFF their frustrated looks --</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
<SceneProperties Length="4/8" Page="24" Title="">
<SceneArcBeats>
<CharacterArcBeat Name="BEN">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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<Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#0000000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="BEN/KEVIN/GWEN">
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StartsNewPage="No">
<Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#0000000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="GWEN">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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StartsNewPage="No">
<Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#0000000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>

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        </CharacterArcBeat>
        <CharacterArcBeat Name="KEVIN">
            <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
            </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="TACK">
            <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. BaRRACKS ROOM - later</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>The kids sit on their bunks, plotting.</Text>
</Paragraph>
<Paragraph Number="168" Type="Character">
    <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>It's the Leader of Alpha Squadron. I'm sure of it.</Text>
</Paragraph>
<Paragraph Number="169" Type="Character">
    <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>He did look pretty ticked when Plart called him out.</Text>
</Paragraph>
<Paragraph Number="170" Type="Character">
    <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Didn't look like the first time, either.</Text>
</Paragraph>
<Paragraph Number="171" Type="Character">
    <Text>Tack</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>So what do we do?</Text>
</Paragraph>
<Paragraph Number="172" Type="Character">
    <Text>Ben/kevin/gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Stakeout.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="2/8" Page="25" Title="">
        <SceneArcBeats/>
    </SceneProperties>
    <Text>INT. PLUMBER ACADEMY - CORRIDOR - LATER</Text>

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</Paragraph>
<Paragraph Type="Action">
  <Text>PLART emerges from a &lt;SLIDING> door, and walks down the corridor,
  stern. He passes a DARKENED ALCOVE and out of frame. A moment later, ZATT steps
  out of the shadows and follows. HOLD on the empty corridor a moment, then GWEN
  peeks out of an alcove further down the hall. Looking worried, she carefully
  follows Zatt.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="3/8" Page="25" 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="#FFFFFFFF"
          Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>INT. PLUMBER ACADEMY - OUTSIDE ORDNANCE WAREHOUSE - MOMENTS
  LATER</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>PLART walks through the &lt;SLIDING> marked door and into the
  warehouse. A moment later, ZATT approaches and enters also. Then GWEN reaches the
  door, sees what's written there --</Text>
</Paragraph>
<Paragraph Number="173" Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(hushed; to herself)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
  Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Great...All</Text>
  <Text> the weapons a bad guy could want...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She enters as well.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="5 1/8" Page="25" 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="FOURARMS">
        <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"

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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="GWEN">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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="INSTRUCTOR PLART">
<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="JETRAY">
<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>
<CharacterArcBeat Name="KOLAR">
<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="PLART">
<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="TACK">
<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>

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        <CharacterArcBeat Name="ZATT">
            <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. Ordnance warehouse - continUOUS</Text>
</Paragraph>
    <Paragraph Type="Action">
        <Text>GWEN'S </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">POV</Text>
        <Text> - ROWS AND ROWS of SHELVING holding WEAPONS of all sort in the large
chamber.</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Concerned, Gwen walks from aisle to aisle. There's no sign of Plart or
Zatt.</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>CLOSE ON GWEN, looking very worried. Then --</Text>
    </Paragraph>
    <Paragraph Number="174" Type="Character">
        <Text>Zatt (o.s.)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Plart hasn't taught you procedures when the target you're following
knows they're being followed?</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>WIDEN - to reveal ZATT standing behind her, threateningly.</Text>
    </Paragraph>
    <Paragraph Number="175" Type="Character">
        <Text>Gwen</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>He did, actually.</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>ADJUST - as BEN, KEVIN and TACK step out from either side of Zatt into
frame, effectively surrounding him.</Text>
    </Paragraph>
    <Paragraph Number="176" Type="Character">
        <Text>BeN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>We </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">sorta</Text>
        <Text> put our own spin on it.</Text>
    </Paragraph>
    <Paragraph Number="177" Type="Character">
        <Text>Tack</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">

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<Text>Where is the Instructor? Why are you trying to hurt him?</Text>
 </Paragraph>
 <Paragraph Number="178" Type="Character">
 <Text>ZatT</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>What are you talking about? I wanted to talk to him about yesterday's exercise! I'm not trying to hurt anybody!</Text>
 </Paragraph>
 <Paragraph Number="179" Type="Character">
 <Text>Gwen</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Somebody in the Academy is. Someone who knows Plumber weapons!</Text>
 </Paragraph>
 <Paragraph Number="180" Type="Character">
 <Text>Zatt</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>That could be any --</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Suddenly, they hear <CRASHES> and <NOISES> that signify a SCUFFLE O.S. TACK runs in that direction.</Text>
 </Paragraph>
 <Paragraph Number="181" Type="Character">
 <Text>Tack</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Over here!</Text>
 </Paragraph>
 <Paragraph Number="182" Type="Character">
 <Text>Ben</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Tack! Slow up!</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(<SLAPPING> </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Omniatrix</Text>
 <Text> and following:)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Fourarms!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>He <TRANSFORMS> on the run, GWEN and KEVIN right behind. They turns a corner and come to a quick stop, seeing --</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>PLART grappling with a MULTI-ARMED ALIEN (KOLAR), with HANDS at the ends of its multiple tentacles.</Text>
 </Paragraph>
 <Paragraph Number="183" Type="Character">
 <Text>Kolar</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><Struggle> You ruined my life!</Text>

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</Paragraph>
<Paragraph Number="184" Type="Character">
  <Text>InSTRUCTOR PLART</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;Struggle effort&gt; You ruined it yourself, Kolar!</Text>
</Paragraph>
<Paragraph Number="185" Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Who -- ?</Text>
</Paragraph>
<Paragraph Number="186" Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Former student, looks like. Academy history mentions a former cadet
who got expelled and wound up in the Null Void later after turning crook. I bet
this is him!</Text>
</Paragraph>
<Paragraph Number="187" Type="Character">
  <Text>KeviN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You read the history?!</Text>
</Paragraph>
<Paragraph Number="188" Type="Character">
  <Text>InstruCTOR PLART</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I see you didn't learn anything in the Null Void &lt;Struggle&gt;
Kolar!</Text>
</Paragraph>
<Paragraph Number="189" Type="Character">
  <Text>Kolar</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;Struggle) Enough to break out and come here to pay you back!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>With a QUICK, EFFICIENT MOVE, Plart whips a MULTI-CUFF (like handcuffs
with extra links for extra hands) from behind his back and &lt;CLICKS&gt; it around
all of Kolar's arms!</Text>
</Paragraph>
<Paragraph Number="190" Type="Character">
  <Text>InstructOR PLART</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>But dumb enough to try and take me in a spot where Plumbers house all
their equipment. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>FOURARMS hurries forward to assist.</Text>
</Paragraph>
<Paragraph Number="191" Type="Character">
  <Text>Fourarms</Text>
</Paragraph>
<Paragraph Type="Dialogue">

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<Text>That was an amazing move! Let me --</Text>
</Paragraph>
<Paragraph Number="192" Type="Character">
<Text>INSTRUCTOR PLART</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(moving to block him)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Amoeba, no! Let the Plumbers handle --</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Taking advantage of the distraction, Kolar <FLEXES> and
<SHATTERS> the CUFFS!</Text>
</Paragraph>
<Paragraph Number="193" Type="Character">
<Text>Kolar</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text><Effort> I may not have gotten smarter, but I'm a lot stronger!
</Text>
</Paragraph>
<Paragraph Number="194" Type="Character">
<Text>FourarmS</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(rushing forward)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Stronger than Fourarms?</Text>
</Paragraph>
<Paragraph Number="195" Type="Character">
<Text>Kolar</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Yes.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>He <BACKHANDS> Fourarms into Gwen, Kevin, and Zatt, sending them
sprawling into a SHELF, where WEAPON PARTS <RAIN> down around them.
Fourarms, dazed, <TRANSFORMS> back into Ben.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Kolar snaps up </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">TACKS</Text>
<Text>, and holds him above his head.</Text>
</Paragraph>
<Paragraph Number="196" Type="Character">
<Text>TaCK</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text><Frightened squeal!></Text>
</Paragraph>
<Paragraph Number="197" Type="Character">
<Text>Kolar</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I'm going to destroy you, Plart, but first I'll take what's most

important to you -- Your students!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>With another tentacle, he removes a DISK from his belt and tosses it on the ground. </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><FLOOP></Text>
<Text> A NULL VOID portal opens. Plart starts forward, but --</Text>
</Paragraph>
<Paragraph Number="198" Type="Character">
<Text>Kolar</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>One step more, and I'll rip this amoeba in half, instead of just exiling him to the Null Void!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>BEN looks at the WEAPONS PARTS around him, then smiles.</Text>
</Paragraph>
<Paragraph Number="199" Type="Character">
<Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Tack! Greet Kolar!</Text>
</Paragraph>
<Paragraph Number="200" Type="Character">
<Text>TaCK</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">W-what</Text>
<Text>?</Text>
</Paragraph>
<Paragraph Number="201" Type="Character">
<Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You know, "with great respect!"</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben and Tack's eyes meet, and Tack understands. He EXTENDS his neck and turns his head to press his forehead to Kolar's.</Text>
</Paragraph>
<Paragraph Number="202" Type="Character">
<Text>Tack</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I greet you.</Text>
</Paragraph>
<Paragraph Number="203" Type="Character">
<Text>Kolar</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(squirming)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>What are you doing?! Get off me, you little -- <Struggle></Text>
</Paragraph>
<Paragraph Type="Action">

<Text>ON BEN - as the <STRUGGLE SOUNDS> continue O.S., Ben quickly
 grabs up the WEAPONS PARTS and hastily, smoothly, assembles a PULSE STUNNER! He
 <FIRES>!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>The <BOLT> strikes KOLAR, who drops Tack!</Text>
 </Paragraph>
 <Paragraph Number="204" Type="Character">
 <Text>Kolar</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><Impact </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">oof></Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Number="205" Type="Character">
 <Text>Tack</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><Falling cry!></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>One of Kolar's flailing arms swipes across a WEAPONS CRATE, causing it
 to fall and <BREAK OPEN>. A WEAPON falls out and <FIRES>, hitting
 another crate, setting off a CHAIN REACTION of <EXPLOSIONS!> </Text>
 </Paragraph>
 <Paragraph Number="206" Type="Character">
 <Text>Ben</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Kevin! Gwen! Contain the explosions! I've got Kolar!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>As Ben drops his PULSE STUNNER and rushes toward the disgruntled former
 student...</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>KEVIN, GWEN and TACK turn to the explosions. Zatt runs for the door,
 panicked.</Text>
 </Paragraph>
 <Paragraph Number="207" Type="Character">
 <Text>zatt</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>It'll start a chain </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">reaction...The</Text>
 <Text> whole place will go up!</Text>
 </Paragraph>
 <Paragraph Number="208" Type="Character">
 <Text>Kevin</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Fearless leader...</Text>
 </Paragraph>
 <Paragraph Number="209" Type="Character">
 <Text>Gwen</Text>
 </Paragraph>

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<Paragraph Type="Dialogue">
  <Text>Kevin, Control the outer </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="">explosions...I'll</Text>
  <Text> try to contain the center!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin touches a SHELVING UNIT, becoming STEEL KEVIN, and races over to
cover an &lt;EXPLODING CRATE&gt;, which &lt;EXPLODES&gt; with a MUFFLED
NOISE.</Text>
</Paragraph>
<Paragraph Number="210" Type="Character">
  <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;Uggh&gt;</Text>
  <Text>/</Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Gonna</Text>
  <Text> feel that tomorrow...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>GWEN concentrates, ENERGY streaming from her fingers.</Text>
</Paragraph>
<Paragraph Number="211" Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;Energy casting effort&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The energy forms a DOME over the crates in the center of the room.
</Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;KABOOM&gt;</Text>
  <Text> They explode harmlessly within!</Text>
</Paragraph>
<Paragraph Number="212" Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(staggering; weakened)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;Uhhh...&gt;</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>KOLAR grabs Plart and drags him closer to the NULL VOID portal, try as
Plart does to resist.</Text>
</Paragraph>
<Paragraph Number="213" Type="Character">
  <Text>Kolar</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Your students don't matter, as long as you pay! Say hello to the Null

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Void for me!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>He heaves Plart toward the portal and --</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>BEN <SLAPS> his </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">OMNITRIX</Text>
 <Text>.</Text>
 </Paragraph>
 <Paragraph Number="214" Type="Character">
 <Text>Ben</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Jetray!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben <TRANSFORMS>;, and leaps forward as we go SLOW MOTION:</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>PLART tumbles toward the PORTAL, but JETRAY speeds in and grabs him up, pulling him safely away while at the same time <SIDESWIPING> KOLAR, who falls through the portal!</Text>
 </Paragraph>
 <Paragraph Number="215" Type="Character">
 <Text>Kolar</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Noooooooo</Text>
 <Text>!</Text>
 </Paragraph>
 <Paragraph Number="216" Type="Character">
 <Text>Jetray</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Tack!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Tack scoops up Ben's fallen PULSE STUNNER and <FIRES>.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>The beam <STRIKES> the </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">portal projector disk</Text>
 <Text>, and the portal WINKS OUT.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>SILENCE in the room, as the kids and Plart sit stunned by all the excitement. Then:</Text>
 </Paragraph>
 <Paragraph Number="217" Type="Character">
 <Text>Ben</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Not bad. We saved the Academy, saved our Instructor, and used Plumber tactics and weapons.</Text>

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</Paragraph>
<Paragraph Number="218" Type="Character">
  <Text>Plart</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>But you still used your powers. You just can't resist thinking outside
the box, can you, amoebas?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He strides out of the room leaving the kids dumbfounded.</Text>
</Paragraph>
<Paragraph Number="219" Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I swear, I give up.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>Cut to:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
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      </CharacterArcBeat>
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        </Paragraph>
    </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
    <Text>Ext. barracks room - day</Text>
</Paragraph>
    <Paragraph Type="Action">
        <Text>The kids are packing up their duffles, all except Tack, who watches
them forlornly.</Text>
    </Paragraph>
    <Paragraph Number="220" Type="Character">
        <Text>Ben</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>I can't wait to get home and eat a cheeseburger that comes from an
Earth animal.</Text>
    </Paragraph>
    <Paragraph Number="221" Type="Character">
        <Text>Tack</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>I will miss you. Though Ben </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Tennyson</Text>
        <Text> is greatest of all, you are all heroes.</Text>
    </Paragraph>
    <Paragraph Number="222" Type="Character">
        <Text>KeVIN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Training's done, Tack. You could leave, too.</Text>
    </Paragraph>
    <Paragraph Number="223" Type="Character">
        <Text>Tack</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>No, I will stay. I have much more to learn...</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>He proudly displays a BLUE SLEEVE on his uniform.</Text>
    </Paragraph>
    <Paragraph Number="224" Type="Character">
        <Text>Tack</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">...as</Text>
        <Text> the new leader of Alpha Squadron!</Text>
    </Paragraph>

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<Paragraph Type="Action">
 <Text>The door <SLIDES> open and PLART enters with FOUR SMALL CASES. Kevin and Gwen and Tack snap to attention. Ben straightens, but doesn't go the whole way. We may not notice that Plart's uniform no longer sports the single medal.</Text>
 </Paragraph>
 <Paragraph Number="225" Type="Character">
 <Text>InSTRUCTOR PLART</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Plumbers' badges. You </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">completeed</Text>
 <Text> the course, so it's official. Levin.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Kevin steps forward, beaming. Plart, expressionless, hands him the case. Kevin waits for praise.</Text>
 </Paragraph>
 <Paragraph Number="226" Type="Character">
 <Text>Instructor PLART</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Your father still scored better than you did.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Kevin's face darkens, then brightens quickly.</Text>
 </Paragraph>
 <Paragraph Number="227" Type="Character">
 <Text>Kevin</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Yeah, but I </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">did</Text>
 <Text> it. And nothing you or anyone else says is </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">gonna</Text>
 <Text> change that.</Text>
 </Paragraph>
 <Paragraph Number="228" Type="Character">
 <Text>Plart</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(moving to Gwen)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Gwen </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Tennyson</Text>
 <Text>. You set a cadet record.</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(she beams)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>For asking the most questions.</Text>
 </Paragraph>
 <Paragraph Type="Action">

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    <Text>Gwen also scowls, then smiles.</Text>
</Paragraph>
<Paragraph Number="229" Type="Character">
    <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Hey, a record is a record!</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Plart looks to Ben, who smiles. Plart can't say his name.</Text>
</Paragraph>
<Paragraph Number="230" Type="Character">
    <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>You want to thank me for saving your life, don't you? Go on. </Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>They stare each other in the eyes. Then Plart simply hands Ben the
case, turns and walks for the door.</Text>
</Paragraph>
<Paragraph Number="231" Type="Character">
    <Text>Plart</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Your shuttle home leaves in five.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>He exits, the door &lt;SLIDING&gt; closed behind him. Beat.</Text>
</Paragraph>
<Paragraph Number="232" Type="Character">
    <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>It was great working with you, too!</Text>
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    <Text>Int. PlumBER TRANSPORT CRAFT - later</Text>
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    <Text>As before, BEN, GWEN and KEVIN are strapped into their seats. Kevin
and Gwen admire their BADGES in their open cases.</Text>
</Paragraph>
<Paragraph Number="233" Type="Character">
    <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>I gotta say, much as I didn't want to come here, leaving with this is
pretty sweet.</Text>
</Paragraph>
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    <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>It does sort of make us "legit" in what we do.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
    <Text>(noticing)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Ben, aren't you going to open yours?</Text>
</Paragraph>
<Paragraph Number="235" Type="Character">
    <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Badges and medals don't mean anything. Getting the job done is all
that matters, and we did that.</Text>
</Paragraph>
<Paragraph Number="236" Type="Character">
    <Text>GweN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Still, you should look at </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">it...It's</Text>
    <Text> pretty cool.</Text>
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    <Text>Reluctantly, Ben opens his </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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    <Text> his eyes go wide.</Text>
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<Paragraph Number="237" Type="Character">
    <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>&lt;Sigh...&gt;/Huh?!</Text>
</Paragraph>

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<Paragraph Type="Action">
  <Text>He pulls </Text>
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  <Text>MEDAL, the same one from Plart's uniform. </Text>
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Font="Courier Final Draft" RevisionID="0" Size="12" Style="">That...That</Text>
  <Text> was Plart's, wasn't it?</Text>
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<Paragraph Type="Action">
  <Text>Shocked, Ben reads its inscription.</Text>
</Paragraph>
<Paragraph Number="239" Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>"For demonstrating a Plumber's most essential </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">attribute...The</Text>
  <Text> ability to exercise latitude and creativity while remaining within
orders." Whoa...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>As Ben proudly pins the medal on himself, Kevin smirks.</Text>
</Paragraph>
<Paragraph Number="240" Type="Character">
  <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Good thing medals don't mean anything, huh?</Text>
</Paragraph>
<Paragraph Number="241" Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Yeah, Plumber Academy was a total waste of time...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Not hearing them, Ben just bends his neck to admire his medal as we --
</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>Fade out.</Text>
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      <ActivateIn Element="Shot"/>
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Text="interrupting" Transition="Dialogue">
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      <ActivateIn Element="Action"/>
      <ActivateIn Element="Character"/>
      <ActivateIn Element="Parenthetical"/>
      <ActivateIn Element="Dialogue"/>
      <ActivateIn Element="Transition"/>
      <ActivateIn Element="Shot"/>
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  </Macro>
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      <ActivateIn Element="Action"/>
      <ActivateIn Element="Character"/>
      <ActivateIn Element="Parenthetical"/>
      <ActivateIn Element="Dialogue"/>
      <ActivateIn Element="Transition"/>
      <ActivateIn Element="Shot"/>
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  </Macro>
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TO:" Transition="Scene Heading">
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      <ActivateIn Element="Scene Heading"/>
      <ActivateIn Element="Action"/>
      <ActivateIn Element="Character"/>
      <ActivateIn Element="Parenthetical"/>
      <ActivateIn Element="Dialogue"/>
      <ActivateIn Element="Transition"/>
      <ActivateIn Element="Shot"/>
    </Alias>
  </Macro>
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IN:" Transition="Scene Heading">
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    </Alias>
  </Macro>

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        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
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</Macro>
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Text="FADE OUT." Transition="Scene Heading">
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        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
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</Macro>
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Text="FADE TO:" Transition="Scene Heading">
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        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
    </Alias>
</Macro>
<Macro Element="Transition" Name="DISSLV" Shortcut="Ctrl+Shift+Alt+5"
Text="DISSOLVE TO:" Transition="Scene Heading">
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        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
    </Alias>
</Macro>
<Macro Element="Transition" Name="BACKTO" Shortcut="Ctrl+Shift+Alt+6"
Text="BACK TO:" Transition="Scene Heading">
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        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
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</Macro>

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        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
    </Alias>
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Text="JUMP CUT TO:" Transition="Scene Heading">
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        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
    </Alias>
</Macro>
    <Macro Element="Transition" Name="FBLACK" Shortcut="Ctrl+Shift+Alt+9"
Text="FADE TO BLACK." Transition="None">
    <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
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        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
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        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
    </Alias>
</Macro>
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        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
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</Macro>
</Macros>

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    <Actor MacVoice="" Name="Man 2" Pitch="Normal" Speed="Medium" WinVoice=""/>
    <Actor MacVoice="" Name="Woman 1" Pitch="Normal" Speed="Medium" WinVoice=""/>
    <Actor MacVoice="" Name="Woman 2" Pitch="Normal" Speed="Medium" WinVoice=""/>
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```

    <Actor MacVoice="" Name="Boy 2" Pitch="Normal" Speed="Medium" WinVoice=""/>
    <Actor MacVoice="" Name="Girl 1" Pitch="Normal" Speed="Medium" WinVoice=""/>
    <Actor MacVoice="" Name="Girl 2" Pitch="Normal" Speed="Medium" WinVoice=""/>
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  <Member Actor="Man 1" Character="Gwen"/>
  <Member Actor="Man 1" Character="Kevin"/>
  <Member Actor="Man 1" Character="Elephoid"/>
  <Member Actor="Man 1" Character="Diamondhead"/>
  <Member Actor="Man 1" Character="Stone kevi"/>
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  <Member Actor="Man 1" Character="Tack"/>
  <Member Actor="Man 1" Character="Gwen/kevin"/>
  <Member Actor="Man 1" Character="Zatt"/>
  <Member Actor="Man 1" Character="Instructor plart"/>
  <Member Actor="Man 1" Character="Ben/gwen/kevin/tack"/>
  <Member Actor="Man 1" Character="Ben/tack"/>
  <Member Actor="Man 1" Character="Alpha member"/>
  <Member Actor="Man 1" Character="Plumber"/>
  <Member Actor="Man 1" Character="Water hazard"/>
  <Member Actor="Man 1" Character="Plart"/>
  <Member Actor="Man 1" Character="Ben/kevin/gwen"/>
  <Member Actor="Man 1" Character="Kola"/>
  <Member Actor="Man 1" Character="Kolar"/>
  <Member Actor="Man 1" Character="Fourarms"/>
  <Member Actor="Man 1" Character="Jetray"/>
</Cast>

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  <SceneNumberOptions LeftLocation="0.75" NumberScheme="1A" RightLocation="7.38"
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<CastList SortOption="Alphabetical">
  <CustomOrder/>
</CastList>

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  <Character Color="#FFFFFFFF" Name="DIAMONDHEAD" Visible="No"/>
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  <Character Color="#FFFFFFFF" Name="FOURARMS" Visible="No"/>
  <Character Color="#FFFFFFFF" Name="GWEN" Visible="No"/>
  <Character Color="#FFFFFFFF" Name="GWEN/KEVIN" Visible="No"/>
  <Character Color="#FFFFFFFF" Name="INSPECTOR PLART" Visible="No"/>
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    <Character Color="#FFFFFFFFFFFF" Name="JETRAY" Visible="No"/>
    <Character Color="#FFFFFFFFFFFF" Name="KEVIN" Visible="No"/>
    <Character Color="#FFFFFFFFFFFF" Name="KOLAR" Visible="No"/>
    <Character Color="#FFFFFFFFFFFF" Name="PLART" Visible="No"/>
    <Character Color="#FFFFFFFFFFFF" Name="PLUMBER" Visible="No"/>
    <Character Color="#FFFFFFFFFFFF" Name="PLUMBER IN CHARGE" Visible="No"/>
    <Character Color="#FFFFFFFFFFFF" Name="STEEL KEVIN" Visible="No"/>
    <Character Color="#FFFFFFFFFFFF" Name="STONE KEVIN" Visible="No"/>
    <Character Color="#FFFFFFFFFFFF" Name="TACK" Visible="No"/>
    <Character Color="#FFFFFFFFFFFF" Name="WATER HAZARD" Visible="No"/>
    <Character Color="#FFFFFFFFFFFF" Name="ZATT" Visible="No"/>
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    <Column Width="50">Intro</Column>
    <Column Width="260">Location</Column>
    <Column Width="90">Time</Column>
    <Column Width="60">Length</Column>
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    <Column UserType="CategoryColumnType" Width="360">Cast Members</Column>
    <Column Width="360">Tags</Column>
    <Column Width="52">Order</Column>
</TagsNavigatorPreferences>

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Type="text"/>
    <Trait ID="ecdbbc67-9a69-40dc-8e9f-745a665ab73a" Name="Orientation"
Type="text"/>
    <Trait ID="338d378b-5235-40ad-8102-0dbe0b32ff84" Name="Role" Type="text"/>
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