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      <Text>EXT. area 51 - night - tight on - a sign</Text>
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    <Paragraph Type="Action">
      <Text>That reads "AREA 51: AUTHORIZED PERSONNEL ONLY." It is situated on a
sign post on a dirt road, and now WALKING PAST the sign, barely giving it a glance,
is OLD GEORGE. He is dressed innocuously enough: Simple slacks, white shirt. We
MOVE WITH George as he shuffles down the road TO REVEAL</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
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      </SceneProperties>
      <Text>A guard station - night</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>At which are standing TWO GUARDS. The Station has a booth in which the
guards stand and a wooden barrier arm stretching across, blocking the path. Beyond
that guard station is the rest of AREA 51: A series of nondescript warehouses
and/or barracks. The guards see George shuffling toward them. They obviously do

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not look or sound particularly threatened.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
    <Text>Guard</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
    <Text>Incoming.</Text>  
</Paragraph>  
<Paragraph Type="Action">  
    <Text>He raises a hand to his partner in a "don't sweat it" manner.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
    <Text>Guard</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
    <Text>I'm on it.</Text>  
</Paragraph>  
<Paragraph Type="Action">  
    <Text>The Guard steps out of the station and calmly walks toward Old George, who comes to a halt in front of the barrier arm, staring blankly ahead, resting his hands on the barrier arm.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
    <Text>GUARD</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
    <Text>This is a restricted area, sir. I'll have to ask you to move along.</Text>  
</Paragraph>  
<Paragraph Type="Action">  
    <Text>George's gaze finally focuses on the guard. The guard sounds vaguely patronizing, as if talking to a child.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
    <Text>GUARD</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
    <Text>Your car break down, old timer? Need some help?</Text>  
</Paragraph>  
<Paragraph Type="Action">  
    <Text>And Old George suddenly SNAPS OFF the barrier arm with no effort. Wielding it like a lance, he SLAMS IT INTO THE GUARD'S MIDSECTION, doubling him over, and then whips it around so it SLAMS HIM IN THE HEAD.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
    <Text>GUARD</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
    <Text>(IMPACT)(GASP)(GRUNT)</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
    <Text>The second guard</Text>  
</Paragraph>  
<Paragraph Type="Action">  
    <Text>Alarmed, emerging from the booth, going for his sidearm (which is in a holster with a leather flap covering it so we don't actually see the gun).</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
    <Text>Old george</Text>

</Paragraph>  
<Paragraph Type="Action">  
    <Text>Flings the arm like a spear. From OFF SCREEN WE HEAR</Text>  
</Paragraph>  
<Paragraph Type="Character">  
    <Text>Guard #2</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
    <Text>(IMPACT) (SCREAM)</Text>  
</Paragraph>  
<Paragraph Type="Action">  
    <Text>Old George walks past the two downed guards. </Text>  
</Paragraph>  
<Paragraph Type="Shot">  
    <Text>Slow crane shot</Text>  
</Paragraph>  
<Paragraph Type="Action">  
    <Text>Of Area 51 as we pull back and up. Old George is calmly striding forward and he ENTERS one of the warehouses/barracks, thus exiting our view. But we hear SFX: SHOTS BEING FIRED, RAY GUN BLASTS, EXPLOSIONS overlaid with...</Text>  
</Paragraph>  
<Paragraph Type="Character">  
    <Text>Various voices</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
    <Text>Hey!/Who's that!/?Put that  
down!/Security!(IMPACT)(GRUNTS)(SCREAMS)</Text>  
</Paragraph>  
<Paragraph Type="Action">  
    <Text>Then DEAD SILENCE falls for a long moment. Nothing stirs. Nothing moves. And then WE HEAR a slow BUILD UP OF ENERGY, like a "Star Trek" phaser revving up toward detonation, or Doctor Who's TARDIS arriving but faster and louder. </Text>  
</Paragraph>  
<Paragraph Type="Action">  
    <Text>And suddenly LIGHT ERUPTS, FILLING THE SCREEN as the noise maxes out, blinding, and then the light diminishes and leaves, in its wake...</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
    <Text>Area 51 crater - night</Text>  
</Paragraph>  
<Paragraph Type="Action">  
    <Text>There is no trace of Area 51. There is nothing but a huge crater.  
</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
    <Text>The area 51 sign</Text>  
</Paragraph>  
<Paragraph Type="Action">  
    <Text>The one that we saw earlier is now on the very edge of the crater. It slowly topples backward and falls into the crater, OUT OF SIGHT, and after a long pause WE HEAR A FAINT THUD to indicate just how deep this crater is.</Text>  
</Paragraph>  
<Paragraph Type="Transition">  
    <Text>FADE OUT.</Text>  
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one</Text>
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</Paragraph>
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  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
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  <Text> sets the Ultimatrix and he SLAMS DOWN on it to transform
into...</Text>
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  <Text>Swamp fire</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">Swamp Fire!
</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>And then he extends a hand and unleashes a BLAST OF FLAME that
IGNITES</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>A barbecue pit</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Dug into the ground with a grill across the top. Basically it looks
something like this:</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>http://img.diynetwork.com/DIY/2009/08/17/0131399\_Barbecue-
Pit\_s4x3\_lg.jpg</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>GWEN and KEVIN are standing a foot or two back from it, looking
dubious. They're holding sticks with hot dogs speared through the end.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ben, that's overkill.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Swamp Fire strides INTO FRAME.</Text>
</Paragraph>
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<Paragraph Type="Character">  
<Text>SwAMP FIRE</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>No, it's...</Text>  
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"  
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">Swamp Fire!  
</Text>  
<Text> I don't have an alien named Overkill 'cause if I did I'd, y'know,  
shout "</Text>  
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"  
Font="Courier Final Draft" RevisionID="0" Size="12"  
Style="Underline">Overkill!</Text>  
<Text>"</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>Kevin</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>What's up with the whole "shouting names" thing, anyway? </Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>SWAMP FIRE</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>It, uh, strikes fear into my enemies?</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>You go right on believing that.</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Swamp Fire TRANSFORMS BACK into Ben.</Text>  
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<Paragraph Type="Dialogue">  
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"  
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline"></Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>GwEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Well, at least it's lit. Someone get Grandpa Max. This party was his  
idea.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Probably needed victims for his new barbecued moose chips recipe. When  
is Pops gonna understand he can't cook?</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>ben</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Number one, I wouldn't call him "Pops" to his face if I were you.

Number two, Grandpa Max understands more than you think.</Text>  
</Paragraph>  
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 <Text>INT. the rust bucket</Text>  
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<Paragraph Type="Action">  
 <Text>MAX is on the phone, looking bewildered.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>Max</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>I don't understand. Area 51 is gone?</Text>  
</Paragraph>  
<Paragraph Type="Scene Heading">  
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 <SceneArcBeats/>  
 </SceneProperties>  
 <Text>INTERCUT with - Area 51 crater - day</Text>  
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<Paragraph Type="Action">  
 <Text>A PLUMBER is on a cell phone, standing on the edge of the  
crater.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>PLUMBER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Yes, sir. Nothing left but a gigantic crater. But there's no blast  
marks; it wasn't blown up. </Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>MAX</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Well, the first step should be for the Air Force to send in  
investigators.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>PLUMBER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>They did.</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>We PULL BACK TO REVEAL that a body bag is being loaded into a waiting  
ambulance. Standing near the ambulance is Colonel ROZUM, saluting. </Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>PLUMBER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Max, I've been a Plumber for twenty years. I've never seen anything  
like this. </Text>  
</Paragraph>  
<Paragraph Type="Character">

<Text>MAX</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>All right. If Area 51 has really disappeared, I'll be right there.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>BEN (O.C.)</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>(CLEARS HIS THROAT)</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>Ben, gwen and kevin</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Standing in the doorway of the Rustbucket.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>MAX</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Make that: </Text>  
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">We'll</Text>  
<Text> be right there.</Text>  
</Paragraph>  
<Paragraph Type="Transition">  
<Text>DISSOLVE TO:</Text>  
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<Text>EXT. area 51 - landing area - day</Text>  
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<Text>A section a short distance from the Area 51 Crater where a small Plumber vessel is already sitting. The Rustbucket III descends and comes in for a landing. Rozum is standing there, waiting, holding onto his hat, his clothes rippling because of the wind that the descending ship is kicking up. </Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Having landed, Max, Ben, Gwen and Kevin emerge. Kevin glances at the Plumber ship.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>The Plumbers really need to upgrade their rides. Look at this thing. No power. Lousy security system. </Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>GwEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>You want one, don't you.</Text>  
</Paragraph>

<Paragraph Type="Character">  
 <Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Yeah.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>GWEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Maybe for your birthday.</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>Rozum steps forward, hand extended.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>Rozum</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Max Tennyson. Long time no see.</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>Max shakes his hand.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>MAX</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Colonel Rozum. Still handling all the weird stuff for the  
Airforce?</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>ROZUM</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>I just go where they send me.</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>We were hoping you could enlighten us as to what happened here.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>PLUMBER (o.c.)</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Max...</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
 <Text>The plumber</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>Standing on the edge of the crater.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>PLUMBER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>We just cleared some rubble from the bottom of the crater. There's  
something there you've gotta see.</Text>  
</Paragraph>



<Paragraph Type="Scene Heading">  
 <SceneProperties Length="2 2/8" Page="7" Title="">  
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 </SceneProperties>  
 <Text>EXT. area 51 - crater bottom - moments LATER</Text>  
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 <Text>We are close on a perfectly circular metal disk flat in the bottom, about ten feet across, implanted, like a manhole cover. The words "MAXIMUM SECURITY" are stamped in it. Max steps INTO FRAME and raps on it. Kevin steps INTO FRAME on the other side, touches the disk, and TRANSFORMS into it. Then he studies his hand.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Solid castrodimium. You don't find this on earth.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>MAX</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Perhaps </Text>  
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you </Text>  
 <Text>could enlighten </Text>  
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">us, </Text>  
 <Text>Colonel.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>ROZUM</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Sorry, Max, it's above your pay grade.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>BEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Then my grandfather gets a pay raise, right now, or we walk.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>ROZUM</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>You're going to let your grandson talk to me like that, Max?</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>MAX</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>I'll let him know when he says something I disagree with. </Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>A beat, staring down. Rozum says nothing.</Text>  
</Paragraph>  
<Paragraph Type="Character">

<Text>MAX</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Okay, then.</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>They turn to leave. Kevin transforms BACK TO NORMAL.</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text></Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>ROZUM</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>It's a holding facility.</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>They slowly turn back.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>BEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>What's it holding?</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>ROZUM</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Aliens who landed here over the years.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>gwen</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>How many years?</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>ROZUM</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Four, maybe five...decades.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>BEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>You've had people cooped up in there for fifty years?</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>ROZUM</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Not people. Aliens. Held on suspicion of being a threat to planetary security.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>BEN</Text>

</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>I'm gonna see what's down there.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>ROZUM</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Impossible. No one unauthorized can get in or out.</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Ben activates the Ultimatrix and transforms into...</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>Big chill</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">Big Chill--!  
</Text>  
<Text></Text>  
</Paragraph>  
<Paragraph Type="Parenthetical">  
<Text>( </Text>  
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">beat</Text>  
<Text>)</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>--isn't "no one."</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Phase shifting, he DESCENDS through the metal plate.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Parenthetical">  
<Text>(to Rozum)</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Okay, when he shouted his name just then, did it strike fear  
into--?</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>GwEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Not now, Kevin.</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Max turns to face Rozum.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>MAX</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>This "holding facility" of yours is nothing but a prison! A prison  
with no regards for the rights of--</Text>

</Paragraph>  
<Paragraph Type="Character">  
 <Text>ROZUM</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Rights? You talk to me about rights, with all the alien terrorists you've fought! You know the dangers they present! You should be thanking me!</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>MAX</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>The aliens we fight get turned over to the proper authorities! Being stuck in a hole forever with no due process...</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>ROZUM</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>We do what needs to be done, and I sleep better at night knowing my family is safer.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>Big CHILL (o.S.)</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Grandpa Max...</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
 <Text>Area 51 - crater bottom - The metal disk - continuous</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>As Big Chill emerges from it and TRANSFORMS back into Ben.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>BEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>You won't believe it.</Text>  
</Paragraph>  
<Paragraph Type="Scene Heading">  
 <SceneProperties Length="1 2/8" Page="9" Title="">  
 <SceneArcBeats/>  
 </SceneProperties>  
 <Text>EXT. perimeter of area 51 crater - continuous - alien pov</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>Something is MOVING ALONG the perimeter. It is an alien PRISONER, but we do not see him since we are staying with his POV. We HEAR steady, gasping breathing, indicating his nervousness. </Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>Prisoner (o.C.)</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>(RAGGED BREATHING)</Text>  
</Paragraph>  
<Paragraph Type="Action">

<Text>And he is making his way slowly, steadily toward the Plumber ship that we saw earlier. He's drawing closer and closer to it, and while this is happening, WE HEAR BEN FROM A DISTANCE. </Text>

</Paragraph>

<Paragraph Type="Character">

<Text>Ben (distant, o.S.)</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>There's hundreds of aliens down there, crammed into cells. The security system was down, but I rebooted it. But the conditions down there...it's inhuman.</Text>

</Paragraph>

<Paragraph Type="Shot">

<Text>Area 51 - crater bottom</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>As Rozum is facing off against Ben and Max.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>ROZUM</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>That's because they're not human, and we're not running a hotel.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>MAX</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>You're not running a prison, either. Not anymore. You're going to release them to the Plumbers, Colonel, for proper processing. They'll be freed when warranted, or else made to stand trial.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>BEN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Yeah. All seven hundred and seventy-four of them.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>ROZUM</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>That's not right.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>MAX</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>It's not only right, it's justice, long delayed, but still--</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>ROZUM</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>No, I mean...your count isn't right. There's seven hundred and seventy-five. </Text>

</Paragraph>

<Paragraph Type="Character">

<Text>BEN</Text>

</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>That's not what your electronic tote board said.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>ROZUM</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Then there's one--</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>Suddenly THEY HEAR the SFX of ENGINES FIRING UP.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>ROZUM</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>--missing...</Text>  
</Paragraph>  
<Paragraph Type="Scene Heading">  
 <SceneProperties Length="1 2/8" Page="10" Title="">  
 <SceneArcBeats/>  
 </SceneProperties>  
 <Text>The plumber vessel</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>The engines roaring to life.</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
 <Text>The side of the crater</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>Ben is sprinting up the side of the crater, spinning the  
Ultimatrix.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>BeN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Time for Humungousaur!</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>He slaps the Ultimatrix and is transformed into...</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>Rath</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"  
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">Rath!</Text>  
 <Text> Fine! Rath's better anyway!</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
 <Text>The plumber vessel</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>Begins to lift off and suddenly...</Text>  
</Paragraph>  
<Paragraph Type="Shot">

<Text>Rath</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Is holding onto the underside.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>RaTH</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Hey! Nobody goes unless Rath says they can go! Because Rath goes before everybody! So no go, yo!</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>The side of the crater</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>As Kevin sprints and Gwen, creating steps from her manna, runs up them.</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>The plumber vessel</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Now takes off with Rath holding onto the underside.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>RATH</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Oh! Oh! Is that all you got, stolen plumber ship? 'Cause Rath's got tons more!</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>The vessel arcs up and away just as Gwen and Kevin get there. And Rath's voice RECEDES but he's still audible until the very last. </Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>RaTH</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>In fact, I should give you some of mine, so it'll be a fair fight and after that, everything Rath gave you, I can take it back again! And make you like it!</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Y'know, Rath is the only alien that makes me wanna just get a box of popcorn, kick back and watch.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>GweN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Kevin, this isn't the time for--</Text>  
</Paragraph>  
<Paragraph Type="Parenthetical">  
<Text>(she cops to it)</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Yeah, me too.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="4/8" Page="12" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>The skies - daY</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>We TRACK WITH the ship as it hurtles across the sky, Rath pounding on
it, ripping at it, doing some serious damage.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>RaTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Give up, stolen Plumber ship! You can stay up here as long as you
want!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Suddenly smoke starts to BILLOW from a section. The ship starts to
angle downward.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>RaTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Crashing's good, too! I can crash you all day--</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>And suddenly a chunk of the ship to which he was clinging tears loose
and Rath is sent hurtling from the ship. As he plummets away from us.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>RaTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Oh, now you're using gravity! Well, forget it! Give up, gravity! You
can't beat Raaaaaaaath...</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>FaDE OUT.</Text>
</Paragraph>
<Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.62" RightIndent="7.25" SpaceBefore="24" Spacing="1"
StartsNewPage="No" Type="Scene Heading">
  <SceneProperties Length="1/8" Page="12" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline+AllCaps">End
of act one</Text>
</Paragraph>
<Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.62" RightIndent="7.25" SpaceBefore="12" Spacing="1"
StartsNewPage="Yes" Type="Action">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"

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

</Paragraph>

<Paragraph Type="Transition">

<Text>FADE IN:</Text>

</Paragraph>

<Paragraph Type="Scene Heading">

<SceneProperties Length="6/8" Page="13" Title="">

<SceneArcBeats/>

</SceneProperties>

<Text>EXT. desert - day</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Kevin and Gwen are sprinting across the desert on foot.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>GwEN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Ben! Ben, are you all right?!</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>And they run to the brink of...</Text>

</Paragraph>

<Paragraph Type="Shot">

<Text>A large, rath-sized hole</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>As Rath is climbing out of it, and he turns and shouts at it.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>RaTH</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Stupid Rath-sized hole! You make my </Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>butt look big!</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>GwEN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Oh, for crying out loud--</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>She slaps the Ultimatrix and Rath TRANSFORMS back to Ben.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>BEN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Thanks, Gwen. Guess the ship got away.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>KeVIN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Should be easy enough to find it.</Text>

</Paragraph>  
<Paragraph Type="Action">  
 <Text>He's pointing and we ANGLE AROUND TO REVEAL...</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
 <Text>The horizon line - day</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>In the far, </Text>  
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">far</Text>  
 <Text> distance there's a thin trail of smoke wafting toward the sky.</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text></Text>  
</Paragraph>  
<Paragraph Type="Transition">  
 <Text>DISSOLVE TO:</Text>  
</Paragraph>  
<Paragraph Type="Scene Heading">  
 <SceneProperties Length="6/8" Page="13" Title="">  
 <SceneArcBeats/>  
 </SceneProperties>  
 <Text>EXT. lake tahoe pier - early evening</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>The ship has landed on the pier, crumbling a good chunk of it underneath. There's a gaping hole in the side of the vessel. Ben, Kevin and Gwen are APPROACHING.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>BEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Remember, this guy could be totally innocent of anything--</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>Kevin</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>He stole a ship. He's no innocent.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>BEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>You really wanna stack your rap sheet against his, Kevin?</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Whatever.</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>Ben sticks his head in the gaping hole. </Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>GwEN</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Anything?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben withdraws his head.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>No sign of life except for a beeping noise coming from the main
console.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>A </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">what?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He pushes Ben aside and looks in.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>That's the self-destruct!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He clambers INTO...</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="5/8" Page="14" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>INT. downed plumber ship - continUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>As Kevin is now standing in front of the shattered console. There are
wires dangling everywhere. Ben is standing at the hole looking in. SFX of a slow,
steady beeping.</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text></Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>It's a fail-safe in case a Plumber ship is crashed and then abandoned.
I'm on it. Don't worry.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
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<Text>You sure?</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>I said don't worry!</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>He takes two dangling wires and wraps the ends around each other. The beeping STOPS. Kevin smiles. SFX of the beeping suddenly restarting, faster than before.</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text></Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Now you can worry.</Text>  
</Paragraph>  
<Paragraph Type="Scene Heading">  
<SceneProperties Length="1 3/8" Page="15" Title="">  
<SceneArcBeats/>  
</SceneProperties>  
<Text>EXT. downed plumber ship - contINUOUS</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>As Ben steps back and Kevin clambers out.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Get back! Everybody get back!</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>BEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Here comes Humungousaur!</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>He activates the Ultimatrix and transforms into...</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>Echo </Text>  
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">echo</Text>  
<Text></Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Echo </Text>  
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Echo</Text>  
<Text>?! Aw, come on! Okay, fine! </Text>  
</Paragraph>  
<Paragraph Type="Action">

<Text>Echo </Text>  
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Echo</Text>  
<Text> splits into as many of himself as we can handle, darting under the ship. One hangs back.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>GwEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Ben! What are you doing?! </Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>ECHO </Text>  
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">ECHO</Text>  
<Text></Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Tossing it a safe distance! Do it, boys! </Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>The Echo Echos, making up in quantity what they lack in quality, hoist the ship onto their shoulders. All of them are now shouting in unison...</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>Echo echos</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Hut! Hut! Hut! Hut! Hut! Hut! Hut!</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>...as perfectly </Text>  
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">synched</Text>  
<Text>, they sprint down the pier carrying the ship. Smoke is now billowing out of it.</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text></Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>End of the pier</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>As they make it there with the ship, the directing Echo </Text>  
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Echo</Text>  
<Text> behind them, and he shouts...</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>Echo </Text>  
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">ECHO</Text>  
<Text> </Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>On three! One! Two! Three!</Text>  
</Paragraph>

<Paragraph Type="Action">  
<Text>And they heave it with all their strength. It goes exactly half a foot and SPLASHES nose down into Lake Tahoe, the vast majority of it exposed and upright. All the Echos stand there, staring at it. SFX of the beeping now speeding up even more, clearly about to detonate.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>Echo </Text>  
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">ECHO</Text>  
<Text></Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>New plan: Run away!</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>The Echos converge into Echo Prime and he sprints as fast as he can. The ship ERUPTS INTO FLAME, a MASSIVE EXPLOSION, blasting him off his feet, propelling him.</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Gwen creates a SHIELD just as Echo </Text>  
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Echo</Text>  
<Text> gets to her and Kevin and flame blasts around them, enveloping them. Seconds later the flame diminishes and they are left standing there with everything around them charred and burned. Only they remain unscathed.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Yeah, </Text>  
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">this</Text>  
<Text> one's going into our highlight reel.</Text>  
</Paragraph>  
<Paragraph Type="Transition">  
<Text>DISSOLVE TO:</Text>  
</Paragraph>  
<Paragraph Type="Scene Heading">  
<SceneProperties Length="1 1/8" Page="16" Title="">  
<SceneArcBeats/>  
</SceneProperties>  
<Text>EXT. section of town - early evening</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>An older POLICE OFFICER is lying unconscious near a crunched up police car. The driver's side door has been torn off. </Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text></Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>Gwen and ben</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Crouch over the Police Officer, who is coming around. Kevin's in b.g. The cop speaks groggily, with effort.</Text>

</Paragraph>  
<Paragraph Type="Character">  
 <Text>Police officer</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Unnhhhh</Text>  
 <Text>...</Text>  
</Paragraph>  
<Paragraph Type="Parenthetical">  
 <Text>(looking up)</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Ben...Tennyson? My teenage daughter is nuts about you...</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>BEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Yeah? She cute?</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>GwEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Ben!</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>BEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Sorry. Reflex.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>GWEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Did an alien do this to you? We followed a trail of property damage;  
it was pretty tough to miss.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>PoLICE OFFICER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>He came charging right at me...bullets didn't slow him, and...he said  
he was going to kill me, and I...I--</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>gwen</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>What did you do?</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>POLICE OFFICER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>I begged. I begged him, I said, "Please, I...I have a wife.  
Children!" And...that's the last thing I remember.</Text>

</Paragraph>  
<Paragraph Type="Parenthetical">  
 <Text>( </Text>  
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">beat </Text>  
</Text>)</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Don't tell anyone that I--</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>GWEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>That you said whatever you had to so you could see your family again?  
Your secret's safe.</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>Suddenly THEY HEAR SFX of crashing from OFF SCREEN.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>kevin</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>The town, on the other hand...not so safe.</Text>  
</Paragraph>  
<Paragraph Type="Scene Heading">  
 <SceneProperties Length="1 6/8" Page="17" Title="">  
 <SceneArcBeats/>  
 </SceneProperties>  
 <Text>EXT. town square - eaRly evening - prisoner pov</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>The Prisoner moves through the town, people running, (SCREAMING). A  
mother, clutching her child, is directly in his path. Looking terrified, she backs  
up, never taking her eyes from us, and she backs up against a wall. </Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text></Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>KEVIN (o.S.)</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Hey!</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
 <Text>Tight on - the prisoner's eyes</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>Narrowed, darkly furious and he TURNS TO SEE...</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
 <Text>Kevin</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>Touching a parked car and TRANSFORMING INTO METAL.</Text>  
</Paragraph>  
<Paragraph Type="Character">



<Text>KeVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>You wanna go? Let's go.</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>The prisoner</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>In full view for the first time. Huge, heavily muscled, claws on his fingers, and he CHARGES Kevin. Kevin slugs it out with him, going toe to toe.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>(IMPACT)</Text>  
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">IMPACT</Text>  
<Text>)</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>Ben and Gwen</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Charging forward.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>Gwen</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Kevin!</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>The prisoner</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Picks up Kevin and FLINGS HIM AT...</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>(GRUNTS)</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>Gwen</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Brings up a shield to try and cushion the impact, but she only partly brings it up in time as Kevin CRASHES into her, flattening them both.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>GWEN/kevin</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>(IMPACT)</Text>  
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"

Font="Courier Final Draft" RevisionID="0" Size="12" Style="">IMPACT</Text>  
<Text>)</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>Ben</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Is about to activate the Ultimatrix and says cautiously...</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>BEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Time for...Goop...?</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>He activates it and is transformed into...</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>Humungousaur</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">  
Font="Courier Final Draft" RevisionID="0" Size="12" Style="UnderLine">Humungousaur!  
Finally!</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>He advances on the Prisoner.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>HuMUNGOUSAUR</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Okay...no one has to get hurt...</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>And the Prisoner grabs up a car, CRUNCHES IT into a huge ball of  
metal...</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>HUMUNGOUSAUR</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Wow...a compact car...</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>...and the Prisoner throws it at Humungousaur, who brushes it aside.  
</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>HUMUNGOUSAUR</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>You'll have to do better than--</Text>  
</Paragraph>  
<Paragraph Type="Parenthetical">  
<Text>(beat)</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">

<Text>Oh...truck...</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>And a GIGANTIC BALL OF STEEL slams into him, sending him flying.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>HUMUNGOUSAUR</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>(GRUNT)</Text>  
</Paragraph>  
<Paragraph Type="Scene Heading">  
<SceneProperties Length="1/8" Page="19" Title="">  
<SceneArcBeats/>  
</SceneProperties>  
<Text>EXT. warehouse section - early EVENING</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>As the gigantic ball of steel, with Humungousaur embedded in it, goes  
CRASHING through the wall.</Text>  
</Paragraph>  
<Paragraph Type="Scene Heading">  
<SceneProperties Length="2 3/8" Page="19" Title="">  
<SceneArcBeats/>  
</SceneProperties>  
<Text>INT. warehouse - contINUOUS</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Humungousaur pries himself out of the giant ball of steel.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>HUMUNGOUSAUR</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>(EFFORT)(TRIUMPHANT GRUNT)</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>And the Prisoner charges in.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>PRISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>You'll never take me back there! Never!</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>The Prisoner and Humungousaur POUND on each other. And as they  
do...</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>PRISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Years I spent there...years...I did...nothing!</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>HUMUNGOUSAUR</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">

<Text>It's gonna be okay...</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>PRISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Nothing...will ever be okay...again...!</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>He sends Humungousaur crashing into a stack of crates. He advances and suddenly a pink BEAM OF ENERGY wraps around his arms, pinning him. </Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>PrISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>What--?</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>WHIP PAN TO REVEAL Gwen, holding him tight with effort. Kevin, still ironed up, is next to her.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>GwEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Not sure...how long...I can hold him...</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>KeVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>It'll be just long enough.</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Kevin charges but suddenly Humungousaur places himself BETWEEN them.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>HUMUNGOUSAUR</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Kevin! Hold up!</Text>  
</Paragraph>  
<Paragraph Type="Parenthetical">  
<Text>(</Text>  
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">to</Text>  
<Text> prisoner)</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>What did you mean? About nothing being okay--?</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>Gwen</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Colonel Rozum claims you're a terrorist--</Text>  
</Paragraph>

<Paragraph Type="Character">  
 <Text>PrISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Terrorist! I was a freedom fighter on my home world against an  
oppressive dictator! A dictator who dumped me on this backwater world and  
convinced Rozum's people I was a criminal! </Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>hUMUNGOUSAUR</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>We can bring you home...</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>PRISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>There's nothing there for me. A later arrival to our prison told me  
the enemy annihilated everyone. My mate, my children...all gone...all  
gone...</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>Gwen, stricken, releases him. He stands there, unmoving. Kevin and  
Ben transform back to normal.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>PrISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>I have nothing left to live for.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>That's not true. You could even the score...make the ones responsible  
pay...</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>PRISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Perhaps...you are right. </Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>BEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Absolutely!</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>PRISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>I should seek justice!</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>KEVIN</Text>

</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>There ya go!</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>PRISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>I should kill Rozum!</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>GwEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Wait...what?</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>PRISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Even better...his entire family!</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>And the Prisoner VANISHES.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>BEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Where'd</Text>  
 <Text> he go?!?</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>GweN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Spread out! Don't let him--!</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>An UPRIGHT SUPPORT BRACE near her is SMASHED ASIDE, and the WAREHOUSE CAVES IN. For several seconds nothing stirs and then PINK ENERGY pushes aside the fallen debris as our heroes climb out.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>Gwen/kevin/ben</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>(COUGH)(MOAN)(STAY ALIVE)</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>BEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>"Even the score." Nice going, Kevin.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>KEVIN</Text>  
</Paragraph>

<Paragraph Type="Dialogue">  
<Text>I didn't hear you disagreeing.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>GweN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Quiet, the both of you. We've got a new problem. He's not running anymore. He's hunting.</Text>  
</Paragraph>  
<Paragraph Type="Transition">  
<Text>FaDE OUT.</Text>  
</Paragraph>  
<Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular" LeftIndent="1.62" RightIndent="7.25" SpaceBefore="24" Spacing="1" StartsNewPage="No" Type="Scene Heading">  
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<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline+AllCaps">END OF ACT TWO</Text>  
</Paragraph>  
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<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">ACT THREE</Text>  
</Paragraph>  
<Paragraph Type="Transition">  
<Text>Fade in:</Text>  
</Paragraph>  
<Paragraph Type="Scene Heading">  
<SceneProperties Length="1" Page="22" Title="">  
<SceneArcBeats/>  
</SceneProperties>  
<Text>EXT. area 51 - LANDING AREA - niGHT</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Ben, Gwen and Kevin are bringing Max up to speed.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>MAX</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>He's going after Colonel Rozum? But the Colonel's not here. He went back to Roberts Air Force base where he's stationed with his family. </Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>GwEN</Text>  
</Paragraph>

<Paragraph Type="Dialogue">  
 <Text>I don't understand how the Prisoner would know where they are.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>Ben</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>I don't even understand how he got out in the first place.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>MAX</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>I checked: He's a Merlini. We don't know everything about his people,  
but we do know they can teleport short distances. When the holding system went  
down, that was all he needed to escape. </Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>BEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Great.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>Max</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>At full speed, the Rustbucket III could still beat Rozum back to the  
base. The three of you get going. I'll call ahead and get you clearance. Kevin,  
try not to crash the Rustbucket.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>KeVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>You can count on me, Pops.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>MAX</Text>  
</Paragraph>  
<Paragraph Type="Parenthetical">  
 <Text>(deadly)</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"  
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ex-CUSE</Text>  
 <Text> me?</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>I meant...Grandpa Max.</Text>  
</Paragraph>  
<Paragraph Type="Parenthetical">  
 <Text>(</Text>  
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"  
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">meeekly</Text>  
 <Text>))</Text>



</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Mr. Tennyson, Sir?</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>MAX</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Better.</Text>  
</Paragraph>  
<Paragraph Type="Scene Heading">  
 <SceneProperties Length="2/8" Page="23" Title="">  
 <SceneArcBeats/>  
 </SceneProperties>  
 <Text>EXT. area 51 - the skies above - night</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>As the Rustbucket III LIFTS OFF. We PUSH IN ON IT to REVEAL that there is an indistinct, wavering form, like a rippling section of air in the exact shape of the Prisoner, clinging to the side of the ship. </Text>  
</Paragraph>  
<Paragraph Type="Transition">  
 <Text>DISSOLVE TO:</Text>  
</Paragraph>  
<Paragraph Type="Scene Heading">  
 <SceneProperties Length="1/8" Page="23" Title="">  
 <SceneArcBeats/>  
 </SceneProperties>  
 <Text>EXT. roberts air force base - night</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>The Rustbucket III hurtles down toward the Air Base.</Text>  
</Paragraph>  
<Paragraph Type="Scene Heading">  
 <SceneProperties Length="1 6/8" Page="23" Title="">  
 <SceneArcBeats/>  
 </SceneProperties>  
 <Text>EXT. landing strip - night</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>As Ben, Gwen and Kevin emerge from the Rustbucket III. There are spotlights rigged overhead, bathing the ship in light.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>KeVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Now what?</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>GwEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Now we spread out and find him before...</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>Gwen stops and NOTICES...</Text>  
</Paragraph>  
<Paragraph Type="Shot">

<Text>The rustbucket's shadow</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Cast on the ground, there is a bulge that extends from the surface of  
it.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>GwEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Guys...is there any chance that the Merlini have chameleon-like  
properties that would let them blend in with backgrounds so that they're  
practically invisible? </Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>KeVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>What the heck are you talking ab--?</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>Prisoner 775</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Leaps off the ship at them. </Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>Gwen</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Tosses up a shield and the Prisoner ricochets off it, using it to  
propel himself into Kevin and Ben, knocking them to either side. </Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>Kevin/ben</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>(IMPACT)</Text>  
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"  
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">IMPACT</Text>  
<Text>)</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>And then the Prisoner SHIMMERS and VANISHES into the darkness.</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Kevin and Ben are scrambling to their feet.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>BEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Great! We brought him here!</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>KeviN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Thank you, Captain Obvious.</Text>

</Paragraph>  
<Paragraph Type="Character">  
 <Text>GwEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>He could be anywhere on the base. How do we find him?</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>BEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>We track his scent.</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>He turns the Ultimatrix.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>BEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Time for a blast from the past...</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>He slams down on the Ultimatrix and transforms into...WILD MUTT. Wild  
Mutt opens his mouth wide as if ready to shout and WE HEAR...</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>GwEN (o.S.)</Text>  
</Paragraph>  
<Paragraph Type="Parenthetical">  
 <Text>(</Text>  
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"  
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">in</Text>  
 <Text> a deep, </Text>  
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"  
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">growly</Text>  
 <Text> voice)</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"  
Font="Courier Final Draft" RevisionID="0" Size="12"  
Style="Underline">Wiiiiild</Text>  
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"  
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline"> Mutt!</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>WHIP PAN TO REVEAL Gwen, her hands cupped around her mouth, effectively  
creating a megaphone. Kevin is looking at her incredulously. She lowers her  
hands.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>GwEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Well...he doesn't talk. Someone had to--</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>KEVIN</Text>  
</Paragraph>

```

<Paragraph Type="Dialogue">
  <Text>Strike fear, yeah, I get it.</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>Wild mutt</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Starts sniffing around on the ground as Kevin touches the Rustbucket
and absorbs the metal surface. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Wild mutt</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>(SNIFFS)(GROWLS)(BARKS LOUDLY)</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>And then Wild Mutt CHARGES OFF as Kevin and Gwen head off in pursuit.
</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="3/8" Page="25" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>EXT. family residential area - night</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>A section of the base that looks like any other normal residential
area, a Wisteria Lane-type environment. The Prisoner SHIMMERS into existence. He
looks around, annoyed, and then a broad smile crosses his face.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>PrISONER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ahhhh</Text>
  <Text>...</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>Angle to reveal - a mailbox</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>At curb side, and it reads "ROZUM."</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 4/8" Page="25" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>EXT. rozum's house - living room</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>MRS. ROZUM is visible through the bay window of the living room. She
is holding her infant child, a little boy, cradling him in her arms, gently
tickling his chin. The baby smiles. </Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>Pull back to reveal </Text>
</Paragraph>

```

<Paragraph Type="Action">  
<Text>Prisoner #775 is directly outside the window, his claws extended. He continues to watch...and then something changes in his face. His expression softens, his claws retracts. And suddenly Wild Mutt SLAMS INTO HIM, knocking him away from the window.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>WILD MUTT </Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>(GROWLS)</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>PrISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>(IMPACT GRUNT)</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>The Prisoner is on his back, Wild Mutt SNARLING over him, and the Prisoner thrusts him back with his legs, sending him flying. Wild Mutt crashes into a tree, flattening it.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>PrISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>I'm doing as you suggested! Trying to balance the scales!</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Kevin, still covered in metal, charges forward.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>You wanna balance scales? Go on a diet!</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>The Prisoner SHIMMERS out of view. Kevin swings a roundhouse, connects with nothing. </Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>Gwen's eyes glowing</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>GwEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>I've zeroed on him! He's to your right!</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>Kevin </Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Staggers, getting punched.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>KEVIN</Text>

</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>(IMPACT)</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>He swings a punch to the right, misses.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>GwEN (o.c.)</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>He moved! He's to your left!</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>Kevin gets punched from the left this time.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>(IMPACT)</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>He swings, misses again.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>GWEN (o.c.)</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>He's back to your left! No, behind you!</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>Kevin gets punched from behind, goes down.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
 <Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
 <Text>Thanks for the help, Gwen!</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
 <Text>Mrs. Rozum</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>Looking through the window, confused.</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
 <Text>Colonel rozum</Text>  
</Paragraph>  
<Paragraph Type="Action">  
 <Text>Drives up to </Text>  
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">curbside</Text>  
 <Text> in a jeep. He gapes.</Text>  
</Paragraph>  
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<Text>Rozum'S pov - the front lawn </Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Gwen is FIRING energy blasts at seemingly nothing.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>GweN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>He's too fast! He's--</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Gwen is suddenly SLAMMED BACK, goes down.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>GwEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>(STAY ALIVE)</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>Back to scene</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>As Rozum advances.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>ROZUM</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>What in the world is going on here--?</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>And suddenly the Prisoner MATERIALIZES behind Rozum, grabbing him  
around the throat.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>ROZUM</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>(GASPS)</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>PrISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Don't worry, Rozum. You're going to live...at least long enough to  
lose your family! </Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>ROZUM</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>No! They're innocent!</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>PRISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">

<Text>So were mine! Imagine how you'll feel, Rozum! How will you manage when </Text>

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

<Text> nothing to live for!</Text>

</Paragraph>

<Paragraph Type="Shot">

<Text>Wild mutt</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Near the fallen Gwen, he ROARS!</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>PrISONER</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Leash your overgrown pet! He's no match for me! </Text>

</Paragraph>

<Paragraph Type="Action">

<Text>And Wild Mutt activates the Ultimatrix.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>GwEN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Yeah? Well, you haven't </Text>

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

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

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

</Paragraph>

<Paragraph Type="Action">

<Text>There is a blinding burst of light. And we're...</Text>

</Paragraph>

<Paragraph Type="Shot">

<Text>Tight on - ultimate wild mutt</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>His huge, ROARING MOUTH, absolutely deafening.</Text>

</Paragraph>

<Paragraph Type="Shot">

<Text>Gwen and kevin</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Looking down.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>KeVIN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>You're kidding.</Text>

</Paragraph>

<Paragraph Type="Shot">

<Text>Ultimate wild mutt</Text>

</Paragraph>



<Paragraph Type="Action">  
<Text>Looking up at them, confused. He's about the size of a chihuahua. A massively built, powerful looking, lap dog. </Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>GWEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Well...evolution doesn't always mean bigger. Dinosaurs evolved into birds.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>KEVIN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Still, I think we're officially done with the whole "striking fear" thing.</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>The prisoner</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Still with his choke hold on Rozum, LAUGHS.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>PrISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Quite the champion you have there, Rozum! Certainly you must be--</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>And suddenly Ultimate Wild Mutt, moving like a streak of light, SLAMS INTO the Prisoner's face, knocking him clear of Rozum.</Text>  
</Paragraph>  
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<Text>PrISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>(IMPACT)(GRUNT)</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>The Prisoner SKIDS along the ground, churning up dirt. Ultimate Wild Mutt sinks his teeth into the Prisoner's trouser leg.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>PRISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Let go, you stupid--!</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>And Ultimate Wild Mutt slams him from side to side at high speed.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>PRISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">

<Text>(REPEATED IMPACT)</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>Mrs. Rozum</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Clutching her child, runs to Rozum's side, who embraces her.</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>The prisoner</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Still being slammed, and then Ultimate Wild Mutt FLINGS HIM as hard as he can and the Prisoner CRASHES into a tree. Ultimate Wild Mutt lands on his chest, and draws back one of his paws. Six inch claws SNAP OUT, vicious, ready to slash downward.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>PRISONER</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Yes! Do it! Finish me! Come on! Let me join my family! Do it!  
</Text>  
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">Do it!  
</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>And Ultimate Wild Mutt hops off and TRANSFORMS back to Ben. He stands there, looking down at him.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>PRISONER</Text>  
</Paragraph>  
<Paragraph Type="Parenthetical">  
<Text>(battered, broken)</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Please...do it...finish me...please...</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>Rozum and his family</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Looking on, and Gwen steps into frame.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>GwEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Some threat, huh.</Text>  
</Paragraph>  
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<Text>DiSSOLVE TO:</Text>  
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<Text>EXT. landing STRIP - night</Text>  
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<Text>The Prisoner, hands bound, is being led to a Plumber ship by several Plumbers. Max is standing there, looking on. </Text>  
</Paragraph>  
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<Text>Angle on - ben, gwen, and kevin</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>Ultimatrix voice</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>New alien DNA downloaded.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>BEN</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Hey, guys! Check it out!</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>He activates the Ultimatrix and TRANSFORMS into a Merlini.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>Merlini</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">Overkill!</Text>  
<Text> Well? Well?</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Gwen and Kevin roll their eyes and walk away.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>MerLINI</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>Too soon?</Text>  
</Paragraph>  
<Paragraph Type="Shot">  
<Text>Rozum and max</Text>  
</Paragraph>  
<Paragraph Type="Action">  
<Text>Watching as the Prisoner loaded on.</Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>ROZUM</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">  
<Text>I'm sure he's behind the disappearance of Area 51. I'll want to be there for questioning. </Text>  
</Paragraph>  
<Paragraph Type="Character">  
<Text>MAX</Text>  
</Paragraph>  
<Paragraph Type="Dialogue">

<Text>Why? Because you think we're going to torture him and you wouldn't want to miss that?</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>ROZUM</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>I expect you'll do whatever it takes.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>MAX</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Then I'm happy to disappoint you. You still don't get it, Colonel. Still don't realize the enormity of what you've done...</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>ROZUM</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>I realize it fine, Max. And under the same circumstances, I'd do the exact same thing. When it comes to choosing between a few hundred aliens and my country's safety, that's just a no-brainer.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>In disgust, Max turns away. And then Rozum looks toward his wife and child, standing a short distance away. And we see in Rozum's face a brief moment of uncertainty.</Text>

</Paragraph>

<Paragraph Type="Transition">

<Text>FADE OUT.</Text>

</Paragraph>

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<Text></Text>

</Paragraph>

<Paragraph Type="Action">

<Text></Text>

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<Paragraph Type="Dialogue">

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        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
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</Macro>
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Text="BACK TO:" Transition="Scene Heading">
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    <ActivateIn Element="Scene Heading"/>
    <ActivateIn Element="Action"/>
    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
    <ActivateIn Element="Transition"/>
    <ActivateIn Element="Shot"/>
  </Alias>
</Macro>
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Text="MATCH CUT TO:" Transition="Scene Heading">
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    <ActivateIn Element="Scene Heading"/>
    <ActivateIn Element="Action"/>
    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
    <ActivateIn Element="Transition"/>
    <ActivateIn Element="Shot"/>
  </Alias>
</Macro>
<Macro Element="Transition" Name="JUMPCUT" Shortcut="Ctrl+Shift+Alt+8"
Text="JUMP CUT TO:" Transition="Scene Heading">
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    <ActivateIn Element="Scene Heading"/>
    <ActivateIn Element="Action"/>
    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
    <ActivateIn Element="Transition"/>
    <ActivateIn Element="Shot"/>
  </Alias>
</Macro>
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Text="FADE TO BLACK." Transition="None">
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    <ActivateIn Element="Scene Heading"/>
    <ActivateIn Element="Action"/>
    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
    <ActivateIn Element="Transition"/>
    <ActivateIn Element="Shot"/>
  </Alias>
</Macro>
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    <ActivateIn Element="Scene Heading"/>
    <ActivateIn Element="Action"/>
    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
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        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
    </Alias>
</Macro>
</Macros>

<Actors>
    <Actor MacVoice="" Name="Man 1" Pitch="Normal" Speed="Medium" WinVoice="`Q|«g(-
Ñ{DEST"/>
    <Actor MacVoice="" Name="Man 2" Pitch="Normal" Speed="Medium" WinVoice="`]√=D/-
±0"/>
    <Actor MacVoice="" Name="Woman 1" Pitch="Normal" Speed="Medium"
WinVoice="pQ|«g(-Ñ{DEST"/>
    <Actor MacVoice="" Name="Woman 2" Pitch="Normal" Speed="Fast" WinVoice="'èP0|u-
è'"/>
    <Actor MacVoice="" Name="Boy 1" Pitch="Very High" Speed="Medium"
WinVoice="`Q|«g(-Ñ{DEST"/>
    <Actor MacVoice="" Name="Boy 2" Pitch="High" Speed="Slow" WinVoice="'èP0|u-
è'"/>
    <Actor MacVoice="" Name="Girl 1" Pitch="Very High" Speed="Medium"
WinVoice="pQ|«g(-Ñ{DEST"/>
    <Actor MacVoice="" Name="Girl 2" Pitch="Very High" Speed="Slow" WinVoice="'èP0|
u-è'"/>
    <Actor MacVoice="" Name="Old Man" Pitch="Low" Speed="Slow" WinVoice="`]√=D/-
±0"/>
    <Actor MacVoice="" Name="Old Woman" Pitch="Low" Speed="Slow" WinVoice="pQ|«g(-
Ñ{DEST"/>
</Actors>

<Cast>
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        <Element Type="Character"/>
        <Element Type="Dialogue"/>
    </Narrator>
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    <Member Actor="" Character="Old george"/>
    <Member Actor="" Character="Guard #2"/>
    <Member Actor="" Character="Various voices"/>
    <Member Actor="" Character="Swamp fire"/>
    <Member Actor="" Character="Gwen"/>
    <Member Actor="" Character="Kevin"/>
    <Member Actor="" Character="Ben"/>
    <Member Actor="" Character="Max"/>
    <Member Actor="" Character="Plumber"/>
    <Member Actor="" Character="Rozum"/>
    <Member Actor="" Character="Big chill"/>
    <Member Actor="" Character="Prisoner"/>
    <Member Actor="" Character="Rath"/>
    <Member Actor="" Character="Echo echo"/>
    <Member Actor="" Character="Echo echos"/>
    <Member Actor="" Character="Cop car radio"/>
    <Member Actor="" Character="Police officer"/>
    <Member Actor="" Character="Humungousaur"/>
    <Member Actor="" Character="Gwen/kevin/ben"/>
    <Member Actor="" Character="Kevin/ben"/>
    <Member Actor="" Character="Wild mutt"/>
    <Member Actor="" Character="Ultimatrix voice"/>
    <Member Actor="" Character="Merlini"/>
</Cast>

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ShowNumbersOnLeft="Yes" ShowNumbersOnRight="Yes">
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<CastList SortOption="Alphabetical">
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</CastList>

<CharacterHighlighting/>

<CharacterNavigatorPreferences IsSortAscending="Yes" SortColumn=""/>

<TagsNavigatorPreferences IsSortAscending="Yes" SortColumn=""/>

<AltCollection/>

<TargetScriptLength>120</TargetScriptLength>

<ListItems/>

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ZoomLevel="100.000"/>
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ZoomLevel="100.000"/>
</DisplayBoards>

<TagData/>

<Characters>
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TableIdentifier="NavDynCharacters"/>
  <CharacterTraitData/>
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</Characters>

<Images Hidden="0"/>

</FinalDraft>
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