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ALIEN
</Text>
      <Text>Episode #1003-046
"Catch a Falling Star"
Written by Len Uhley</Text>
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 <Text>QUICK CUTS as a ripple of excitement surges down the row. GUARD #1
covers a telephone handset and tells his CAPTAIN:</Text>
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 <Text>GUARD #1</Text>
 </Paragraph>
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 <Text>She's back!</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>CAPTAIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Are you sure?</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>TWO PRISONERS crane their necks to see out their cells' bars.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>PRISONER #1</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Where is she?</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Prisoner #2 points.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>PRISONER #2</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>There!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text><BUZZERS SOUND>. A GATE <CLANGS>. Delicate feet in HIGH
HEELS <CLICK> along the concrete floor.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Movie star JENNIFER NOCTURNE sashays down the row; her long, raven hair
sways in SLOW MOTION. She is a vision in shrink-wrap scarlet, incongruous amidst
the bleak gray surroundings.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>PRISONERS gawk after her.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Jennifer stops at the next GATE. GUARD #1 nervously raises a METAL
DETECTOR WAND to scan her.</Text>

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</Paragraph>
<Paragraph Type="Character">
  <Text>Guard #1</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Afternoon Miss, if you don't mind --</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(exasperated 'tsk')</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">never</Text>
  <Text> have to do this at the airport. They just let me through.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The smitten CAPTAIN steps over, beaming at Jennifer.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>CAPTAIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>That's okay, Jacobs, I'm sure Ms. Nocturne knows the rules by
now.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Please. Call me Jennifer.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She smiles, sweet but with a hint of sexy. Another &lt;BUZZER&gt;
SOUNDS. She moves on. As the besotted men watch her go...</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
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</Paragraph>
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</SceneArcBeats>
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</Paragraph>
<Paragraph Type="Action">
<Text>Maintaining her poise, Jennifer takes her seat behind a Plexiglas partition. A moment later, CARL NESMITH, aka Captain Nemesis [RE-USE from #109,
</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Hero Time</Text>
<Text>] sits facing her. They use intercom handsets; their voices are
FILTERED.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Well. How's my favorite celebrity?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Jennifer can barely hold it together. The glamor pose fades; she's
just a fragile little girl with daddy issues.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Carl. I don't know what to do. I can't keep pretending like
this.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>What, and disappoint your fans? They love how their favorite movie
star comes to visit the fallen hero who once put her in such danger. It's a very
touching story.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>But it isn't </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">true</Text>
<Text>. I hate everything about my life, except when I come here -- and I
get to see you! Nobody understands!</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">I</Text>
<Text> understand, Jennifer. And I promise, we </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">will</Text>

<Text> be together soon.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(nonchalant)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Now. Did you bring me a gift?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>UNDER THE PARTITION, out of view, her hand takes a tiny DEVICE from her clutch. She attaches it under the counter.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>She nods. The deed is done. Nesmith smiles.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>All right, off you go, as we discussed.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Jennifer takes a breath, then suddenly stands, incensed.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>What did you say? You sad, sick man! For all I care, you can rot in jail </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">forever</Text>
<Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>She tosses the intercom at the Plexiglas divider, runs to the door on her side of the room and bangs it with her fist.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text><</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">sob</Text>
<Text>> Let me go, let me out!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>A <BUZZER SOUNDS>. The door opens. She flees.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>UNDER THE COUNTER - the hidden GIZMO <CLICKS>. As it begins to BLINK and SMOLDER --</Text>
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 </SceneArcBeats>
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 </Paragraph>
 <Paragraph Type="Action">
 <Text>Jennifer hurries to her GOLDEN LIMOUSINE [RE-USE from #696-009]. A CHAUFFEUR opens a door for her; just as he shuts it:</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>A MASSIVE EXPLOSION in B.G. blows out one wall of the prison. The force of it knocks the Chauffeur to the ground.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>DRIVER</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><impact grunt></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>CLOSER - SMOKE WAFTS BY the dazed Chauffeur. He blinks at:</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>NESMITH - looming over him, holding a length of pipe.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>NESMITH</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Keys.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>INSIDE THE LIMO - Jennifer sits in the back seat. We hear an <0.S. DULL WET THUD>; Beat; Nesmith gets behind the wheel.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>NESMITH</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Do you have the gauntlet, darling?</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(off her nod)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>That's my girl!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Jennifer reaches over the seat and puts her arms around him.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;delighted squeal&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>As the limo roars off into the twilight...</Text>
</Paragraph>
<Paragraph Type="End Of Act">
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  <Text></Text>
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  <Text>INT. BEN'S CAR - MOVING - NIGHT</Text>

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</Paragraph>
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 <Text>BEN drives. GWEN sits with her hands behind her head.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Too bad Kevin's off getting the </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Rustbucket</Text>
 <Text> upgraded.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben's too preoccupied to reply. Gwen adds:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I mean, he'll be </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">so</Text>
 <Text> upset he missed seeing Jennifer Nocturne again.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben doesn't take his eyes off the road. He's dead serious.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>That's assuming she's still alive.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Of course she's -- wait. You really think she was kidnapped?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Well what else?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>How about, she's an accomplice? You saw the security tapes. She didn't even try to run when Nesmith attacked her limo driver.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Maybe he threatened her.</Text>
</Paragraph>

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<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(deadpan)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Yeah, that would explain it.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(mutters)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Why does every guy's IQ drop fifty points at the mention of her name?
</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>That's ridiculous.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Suddenly, Gwen points past Ben and gasps, overacting.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Look! It's Jennifer!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben sharply looks in the direction where she's pointing --</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Where?!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>QUICK CUT - Ben's car crosses the double yellow line, then swerves to
avoid an oncoming VAN &lt;TIRE SQUEAL, PASSING HORN>.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>IN BEN'S CAR - settling back in its lane. Ben frowns at her.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ha-ha. Funny.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen smiles, point made.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
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    <SceneArcBeats/>

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    </SceneProperties>
    <Text>EXT. DESERT HIGHWAY - NIGHT</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>The Golden Limousine rockets down a deserted highway.</Text>
  </Paragraph>
  <Paragraph Type="Scene Heading">
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          </Paragraph>
        </CharacterArcBeat>
      </SceneArcBeats>
    </SceneProperties>
    <Text>INT. GOLDEN LIMOUSINE - MOVING - NIGHT</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Nesmith is at the wheel; like Ben, he's focused on driving. Now beside
him, Jennifer bounces in her seat like a kid on Christmas Day, running on adrenalin
and making naïve plans.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>JENNIFER</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>This will be </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">so</Text>
    <Text>great! No more crowds, no more photographers -- just you and me on a
beach!</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>NESMITH</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>As long as it's a beach in a country that won't extradite me.</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>This only briefly gives Jennifer pause, but she doesn't let the facts
get in the way of her fantasy for long.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>JENNIFER</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Um, I guess.</Text>

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</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(brighter)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>But at least we'll be together!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>She cozies up to him. Nesmith's expression hardens.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Yes, it all sounds wonderful. But there is one thing I must do
first.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Jennifer looks up at him, uncomprehending.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>What's that?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Nesmith shrugs her away and snaps:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Kill Ben Tennyson! What do you think?!</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>But why can't we just go, what -- </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>One glare from Nesmith silences her. She replies, cowed.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I-I'm sure you know what's best.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Nesmith replies, eyes fixed on the road.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Yes. I do.</Text>
</Paragraph>

```

<Paragraph Type="Action">
  <Text>PUSH IN ON his grim expression as we...</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>X-DISSOLVE TO:</Text>
</Paragraph>
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    <SceneArcBeats/>
  </SceneProperties>
  <Text>EXT. SEEDY TRAILER PARK - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben's car rolls past a row of dilapidated mobile homes.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="3/8" Page="7" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="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>INT. BEN'S CAR - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben glances out the window, then looks askance at Gwen.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You're sure this is where Jennifer grew up?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Of course. I did research.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>On the Internet?</Text>
</Paragraph>

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<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>At the Quickie Mart.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She shows him a TABLOID. On the FRONT PAGE is a PHOTO of a sad waif:
Jennifer at age 8. A rag doll droops in one hand.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="3" Page="7" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="GWEN">
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StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="HUMUNGOSAUR">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="MAUREEN">
        <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. SEEDY TRAILER PARK - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben and Gwen step up to a dilapidated SINGLE-WIDE. The screen door
&lt;CREAKS&gt; open and out steps MAUREEN, a harridan in a housedress and curlers,
with a voice raw from too many cigarettes and too much liquor. She rasps:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>MAUREEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Yeah?</Text>

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</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Mrs. Nocturne? My name is Gwen Tennyson. This is my cousin, Ben
--</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Maureen squints at Ben, then gives Ben a gap-toothed grin.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>MAUREEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>The alien boy! Yeah. I seen you on the news.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Right, anyway, we want to ask you a few questions about your daughter
--</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>MAUREEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Well that depends.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>On...?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>MaUREEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>First, you turn into somethin'. One'a them big scary bug eyed
guys.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>We're trying to help your daughter!</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>MauREEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>And I am tryin' to see me an alien!</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">

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<Text>Ben, just do it.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Maybe I don't feel like it.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>MAUREEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Then maybe I don't feel like answerin' any questions.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben rolls his eyes, slaps his Ultimatrix and TRANSFORMS into:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>HUMUNGOSAUR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Humungosaur!</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(beat, impatient)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Is that better?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>MAUREEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Yup. Now lift my trailer. Go on.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Gwen nods him in the direction of the single-wide.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>He walks over, <CRACKS> his knuckles, then lifts the
trailer.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>HUMUNGOSAUR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text><effort grunt></Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Maureen hands Gwen an old pocket camera and hurries back to pose beside
Humungosaur.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>MAUREEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text><cackle> Smile!</Text>
</Paragraph>
<Paragraph Type="Action">

<Text>Gwen takes the PICTURE, <FLASH!> Blinking, Humungosaur starts to put down the trailer but Maureen gestures 'halt.'</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>MAUREEN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Whoa, </Text>

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

<Text>. You just keep </Text>

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

<Text> that up. Real high.</Text>

</Paragraph>

<Paragraph Type="Parenthetical">

<Text>(turns, barks)</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Shoo! Go on, git!</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>A FAMILY OF POSSUMS which had been nesting under the trailer scatters.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>HUMUNGOSAUR</Text>

</Paragraph>

<Paragraph Type="Parenthetical">

<Text>(slow burn)</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Gwen...</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Gwen hurries over, gives him a 'play along' look, takes Maureen by the arm and walks her away.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>GWEN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>This won't take long.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Humungosaur adjusts his weight, lifting the trailer higher.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>HUMUNGOSAUR</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Better not. <effort grunt></Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Maureen folds her arms as she warily eyes Gwen in F.G. Humungosaur is in B.G., grimacing under the heavy load.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>MAUREEN</Text>

</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Okay, whaddya want?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Well, since you live close to the penitentiary, we thought Jennifer might have been in touch after the escape. Maybe even stopped by.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Maureen shakes her head. With a bitter smile:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>MAUREEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>She was fourteen when she left home to be on that TV show. Ain't never heard from her since.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>What about her father?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>MAUREEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>He ran off the day she was born.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Humungosaur drops the trailer, <THUD> and reverts to normal.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>We're done here.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Maureen takes a step for the trailer.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>MAUREEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Suit yourself.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Gwen blocks her way.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">

<Text>Last question. Do you have anything of Jennifer's I could borrow?</Text>

</Paragraph>

<Paragraph Type="Parenthetical">

<Text>(off Maureen's look)</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Don't ask me to explain how, but it will help me find her.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Maureen shrugs, steps inside, then reappears and hands Gwen the RAG DOLL; it wears a small faded red gingham dress.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>GWEN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Oh, I couldn't. I'm sure it means a lot to you.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Maureen fixes her with a cold stare.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>MAUREEN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>You want it, you take it. I don't care either way.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Gwen is taken aback. Ben gives Gwen the nod. They head for the car. Maureen calls:</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>MAUREEN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Nice meetin' you, Alien Boy! <long, phlegmy cackle-cough></Text>

</Paragraph>

<Paragraph Type="Scene Heading">

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<SceneArcBeats>

<CharacterArcBeat Name="BEN">

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</Paragraph>

</CharacterArcBeat>

<CharacterArcBeat Name="GWEN">

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<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>

</Paragraph>

</CharacterArcBeat>

</SceneArcBeats>

</SceneProperties>

<Text>INT. BEN'S CAR - CONTINUOUS - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben gets behind the wheel and turns to Gwen.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Can I just say, </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">'Ew?</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Gwen cringes.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I know. After talking with her, I feel like taking a hot shower.</Text>
</Paragraph>
<Paragraph Type="Transition">
<Text>SMASH CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
<SceneProperties Length="2/8" Page="11" Title="">
<SceneArcBeats/>
</SceneProperties>
<Text>INT. DESERT DEW MOTOR COURT HOTEL ROOM 9 - BATHROOM - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>We HEAR WATER RUNNING behind a SHOWER CURTAIN. A FAUCET
<SQUEAKS> OFF. A hand fishes around and grabs a towel. Then the CURTAIN
<SNAPS> OPEN, revealing Jennifer, wrapped in the towel. Her hair is now
blonde and cut short.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
<SceneProperties Length="3/8" Page="11" Title="">
<SceneArcBeats>
<CharacterArcBeat Name="JENNIFER">
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</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="NESMITH">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
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</Paragraph>
</CharacterArcBeat>
</SceneArcBeats>

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    </SceneProperties>
    <Text>INT. DESERT DEW MOTOR COURT HOTEL ROOM 9 - BEDROOM - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>She steps out of the bathroom and strikes a 'ta-da' pose.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>See? Nobody will recognize me now!</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Nesmith stands at a closet door mirror, eyeing his reflection. He tugs
at his cheek.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Unfortunately, my makeover might be a bit more... complicated.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="2/8" Page="11" Title="">
        <SceneArcBeats>
            <CharacterArcBeat Name="GWEN">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
        </SceneArcBeats>
    </SceneProperties>
    <Text>INT. BEN'S CAR - MOVING - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Gwen's EYES GLOW as she holds the rag doll; like a human GPS, she uses
her powers to zero in on Jennifer's location.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>In about fifty yards, turn left.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="4/8" Page="11" Title="">
        <SceneArcBeats>
            <CharacterArcBeat Name="BEN">
                <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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                </Paragraph>
            </CharacterArcBeat>
            <CharacterArcBeat Name="GWEN">

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 </Paragraph>
 </CharacterArcBeat>
 </SceneArcBeats>
 </SceneProperties>
 <Text>EXT. DESERT DEW MOTOR COURT HOTEL - NIGHT</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben's HEADLIGHTS PLAY across the cracked stucco façade as the car pulls in. They exit the car. Gwen holds up the doll and moves it to and fro.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>That one.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben and Gwen walk up to a door marked with a '9.'

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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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    </Paragraph>
  </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>INT. DESERT DEW MOTOR COURT HOTEL ROOM 9 - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen slips inside; Ben pushes the door shut.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>There's nobody here.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>But they haven't checked out.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>In a QUICK POV SHOT, Gwen scans the room. JENNIFER'S AURA GLOWS on the
towel, scissors and a hairbrush.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen peeks out the door.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I'll go ask the night clerk.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I'll stay here in case they show up.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="2/8" Page="12" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>EXT. DESERT DEW MOTOR COURT HOTEL - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen steps up to the front office and &lt;KNOCKS&gt;. No answer; only
the &lt;SQUEAK&gt; OF A </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"

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Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">NO
VACANCY</Text>
 <Text> SIGN swinging in the wind.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>She sees an old SODA VENDING MACHINE on the porch and reaches into her
pocket for a coin.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>CLOSER - as the BOTTLE <CLUNKS> down in the slot:</Text>
 </Paragraph>
 <Paragraph Type="Transition">
 <Text>SMASH CUT TO:</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="1 7/8" Page="12" Title="">
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 <CharacterArcBeat Name="BEN / NESMITH">
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StartsNewPage="No">
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 <CharacterArcBeat Name="JENNIFER">
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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>
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 <CharacterArcBeat Name="NESMITH">
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LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 </SceneArcBeats>
 </SceneProperties>

<Text>INT. DESERT DEW MOTOR COURT HOTEL ROOM 9 - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>There's another <CLUNK> as Ben opens a wooden dresser drawer. He reaches in and pulls out the NEMESIS GAUNTLET. He hears a FLOORBOARD SQUEAK behind him but doesn't look up.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Hey, Gwen, check this out.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Only it's not Gwen; </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><WHAM></Text>
 <Text>, Nesmith tackles Ben OUT OF SHOT.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text><impact grunt></Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>PAN WITH THE GAUNTLET. Knocked from Ben's grasp, it skitters across the floor and bumps to a halt in the corner.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben and Nesmith knock over an old wing-back chair and then roll around on the floor, trading punches.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Ben / NESMITH </Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text><alternating impact grunts></Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Jennifer cringes in the doorway.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben is on his back, trying to keep Nesmith's hands away from his neck.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>NesMITH</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(straining)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I'm stronger than you, boy!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben tucks his legs up and shoves Nesmith away with both feet.</Text>
</Paragraph>
<Paragraph Type="Character">

<Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Also, older -- plus you smell bad! <effort grunt></Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Nesmith flies backward across the room and lands on a wooden luggage rack, which splinters, <SNAP-CRACK!></Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>NesMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text><impact grunt></Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Jennifer puts hand to mouth.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text><frightened gasp></Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Then she glances off -- toward the aforementioned corner. As she edges away in that direction...</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben staggers to his feet facing Nesmith, dukes up.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You're going back to prison.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Nesmith sits up, surrounded by the broken rack, and grabs a long, sharp piece -- like a wooden stake.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>NesMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I really don't see the point. But you will.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben shakes his head.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Y'know, you aren't wearing your Nemesis suit, so I tried to make this a fair fight. Only now you've gone and ruined it.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben leaps to one side, shoulder-rolls behind the upturned chair, slaps

the Ultimatrix and changes into CLOCKWORK!</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>CLOCKWORK</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Clockwork!</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Nesmith raises the wooden stake overhead, ready to strike. Clockwork hits it with a BEAM that reduces it to sawdust.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>CLOCKWORK</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Face it, Nesmith. Your time's up.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Suddenly, <ZAP>, an ENERGY BLAST hits him from the side.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>CLOCKWORK</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text><cry of pain></Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Clutching his damaged shoulder, Clockwork reels, and as he keels over --</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>CLOCKWORK'S TILTING, DISTORTED POV - he sees Jennifer, wearing the Nemesis gauntlet, which she has aimed AT CAMERA; it's still SMOKING. She looks surprised at the result.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>DOWN ANGLE - Clockwork hits the floor, <GEARS GRINDING TO A HALT>. As darkness envelops him...</Text>

</Paragraph>

<Paragraph Type="Transition">

<Text>FADE OUT.</Text>

</Paragraph>

<Paragraph Type="End Of Act">

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<Text></Text>

</Paragraph>

<Paragraph Type="New Act">

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+Underline+AllCaps">ACT TWO</Text>

<Text></Text>

</Paragraph>

<Paragraph Type="Action">

<Text>FADE IN:</Text>

</Paragraph>

<Paragraph Type="Scene Heading">

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    <CharacterArcBeat Name="GWEN">
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    </CharacterArcBeat>
  </SceneArcBeats>
</SceneProperties>
  <Text>INT. DESERT DEW MOTOR COURT HOTEL ROOM 9 - NIGHT</Text>
</Paragraph>
  <Paragraph Type="Action">
    <Text>We hear Gwen's MUFFLED CRY through the motel room door.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>GWEN (O.S.)</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Ben? Ben!</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Then Gwen SPLINTERS the door with a PSI-BLAST and strides in. She
halts, shocked as she sees:</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Clockwork lying on the floor in a pool of black oil. Gwen kneels down
and shakes him.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>GWEN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Wake up! Ben? Don't do this, Ben!</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Nothing. Desperate, she pounds the Ultimatrix with her fist.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>GwEN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>C'mon. &lt;sharp effort grunt> C'mon!</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Ben's return to human form is a sufficient shock to his system. His
eyes slowly open.</Text>
  </Paragraph>
  <Paragraph Type="Character">

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    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Hunh?</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
    <Text>(beat, eyes wide)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>&lt;yowl of pain&gt;</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
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            </CharacterArcBeat>
            <CharacterArcBeat Name="PERVIS">
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        </SceneArcBeats>
    </SceneProperties>
    <Text>INT. VETERINARIAN'S OFFICE - KENNEL - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>QUICK CUTS OF snapping teeth and foaming maws. CAMERA TRUCKS ALONG a
ROW OF CAGES filled with &lt;BARKING&gt; DOGS. Nesmith GAINS INTO SHOT, striding
down the row. Jennifer tries to keep up. They both SHOUT over the canine
cacophony.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>What are we doing </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="UnderLine">here</Text>
    <Text>?</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>NESMITH</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
 <Text>For most of my life, I have been a famous man. Now, I'm a </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">wanted</Text>
 <Text> man. So if we want to be together I must make sure no one recognizes me.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Reaching the end of the row, he stops at a steel door and jabs a BUZZER. Jennifer covers her ears against the din.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>The door opens. A veterinarian, DR. PERVIS, appears, looking like he belongs on the cover of a </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Tales from the Crypt</Text>
 <Text> comic.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Pervis</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Ah, Mr. Nesmith.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(bows, creepy leer)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Miss Nocturne.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Well? Can you do it?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Pervis rubs his filthy fingers together.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Pervis</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Anything is possible with the proper incentive.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Nesmith turns to Jennifer.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>We're going to need some money.</Text>
</Paragraph>
<Paragraph Type="Transition">
 <Text>CUT TO:</Text>
</Paragraph>

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<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 1/8" Page="16" Title="">
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        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>INT. BEN'S CAR - MOVING - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen drives. Ben slumps in the front seat; his coat is off and his arm
in a sling. As they hit a bump, Ben comes to.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(slurred)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Uhh. Are we following them?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>No, we're just leaving the emergency room.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben sits up, wincing as his shoulder belt rubs his injury.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You let them get away - ? Ow!</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>They were gone by the time I came back. Besides, you were hurt.
Badly.</Text>
</Paragraph>
<Paragraph Type="Action">

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<Text>Ben winces as he settles into his seat, stymied. Gwen adds:</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>As it is, the ER staff was not happy with me wheeling you out before
the anesthesia wore off.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben nods, conceding.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>So how are we gonna find Nesmith?</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I got Kevin on a subspace link. He told me how to hack into Jennifer's
phone records.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>What'd you find out?</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>She just wired money to the account of the office of a Doctor Randolph
Pervis. That's where we're headed.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Great!</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(beat, puzzled)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>What kind of doctor is he?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Gwen looks troubled.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>That's... the weird part.</Text>
</Paragraph>

```

<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
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    <SceneArcBeats/>
  </SceneProperties>
  <Text>INT. VETERINARIAN'S OFFICE - KENNEL - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The CAGED DOGS &lt;BARK> incessantly. Then:</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The FRONT DOOR MELTS, revealing Gwen and SWAMPFIRE.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Startled, the animals go silent... but then resume
&lt;YOWLING>.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
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    <SceneArcBeats>
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    </SceneArcBeats>
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  <Text>INT. VETERINARIAN'S OFFICE - OPERATING ROOM - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Swampfire and Gwen step inside the back room. Green tile walls.
Reflector lights on swivel arms. Filthy.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>SwAMPFIRE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Smells like something died in here.</Text>

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</Paragraph>
<Paragraph Type="Action">
 <Text>LOW ANGLE - Gwen steps over to and looks down at a stainless steel bowl. We cannot see what's inside.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Well, bled a lot, anyway.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>SWAMPFIRE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Think he did something to Jennifer?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Gwen gives Swampfire a look of exasperation.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Relax, Ben. America's sweetheart is fine.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(beat, concentrates)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Anyway, that's not her aura. I think the patient was Nesmith.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Swampfire reverts to Ben.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Guess I beat him up good, huh?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Um, no.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Gwen moves O.S. --</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>And steps up to an industrial-style walk-in refrigerator.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>ANGLE FROM INSIDE FRIDGE - Gwen opens the heavy door. ICY AIR SWIRLS. Ben steps up beside her. They wince at the sight of a silhouetted figure slumped in F.G.</Text>
</Paragraph>
<Paragraph Type="Character">

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    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>I'm guessing that's Dr. Pervis.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>More like the late Dr. Pervis.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
    <Text>(beat, baffled)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>What did Nesmith want with </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">him</Text>
    <Text>?</Text>
</Paragraph>
<Paragraph Type="Transition">
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</Paragraph>
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
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    </SceneProperties>
    <Text>EXT. DESERT HIGHWAY [RE-USE FROM #1003-032] - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>In the distance, we see the limo parked in the gravel beside the
highway. Two figures sit on a nearby boulder.</Text>
</Paragraph>
<Paragraph Type="Action">

```

<Text>CLOSER. Jennifer takes a spoonful of soup from a can...</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JenNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Okay, open wide.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>She lifts the spoon to a slit in the gauze wrapped around Nesmith's face. His eyes blink rapidly; his nostrils flare. As the spoon reaches his mouth, he turns his head. The soup spills. Frustrated, he shoves Jennifer's hand away.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>NesMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text><rapid nasal inhales, then> Enough!</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Carl, you need to eat!</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>No, the only thing I </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">need</Text>
<Text> is to get back to Nemesis Corporation!</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>But they'll look for you there!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>He stands. His swathed hands clench. We can see the rage in his eyes. Is he going to lash out at her?</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>NeSMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I am not asking your opinion!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Well </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">that</Text>
<Text> opens an old wound. Jennifer bitterly replies:</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JeNNIFER</Text>

</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Why should you? Nobody cares what I think. I'm just a stupid girl who
got lucky 'cuz she's pretty.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Nesmith simmers down.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I never said you were stupid.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>She impulsively grabs his hands. He doesn't pull away.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Then </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">listen</Text>
 <Text> to me! You have new fingerprints. You have a new face. You can have
a new </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">life</Text>
 <Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>A long beat. The words catch in his throat.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">are</Text>
 <Text> my new life.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Jennifer tears up. Nobody's ever told her that and meant it. Granted,
it's from a homicidal megalomaniac, but still...</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Really?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Then the madness clicks in. In a building Mel Gibson lather:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>NeSMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">

<Text>Yes. But there is one thing standing in our way -- and that is Ben Tennyson!</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(off the deep end now)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Don't you realize that he will </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">never</Text>
<Text> stop looking for </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">me</Text>
<Text>, which is why I have to stop </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">him</Text>
<Text>! I have to! I have to, I, I -- <deranged roar></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Nesmith flails about, clawing at the gauze wrapped around his head. We don't get a glimpse of his face, though. Not yet.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Jennifer clutches hands to mouth, stifling her sobs.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text><muffled whimper></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Nesmith staggers to a halt, hunched over, BACK TO CAMERA.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>NesMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text><heavy breathing slows></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Jennifer warily approaches him from behind. A beat of hesitation, then she puts a consoling hand on his shoulder.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Is it awful?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Tears welling, she shakes her head.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>No. You're beautiful.</Text>
</Paragraph>

<Paragraph Type="Action">
 <Text>He turns toward her, and now we see the late Dr. Pervis's handiwork: the nose, the ears, the cheeks -- they're all different. It's not grotesque, but the surgical scars are fresh and pink. Reassured, Nesmith smiles at Jennifer.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>She tilts her face up for a kiss. Just then, we HEAR A CAR PULL UP in the gravel; an O.S. CAR DOOR <SQUEAKS> OPEN.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>NESMITH</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Hold that thought.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>LOW ANGLE - The Limo's driver's side door is open. Nesmith reaches in; his hand comes out wearing the gauntlet. He holds it behind his back as he heads toward the O.S. Driver.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>DRIVER (O.S.)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>You folks okay?</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>NESMITH (O.S.)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>We're fine now -- thanks to you.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>CLOSE - as the GAUNTLET'S FLASH plays across Jennifer's face. She smiles through her tears.</Text>
 </Paragraph>
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 </Paragraph>
 </CharacterArcBeat>
 </SceneArcBeats>
 </SceneProperties>
 <Text>INT. BEN'S CAR - NIGHT</Text>

</Paragraph>
<Paragraph Type="Action">
 <Text>Ben drives, supporting his injured arm. Gwen sits beside him, holding the doll Maureen gave her. She frowns at Ben.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>That can't be good for your arm.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>My car. I drive.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Gwen shakes her head, then focuses her attention on the doll.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>HER POV - shows the aura around the doll, faint and wavering.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Gwen blinks.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Jennifer's aura is getting weak.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>What's that mean? Is she hurt?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>No, it's more like -- she's losing touch with herself.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>So, he's brainwashing her?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Not exactly. You ever hear of Stockholm Syndrome?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>

<Paragraph Type="Dialogue">
 <Text>Sure I have.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(beat)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Which is what again?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Kidnap victims start to identify with their captors, especially when
the life they had before was not so great.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>C'mon. She's rich. She's famous!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Gwen counts off Jennifer's issues.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>She has a mom from Trailer Parker Confidential and a dad she never
knew. Plus, she dropped out of 'Vampire Summer: Part Five' -- </Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(makes 'air quotes')</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>-- For 'behavioral problems.' The fact is, Jennifer is a train
wreck.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben shrugs, conceding.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Well, it does sound like she was ripe for the picking.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Gwen reaches down and picks up an alien-tech iPad.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Check this out. Prison records show Jennifer sent dozens of letters
and packages to Nesmith -- sometimes several a day. She became obsessed with
him.</Text>
</Paragraph>

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<Paragraph Type="Action">
  <Text>Ben glances at it but keeps his eyes on the road.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>So you're saying she's gone bad?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I'm saying she's a mess. And that she can't be trusted.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>On Ben's look of consternation:</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>FADE OUT.</Text>
</Paragraph>
<Paragraph Type="End Of Act">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>FADE IN:</Text>
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        </Paragraph>
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    </Paragraph>
    </CharacterArcBeat>
    </SceneArcBeats>
    </SceneProperties>
    <Text>EXT. DESERT HIGHWAY - SOON - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>FLASHING BLUE AND RED LIGHTS FILL FRAME. PAN PAST a POLICE CAR's light
bar. In B.G., near the Golden Limo, a body lies in the road, covered by a sheet.
Gwen talks with TWO COPS. One hands her a piece of paper. A RADIO HISSES,
then:</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>POLICE DISPATCH (V.O.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>All units, be on the lookout for a gray sedan, license 8-ORD-224. This
is a Code 75. Suspect is armed and extremely dangerous.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ben leans against his car's hood, head down, holding his bad arm with
his free hand. Gwen approaches; he doesn't look up.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Nesmith again?</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>He used the gauntlet. Burned a hole right through the poor guy.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
    <Text>(noticing his mood)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>You okay?</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ben looks up at her.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>All those aliens we fight? Usually, they want to steal something. Or
take over the world. Fine, I get that.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ben shakes his head.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>BEN</Text>
</Paragraph>

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<Paragraph Type="Dialogue">
  <Text>But Nesmith, I don't understand. The prison guards, the limo driver,
Dr. Pervis, that man over there -- all gone. And for what?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ben, you don't have to be an alien to be a monster. Nesmith doesn't
care who gets hurt as long as he gets what he wants.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>But what </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">does</Text>
  <Text> he want?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen hesitates. She's worried.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You, Ben. Just you.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She gives him the note handed to her by the policeman.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>He left this in the limousine. It says where he's going. Dares you to
follow him. Everything.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben glances at the piece of paper and stands.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Tell the police to stay back until this is over. I don't want anyone
else to get hurt.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>As he heads for the driver's side door:</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>WIPE TO:</Text>
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      <CharacterArcBeat Name="BEN">

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    <CharacterArcBeat Name="GWEN">
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    </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
    <Text>EXT. NEMESIS CORPORATION - NIGHT</Text>
</Paragraph>
    <Paragraph Type="Action">
        <Text>The building is a six-story scythe of steel and glass. Ben's car rolls
into the roundabout out front. The stolen sedan sits with its driver's door open,
WARNING BELL &lt;PINGING&gt;.</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>FRONT OF BUILDING - Ben kneels and picks a KEY CARD off the ground. He
looks ahead and sees the shattered front doors.</Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>BEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Guess they changed the locks.</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Gwen holds the doll and concentrates, then frowns.</Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>GWEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>I can't get a bead on Jennifer.</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Ben winces as he slips his injured arm from the sling. Then he looks
off and sees the legs of a GUARD lying motionless on the ground, half-hidden behind
a large planter.</Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>BEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>They won't be hard to find.</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
        <SceneProperties Length="3/8" Page="24" Title="">
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</CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>INT. NEMESIS CORPORATION - OUTSIDE A VAULT - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Nesmith pokes a wall-mounted keypad adjacent to a large high-tech hatch. The KEYPAD <BEEPS>, rejecting his input. He pounds the wall, then tries again, jabbing the keys angrily.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Those fools think they can keep me out? Well they can't. I'm too smart for them. I designed this system! Every single circuit!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>As he rattles on, PAN TO Jennifer. She leans against a wall and slides to the floor, holding her face in her hands.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>NeSMITH (O.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Yes, they thought they could take my company away from me but I won't let them! You wait, you'll see!</Text>
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</SceneArcBeats>
</SceneProperties>
<Text>INT. NEMESIS CORPORATION - CORRIDOR - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben and Gwen keep their backs to the wall as they move along.</Text>
</Paragraph>

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<Paragraph Type="Action">
  <Text>CLOSER - Gwen uses the doll to locate Jennifer.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I got something. It's weak, but --</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(glances back, dismayed)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Oh, no.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Sweaty and pale, Ben grips his shoulder, hunched over.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Pulled some stitches. No big deal.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>It </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">is</Text>
  <Text> a big deal. You're in no shape to fight.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben looks up at Gwen, determined but resigned.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I don't have a choice, Gwen. This has to stop tonight. And it has to
be me who does it.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He stands to full height, suffering another twinge. He nods to Gwen,
then moves past her. She follows.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
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 <Text>INT. NEMESIS CORPORATION - OUTSIDE A VAULT - NIGHT</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Jennifer slumps against the wall, knees against her chest. She rubs her eyes with her knuckles like a lost child.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>BEN (O.S.)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><sotto 'psst'></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>She looks up and puzzles -- it wasn't Nesmith, he's still to her left, jabbing away at the keypad. A whisper:</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>BEN (O.S.)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Jennifer!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Jennifer looks to her right and sees Ben peeking around a corner with finger to lips. Then he whispers again:</Text>
 </Paragraph>

```

<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>We're here -- to save you.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Jennifer sits up and replies in a loud stage-whisper:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Go away! You'll ruin everything! Don't you see? I love him!!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben gapes at Jennifer, dumbfounded. Then:</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>IN SLOW MOTION</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Nesmith pivots. He's wearing the gauntlet.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen yanks Ben downward. Nesmith's first &lt;SIZZLING> VOLLEY BURNS
a BLACK GASH along the wall overhead.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Nesmith fires two more BLASTS, </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;BA-V00SH</Text>
  <Text>! </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">BA-VAAAM!&gt;</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen barely has time to raise a one-handed PSI-SHIELD before the DOUBLE
SHOTS hit it and blow her off her feet.</Text>
</Paragraph>
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  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;slo-mo</Text>
  <Text>distorted impact grunt&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The doll, knocked from Gwen's other hand, cartwheels across the floor
and lies with limbs akimbo.</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>RESUME NORMAL MOTION</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben drags Gwen around the corner, out of the line of fire.</Text>
</Paragraph>

```

<Paragraph Type="Character">
 <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text><keep alive groan></Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Hang on, Gwen!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Nesmith fires TWO MORE ROUNDS, then punches four more numbers into the keypad. The LOCKS DISENGAGE. The vault door swings open. Nesmith points inside, as if instructing a pet.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Jennifer -- get into the vault!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben peeks around the corner, shouting:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Don't listen to him!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>More GAUNTLET BLASTS pepper the wall and floor, filling the hall with smoke, and forcing Ben to duck out of sight.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Jennifer wavers, watching Nesmith <BLASTING> away like mad.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>NesMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text><short sharp effort grunts></Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>She's scared, but also smitten with her hero. She runs inside the vault.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>AROUND THE CORNER - Ben cradles Gwen.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I'll get you out of here.</Text>
</Paragraph>

<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>No, you were right. This has to end now.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben nods. He gently lowers Gwen to the floor...</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>...Then stands, triggers the Ultimatrix and after his SIGNATURE TRANSFORMATION SEQUENCE, turns into:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>EATLE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Eatle!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Eatle looks down, touches his shoulder and grins.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>EaTLE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Hey. Now I feel fine. Man, I should've thought of that before!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Nesmith gapes as Eatle turns the corner and slowly stomps toward him. He unloads TWO MORE BLASTS.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>The impacts knock Eatle back a bit, but as the SMOKE CLEARS, he's unscathed.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>EATLE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>All that smoke reminds me of barbecue. And barbecue makes me hungry!
</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Glowering, Nesmith aims the gauntlet upward. This BLAST...</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>...rips a hole in the ceiling above Eatle. A huge AIR CONDITIONING COMPRESSOR, DUCTS and other EQUIPMENT come <CRASHING> down, instantly burying him. Nothing moves, save for the <SPARKING> ELECTRICAL CONDUITS dangling above.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Nesmith lowers his gauntlet. With deranged glee:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">

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    <Text>Yesss! Ben Tennyson is finally -- </Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Then, with the &lt;BUILDING O.S. SOUND OF RAVENOUS EATING&gt;...</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>...Eatle &lt;CHOMPS&gt; his way out from under the pile of debris. He
dusts 'crumbs' off his chest.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>EATLE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
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    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">long</Text>
    <Text> belch&gt; Thanks for the snack.</Text>
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<Paragraph Type="Action">
    <Text>Livid, Nesmith unleashes a volley of GAUNTLET BLASTS...</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>NeSMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>&lt;building snarls and effort grunts&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>...but Eatle slowly advances despite the fusillade, as if walking into
a stiff wind. &lt;VOOM-BLAM-WHAM-BAM!&gt; Finally:</Text>
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<Paragraph Type="Action">
    <Text>Eatle steps up to Nesmith, grabs the gauntlet and CRUSHES it.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>NesMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>&lt;cry of pain&gt;</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>EATLE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Show's over, Nesmith.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>The &lt;CLANG&gt; of METAL FOOTSTEPS make Eatle and Nesmith
turn.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>ON VAULT DOOR - A &lt;WHIRRING&gt; hulking figure &lt;STOMPS&gt; out of
the shadows; it's Jennifer, operating BULKY BATTLE ARMOR (Tony Stark's Iron Man
Mark I meets Ripley's Power Loader from </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
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    <Text>). She shrieks:</Text>
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    <Text>JeNNIFER</Text>
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    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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    <Text>!</Text>
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    <Text>Eatle tries to reason with her as he grips Nesmith's wrist.</Text>
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<Paragraph Type="Character">
    <Text>EATLE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Jennifer, this man is not your friend. He is a murderer.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Tears streaming, Jennifer cries in despair:</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>And he's the only family I've got! So leave him alone!</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>She impels the Battle Armor forward.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Eatle shoves Nesmith clear as Jennifer charges INTO SHOT like an
express train, throwing servo-powered punches.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Eatle ducks the first, which &lt;BASHES&gt; a hole in the wall. He
blocks the second. The third connects. Eatle goes flying.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>EATLE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;impact</Text>
    <Text> grunt&gt;</Text>
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<Paragraph Type="Action">
    <Text>LOW ANGLE - Eatle &lt;SLAMS&gt; down on his back and slides to a halt
beside the debris mound.</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>EATLE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>&lt;keep-alive groan, startled gasp&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>He rattles his head, then gapes upward as:</Text>
</Paragraph>
<Paragraph Type="Action">

```

<Text>EATLE'S POV - Jennifer stands over him in the Battle Armor.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Off to one side, Nesmith staggers to his feet, wild-eyed.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>That's right, darling. Finish him! Then we can be together forever!
</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Jennifer smiles at the thought. Then she looks up.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Dangling just above her are the <SPARKING> ELECTRICAL CABLES.
She reaches for them.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Eatle cries out:</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>EATLE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Wait, don't touch th -- !</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Too late. The Armor's pinchers close around the conduits.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>WIDE - ELECTRICITY <CRACKLES> from ceiling to floor, SHORTING OUT
the suit and hitting Jennifer with enormous force.</Text>
</Paragraph>
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<Text>JENNIFER</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text><building stuttering cry></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>The armor seizes up and keels over. Complete silence. Then:</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Eatle reverts to Ben. He starts toward Jennifer, but then Nesmith,
clutching his injured arm, rushes past him.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Nesmith pops a release and pulls Jennifer free of the CHARRED
ARMOR.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Jennifer!?!</Text>
</Paragraph>
<Paragraph Type="Character">

<Text>JENNIFER</Text>
</Paragraph>
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<Paragraph Type="Dialogue">
 <Text>Hurry. You can get away.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Not without you.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben gazes, stunned. Gwen limps over beside him.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>We have to get her to a hospital.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben steps over to help, but Nesmith angrily pushes him away.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>NesMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>No!!</Text>
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<Paragraph Type="Action">
 <Text>Nesmith turns back to Jennifer and breathing hard, but in a soft voice,
he explains:</Text>
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<Paragraph Type="Character">
 <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Jennifer, now, you have to listen. They're going to put me in jail
again. But I need you to promise, however long we're apart, you'll wait for me and
we'll be together.</Text>
</Paragraph>
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 <Text>Jennifer's eyes flutter. Nesmith pleads:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>NESMITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Promise me!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>She rallies briefly and manages to murmur:</Text>
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 <Text>JENNIFER</Text>
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  <Text>Forever.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>As Nesmith bows his head in sorrow...</Text>
</Paragraph>
<Paragraph Type="Action">
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a matching pose, OUT OF FOCUS in B.G. As Ben and Gwen rush over to her...</Text>
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