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    <Text>We're tight, so we can't see much of our surroundings. </Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>There's a spot right there!</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>On it!</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>BEN'S CAR swerves into the Parking spot. </Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ben gets out the driver's side. JULIE, dressed in a track/warm-up
suit, carrying a matching medium-sized roller bag (her TENNIS RACKET, SNUG IN ITS
CASE IS PROMINENT), exits from shotgun and looks sadly at Ben. </Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Julie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Thanks. See you in three weeks. </Text>
</Paragraph>
<Paragraph Type="Parenthetical">
    <Text>(sadly)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>That's a long time, isn't it?</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ben takes the handle, agreeing. </Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">

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<Text>Then what's your hurry? I'll go up to the gate with you. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Security won't let you up to the gate without a ticket. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Sure they will. What's the point of international </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">megastardom</Text>
 <Text> if I can't abuse it for a few more minutes with my girl?</Text>
</Paragraph>
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 <Text>He indicates Gwen, in the driver's seat. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Back in an hour, okay?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Concerned Gwen was looking something on the radio. She shuts it off too quickly and smiles up at Ben. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(hiding something)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Sure! I'll come back for you. </Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(to Julie)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Win a trophy, Julie!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben's not buying it. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>What's on the scanner, Gwen. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Nothing. I can handle it anyway. </Text>

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</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What's on the scanner?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Giving up, Gwen turns the monitor back on. </Text>
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  <Text></Text>
</Paragraph>
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  <Text>Reporter (o. S. )</Text>
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  <Text>... Police believe Ssserpent is holding a hostage, and negotiators are
trying to reach him by phone. </Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(beat)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>But how you bargain with something like </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">that</Text>
  <Text>, this reporter has no idea. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">I</Text>
  <Text> do. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Determined, Ben turns back to Julie. </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="">C'mon</Text>
  <Text>, Julie. Ssserpent's come out of his hole again. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He takes her hand and opens the car door. </Text>
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<Paragraph Type="Character">
  <Text>Julie</Text>
</Paragraph>

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<Paragraph Type="Dialogue">
  <Text>I've got a Tournament, Ben! </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You can go tomorrow!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She pulls her hand back. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Julie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>No I can't! My life is just as important as yours. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She grabs her suitcase and walks away. Ben watches. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Go after her. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Nope, I'm going after </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">Ssserpent.
</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Julie gets out of the car. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Then go by yourself. </Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(calling to Julie)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Wait for me!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben slides over, shuts the door and pulls off. Julie and Gwen watch in
surprise. </Text>
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perimeter. Ben's car arrives, and Ben walks into frame, hitting the ULTIMATRIX and
TRANSFORMING into GOOP. </Text>
</Paragraph>
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  <Text>Goop</Text>
</Paragraph>
<Paragraph Type="Dialogue">
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</Paragraph>
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</Text>
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</Paragraph>
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  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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  <Text> oozes in, past CAMERA. HOLD ON the bottom of the door for a moment
</Text>

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</Paragraph>
<Paragraph Type="Action">
<Text>OUTSIDE</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>We see Goop's UFO, flying back and forth, looking for a way in, but there isn't one. </Text>
</Paragraph>
<Paragraph Type="Action">
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</Paragraph>
<Paragraph Type="Action">
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<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">UNDER</Text>
<Text> Ssserpent's feet. </Text>
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<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">plexiglass</Text>
<Text> floor that is suspended a few inches above the real floor -- and Goop is sandwiched between the real floor and the </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">plexiglass</Text>
<Text>. A trap!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ssserpent looks down to speak to Goop:</Text>
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<Text> up on me, Ben?</Text>
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</Paragraph>
<Paragraph Type="Action">
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 </Paragraph>
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 </Paragraph>
 <Paragraph Type="Character">
 <Text>SSSERPENT (cont'D)</Text>
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 <Paragraph Type="Dialogue">
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 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
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 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
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 <Text> you'd pick Goop for </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
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 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
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 </Paragraph>
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 </Paragraph>
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</Paragraph>
<Paragraph Type="Character">
    <Text>SSSERPENT</Text>
</Paragraph>
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    <Text>By now, you're beginning to </Text>
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    <Text> out into your </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">componentssss</Text>
    <Text>. </Text>
</Paragraph>
<Paragraph Type="Character">
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</Paragraph>
<Paragraph Type="Dialogue">
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    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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</Paragraph>
<Paragraph Type="Action">
  <Text>Julie is pushing her way past the police line. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Cop</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Where'd</Text>
  <Text> you come from?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GooP (o. S. )</Text>
</Paragraph>
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  <Text>!)</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Julie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You have to go in there and help him!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The cop puts a gentle hand on her arm. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Cop</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>This is a police matter, kid. Stay out of the way--</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Julie shoves the cop, knocking him down. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Cop</Text>
</Paragraph>
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  <Text>&lt;impact&gt;</Text>
</Paragraph>
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    <Text>She ducks under the police tape and sprints toward the window. </Text>
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                </Paragraph>
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                <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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                </Paragraph>
            </CharacterArcBeat>
            <CharacterArcBeat Name="SERPENT">
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                </Paragraph>
            </CharacterArcBeat>
            <CharacterArcBeat Name="SSSERPENT">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
        </SceneArcBeats>
    </SceneProperties>
    <Text>INT.  RAMSHACKLE wareHOUSE - NIGHT - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Julie starts to climb in the window, but she's not even halfway in when

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she sees what's going on inside:</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>Goop</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><screams></Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>JuLiE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Ben!</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(screams)</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ssserpent turns to the window, and:</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>SSSERPENT</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ssso</Text>
 <Text> it's going to be a </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">ssshindig</Text>
 <Text>! </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>He starts toward the terrified Julie, who is still by the window. But before Ssserpent can get to her, there's a THUDDING at the door. Ssserpent stops and turns to see the cops batter their way through the steel plate door. </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>Cop</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Halt! Police!</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>Serpent</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(to Goop)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Another time, </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Tenysson</Text>
 <Text>!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ssserpent immediately slithers out the back door. </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>The cops start to follow, but Julie rushes to the switch and reverses

it. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Goop's UFO flies in through the door, hovering outside the centrifuge
and Goop reconstitutes. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Ben?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Goop REVERTS back into Ben -- now rubbing some sore ribs. But then he
looks through the </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">plexiglass</Text>
 <Text> and sees:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Julie?!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Smiling up at Julie, he forgets all about his sore ribs. </Text>
</Paragraph>
<Paragraph Type="Transition">
 <Text>DiSSOLVE TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
 <SceneProperties Length="2 2/8" Page="6" Title="">
 <SceneArcBeats>
 <CharacterArcBeat Name="BEN">
 <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 <CharacterArcBeat Name="GWEN">
 <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 <CharacterArcBeat Name="JULIE">
 <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 <CharacterArcBeat Name="KEVIN">

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        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
    </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
    <Text>Int.  Ben's ROOM - moRNING</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>CLOSE on Julie as:</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Julie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Why do I need a reason? Ben means more to me than some silly tennis
matches.  It's as simple as that. </Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>REVERSE - Julie is talking to Gwen.  Ben and Kevin are in the
background, watching TV.  Gwen looks skeptical. </Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>But to give up something you worked so hard for--</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>A girl's got to have her priorities. </Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Gwen gives her a long, questioning look. </Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>julie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Like shopping. Want to go?</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Gwen's off-balance,. </Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Gwen</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Okay, but I thought you wanted to spend more time with Ben. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I do, that's why he's coming with. You bringing Kevin?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>ON KEVIN AND BEN - On the couch, in front of the TV. Kevin looks over
at Gwen, then starts to stand. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(</Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">unconvincingly</Text>
  <Text>)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Nothing I'd rather do. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>So why do it?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>'Cause it makes her happy. And when she's not happy, I'm not happy.
</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>As Ben thinks about that:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Julie (o. S. )</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ben? You coming?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben glances at Kevin, then smiles, and:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Guess so. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He goes to shut off the TV, but then his eyes widen when he

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sees:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Sumo Slammers! This wasn't in the channel guide. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Record it. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben's eyes are locked on the TV screen. Julie approaches. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Would you rather stay here and watch this?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Yeah! Uh, but I just said I'd--</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>It's okay. We can stay here and watch. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>But you want to go shopping. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I don't have to--</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Why don't you go, and I'll stay here and watch?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Would </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"

Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">that</Text>
 <Text> make you happy?</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben's eyes are glued to the TV. He nods. </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>JULIE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I'll get you a snack before I go. </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>She hurries off to the kitchen. </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Gwen and Kevin are dumbfounded by what they've just seen. </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I don't believe this. </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000">
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">What'd</Text>
 <Text> you do, Ben, hypnotize her?</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>You heard what she said about priorities. </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>They now hear <SHIP BARKING> from the kitchen. Kevin and Gwen
 hurry to the kitchen; Ben stays at the TV.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>Ship</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><barking></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text> </Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="5/8" Page="9" Title="">
 <SceneArcBeats>
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
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 </CharacterArcBeat>
 <CharacterArcBeat Name="JULIE">
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 StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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 </Paragraph>
 </CharacterArcBeat>
 <CharacterArcBeat Name="KEVIN">
 <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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 StartsNewPage="No">
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 Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 </SceneArcBeats>
 </SceneProperties>
 <Text>INT. KITCHEN - CONTINUOUS</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Kevin and Gwen enter to find Ship barking at Julie, who is by the
 refrigerator. </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GwEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>What's the matter with Ship?</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>JulIE</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(shrugging)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Don't know. </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>He's never acted like this before. Not around </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
 <Text>, anyway. It's not normal. </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>KevIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>What, exactly, </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">is</Text>
 <Text> normal for one of those?</Text>

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</Paragraph>
<Paragraph Type="Action">
  <Text>No answer, so:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN (cont'D)</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(resigned)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Come on, we got </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">shoppin'</Text>
  <Text> to do.. </Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="2" Page="9" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="GWEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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>
      <CharacterArcBeat Name="JULIE">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Int. Mall, upper level - day</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>As Gwen and Julie approach the elevator (Kevin is way behind, almost
lost in the many bags he's carrying):</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I wish Ben were here. He'd love that new comics store. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>It's just as well he didn't come--</Text>
</Paragraph>
<Paragraph Type="Action">

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<Text>Julie stops, surprised. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN (cont'D)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I wanted to talk to you. About not going to Europe. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I already told you, it was an easy choice. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>She starts toward the elevator again. Gwen follows. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>But it </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">shouldn't</Text>
 <Text> have been. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Look: I love Ben. That's all there is to it. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Fine. But that doesn't mean you should make such a big sacrifice for
him. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(shrugs)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>That's what you do when you love somebody. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>No. You both make sacrifices for each other. What's Ben giving up?
</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>They are now at the elevator. Julie is content to let the matter drop;
she hits the elevator button. </Text>

</Paragraph>
 <Paragraph Type="Action">
 <Text>VERY CLOSE - Julie's finger presses the 'down' button. </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>NEW ANGLE (This is important): We're now looking dead-on at the closed elevators doors. Gwen is seen in profile on screen left, while Julie is facing her in profile on screen right during the following. (Julie's hand remains close to the elevator button.)</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GwEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Look, Julie, is there any way you can get back on the tour? You've only missed a day. </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>JuLIE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>But I don't want to. </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>It's something you'll remember for the rest of your life--</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>JULIE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">I don't want to!</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>VERY CLOSE - Julie's finger hits the elevator button again. This time, her finger remains pressed on the button. </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GWEN (o. S.)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>If you don't go, I just know you're going to regret it later. </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>BACK TO PREVIOUS ANGLE </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GwEN (cont'D)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>You'll never how far you could have gone--</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>JULIE</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>NO!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The elevator BELL RINGS and the doors open, but Gwen is so startled by
Julie's vehemence, she doesn't move. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(calming)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Elevator's here. Just get on. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Julie gives Gwen a little push into the elevator -- and Gwen
immediately drops out of frame!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>ON JULIE - Horrified. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;starts</Text>
  <Text>, impact&gt;</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Gwen!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She looks downward. </Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="2/8" Page="11" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="GWEN">
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StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>INT. ELEVATOR SHAFT - julie's pov</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen is twelve feet below, lying on top of the elevator car. </Text>
</Paragraph>

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<Paragraph Type="Character">
  <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>(</Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">groaning</Text>
  <Text>)</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>DiSSOLVE TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
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    <SceneArcBeats>
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      </CharacterArcBeat>
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>InT. hospital emergency room - nighT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>A doctor is finishing putting a cast on Gwen's ankle. Kevin is nearby,
watching. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Guess </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">this'll</Text>
  <Text> teach you to look before you leap, huh?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>It wasn't my fault. And anyway, Elevators don't do that. I'm going to
check it out.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen grabs some crutches and tries to stand, but Kevin has to support
her. </Text>
</Paragraph>

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<Paragraph Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;groan&gt;</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>The only place you're going is home. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I want that elevator given the once-over.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(sighs, then:)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I guess this is where a normal couple would work out some kind of
compromise... </Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="6/8" Page="12" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
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        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="JULIE">
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        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="KEVIN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
</Paragraph>

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        </CharacterArcBeat>
    </SceneArcBeats>
</SceneProperties>
    <Text>Int. Waiting room - night</Text>
</Paragraph>
    <Paragraph Type="Action">
        <Text>START on the double doors that lead to the emergency room. They open,
and Kevin sticks his head out. Ben enters from behind camera. </Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>Ben</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>How is she?</Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>KEVIN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>The </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">cast'll</Text>
        <Text> be off in six weeks. But she thinks there's something weird about the
elevator. </Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>BEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>It's broken, that's all. Right?</Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>KEVIN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>She thinks there's more to it, but she's not sure what. And she won't
let me take her home until I get someone to go check it out. </Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>BEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Meaning me?</Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>JulIE (o. S. )</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>No. . . </Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Julie now comes in from off-screen. (This is the first time we've seen
her in this scene. )</Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>JULIE (conT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>. . . </Text>

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        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">meaning</Text>
        <Text> </Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">us.</Text>
        <Text></Text>
    </Paragraph>
    <Paragraph Type="Transition">
        <Text>CUT TO:</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
        <SceneProperties Length="1" Page="13" Title="">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                    </Paragraph>
                </CharacterArcBeat>
                <CharacterArcBeat Name="JULIE">
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StartsNewPage="No">
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                    </Paragraph>
                </CharacterArcBeat>
                <CharacterArcBeat Name="REPAIRMAN">
                    <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="SPIDERMONKEY">
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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. mall - ground floor - night</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>A REPAIRMAN has opened up the elevator shaft; exposed wires and tools
are all over the place. He now hits a hand-held control, and the elevator rises all
the way up to the upper level. The repairman scratches his head, baffled. </Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>Ben (o. S. )</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Figured out what went wrong yet?</Text>
    </Paragraph>

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</Paragraph>
<Paragraph Type="Action">
 <Text>NEW ANGLE - Ben and Julie are approaching. The frustrated repairman holds up his hand-held computer. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Repairman</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>According to this, </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">nothing.</Text>
 <Text> </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Except my friend got hurt!</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>REPAIRMAN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>How do you think </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">I</Text>
 <Text> feel? This thing is almost like a person to me; There's never been a problem. Ever!</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>'Til now. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>REPAIRMAN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(sighs, then:)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I gotta go get a wrench. Keep clear of it. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>CLOSE ON BEN</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You bet. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>As Ben watches the repairman go, we hear the man's footfalls fade into the distance. And then:</Text>
</Paragraph>

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    <Paragraph Type="Action">
        <Text>WIDE - Ben turns into the CHITTERING SPIDER-MONKEY, and, as Julie
watches, he goes into the open shaft. </Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">spidermonkey</Text>
        <Text></Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>SpiderMonkey!</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
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            <SceneArcBeats>
                <CharacterArcBeat Name="JULIE">
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StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                    </Paragraph>
                </CharacterArcBeat>
                <CharacterArcBeat Name="SPIDER-MONKEY">
                    <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
                        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                    </Paragraph>
                </CharacterArcBeat>
            </SceneArcBeats>
        </SceneProperties>
        <Text>INT. SHAFT - CONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>With the elevator car high above him, Spider-Monkey hits levers and
twist dials -- monkeying around with them. </Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Nearby, Julie watches with concern. </Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>JULIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Ben? Be careful. </Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>ON SPIDER-MONKEY - He hits a switch; there's an o. s. CLUNK; Then he
looks up. </Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>HIS POV - The elevator car is dropping down at him. </Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>Spider-monkey (o. S. )</Text>
    </Paragraph>

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<Paragraph Type="Dialogue">
  <Text>(

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<Paragraph Type="Action">
 <Text>Spider-Monkey is looking upward as the elevator car plummets toward him. All he can do is raise his multiple hands -- as if that will do any good.
 </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>OUTSIDE THE SHAFT - Julie rushes to the open shaft and puts her hands on the door sill. </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>CLOSE ON JULIE </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>Julie</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Bennnnnn</Text>
 <Text>!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>There's a brief flash of static electricity in her eyes -- so brief it might just be a reflection of something. Then:</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>INSIDE THE SHAFT - Spider-Monkey is hunched over; the bottom of the elevator car drops into frame. . . </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">and</Text>
 <Text> stops inches above his head. </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>CLOSE ON SPIDER-MONKEY - Looking up, looking all around, starting to CHITTER. When he realizes he's still alive, he leaps out the door to re-unite with Julie. </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>NEW ANGLE - On the returning repairman, now with a big wrench in his hand; he's seen everything, and he's furious. </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>AT THE ELEVATOR - Ben is now back to his normal self, and Julie is holding him. </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>JuLIE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I was so </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">scared</Text>
 <Text>--</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>RepaIRMAN</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(entering frame)</Text>
 </Paragraph>

<Paragraph Type="Dialogue">
 <Text>I told you to stay away from that thing! I don't care </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">how</Text>
 <Text> many superheroes you are. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>The repairman now looks inside the shaft for a moment, then turns back to Ben. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>RepaIRMAN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You hit the emergency release, didn't you?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>How was I supposed to know? It didn't have a label on it. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>REPAIRMAN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You know </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">why</Text>
 <Text> it doesn't have a label? Because the only people who are supposed to be in there </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">know</Text>
 <Text> what an emergency release looks like!</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Can you please calm down? Obviously, the brake was on. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>REPAIRMAN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>No it wasn't. I just took the brake apart so I could check it. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Then what stopped it?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>ZOOM IN TIGHT on the repairman. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>REPAIRMAN</Text>
</Paragraph>

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<Paragraph Type="Dialogue">
  <Text>I... don't know. </Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="KEVIN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Int.  Gwen's place - night (later)</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen's on the couch, broken ankle raised. She's in mid-phone
conversation. Kevin sits nearby. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I'm okay, Ben, but what about </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
  <Text>?... Uh huh, uh huh... </Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(beat)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ben? Just because it ends well doesn't mean all's well. </Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(beat)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Let me know if you find out. Bye. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She hangs up and turns to Kevin. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I think this all has something to do with Julie and Ship. Remember how
he barked at her?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Maybe he's got dysentery. </Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(beat)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Wonder who you'd take him to for shots, a vet? </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Pitboys</Text>
  <Text>?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I think Julie's gotten some of Ship's powers. It's happened before, and
she probably doesn't even realize it. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Maybe. But coincidence explains it just as well. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Go find out which. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(acquiescing)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Going.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>DISSOLVE TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="7/8" Page="17" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
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          <Text AdornmentStyle="0" Background="#FFFFFFFF"

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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="JULIE">
  <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
    </Paragraph>
  </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>Ext. Multiplex theater - next night</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>It's the next night; Ben and Julie walk toward the </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">multi-plex</Text>
  <Text> -- whose marquee displays: </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">'Handgrenade</Text>
  <Text> Honeymoon,' 'Vampire Summer </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">IV,'</Text>
  <Text> 'Sumo Slammers - The Movie,' 'Wendy's Wonderful Wedding.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>As Ben and Julie look at the marquee:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>So, uh, what do you want to see?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JuLiE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>How about Vampire Summer?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben looks askance at her.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Okay. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Julie looks at him closely. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JuLiE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You don't want to see it, do you?</Text>

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</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>No, </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
  <Text> don't want to see it. You hate Jennifer Nocturne.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Oh. I forgot. But the boy should pick the movie anyway.</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="">Sence</Text>
  <Text> when?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She snuggles up against his arm.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Julie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Since from now on.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Well, in that case... </Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>Smash cut to:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="5/8" Page="18" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="KEVIN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Int. Theater - nighT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>ON THE MOVIE SCREEN: A SUMO SLAMMER -- a big-bellied guy -- is using

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his belly to hit one ninja warrior after another. Thundering THUDS accompany each blow, along with LOUD MUSIC. </Text>

</Paragraph>

<Paragraph Type="Action">

<Text>IN THE AUDIENCE - Ben wearing </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">3D</Text>

<Text>glasses, is mimicking every blow, while Julie, also wearing </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">3D</Text>

<Text>glasses, looks lovingly at him. CAMERA now PANS AWAY from them, going toward the back rows. The theater is mostly empty. CAMERA STOPS on Kevin, sitting by himself, wearing shades, he pulls them down, revealing his identity. He's not watching the movie, but instead, looking at:</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>KEVIN'S POV - The backs of Ben's and Julie's heads. Ben is still deeply into the movie, while Julie continues to look at him lovingly. </Text>

</Paragraph>

<Paragraph Type="Action">

<Text>BACK TO KEVIN</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>Kevin</Text>

</Paragraph>

<Paragraph Type="Parenthetical">

<Text>(to himself, shaking his head)</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Definitely something wrong. </Text>

</Paragraph>

<Paragraph Type="Transition">

<Text>DISSOLVE TO:</Text>

</Paragraph>

<Paragraph Type="Scene Heading">

<SceneProperties Length="1 5/8" Page="18" Title="">

<SceneArcBeats>

<CharacterArcBeat Name="BEN">

<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">

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

</Paragraph>

</CharacterArcBeat>

<CharacterArcBeat Name="JULIE">

<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">

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

</Paragraph>

</CharacterArcBeat>

<CharacterArcBeat Name="JULIE">

<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">

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

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        </Paragraph>
    </CharacterArcBeat>
    <CharacterArcBeat Name="RADIO">
        <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.  MULTIPLEX THEATER -  niGHT</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ben and Julie are now exiting, along with most of the audience. (Kevin
is not seen at this point.) Ben is pumped up about the movie:</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Well? </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">What'd</Text>
    <Text> you think </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">this</Text>
    <Text> time?</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>JuLiE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>It's... starting to grow on me. </Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>I knew you'd like it eventually. All you had to do was give it a
chance. </Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Lots of things are like that, aren't they?</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>She stops. That's a cue for a kiss...  but SIRENS suddenly sound.
</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>WIDE - All of a sudden, several cop cars are turning down the street in
front of them, heading up into the hills. </Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>BACK TO BEN AND JULIE - They watch the cars go past. </Text>

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</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I wonder... </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He reveals his Ultimatrix, hits a few buttons. . . </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">and</Text>
  <Text> when a display comes up, his face falls.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Radio</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>...fugitive code-named Serpent. Should be considered armed and
dangerous. Repeat, all available units--</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben switches it off.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Juie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What is it, Ben.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Nothing. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Come on, Ben, you know it's something. Tell me. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Julie, last time we got into a fight over it, and I don't want--</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>A fight?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I wanted to go, but you said your life is important too,
remember?</Text>
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</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Listen, Ben. If you need to go, you should go. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You're sure?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>If it's important to you, then it's important to me. Now hurry!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben starts to go, but then turns back to Julie. Before he can say
anything:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Don't worry about me. I'll take the bus. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben smiles broadly, then runs off. STAY WITH Julie as she looks around,
then walks out of frame. The frame is empty for a beat, then Kevin passes through,
following Julie. </Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="3/8" Page="20" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>Ext. Industrial neighborhood - niGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Mostly small factories and workshops, all deserted at this hour. Julie
comes around a corner and walks toward CAMERA. When she gets into </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">closeup</Text>
  <Text> range, CAMERA begins to TRACK WITH her. Over her shoulder, we soon see
Kevin coming around the corner, following her. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>There's a brief flash of static in Julie's eyes as she passes CAMERA.
Kevin soon passes CAMERA, too. </Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>Cut TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">

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<SceneProperties Length="6/8" Page="20" Title="">
  <SceneArcBeats>
    <CharacterArcBeat Name="BEN">
      <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
      </Paragraph>
    </CharacterArcBeat>
    <CharacterArcBeat Name="COP">
      <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
      </Paragraph>
    </CharacterArcBeat>
    <CharacterArcBeat Name="JETRAY">
      <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
      </Paragraph>
    </CharacterArcBeat>
  </SceneArcBeats>
</SceneProperties>
<Text>Ext. Hilltop - niGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Police spotlights hit one of Ssserpent's snake-head hands, visible at
the crest of the hill, motionless. CAMERA ZOOMS OUT to include several police cars
and cops at the foot of the hill. Ben now runs in to join them. He approaches the
cop he spoke to before. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Looks like you got him this time. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Cop</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Soon as SWAT gets here, we're going to move in. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Why wait?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben morphs into the </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">JETRAY</Text>
  <Text> and soars away. </Text>

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</Paragraph>
<Paragraph Type="Character">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Jetray</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">JetRay</Text>
  <Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>CAMERA remains in place as Jet Ray flies up the hill, then over it,
disappearing behind the crest. CAMERA HOLDS. . . </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The cop and the second cop exchange worried looks. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>OVER THEIR SHOULDERS - Looking at the crest of the hill. Nothing. The
cop now turns to the second cop. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>COP</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>No fooling around this time; come on!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The cops now run up the hill. </Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="7/8" Page="21" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="COP">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="SECOND COP">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>

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    </SceneProperties>
    <Text>Ext. HilltOP - momeNTS LATER</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>The cops are coming up toward the crest; CAMERA is following them,
    peering over their shoulders. First, they see the motionless snake-head hand, then,
    as they crest the hill, they see Ben, standing still, staring at something on the
    ground, on the other side of the crest. CAMERA is soon in position to show what it
    is. . . </Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>It looks like a deflated version of Ssserpent. Both hands are still
    attached, but other than that, he looks transparent, empty. </Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>The cops are stunned. </Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>Cop</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
    Font="Courier Final Draft" RevisionID="0" Size="12" Style="">What'd</Text>
    <Text> you do to him?</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>BeN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>This isn't Ssserpent. </Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>COP</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Then what--</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>BEN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>It's just his skin. He shed it. That's what snakes do. He's probably
    fifty miles from here by now. </Text>
  </Paragraph>
  <Paragraph Type="Parenthetical">
    <Text>(beat)</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>I gotta go. </Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>He hurries off. The cop now kneels down and picks up the skin. The
    second cop leans over to him and:</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>SeCOND COP</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"

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Font="Courier Final Draft" RevisionID="0" Size="12" Style="">What're</Text>
  <Text> you doing?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Cop</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Boots. </Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="6/8" Page="22" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="KEVIN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Ext. INDUSTRIAL NEIGHBORHOOD - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>On Kevin, walking along, looking around. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>HIS POV - Julie is up ahead, her back to him. She now disappears around
a corner. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>BACK TO KEVIN - He pulls out his BADGE and hits a button. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Gwen? I'm following Julie, like you asked... I'm near Industry
Boulevard... I </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">know</Text>
  <Text> she doesn't live around here... Beats me, that's what I'm trying to
find out. I--</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He stops. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>KEVIN'S POV - As he rounds the corner, he comes face to face with a
squat-looking building positioned in the middle of the street. The lights in two
second story windows switch on, approximating eyes on a face; then, the building's
double doors begin to swing open and closed -- a gaping mouth -- and now, the
building rises up on stone pillars at its four corners and begins to walk on
them... towards Kevin!</Text>
</Paragraph>

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<Paragraph Type="Action">
  <Text>Kevin backs away, then looks over his shoulder; there's another of
these buildings coming toward him from the rear. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Gwen--</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(loud scream, continuing:)</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="2/8" Page="23" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>Int. GWEN'S PLACE - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen is on her couch, leg up, phone to her ear. As Kevin's SCREAM
continues, her eyes open wide in terror. </Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>FaDE out. </Text>
</Paragraph>
<Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.75" RightIndent="7.38" SpaceBefore="24" Spacing="1"
StartsNewPage="No" Type="Scene Heading">
  <SceneProperties Length="1/8" Page="23" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>End act two</Text>
</Paragraph>
<Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.75" RightIndent="7.38" SpaceBefore="12" Spacing="1"
StartsNewPage="Yes" Type="Action">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">ACT
THREE</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">FADE IN:</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="2/8" Page="24" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>EXT. INDUSTRIAL NEIGHBORHOOD - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin is now caught between three moving buildings, all closing in on
him. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin reaches down, touches the concrete at his feet and instantly

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becomes stony. Then he barrels into the building he's facing, crashing right through its wall. </Text>

</Paragraph>

<Paragraph Type="Scene Heading">

<SceneProperties Length="1/8" Page="24" Title="">

<SceneArcBeats/>

</SceneProperties>

<Text>INT. BUILDING - NIGHT - CONTINUOUS</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>It's a workshop. Kevin batters his way through some interior walls, then smashes his way toward the back. </Text>

</Paragraph>

<Paragraph Type="Scene Heading">

<SceneProperties Length="1 6/8" Page="24" Title="">

<SceneArcBeats>

<CharacterArcBeat Name="KEVIN">

<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">

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

</Paragraph>

</CharacterArcBeat>

<CharacterArcBeat Name="WAY BIG">

<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">

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

</Paragraph>

</CharacterArcBeat>

</SceneArcBeats>

</SceneProperties>

<Text>EXT. INDUSTRIAL NEIGHBORHOOD - CONTINUOUS</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Kevin punches his way out of the building, but then stops, surprised. </Text>

</Paragraph>

<Paragraph Type="Action">

<Text>KEVIN'S POV - There's another building waiting out here for him. </Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Kevin raises his fist, but suddenly yet another building comes in fast from the side, knocking Kevin sideways. </Text>

</Paragraph>

<Paragraph Type="Character">

<Text>KeVIN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>(</Text>

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

<Text> grunt)</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Kevin lands at the 'feet' of still another animated building, which now

begins to morph some more; just as four stone 'legs' have come out from its base, two pillar-like 'arms' now grow from the sides of the building. Then they begin to pummel Kevin. </Text>

</Paragraph>

<Paragraph Type="Character">

<Text>KEVIN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text></Text>

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

<Text> grunts)</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>WIDE - Looking DOWN on this street from high above as the other buildings begin to cluster around Kevin, pummeling him. . . </Text>

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

<Text> a giant hand reaches into frame, lifts one building, tosses it away, and then another. </Text>

</Paragraph>

<Paragraph Type="Action">

<Text>It's the hand of WAY BIG. </Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Kevin watches as yet another building is pulled off him. Then he sees Way Big up above. </Text>

</Paragraph>

<Paragraph Type="Character">

<Text>KEVIN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Ben!</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Way Big is briefly distracted... </Text>

</Paragraph>

<Paragraph Type="Action">

<Text>One of the buildings' mouth-like double doors clamps down tight on Way Big's ankle. </Text>

</Paragraph>

<Paragraph Type="Character">

<Text>Way big</Text>

</Paragraph>

<Paragraph Type="Dialogue">

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

<Text>!</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>He bends down and swats the building away. Then he lifts Kevin and holds him in the palm of his hand. </Text>

</Paragraph>

<Paragraph Type="Character">

<Text>KEVIN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

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

<Text> you know I was here?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>WAY BIG</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Gwen called. But she didn't say what you were doing here. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I'm following Julie. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>WAY BIG</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You were </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">spying</Text>
 <Text> on her?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Hey, it's not like I didn't have a good reason. I mean, look what just happened. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>He points down to the ground, where the buildings lay. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>WAY BIG</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>This doesn't prove anything. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Ben, I know you like her, but </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">c'mon</Text>
 <Text>! </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>WAY BIG</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>All the enemies we've had over the years -- </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">any</Text>
 <Text> of them could have done this. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Kevin</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Really? Animate buildings?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Way BIG</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Some of them... Three or four of em maybe.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(giving it up)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Julie can't do this.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>No. So </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">how'd</Text>
  <Text> she manage?</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>DISSOLVE TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="4/8" Page="26" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="JULIE'S DAD">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Ext. Julie's home - morNING</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben approaches the front door and knocks. JULIE'S FATHER answers. . .
</Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">and</Text>
  <Text> frowns when he sees Ben. </Text>
</Paragraph>
<Paragraph Type="Character">

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    <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Uh, hi. Can I see Julie?</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Julie's dad</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>She's not here. You should know that. </Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>How--?</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Julie's Dad closes the door in Ben's face. Ben raises his hand to knock
again, but decides not to. Instead, he shrugs and walks off. </Text>
</Paragraph>
<Paragraph Type="Transition">
    <Text>DISSOLVE TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="7/8" Page="26" Title="">
        <SceneArcBeats>
            <CharacterArcBeat Name="BEN">
                <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
                    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
            <CharacterArcBeat Name="JULIE">
                <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
                    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
        </SceneArcBeats>
    </SceneProperties>
    <Text>Ext. Ben's house - daY</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ben is walking back toward his house when he sees:</Text>
</Paragraph>
<Paragraph Type="Character">
    <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Julie!</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>She's waiting for him on his front porch. She holds up a fast food bag.
</Text>

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</Paragraph>
<Paragraph Type="Character">
 <Text>Julie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I brought you some chili fries. I hope it's not too early. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>For lunch. But not for breakfast!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>He takes the bag from her, and starts eating. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(mouth full:)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Thanks. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>As he eats, he rather clumsily opens the front door. . . </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">and</Text>
 <Text> then he remembers something:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Oh! I just saw your dad--</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>CLOSE ON JULIE - For some reason, Julie is uncomfortable. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Julie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>What for?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Just wanted to see you, that's all. </Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(beat)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>He was acting weird. </Text>
</Paragraph>
<Paragraph Type="Character">

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    <Text>JULIE</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Well, you know parents. </Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>She leads the way into the house. As she goes, we see a brief flash of
static in her eyes. </Text>
  </Paragraph>
  <Paragraph Type="Scene Heading">
    <SceneProperties Length="4 7/8" Page="27" Title="">
      <SceneArcBeats>
        <CharacterArcBeat Name="ARMODRILLO">
          <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
            <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
          </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="BEN">
          <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
            <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
          </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="ELENA">
          <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
            <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
          </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="JULIE">
          <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
            <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
          </Paragraph>
        </CharacterArcBeat>
      </SceneArcBeats>
    </SceneProperties>
    <Text>INT. BEN'S LIVING ROOM - CONTINUOUS</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Ben goes straight to the coffee table, puts his bag of chili fries on
it, then switches on the TV. </Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>JULIE</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Sumo Slammers?</Text>
  </Paragraph>
  <Paragraph Type="Action">

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<Text>Ben smiles and shakes his head. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Got a surprise from you. </Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You've gone along with everything I've wanted to do these last few
days. Now we're going to see whatever </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
 <Text> want to see. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I'm fine with Sumo Slammers. Really. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>No, this time, it's going to be what makes </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
 <Text> happy. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>He notices something on the on-screen channel guide. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Tennis? Yes!</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You really don't have to--</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</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">want</Text>
 <Text> to. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>He clicks on the tennis matches... and his eyes widen. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Ben</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Hey, it's </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
  <Text>!</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Must be an old tape. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>NEW ANGLE - Ben leans in to check the bottom of the TV screen for a
time stamp. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>It </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">is</Text>
  <Text> a tape... </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He looks around to confront Julie. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>... </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">from</Text>
  <Text> </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline">yesterday</Text>
  <Text>. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Julie doesn't say anything, so:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Who </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">are</Text>
  <Text> you?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ben, I've done everything you asked, and even things you didn't ask

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for. And I always will. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben blinks a couple of times, then:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Elena!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>CLOSE ON JULIE - She now MORPHS into ELENA; her VOICE changes, too.
</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Elena</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I was Elena. Then I was Julie. But if you don't like them. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>She now goes through a series of morphs, changing from one girl to another, tall, short, light, dark. Finally, she morphs back to Elena, and:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I can be anyone you want me to be. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Far from being seduced, Ben is outraged:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You almost killed Kevin! You used your microchips to make those buildings come to life. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>He was following me! He was trying to keep us apart.??</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>And that elevator, you hurt Gwen. You tried to crush me with it!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Elena's eyes widen; she's genuinely outraged:</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>ELENA</Text>
</Paragraph>

<Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">You're</Text>
 <Text> the one who made it fall; I used my chips to </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">stop</Text>
 <Text> it!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben is stunned. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>The chips let me do anything, and all I want to use them for is to give you everything you want. What's wrong with that?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Ben moves in close to her. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Elena, what do </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
 <Text> want?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Does it matter?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>It does. Kevin's changed a lot -- and for the better -- since he's been with Gwen. If she'd just done everything he wanted, he'd still be the same old Kevin. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I'll be more like Gwen, if that's what you want. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>It's got to be what </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
 <Text> want, Elena. </Text>
</Paragraph>

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<Paragraph Type="Character">
  <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Don't you understand? I just want </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
  <Text>!</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>That's not enough. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>There's a knock at the door. Ben quickly goes to it and opens it. Once
again -- and for real, this time -- it's:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Julie!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Julie doesn't notice Elena yet. As she steps in:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I missed you, Ben. Also I got eliminated in the first round--</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Now she sees Elena. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JulIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What's </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">she</Text>
  <Text> doing here?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Long story. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ElenA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I'll make it quick. </Text>
</Paragraph>
<Paragraph Type="Action">

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<Text>Elena's arms morph into long pincers made of chips, and they extend toward Julie. </Text>

</Paragraph>

<Paragraph Type="Character">

<Text>JulIE</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>(</Text>

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

<Text>!)</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Ben touches his wrist and TRANSFORMS into Armodrillo:</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>arMODRILLO</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Armodrillo!</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Armodrillo steps in front of the pincers, blocking them; they bounce off him. Then he lunges at Elena, but he's not quite fast enough; the pincers morph into a sling that catches Armodrillo and flings him aside. </Text>

</Paragraph>

<Paragraph Type="Character">

<Text>ArMODRILLO</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text><impacts></Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Then Elena advances on Julie. </Text>

</Paragraph>

<Paragraph Type="Character">

<Text>JULIE</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>(</Text>

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

<Text>!)</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Armodrillo now bowls into Elena from behind. </Text>

</Paragraph>

<Paragraph Type="Character">

<Text>ArMODRILLO</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text><attack></Text>

</Paragraph>

<Paragraph Type="Character">

<Text>ELENA</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>(impact grunt)</Text>

</Paragraph>

```

    <Paragraph Type="Action">
        <Text>She goes down; Armodrillo is ready to deliver the coup de grace -- when
Elena morphs into Julie. Armodrillo hesitates; he knows it's not really Julie, but
he still can't bring himself to hit her. A wave of chips now extend from Elena,
enveloping Armodrillo. </Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>Armodrillo</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>(</Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
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        <Text> for air)</Text>
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    <Paragraph Type="Character">
        <Text>JuLiE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>What are you going to do, kill him? If you can't have him, no one can?
Is that it?</Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>ELENA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>I... I love him. </Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>JULIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>You don't know what love is. </Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>With Elena distracted, Armodrillo is able to break out of her microchip
shell, but it's taken its toll: he's been weakened. </Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>ArmoDRILLO</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>&lt;effort&gt; &lt;gasp&gt; </Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>REVERTING back to Ben, he falls to his knees. </Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>Ben</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
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Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;fainting</Text>
        <Text> moan&gt;</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Concerned, Julie runs over to him and puts a comforting arm around him.
</Text>
    </Paragraph>

```

```

<Paragraph Type="Action">
  <Text>CLOSE ON ELENA - She's watching this. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>BACK TO BEN AND JULIE </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>JulIE</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(softly, to Ben)</Text>
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<Paragraph Type="Dialogue">
  <Text>Are you okay?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben nods; the back of Elena's head now comes into frame from behind
CAMERA. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>EleNA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Maybe I </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">don't</Text>
  <Text> know what love is. . . </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>CLOSE ON ELENA</Text>
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<Paragraph Type="Character">
  <Text>ELENA (coNT'D)</Text>
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<Paragraph Type="Dialogue">
  <Text>... </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
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  <Text> now I know what </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
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  <Text> is. </Text>
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<Paragraph Type="Action">
  <Text>She morphs into an all-chip version of herself, and:</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You'll see me again. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She becomes almost snake-like and slithers out the door. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>ON BEN AND JULE - The watch her go, holding each other very tight.
</Text>
</Paragraph>

```

```

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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="MATCHCUT" Shortcut="Ctrl+Shift+Alt+7"
Text="MATCH CUT TO:" Transition="Scene Heading">
    <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
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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="JUMP CUT TO:" Transition="Scene Heading">
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        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
    </Alias>
</Macro>
<Macro Element="Transition" Name="FBLACK" Shortcut="Ctrl+Shift+Alt+9"
Text="FADE TO BLACK." Transition="None">
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        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
    </Alias>
</Macro>
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    <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
        <ActivateIn Element="General"/>

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    <ActivateIn Element="Scene Heading"/>
    <ActivateIn Element="Action"/>
    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
    <ActivateIn Element="Transition"/>
    <ActivateIn Element="Shot"/>
  </Alias>
</Macro>
</Macros>

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  <Actor MacVoice="" Name="Man 1" Pitch="Normal" Speed="Medium" WinVoice=""/>
  <Actor MacVoice="" Name="Man 2" Pitch="Normal" Speed="Medium" WinVoice=""/>
  <Actor MacVoice="" Name="Woman 1" Pitch="Normal" Speed="Medium" WinVoice=""/>
  <Actor MacVoice="" Name="Woman 2" Pitch="Normal" Speed="Medium" WinVoice=""/>
  <Actor MacVoice="" Name="Boy 1" Pitch="Normal" Speed="Medium" WinVoice=""/>
  <Actor MacVoice="" Name="Boy 2" Pitch="Normal" Speed="Medium" WinVoice=""/>
  <Actor MacVoice="" Name="Girl 1" Pitch="Normal" Speed="Medium" WinVoice=""/>
  <Actor MacVoice="" Name="Girl 2" Pitch="Normal" Speed="Medium" WinVoice=""/>
  <Actor MacVoice="" Name="Old Man" Pitch="Normal" Speed="Medium" WinVoice=""/>
  <Actor MacVoice="" Name="Old Woman" Pitch="Normal" Speed="Medium" WinVoice=""/>
</Actors>

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<Cast>
  <Narrator Actor="Man 1">
    <Element Type="Character"/>
    <Element Type="Dialogue"/>
  </Narrator>
  <Member Actor="Man 1" Character="Kevin"/>
  <Member Actor="Man 1" Character="Ben"/>
  <Member Actor="Man 1" Character="Kid"/>
  <Member Actor="Man 1" Character="Reporter"/>
  <Member Actor="Man 1" Character="Julie"/>
  <Member Actor="Man 1" Character="Cop"/>
  <Member Actor="Man 1" Character="Second cop"/>
  <Member Actor="Man 1" Character="Ssserpent"/>
  <Member Actor="Man 1" Character="Goop"/>
  <Member Actor="Man 1" Character="Gwen"/>
  <Member Actor="Man 1" Character="Singers"/>
  <Member Actor="Man 1" Character="Middle-aged man"/>
  <Member Actor="Man 1" Character="Doctor"/>
  <Member Actor="Man 1" Character="Repairman"/>
  <Member Actor="Man 1" Character="Way big"/>
  <Member Actor="Man 1" Character="Julie's dad"/>
  <Member Actor="Man 1" Character="Elena"/>
  <Member Actor="Man 1" Character="Spider-monkey"/>
  <Member Actor="Man 1" Character="Armodrillo"/>
  <Member Actor="Man 1" Character="Ship"/>
  <Member Actor="Man 1" Character="Radio"/>
  <Member Actor="Man 1" Character="Juie"/>
</Cast>

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  <SceneNumberOptions LeftLocation="1.00" NumberScheme="1A" RightLocation="7.71"
  ShowNumbersOnLeft="Yes" ShowNumbersOnRight="Yes">
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    Font="Courier Final Draft" RevisionID="0" Size="12" Style=""/>
  </SceneNumberOptions>

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<CastList SortOption="Alphabetical">
  <CustomOrder/>
</CastList>

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  <Character Color="#FFFFFFFFFFFF" Name="BEN" Visible="No"/>
  <Character Color="#FFFFFFFFFFFF" Name="COP" Visible="No"/>
  <Character Color="#FFFFFFFFFFFF" Name="ELENA" Visible="No"/>
  <Character Color="#FFFFFFFFFFFF" Name="GOOP" Visible="No"/>
  <Character Color="#FFFFFFFFFFFF" Name="GWEN" Visible="No"/>
  <Character Color="#FFFFFFFFFFFF" Name="JETRAY" Visible="No"/>
  <Character Color="#FFFFFFFFFFFF" Name="JUIE" Visible="No"/>
  <Character Color="#FFFFFFFFFFFF" Name="JULIE" Visible="No"/>
  <Character Color="#FFFFFFFFFFFF" Name="JULIE'S DAD" Visible="No"/>
  <Character Color="#FFFFFFFFFFFF" Name="KEVIN" Visible="No"/>
  <Character Color="#FFFFFFFFFFFF" Name="RADIO" Visible="No"/>
  <Character Color="#FFFFFFFFFFFF" Name="REPAIRMAN" Visible="No"/>
  <Character Color="#FFFFFFFFFFFF" Name="REPORTER" Visible="No"/>
  <Character Color="#FFFFFFFFFFFF" Name="SECOND COP" Visible="No"/>
  <Character Color="#FFFFFFFFFFFF" Name="SERPENT" Visible="No"/>
  <Character Color="#FFFFFFFFFFFF" Name="SHIP" Visible="No"/>
  <Character Color="#FFFFFFFFFFFF" Name="SPIDER-MONKEY" Visible="No"/>
  <Character Color="#FFFFFFFFFFFF" Name="SPIDERMONKEY" Visible="No"/>
  <Character Color="#FFFFFFFFFFFF" Name="SSSERPENT" Visible="No"/>
  <Character Color="#FFFFFFFFFFFF" Name="WAY BIG" Visible="No"/>
</CharacterHighlighting>

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<TagsNavigatorPreferences IsSortAscending="Yes" SortColumn="Order">
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  <Column Width="64">Scene #</Column>
  <Column Width="50">Intro</Column>
  <Column Width="260">Location</Column>
  <Column Width="90">Time</Column>
  <Column Width="60">Length</Column>
  <Column UserType="CategoryColumnType" Width="360">Synopsis</Column>
  <Column UserType="CategoryColumnType" Width="360">Cast Members</Column>
  <Column Width="360">Tags</Column>
  <Column Width="52">Order</Column>
</TagsNavigatorPreferences>

<AltCollection/>

<TargetScriptLength>120</TargetScriptLength>

<ListItems/>

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ZoomLevel="100.000"/>
  <DisplayBoard Height="73" ScrollOrigin="0,0" Type="StoryMap" Width="2032"
ZoomLevel="100.000"/>
</DisplayBoards>

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Name="Stunts" Number="4" Style="Bold"/>
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Name="Sound" Number="14" Style="Bold"/>
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Name="Notes" Number="24" Style="Bold"/>
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Name="Camera" Number="7" Style="Bold"/>
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Name="Art Department" Number="15" Style="Bold"/>
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Name="Script Day" Number="25" Style="Bold"/>
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Name="Sequence" Number="27" Style="Bold"/>
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Name="Unit" Number="26" Style="Bold"/>
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Name="Synopsis" Number="1" Style="Bold"/>
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    <Column UserType="TraitColumnType" Width="63">Gender</Column>
    <Column UserType="TraitColumnType" Width="70">Ethnicity</Column>
    <Column UserType="TraitColumnType" Width="83">Orientation</Column>
    <Column UserType="TraitColumnType" Width="80">Disability</Column>
    <Column UserType="TraitColumnType" Width="50">Age</Column>
    <Column UserType="TraitColumnType" Width="85">Occupation</Column>
    <Column Width="73">Dialogues</Column>
    <Column Width="60">Scenes</Column>
    <Column Width="111">Speaking Scenes</Column>
    <Column Width="138">Non-Speaking Scenes</Column>
  </TableColumnSettings>
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Type="text"/>
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</Characters>

<Images Hidden="0"/>

</FinalDraft>

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