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      <Text>re tight, so we cans a spot right there!</Text>
    </Paragraph>
    <Paragraph Number="2" Type="Character">
      <Text>Ben</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>On it!</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>BENs 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 Number="3" 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>Thatt it?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Ben takes the handle, agreeing. </Text>
    </Paragraph>
    <Paragraph Number="4" Type="Character">
      <Text>Ben</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">

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<Text>It let you</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text>without a ticket. </Text>
</Paragraph>
<Paragraph Number="6" Type="Character">
<Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Sure they will. Whatt abuse it for a few more minutes with my girl?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>He indicates Gwen, in the driverll 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>Bens on the scanner, Gwen. </Text>
</Paragraph>
<Paragraph Number="10" Type="Character">
<Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Nothing. I can handle it anyway. </Text>
</Paragraph>
<Paragraph Number="11" Type="Character">
<Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Whatmon</Text>
<Text>, Julie. Ssserpentve got a Tournament, Ben! </Text>
</Paragraph>
<Paragraph Number="17" Type="Character">
<Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You can go tomorrow!</Text>
</Paragraph>

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<Paragraph Type="Action">
  <Text>She pulls her hand back. </Text>
</Paragraph>
<Paragraph Number="18" Type="Character">
  <Text>Julie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>No I canm going after </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
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 Number="21" 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>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
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        </Paragraph>
    </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>Ext.  RamSHACKLE warehHOUSE - night</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Establishing the crime scene.  Several police cars and
cops hold a perimeter.  Bens when a steel plate drops down in
front of the door, blocking the crack that Goop just came
through. </Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>OUTSIDE</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>We see Goopt one. </Text>
</Paragraph>
<Paragraph Type="Action">
    <Text></Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>NEW ANGLE - Looking down at the floor: Goop continues
to slither along the floor until CAMERA PULLS UP a bit, and Goop
oozes right </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="Underline">UNDER</Text>
    <Text> Ssserpents feet -- heD)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">Sssadly</Text>
    <Text> for you, </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">thisss</Text>
    <Text> </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">isssns now getting squeezed pretty hard.
</Text>
</Paragraph>
<Paragraph Number="25" Type="Character">

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        <Text>SSSERPENT (conTve been </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
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Size="12" Style="">ssstudying</Text>
        <Text> you. Learning how you think. I </Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="Underline">knew</Text>
        <Text> youre going to be very, very </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">sssorry</Text>
        <Text>. </Text>
</Paragraph>
<Paragraph Number="26" Type="Character">
        <Text>Goop</Text>
</Paragraph>
<Paragraph Type="Dialogue">
        <Text>(</Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">screams</Text>
        <Text>)</Text>
</Paragraph>
<Paragraph Type="Action">
        <Text>END TEASER</Text>
</Paragraph>
<Paragraph Alignment="Center" FirstIndent="0.00"
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        </Paragraph>
    </CharacterArcBeat>
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        </Paragraph>
    </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
    <Text>Int.  ramSHACKLE wareHOUSE - niGHT </Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Ssserpent continues to centrifuge Goop. </Text>
</Paragraph>
<Paragraph Number="27" Type="Character">
    <Text>SSSERPENT</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>By now, youd</Text>
    <Text> you come from?</Text>
</Paragraph>
<Paragraph Number="30" Type="Character">
    <Text>GooP (o. S. )</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text></Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">screams</Text>
    <Text>!)</Text>
</Paragraph>
<Paragraph Number="31" 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 Number="32" Type="Character">

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    <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 Number="33" Type="Character">
    <Text>Cop</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFFFF"
Color="#00000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">&lt;impact&gt;</Text>
    <Text></Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>She ducks under the police tape and sprints toward the
window. </Text>
</Paragraph>
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            </CharacterArcBeat>
            <CharacterArcBeat Name="GOOP">
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</CharacterArcBeat>
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SpaceBefore="0" Spacing="1" StartsNewPage="No">
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</CharacterArcBeat>
<CharacterArcBeat Name="SERPENT">
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Style=""></Text>
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</CharacterArcBeat>
<CharacterArcBeat Name="SSSERPENT">
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    </Paragraph>
</CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>INT.  RAMSHACKLE wareHOUSE - NIGHT - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Julie starts to climb in the window, but shes going on
inside:</Text>
</Paragraph>
<Paragraph Number="34" Type="Character">
    <Text>Goop</Text>
</Paragraph>

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<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">&lt;screams&gt;</Text>
  <Text></Text>
</Paragraph>
<Paragraph Number="35" 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 Number="36" Type="Character">
  <Text>SSSERPENT</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">Ssso</Text>
  <Text> its a THUDDING at the door. Ssserpent stops and turns
to see the cops batter their way through the steel plate door.
</Text>
</Paragraph>
<Paragraph Number="37" Type="Character">
  <Text>Cop</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Halt! Police!</Text>
</Paragraph>
<Paragraph Number="38" 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="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"

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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>Goops ROOM - moRNING</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>CLOSE on Julie as:</Text>
 </Paragraph>
 <Paragraph Number="41" 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. Its got to have her priorities. </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Gwen gives her a long, questioning look. </Text>
 </Paragraph>
 <Paragraph Number="44" Type="Character">
 <Text>julie</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Like shopping. Want to go?</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Gwens why hed rather do. </Text>
 </Paragraph>
 <Paragraph Number="48" Type="Character">
 <Text>BeN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>So why do it?</Text>
 </Paragraph>
 <Paragraph Number="49" Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>

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<Paragraph Type="Dialogue">
  <Text>s not happy, It in the channel guide. </Text>
</Paragraph>
<Paragraph Number="53" Type="Character">
  <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Record it. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Bend--</Text>
</Paragraph>
<Paragraph Number="56" Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Itt have to--</Text>
</Paragraph>
<Paragraph Number="59" Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Why donll stay here and watch?</Text>
</Paragraph>
<Paragraph Number="60" Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Would </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="Underline">that</Text>
  <Text> make you happy?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Benll 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 theyt believe
this. </Text>
</Paragraph>
<Paragraph Number="63" Type="Character">

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<Text>KeVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">Whats the matter with Ship?</Text>
</Paragraph>
<Paragraph Number="67" Type="Character">
 <Text>JulIE</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(shrugging)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Dons never acted like this before. Not around </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="Underline">you</Text>
 <Text>, anyway. ItD)</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(resigned)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Come on, we got </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">shoppins carrying):</Text>
</Paragraph>
<Paragraph Number="71" Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I wish Ben were here. Hes just as well he
didnD)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I wanted to talk to you. About not going to Europe.
</Text>
</Paragraph>
<Paragraph Number="74" Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I already told you, it was an easy choice. </Text>

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    </Paragraph>
    <Paragraph Type="Action">
        <Text>She starts toward the elevator again. Gwen follows.
    </Text>
    </Paragraph>
    <Paragraph Number="75" Type="Character">
        <Text>GWEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>But it </Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="Underline">shouldns all there is to it. </Text>
    </Paragraph>
    <Paragraph Number="77" Type="Character">
        <Text>GWEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Fine. But that doesns what you do when you love
somebody. </Text>
    </Paragraph>
    <Paragraph Number="79" Type="Character">
        <Text>GWEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>No. You both make sacrifices for each other. Whats
finger presses the  button. </Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>NEW ANGLE (This is important): Wes hand remains close
to the elevator button. )</Text>
    </Paragraph>
    <Paragraph Number="80" Type="Character">
        <Text>GwEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Look, Julie, is there any way you can get back on the
tour? Yout want to. </Text>
    </Paragraph>
    <Paragraph Number="82" Type="Character">
        <Text>GWEN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Itll remember for the rest of your life--</Text>
    </Paragraph>

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<Paragraph Number="83" Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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Size="12" Style="Underline">I dons finger hits the elevator
button again. This time, her finger remains pressed on the
button. </Text>
</Paragraph>
<Paragraph Number="84" Type="Character">
 <Text>GWEN (o. S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>If you donre going to regret it later. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>BACK TO PREVIOUS ANGLE </Text>
</Paragraph>
<Paragraph Number="85" Type="Character">
 <Text>GwEN (contll never how far you could have
gone--</Text>
</Paragraph>
<Paragraph Number="86" Type="Character">
 <Text>JULIE</Text>
</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 Juliet move. </Text>
</Paragraph>
<Paragraph Number="87" Type="Character">
 <Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(calming)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Elevators pov</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Gwen is twelve feet below, lying on top of the
elevator car. </Text>

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</Paragraph>
<Paragraph Number="90" Type="Character">
  <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>(</Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">groaning</Text>
    <Text>)</Text>
  </Paragraph>
<Paragraph Type="Transition">
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</Paragraph>
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        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>InT. hospital emergency room - nighT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>A doctor is finishing putting a cast on Gwenll</Text>
  <Text> teach you to look before you leap, huh?</Text>
</Paragraph>
<Paragraph Number="92" Type="Character">
  <Text>GwEN</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>It wasnt do that. Ire going is home. </Text>
</Paragraph>
<Paragraph Number="95" Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I want that elevator given the once-over.</Text>
</Paragraph>
<Paragraph Number="96" 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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Color="#000000000000" Font="Arial" RevisionID="0" Size="12"
Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="JULIE">
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Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="KEVIN">

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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12"
Style=""></Text>
        </Paragraph>
    </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 Number="97" Type="Character">
    <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>How is she?</Text>
</Paragraph>
<Paragraph Number="98" Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>The </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">casts something weird about the elevator.
</Text>
</Paragraph>
<Paragraph Number="99" Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Its all. Right?</Text>
</Paragraph>
<Paragraph Number="100" Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>She thinks theres not sure what. And she wonve seen
her in this scene. )</Text>

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</Paragraph>
<Paragraph Number="103" Type="Character">
  <Text>JULIE (conTs never been a problem. Ever!</Text>
</Paragraph>
<Paragraph Number="108" Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>s footfalls fade into the distance. And then:</Text>
</Paragraph>
<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 Number="111" Type="Character">
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" 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">
  <SceneProperties Length="4/8" Page="14" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="JULIE">
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Color="#000000000000" 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">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12"
Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
</Paragraph>

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        </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 Number="112" 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; theres 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="#FFFFFFFFFFFF"
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 hes seen
everything, and het care </Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" 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 Number="117" Type="Character">
        <Text>RepaIRMAN</Text>

```

</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You hit the emergency release, didnt have a label on
it. </Text>
</Paragraph>
<Paragraph Number="119" Type="Character">
 <Text>REPAIRMAN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You know </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="Underline">why</Text>
 <Text> it doesnt. I just took the brake apart so I could
check it. </Text>
</Paragraph>
<Paragraph Number="122" 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 Number="123" Type="Character">
 <Text>REPAIRMAN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I... dons place - night (later)</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Gwens in mid-phone conversation. Kevin sits nearby.
</Text>
</Paragraph>
<Paragraph Number="124" Type="Character">
 <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>It mean alls got dysentery. </Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(beat)</Text>
</Paragraph>
<Paragraph Type="Dialogue">

<Text>Wonder who you's gotten some of Ships happened before,
and she probably does the next night; Ben and Julie walk toward
the </Text>

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

<Text> -- whose marquee displays: </Text>

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

<Text> s Wonderful Wedding.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>As Ben and Julie look at the marquee:</Text>

</Paragraph>

<Paragraph Number="131" Type="Character">

<Text>Ben</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>So, uh, what do you want to see?</Text>

</Paragraph>

<Paragraph Number="132" 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 Number="133" 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 Number="134" Type="Character">

<Text>JuLIE</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>You don't want to see it. You hate Jennifer
Nocturne.</Text>

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</Paragraph>
<Paragraph Number="136" Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Oh. I forgot. But the boy should pick the movie
  anyway.</Text>
</Paragraph>
<Paragraph Number="137" Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
  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 Number="138" Type="Character">
  <Text>Julie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Since from now on.</Text>
</Paragraph>
<Paragraph Number="139" 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">
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          Color="#000000000000" Font="Arial" RevisionID="0" Size="12"
          Style=""></Text>

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        </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 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="#FFFFFFFFFFFFFF"
Color="#000000000000" 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="#FFFFFFFFFFFFFF"
Color="#000000000000" 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. HeS POV - The backs
of Bens 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 Number="140" 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">

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    <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"
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12"
Style=""></Text>
          </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="JUIE">
          <Paragraph Alignment="Left" FirstIndent="0.00"
Leading="Regular" LeftIndent="0.00" RightIndent="1.39"
SpaceBefore="0" Spacing="1" StartsNewPage="No">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12"
Style=""></Text>
          </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="JULIE">
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Leading="Regular" LeftIndent="0.00" RightIndent="1.39"
SpaceBefore="0" Spacing="1" StartsNewPage="No">
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        </CharacterArcBeat>
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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

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about the movie:</Text>
</Paragraph>
<Paragraph Number="141" Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Well? </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">Whats... starting to grow on me. </Text>
</Paragraph>
<Paragraph Number="143" Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I knew you they?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>She stops. That's something. Tell me. </Text>
</Paragraph>
<Paragraph Number="150" Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Julie, last time we got into a fight over it, and I
don't sure?</Text>
</Paragraph>
<Paragraph Number="155" Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>If 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 Number="156" Type="Character">
 <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Don't 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="#FFFFFFFFFFFFFF" Color="#000000000000" 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>Theres eyes as she passes CAMERA. Kevin soon passes CAMERA, too. </Text>

</Paragraph>

<Paragraph Type="Transition">

<Text>Cut TO:</Text>

</Paragraph>

<Paragraph Type="Scene Heading">

<SceneProperties Length="6/8" Page="20" Title="">

<SceneArcBeats>

<CharacterArcBeat Name="BEN">

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<Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF" Color="#000000000000" 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"

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SpaceBefore="0" Spacing="1" StartsNewPage="No">
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Style=""></Text>
    </Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="JETRAY">
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Leading="Regular" LeftIndent="0.00" RightIndent="1.39"
SpaceBefore="0" Spacing="1" StartsNewPage="No">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12"
Style=""></Text>
    </Paragraph>
</CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>Ext. Hilltop - niGHT</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Police spotlights hit one of Ssserpentre going to move
in. </Text>
</Paragraph>
<Paragraph Number="159" 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="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">JETRAY</Text>
    <Text> and soars away. </Text>
</Paragraph>
<Paragraph Number="160" Type="Character">
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="AllCaps">Jetray</Text>
    <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"

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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 Number="161" 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">
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Color="#000000000000" 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="#000000000000" Font="Arial" RevisionID="0" Size="12"
Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
        </SceneArcBeats>
    </SceneProperties>
</Paragraph>

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        </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">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12"
Style=""></Text>
            </Paragraph>
        </CharacterArcBeat>
    </SceneArcBeats>
</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 Number="162" Type="Character">
        <Text>Cop</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">Whatt Ssserpent. </Text>
    </Paragraph>
    <Paragraph Number="164" Type="Character">
        <Text>COP</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Then what--</Text>
    </Paragraph>
    <Paragraph Number="165" Type="Character">

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    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Its what snakes do. Here</Text>
    <Text> you doing?</Text>
</Paragraph>
<Paragraph Number="167" 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">
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SpaceBefore="0" Spacing="1" StartsNewPage="No">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12"
Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
        </SceneArcBeats>
    </SceneProperties>
    <Text>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 Number="168" Type="Character">
    <Text>KEVIN</Text>
</Paragraph>

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<Paragraph Type="Dialogue">
  <Text>Gwen? Im near Industry Boulevard... I </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="Underline">know</Text>
  <Text> she doesns what IS 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 buildings
another of these buildings coming toward him from the rear.
</Text>
</Paragraph>
<Paragraph Number="169" 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.  GwENS 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="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"

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Size="12" Style="Underline">ACT THREE</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
Color="#000000000000" 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 becomes stony. Then he barrels into the building
hes 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="#FFFFFFFFFFFFFF"
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="#FFFFFFFFFFFFFF"
Color="#000000000000" Font="Arial" RevisionID="0" Size="12"
Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text></Text>
</Paragraph>

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        </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>KEVINs 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 Number="170" Type="Character">
    <Text>KeVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>( </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFFFF"
Color="#00000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">impact</Text>
    <Text> grunt)</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Kevin lands at the  of still another animated
building, which now begins to morph some more; just as four stone
have come out from its base, two pillar-like  now grow from the
sides of the building. Then they begin to pummel Kevin. </Text>
</Paragraph>
<Paragraph Number="171" Type="Character">
    <Text>KeVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>( </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFFFF"
Color="#00000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">impact</Text>
    <Text> grunts)</Text>
</Paragraph>
<Paragraph Type="Action">

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<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="#FFFFFFFFFFFFFF" 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 mouth-like double doors clamps down tight on Way Bigd</Text>

<Text> you know I was here?</Text>

</Paragraph>

<Paragraph Number="175" Type="Character">

<Text>WAY BIG</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Gwen called. But she didn't following Julie. </Text>

</Paragraph>

<Paragraph Number="177" Type="Character">

<Text>WAY BIG</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>You were </Text>

<Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">spying</Text>

<Text> on her?</Text>

</Paragraph>

<Paragraph Number="178" Type="Character">

<Text>KEVIN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Hey, it's 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 Number="179" Type="Character">

<Text>WAY BIG</Text>

</Paragraph>

<Paragraph Type="Dialogue">

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    <Text>This doesn't mon</Text>
    <Text>! </Text>
</Paragraph>
<Paragraph Number="181" Type="Character">
    <Text>WAY BIG</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>All the enemies we do this.</Text>
</Paragraph>
<Paragraph Number="184" Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>No. So </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">howS 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="#FFFFFFFFFFFFFF"
Color="#000000000000" Font="Arial" RevisionID="0" Size="12"
Style=""></Text>
        </Paragraph>
    </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
    <Text>Ext. Julie's FATHER answers. . . </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">and</Text>
    <Text> frowns when he sees Ben. </Text>
</Paragraph>
<Paragraph Number="185" Type="Character">
    <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Uh, hi. Can I see Julie?</Text>
</Paragraph>
<Paragraph Number="186" Type="Character">
    <Text>Julie's not here. You should know that. </Text>
</Paragraph>
<Paragraph Number="187" Type="Character">
    <Text>BEN</Text>
</Paragraph>

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<Paragraph Type="Dialogue">
  <Text>How--?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Julies 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="#000000000000" Font="Arial" RevisionID="0" Size="12"
Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="JULIE">
        <Paragraph Alignment="Left" FirstIndent="0.00"
Leading="Regular" LeftIndent="0.00" RightIndent="1.39"
SpaceBefore="0" Spacing="1" StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Arial" RevisionID="0" Size="12"
Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Ext.  Bens waiting for him on his front porch. She
holds up a fast food bag. </Text>
</Paragraph>
<Paragraph Number="189" Type="Character">
  <Text>JuliE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I brought you some chili fries. I hope its all.
</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(beat)</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>He was acting weird. </Text>
</Paragraph>
<Paragraph Number="195" Type="Character">
  <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="#000000000000" 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="#000000000000" 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="#000000000000" Font="Arial" RevisionID="0" Size="12"
Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="JULIE">

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        <Paragraph Alignment="Left" FirstIndent="0.00"
Leading="Regular" LeftIndent="0.00" RightIndent="1.39"
SpaceBefore="0" Spacing="1" StartsNewPage="No">
            <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12"
Style=""></Text>
        </Paragraph>
    </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
    <Text>INT.  BENve gone along with everything Ire going to
see whatever </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="Underline">you</Text>
    <Text> want to see. </Text>
</Paragraph>
<Paragraph Number="198" Type="Character">
    <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Is going to be what makes </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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 Number="200" Type="Character">
    <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Tennis? Yes!</Text>
</Paragraph>
<Paragraph Number="201" Type="Character">
    <Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>You really dons </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="Underline">you</Text>

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    <Text>!</Text>
</Paragraph>
<Paragraph Number="204" 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 Number="205" Type="Character">
    <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>It </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
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 Number="206" Type="Character">
    <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>... </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">from</Text>
    <Text> </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="Underline">yesterday</Text>
    <Text>. </Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Julie doesnve done everything you asked, and even
things you didnt like them. </Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>She now goes through a series of morphs, changing from

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one girl to another, tall, short, light, dark. Finally, she morphs back to Elena, and:</Text>

</Paragraph>

<Paragraph Number="211" 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 Number="212" 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 Number="213" Type="Character">

<Text>ELENA</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>He was following me! He was trying to keep us apart.?

</Text>

</Paragraph>

<Paragraph Number="214" 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>Elenas genuinely outraged:</Text>

</Paragraph>

<Paragraph Number="215" Type="Character">

<Text>ELENA</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">Yous wrong with that?</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Ben moves in close to her. </Text>
</Paragraph>
<Paragraph Number="217" Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Elena, what do </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="Underline">you</Text>
 <Text> want?</Text>
</Paragraph>
<Paragraph Number="218" Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Does it matter?</Text>
</Paragraph>
<Paragraph Number="219" Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>It does. Kevins been with Gwen. If shed still be the
same old Kevin. </Text>
</Paragraph>
<Paragraph Number="220" Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Is what you want. </Text>
</Paragraph>
<Paragraph Number="221" Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Itt you understand? I just want </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="Underline">you</Text>
 <Text>!</Text>
</Paragraph>
<Paragraph Number="223" Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">

<Text>Thats a knock at the door. Ben quickly goes to it and opens it. Once again -- and for real, this time -- itt notice Elena yet. As she steps in:</Text>

</Paragraph>

<Paragraph Number="225" 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 Number="226" Type="Character">

<Text>JulIE</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Whatll make it quick. </Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Elenas not quite fast enough; the pincers morph into a sling that catches Armodrillo and flings him aside. </Text>

</Paragraph>

<Paragraph Number="231" 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 Number="232" Type="Character">

<Text>JULIE</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>(</Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFFFF" 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>

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</Paragraph>
<Paragraph Number="233" Type="Character">
  <Text>ArMODRILLO</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;attack&gt;</Text>
</Paragraph>
<Paragraph Number="234" 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 itt bring himself to hit her. A wave of chips now extend
from Elena, enveloping Armodrillo. </Text>
</Paragraph>
<Paragraph Number="235" Type="Character">
  <Text>Armodrillo</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text></Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">gasping</Text>
  <Text> for air)</Text>
</Paragraph>
<Paragraph Number="236" Type="Character">
  <Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What are you going to do, kill him? If you cant know
what love is. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>With Elena distracted, Armodrillo is able to break out
of her microchip shell, but its been weakened. </Text>
</Paragraph>
<Paragraph Number="239" Type="Character">
  <Text>ArmoDRILLO</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;effort&gt; &lt;gasp&gt; </Text>

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</Paragraph>
<Paragraph Type="Action">
  <Text>REVERTING back to Ben, he falls to his knees. </Text>
</Paragraph>
<Paragraph Number="240" Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFFFF"
Color="#00000000000000" 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 - Shes head now comes into frame from
behind CAMERA. </Text>
</Paragraph>
<Paragraph Number="242" Type="Character">
  <Text>EleNA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Maybe I </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
Color="#00000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="Underline">donD)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>... </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFFFF"
Color="#00000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="">but</Text>
  <Text> now I know what </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
Color="#00000000000000" Font="Courier Final Draft" RevisionID="0"
Size="12" Style="Underline">hate</Text>
  <Text> is. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She morphs into an all-chip version of herself,
and:</Text>
</Paragraph>

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<Paragraph Number="244" Type="Character">
  <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Yous dad</Character>
  <Character>Elena</Character>
  <Character>Spider-monkey</Character>
  <Character>Armodrillo</Character>
  <Character>Ship</Character>
  <Character>Radio</Character>
  <Character>Juie</Character>
</Characters>
<Extensions>
  <Extension>(V.O.)</Extension>
  <Extension>(O.S.)</Extension>
  <Extension>(O.C.)</Extension>
  <Extension>(CONT'D)</Extension>
  <Extension>(SUBTITLE)</Extension>
</Extensions>
<SceneIntros Separator=". ">
  <SceneIntro>INT</SceneIntro>
  <SceneIntro>EXT</SceneIntro>
  <SceneIntro>I/E</SceneIntro>
</SceneIntros>
<Locations>
  <Location>BEN'S PLACE</Location>
  <Location>RAMSHACKLE HOUSE</Location>
  <Location>RAMSHACKLE HOUSE - NIGHT</Location>
  <Location>KITCHEN</Location>
  <Location>MALL</Location>
  <Location>MALL, UPPER LEVEL</Location>
  <Location>ELEVATOR SHAFT</Location>
  <Location>HOSPITAL EMERGENCY ROOM</Location>
  <Location>WAITING ROOM</Location>
  <Location>MALL - GROUND FLOOR</Location>
  <Location>SHAFT</Location>
  <Location>END ACT ONE</Location>
  <Location>GWEN'S PLACE</Location>
  <Location>MULTIPLEX THEATER</Location>
  <Location>THEATER</Location>
  <Location>INDUSTRIAL NEIGHBORHOOD</Location>
  <Location>HILLTOP</Location>
  <Location>END ACT TWO</Location>
  <Location>BUILDING</Location>
  <Location>JULIE'S HOME</Location>
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<Location>FADE IN:</Location>
<Location>RAMSHACKLE WAREHHOUSE</Location>
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  <TimeOfDay>AFTERNOON</TimeOfDay>
  <TimeOfDay>MORNING</TimeOfDay>
  <TimeOfDay>EVENING</TimeOfDay>
  <TimeOfDay>LATER</TimeOfDay>
  <TimeOfDay>MOMENTS LATER</TimeOfDay>
  <TimeOfDay>CONTINUOUS</TimeOfDay>
  <TimeOfDay>THE NEXT DAY</TimeOfDay>
  <TimeOfDay>JULIE'S POV</TimeOfDay>
  <TimeOfDay>NIGHT (LATER)</TimeOfDay>
  <TimeOfDay>NEXT NIGHT</TimeOfDay>
</TimesOfDay>
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  <Transition>FADE IN:</Transition>
  <Transition>FADE OUT.</Transition>
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  <Transition>DISSOLVE TO:</Transition>
  <Transition>BACK TO:</Transition>
  <Transition>MATCH CUT TO:</Transition>
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Text="" WordOnly="No">
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Text="" WordOnly="No">
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        <ActivateIn Element="Transition"/>
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        <ActivateIn Element="Parenthetical"/>
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        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
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    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
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Heading">
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    <Member Actor="Man 1" Character="Ben"/>
    <Member Actor="Man 1" Character="Kid"/>

```

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    <Member Actor="Man 1" Character="Cop"/>
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    <Character Color="#FFFFFFFFFFFF" Name="RADIO" Visible="No"/>
    <Character Color="#FFFFFFFFFFFF" Name="REPAIRMAN"
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