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</Paragraph>
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  <Text>We're tight, so we can't see much of our surroundings. </Text>
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</Paragraph>
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  <Text>There's 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>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 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>That's a long time, isn't it?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben takes the handle, agreeing. </Text>
</Paragraph>
<Paragraph Number="4" Type="Character">
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<Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I'll go up to the gate with you. </Text>
</Paragraph>
<Paragraph Number="5" Type="Character">
<Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Security won't let you without a ticket. </Text>
</Paragraph>
<Paragraph Number="6" Type="Character">
<Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Sure they will. What's the point of international megastardom if I
can't abuse it for a few more minutes with my girl?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>He indicates Gwen, in the driver's seat. </Text>
</Paragraph>
<Paragraph Number="7" 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 Number="8" 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 Number="9" Type="Character">
<Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>What's 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>What's on the scanner?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Giving up, Gwen turns the monitor back on. </Text>
</Paragraph>
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<Text>Gwen</Text>
</Paragraph>
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<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><grunt></Text>
<Text></Text>
</Paragraph>
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<Text>Reporter (o. S.)</Text>
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<Text>... Police believe </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ssserpent</Text>
<Text> 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">
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<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>
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</Paragraph>
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<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 Number="15" Type="Character">
<Text>Ben</Text>
</Paragraph>
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<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">C'mon</Text>
<Text>, Julie. </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ssserpent's</Text>
<Text> come out of his hole again. </Text>

</Paragraph>
<Paragraph Type="Action">
 <Text>He takes her hand and opens the car door. </Text>
</Paragraph>
<Paragraph Number="16" Type="Character">
 <Text>Julie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I've 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>
<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 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 Number="19" Type="Character">
 <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Go after her. </Text>
</Paragraph>
<Paragraph Number="20" Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Nope, I'm going after </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Under Line">Ssserpent</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Under Line">.</Text>
<Text></Text>
</Paragraph>
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 <Text>Ben gets into 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">

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<Text>Wait for me!</Text>
</Paragraph>
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  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
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  <Text> - night</Text>
</Paragraph>
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  <Text>Establishing the crime scene. Several police cars and cops hold a
perimeter. Ben's car arrives, and Ben walks into frame, hitting the ULTIMATRIX and
TRANSFORMING into GOOP. </Text>
</Paragraph>
<Paragraph Number="22" Type="Character">
  <Text>Goop</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Goop!</Text>
</Paragraph>
<Paragraph Number="22A" Type="Character">
  <Text>Cop</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>There may be hostages. We're waiting for backup.</Text>
</Paragraph>
<Paragraph Number="22b" Type="Character">
  <Text>Goop</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I'm all the backup you need.</Text>
</Paragraph>
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<Paragraph Type="Action">
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<Paragraph Type="Scene Heading">
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  </SceneProperties>
  <Text>Int. RamSHACKLE wareHOUSE - continuous</Text>
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  <Text> oozes in, past CAMERA. HOLD ON the bottom of the door for a moment
</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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  <Text> Goop leaves frame. . . </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
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  <Text> that's when a steel plate drops down in front of the door, blocking
the crack that Goop just came through. </Text>
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  <Text>OUTSIDE</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>We see Goop's UFO, flying back and forth, tapping impotently against
the door, looking for a way in, but there isn't one. </Text>
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the floor until CAMERA PULLS UP a bit, and Goop oozes right </Text>
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  <Text> </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
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<Text>REVERSE - Looking up, we can see the soles of </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>
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<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ssserpent</Text>
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<Text>Trying to </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">sssneak</Text>
<Text> up on me, </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Tennysson</Text>
<Text>?</Text>
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<Text>NEW ANGLE - </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ssserpent</Text>
<Text> steps toward a large railroad SWITCH that of a ship) and activates it.
</Text>
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<Paragraph Type="Action">
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<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">thiSSS</Text>
<Text> </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">iSSSn't</Text>
<Text> going to turn out like our </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"

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<Text> </Text>
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</Paragraph>
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<Paragraph Number="25" Type="Character">
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<Text> (cont'D)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I've been </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">ssstudying</Text>
<Text> you. Learning how you think. I </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="UnderLine">knew</Text>
<Text> you'd pick Goop for </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">thiisss</Text>
<Text> job. And now you're going to be very, very </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000">
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="#FFFFFFFF" Color="#0000000000000000">
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<Text>)</Text>
</Paragraph>
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</Paragraph>
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  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ssserpent</Text>
  <Text> continues to centrifuge Goop. </Text>
</Paragraph>
<Paragraph Number="26A" Type="Character">
  <Text>GooP</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>( </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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  <Text>!)</Text>
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  <Text>By now, you're beginning to </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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  <Text> out into your </Text>
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    </SceneArcBeats>
</SceneProperties>
    <Text>Ext. RamSHACKLE wareHOUSE - night - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Julie is pushing her way past the police line. </Text>
</Paragraph>
<Paragraph Number="29" 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 Number="30" Type="Character">
    <Text>GooP (o. S. )</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>(</Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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">
    <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="#FFFFFFFFFFFF" 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>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1" Page="5" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
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      </CharacterArcBeat>
      <CharacterArcBeat Name="COP">
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        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="GOOP">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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Color="#000000000000" 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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        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="SERPENT">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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      </CharacterArcBeat>
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Color="#000000000000" 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 she sees what's going on inside:</Text>
</Paragraph>
<Paragraph Number="34" Type="Character">
<Text>Goop</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><screams></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 AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ssserpent</Text>
<Text> turns to the window, and:</Text>
</Paragraph>
<Paragraph Number="36" Type="Character">
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">SSSERPENT</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" 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="#000000000000" 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 </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ssserpent</Text>
<Text> can get to her, there's a THUDDING at the door. </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ssserpent</Text>
<Text> 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="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Tenysson</Text>
 <Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ssserpent</Text>
 <Text> 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 Number="39" 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 plexiglass and sees:</Text>
</Paragraph>
<Paragraph Number="40" 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="#000000000000" 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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<Text AdornmentStyle="0" Background="#FFFFFFFF"
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="#FFFFFFFF"
Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
  </Paragraph>
  </CharacterArcBeat>
  <CharacterArcBeat Name="KEVIN">
    <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
    <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
    </Paragraph>
    </CharacterArcBeat>
    <CharacterArcBeat Name="SHIP">
      <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
      </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Int. Ben's 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. 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 Number="42" Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>But to give up something you worked so hard for--</Text>
</Paragraph>
<Paragraph Number="43" Type="Character">
  <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>A girl's got to have her priorities. </Text>
</Paragraph>
<Paragraph Type="Action">
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<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>Gwen's off-balance,. </Text>
</Paragraph>
<Paragraph Number="45" Type="Character">
<Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Okay, but I thought you wanted to spend more time with Ben. </Text>
</Paragraph>
<Paragraph Number="46" 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 Number="47" Type="Character">
<Text>KeVIN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(unconvincingly)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Nothing I'd 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>
<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 Number="50" 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 Number="51" 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
sees:</Text>
</Paragraph>
<Paragraph Number="52" Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Sumo Slammers! This wasn't 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>Ben's eyes are locked on the TV screen. Julie approaches. </Text>
</Paragraph>
<Paragraph Number="54" Type="Character">
<Text>JulIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Would you rather stay here and watch this?</Text>
</Paragraph>
<Paragraph Number="55" Type="Character">
<Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Yeah! Uh, but I just said I'd--</Text>
</Paragraph>
<Paragraph Number="56" Type="Character">
<Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>It's okay. We can stay here and watch. </Text>
</Paragraph>
<Paragraph Number="57" Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>But you want to go shopping. </Text>
</Paragraph>
<Paragraph Number="58" Type="Character">
<Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I don't have to--</Text>
</Paragraph>
<Paragraph Number="59" 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 Number="60" 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 Number="61" 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 Number="62" Type="Character">
 <Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I don't believe this. </Text>
</Paragraph>
<Paragraph Number="63" Type="Character">
 <Text>KeVIN</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, Ben, hypnotize her?</Text>
</Paragraph>
<Paragraph Number="64" 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 Number="65" Type="Character">
 <Text>Ship</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(barking)</Text>
</Paragraph>
<Paragraph Type="Dialogue">

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    <Text>Ship! Ship! Ship!</Text>
  </Paragraph>
  <Paragraph Type="Scene Heading">
    <SceneProperties Length="5/8" Page="8" Title="">
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        <CharacterArcBeat Name="GWEN">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
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        </CharacterArcBeat>
        <CharacterArcBeat Name="JULIE">
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LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
          </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="KEVIN">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
          </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="SHIP">
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          </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 Number="66" Type="Character">
    <Text>GwEN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>What's the matter with Ship?</Text>
  </Paragraph>
  <Paragraph Number="66A" Type="Character">
    <Text>Ship</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;growl&gt;</Text>
    <Text></Text>
  </Paragraph>

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<Paragraph Number="67" Type="Character">
 <Text>JulIE</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(shrugging)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Don't know. </Text>
</Paragraph>
<Paragraph Number="68" Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>He's never acted like this before. Not around </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you</Text>
 <Text>, anyway. It's not normal. </Text>
</Paragraph>
<Paragraph Number="69" Type="Character">
 <Text>KevIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>What, exactly, </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">is</Text>
 <Text> normal for one of those?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>No answer, so:</Text>
</Paragraph>
<Paragraph Number="70" Type="Character">
 <Text>KeVIN (cont'D)</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(resigned)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Come on, we got shoppin' 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">
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 </CharacterArcBeat>
 <CharacterArcBeat Name="JULIE">
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</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 Number="71" 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 Number="72" Type="Character">
<Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>It's just as well he didn't come--</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Julie stops, surprised. </Text>
</Paragraph>
<Paragraph Number="73" 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 Number="74" 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 Number="75" 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 Number="76" Type="Character">
<Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Look: I love Ben. That's all there is to it. </Text>
</Paragraph>
<Paragraph Number="77" 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 Number="78" 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 Number="79" 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 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? You've only
missed a day. </Text>
</Paragraph>
<Paragraph Number="81" Type="Character">
<Text>JulIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>But I don't want to. </Text>
</Paragraph>
<Paragraph Number="82" 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 Number="83" 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 Number="84" 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 Number="85" Type="Character">
<Text>GwEN (cont'D)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You'll never know 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 Julie's vehemence, she doesn't move. </Text>
</Paragraph>
<Paragraph Number="87" 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 Number="88" Type="Character">
<Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><starts</Text>
<Text>, impact></Text>
</Paragraph>
<Paragraph Number="89" Type="Character">
<Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">

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    <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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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
          </Paragraph>
        </CharacterArcBeat>
      </SceneArcBeats>
    </SceneProperties>
    <Text>INT. ELEVATOR SHAFT - julie's </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline+AllCaps">pov</Text>
    <Text></Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Gwen is twelve feet below, lying on top of the elevator car. </Text>
  </Paragraph>
  <Paragraph Number="90" Type="Character">
    <Text>GwEN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>(</Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" 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">
    <SceneProperties Length="6/8" Page="11" Title="">
      <SceneArcBeats>
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
          </Paragraph>
        </CharacterArcBeat>
        <CharacterArcBeat Name="KEVIN">
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          </Paragraph>
        </CharacterArcBeat>
      </SceneArcBeats>
    </SceneProperties>
  </Paragraph>

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</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 Number="91" Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Guess </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">this'll</Text>
  <Text> teach you to look before you leap, huh?</Text>
</Paragraph>
<Paragraph Number="92" 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>
<Paragraph Number="93" Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;groan&gt;</Text>
  <Text></Text>
</Paragraph>
<Paragraph Number="94" Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>The only place you're 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>
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</Paragraph>
<Paragraph Type="Scene Heading">
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    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
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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">
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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. 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="#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 Number="99" Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>It's broken, that's all. Right?</Text>
</Paragraph>
<Paragraph Number="100" Type="Character">

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    <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 Number="101" Type="Character">
    <Text>BEN</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Meaning me?</Text>
  </Paragraph>
  <Paragraph Number="102" 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 Number="103" Type="Character">
    <Text>JULIE (cont'D)</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>... </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">meaning</Text>
    <Text> </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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="7/8" Page="12" Title="">
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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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StartsNewPage="No">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
          </Paragraph>
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LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"

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StartsNewPage="No">
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 </CharacterArcBeat>
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 </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 Number="104" Type="Character">
 <Text>Ben (o. S.)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Figured out what went wrong yet?</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>NEW ANGLE - Ben and Julie are approaching. The frustrated repairman holds up his hand-held computer. </Text>
 </Paragraph>
 <Paragraph Number="105" Type="Character">
 <Text>Repairman</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>According to this, </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">nothing.</Text>
 <Text> </Text>
 </Paragraph>
 <Paragraph Number="106" Type="Character">
 <Text>JulIE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Except my friend got hurt!</Text>
 </Paragraph>
 <Paragraph Number="107" Type="Character">
 <Text>REPAIRMAN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>How do you think </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" 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 Number="108" Type="Character">

<Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>'Til now. </Text>
</Paragraph>
<Paragraph Number="109" 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 Number="110" 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>
<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="#FFFFFFFF" 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">
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<SceneArcBeats>
<CharacterArcBeat Name="JULIE">
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</CharacterArcBeat>
<CharacterArcBeat Name="SPIDER-MONKEY">
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</Paragraph>
</CharacterArcBeat>

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        </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 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; there's an o. s. CLUNK; Then he
looks up. </Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>HIS </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">POV</Text>
    <Text> - The elevator car is dropping down at him. </Text>
</Paragraph>
<Paragraph Number="113" Type="Character">
    <Text>Spider-monkey (o. S. )</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text></Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">terrified</Text>
    <Text> squeal)</Text>
</Paragraph>
<Paragraph Type="Transition">
    <Text>Fade oUT. </Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="1/8" Page="14" Title="">
        <SceneArcBeats/>
    </SceneProperties>
    <Text>End act one</Text>
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Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">ACT
TWO</Text>
    <Text></Text>
</Paragraph>
<Paragraph Type="Action">
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Fade in:</Text>
    <Text></Text>
</Paragraph>
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<SceneProperties Length="1 4/8" Page="15" Title="">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
      </Paragraph>
    </CharacterArcBeat>
    <CharacterArcBeat Name="JULIE">
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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>
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    <CharacterArcBeat Name="REPAIRMAN">
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Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
      </Paragraph>
    </CharacterArcBeat>
  </SceneArcBeats>
</SceneProperties>
<Text>INT.  ELEVATOR SHAFT - NIGHT</Text>
</Paragraph>
<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 Number="114" Type="Character">
  <Text>Julie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
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="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">and</Text>

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<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 Number="115" 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 Number="116" 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="#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, didn't you?</Text>
</Paragraph>
<Paragraph Number="118" 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 Number="119" Type="Character">
<Text>REPAIRMAN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You know </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="UnderLine">why</Text>


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    <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="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="UnderLine">know</Text>
    <Text> what an emergency release looks like!</Text>
</Paragraph>
<Paragraph Number="120" Type="Character">
    <Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Can you please calm down? Obviously, the brake was on. </Text>
</Paragraph>
<Paragraph Number="121" 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 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... don't know. </Text>
</Paragraph>
<Paragraph Type="Transition">
    <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="7/8" Page="16" Title="">
        <SceneArcBeats>
            <CharacterArcBeat Name="GWEN">
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LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
                    <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
                </Paragraph>
            </CharacterArcBeat>
            <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="#000000000000" 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 Number="124" Type="Character">
<Text>GwEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I'm okay, Ben, but what about </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" 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 Number="125" Type="Character">
<Text>GWEN</Text>
</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 Number="126" 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="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style=""> or a mechanic?</Text>
<Text></Text>
</Paragraph>
<Paragraph Number="127" 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 Number="128" Type="Character">
<Text>KEVIN</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Maybe. But coincidence explains it just as well. </Text>
</Paragraph>
<Paragraph Number="129" Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Go find out which. </Text>
</Paragraph>
<Paragraph Number="130" 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">
        <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="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="#000000000000" 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="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">multi-plex</Text>
  <Text> -- whose marquee displays: </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">'Handgrenade</Text>
  <Text> Honeymoon,' 'Vampire Summer </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">>IV,'</Text>
  <Text> 'Sumo Slammers </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">>IV</Text>
  <Text> - The Movie,' 'Wendy's Wonderful Wedding.</Text>

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</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, do you?</Text>
</Paragraph>
<Paragraph Number="135" 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 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>Since when?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>She snuggles up against his arm.</Text>
</Paragraph>
<Paragraph Number="138" Type="Character">

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    <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">
          <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
his belly to hit one ninja warrior after another. Thundering THUDS accompany each
blow, along with LOUD MUSIC. </Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>NOTE: REUSE SUMO SLAMMERS MODELS AND BACKGROUNDS!!</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>IN THE AUDIENCE - Ben wearing </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" 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="#FFFFFFFF" 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. He's not
watching the movie, but instead, looking at:</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>KEVIN'S </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">POV</Text>
    <Text> - 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>

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<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">
  <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="#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="#FFFFFFFF"
Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </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="#FFFFFFFF"
Color="#000000000000" 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 Number="141" Type="Character">
  <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Well? </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">What'd</Text>
  <Text> you think </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">this</Text>
  <Text> time?</Text>
</Paragraph>

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<Paragraph Number="142" Type="Character">
<Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>It's... starting to grow on me. </Text>
</Paragraph>
<Paragraph Number="143" 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 Number="144" 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>
</Paragraph>
<Paragraph Number="145" 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 Number="146" 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 Number="147" Type="Character">
<Text>Julie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>What is it?</Text>
</Paragraph>
<Paragraph Number="148" Type="Character">

<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Nothing. </Text>
</Paragraph>
<Paragraph Number="149" Type="Character">
<Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Come on, Ben, you know it's something. Tell me. </Text>
</Paragraph>
<Paragraph Number="150" Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Last time we got into a fight over it, and I don't want--</Text>
</Paragraph>
<Paragraph Number="151" Type="Character">
<Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>A fight?</Text>
</Paragraph>
<Paragraph Number="152" Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I wanted to go, but you said your life is important too,
remember?</Text>
</Paragraph>
<Paragraph Number="153" Type="Character">
<Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Listen, Ben. If you need to go, you should go. </Text>
</Paragraph>
<Paragraph Number="154" Type="Character">
<Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You're sure?</Text>
</Paragraph>
<Paragraph Number="155" 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 Number="156" 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="2/8" 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="#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>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">

<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">

<Text AdornmentStyle="0" Background="#FFFFFFFF" 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="#FFFFFFFF" Color="#000000000000" 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="#FFFFFFFF" 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 </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ssserpent's</Text>
 <Text> 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 Number="157" Type="Character">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Looks like you got him this time. </Text>
</Paragraph>
<Paragraph Number="158" Type="Character">
 <Text>Cop</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Soon as SWAT gets here, we're 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="#FFFFFFFF" 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="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Jetray</Text>
 <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" 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 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="6/8" Page="21" 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="#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="#FFFFFFFF"
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 </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ssserpent</Text>
  <Text>. 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="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">What'd</Text>
  <Text> you do to him?</Text>
</Paragraph>
<Paragraph Number="163" Type="Character">
  <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>This isn't </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ssserpent</Text>
  <Text>. </Text>

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</Paragraph>
<Paragraph Number="164" Type="Character">
  <Text>COP</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Then what--</Text>
</Paragraph>
<Paragraph Number="165" 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. </Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1/8" Page="22" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="GWEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>Int. GWEN'S PLACE - niGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen is on her couch, leg up, Badge to her ear. </Text>
</Paragraph>
<Paragraph Number="165A" Type="Character">
  <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What's she doing?</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="6/8" Page="22" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="GWEN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>

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    </Paragraph>
  </CharacterArcBeat>
  <CharacterArcBeat Name="KEVIN">
    <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
      <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
    </Paragraph>
  </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>Ext. INdUSTRIAL NEIGHBORHOOD - nIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>On Kevin, walking along, looking around. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>HIS </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">POV</Text>
  <Text> - Julie is up ahead, her back to him. She now disappears around a
corner. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>BACK TO KEVIN - He talks into his BADGE. </Text>
</Paragraph>
<Paragraph Number="165B" Type="Character">
  <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Just walking, so far.</Text>
</Paragraph>
<Paragraph Number="166" Type="Character">
  <Text>Gwen </Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>"Just walking" on Industry Boulevard?</Text>
</Paragraph>
<Paragraph Number="167" Type="Character">
  <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Yeah, it's not exactly a garden spot--</Text>
</Paragraph>
<Paragraph Number="168" Type="Character">
  <Text>gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Kevin? Is something wrong? </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>KEVIN'S </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">POV</Text>
  <Text> - 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

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on stone pillars at its four corners and begins to walk on them... towards Kevin!
</Text>
</Paragraph>
<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 Number="169" Type="Character">
  <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;loud</Text>
  <Text> scream, continuing&gt;;</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1/8" Page="22" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>Int. GWEN'S PLACE - niGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>As Kevin's SCREAM continues, her eyes open wide in terror. </Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>FaDE out. </Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="2/8" Page="22" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>End act two</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text></Text>
</Paragraph>
<Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.50" RightIndent="7.50" SpaceBefore="12" Spacing="1"
StartsNewPage="No" Type="Action">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
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="#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="23" 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>

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<Paragraph Type="Action">
  <Text>Kevin reaches down, touches the concrete at his feet and instantly
  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="23" 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="23" 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">
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          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">
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          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 </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
  Font="Courier Final Draft" RevisionID="0" Size="12" Style="">POV</Text>
  <Text> - 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 Number="170" 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>

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<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 Number="171" 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 Number="172" 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 Number="173" 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 Number="174" 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 Number="175" 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 Number="176" Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I'm 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="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Under Line">spying</Text>
 <Text> on her?</Text>
</Paragraph>
<Paragraph Number="178" 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 Number="179" Type="Character">
 <Text>WAY BIG</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>This doesn't prove anything. </Text>
</Paragraph>
<Paragraph Number="180" Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Ben, I know you like her, but </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">c'mon</Text>
 <Text>! </Text>
</Paragraph>
<Paragraph Number="181" 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="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Under Line">any</Text>

<Text> of them could have done this. </Text>
</Paragraph>
<Paragraph Number="182" Type="Character">
<Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Really? Animate buildings?</Text>
</Paragraph>
<Paragraph Number="183" 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 Number="184" Type="Character">
<Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>No. So </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" 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="25" Title="">
<SceneArcBeats>
<CharacterArcBeat Name="BEN">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" 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="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>Ext. Julie's home - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben approaches the front door and knocks. JULIE'S FATHER answers. . .
</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" 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 dad</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>She's not here. You should know that. </Text>
 </Paragraph>
 <Paragraph Number="187" 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="25" Title="">
 <SceneArcBeats>
 <CharacterArcBeat Name="BEN">
 <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#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">
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 </Paragraph>
 </CharacterArcBeat>
 </SceneArcBeats>
 </SceneProperties>
 <Text>Ext. Ben's house - NIGHT</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben is walking back toward his house when he sees:</Text>
 </Paragraph>
 <Paragraph Number="188" 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>
</Paragraph>
<Paragraph Number="189" 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 Number="190" 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 Number="191" 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="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">and</Text>
 <Text> then he remembers something:</Text>
</Paragraph>
<Paragraph Number="192" 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 Number="193" Type="Character">
 <Text>JulIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>What for?</Text>
</Paragraph>
<Paragraph Number="194" 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>

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<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="3 6/8" Page="26" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="BEN">
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StartsNewPage="No">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="ECHO ECHO">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="ELENA">
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StartsNewPage="No">
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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="#FFFFFFFF"
Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="JULIE/ELENA">
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LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
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Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="ULTIMATE ECHO ECHO">
        <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>
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StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" 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 Number="196" Type="Character">
 <Text>JULIE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Sumo Slammers?</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben smiles and shakes his head. </Text>
 </Paragraph>
 <Paragraph Number="197" 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="#000000000000" 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>I'm fine with Sumo Slammers. Really. </Text>
 </Paragraph>
 <Paragraph Number="199" 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="#000000000000" 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 don't have to--</Text>
</Paragraph>
<Paragraph Number="202" Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Under Line">want</Text>
<Text> to. </Text>
</Paragraph>
<Paragraph Type="Action">
<Text>He clicks on the tennis matches... and his eyes widen. </Text>
</Paragraph>
<Paragraph Number="203" Type="Character">
<Text>Ben</Text>
</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="Under Line">you</Text>
<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="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Under Line">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="#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 Number="207" Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Who </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="UnderLine">are</Text>
<Text> you?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>CLOSE ON JULIE - She now MORPHS into ELENA; her VOICE changes,
too.</Text>
</Paragraph>
<Paragraph Number="208" Type="Character">
<Text>JULIE/elena</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Ben, I've done everything you asked, and even things you didn't ask
for. And I always will. </Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben blinks a couple of times, then:</Text>
</Paragraph>
<Paragraph Number="209" Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Elena!</Text>
</Paragraph>
<Paragraph Number="210" 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 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>Elena's eyes widen; she's 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">You're
<Text> the one who made it fall; I used my chips to
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">stop
<Text> it!
</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben is stunned. </Text>
</Paragraph>
<Paragraph Number="216" 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 Number="217" Type="Character">
<Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Elena, what do
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">you
<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. 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 Number="220" 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 Number="221" Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>It's got to be what </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="UnderLine">you</Text>
<Text> want, Elena. </Text>
</Paragraph>
<Paragraph Number="222" Type="Character">
<Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Don't you understand? I just want </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" 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>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 Number="224" 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 Number="225" Type="Character">
<Text>JuLIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I came back on the first flight. I don't play until Tuesday, so I thought I'd compromise and spend the weekend with you.</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>What's </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="UnderLine">she</Text>
<Text> doing here?</Text>
</Paragraph>
<Paragraph Number="227" Type="Character">
<Text>Ben</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Long story. </Text>
</Paragraph>
<Paragraph Number="228" Type="Character">
<Text>ElenA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I'll make it quick. </Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Elena MORPHS INTO HER </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">NANOQUEEN</Text>
<Text> FORM, her arms morph into long pincers made of chips, and they extend toward Julie. </Text>
</Paragraph>
<Paragraph Number="229" 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 i</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">nto </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">Echo </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">Echo</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">:</Text>
<Text></Text>
</Paragraph>
<Paragraph Number="230" Type="Character">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">echo </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">ECHO</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Echo </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"

Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Echo</Text>
<Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Then instantly </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">ULTIMIZING</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="2" Size="12" Style=""> into ULTIMATE ECHO
</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">ECHO</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">.</Text>
<Text></Text>
</Paragraph>
<Paragraph Number="230A" Type="Character">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">ULTIMATE ECHO
</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">ECHO</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="2" Size="12"
Style="Underline">Ultimate</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="2" Size="12" Style=""> Echo </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Echo</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">!</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Action">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Ultimate Echo </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Echo</Text>
<Text> 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 </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Ultimate Echo </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Echo</Text>
<Text> and flings him aside. </Text>
</Paragraph>
<Paragraph Type="Character">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">Ultimate Echo
</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">Echo</Text>
<Text></Text>
</Paragraph>

<Paragraph Type="Dialogue">
<Text><impacts></Text>
</Paragraph>
<Paragraph Type="Action">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Ultimate Echo </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Echo</Text>
<Text> rises to his feet.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">Ultimate Echo
</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">Echo</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>We've talked about the hitting before, Elena.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Elena forms her right arm into a big KIRBY BLASTER and </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">BLAM</Text>
<Text>! Shoots </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Ultimate Echo </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Echo</Text>
<Text> in the chest, driving him through the wall and out into the
yard.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">Ultimate Echo
</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">Echo</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text><2 impacts></Text>
</Paragraph>
<Paragraph Type="Scene Heading">
<SceneProperties Length="2" Page="30" Title="">
<SceneArcBeats>
<CharacterArcBeat Name="BEN">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
<Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="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="#FFFFFFFF" 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="#FFFFFFFF" Color="#000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 <CharacterArcBeat Name="ULTIMATE ECHO ECHO">
 <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. BEN'S HOUSE, - DAY</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Ultimate Echo </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Echo</Text>
 <Text> rises again, this time slowly.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">Ultimate Echo </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">Echo</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Okay, technically that wasn't </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">hitting</Text>
 <Text>. </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Julie races out of the hole in the house.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>Julie</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Ben!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Elena's </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">nanochip</Text>

<Text> tendrils snake out from inside and grab Julie, wrist and ankle.</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=""><grunt></Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Then Elena lifts Julie high above her head. </Text>
</Paragraph>
<Paragraph Number="232" Type="Character">
<Text>JULIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>(screams!)</Text>
</Paragraph>
<Paragraph Type="Character">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">Ultimate Echo
</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">Echo</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Put her down!</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>Elena</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Or?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Ultimate Echo </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Echo</Text>
<Text> </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">surrounds Elena with his FLYING AMPS then unleashes a SONIC ATTACK</Text>
<Text>. She is </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">vibrated</Text>
<Text> until she loses cohesion.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>Elena</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><vibrating></Text>
<Text> scream></Text>
</Paragraph>
<Paragraph Type="Action">

<Text>She goes down, dissolving into a pile of chips. </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Ultimate Echo </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Echo</Text>
<Text> is ready to deliver the coup de grace </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">with his </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">raiseed</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style=""> fist </Text>
<Text>-- when Elena morphs into Julie. </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Ultimate Echo </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Echo</Text>
<Text> 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 </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Ultimate Echo </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Echo</Text>
<Text>. </Text>
</Paragraph>
<Paragraph Type="Character">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">Ultimate Echo </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">Echo</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>(gasping for air)</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style=""> Inside my... lungs! </Text>
<Text></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 can't have him, no one can? Is that it?</Text>
</Paragraph>
<Paragraph Number="237" Type="Character">
<Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I... I love him. </Text>
</Paragraph>
<Paragraph Number="238" 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, </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Ultimate Echo </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">Echo</Text>
 <Text> is able to </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">fire a </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="AllCaps">sonic scream</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style=""> that clears the </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style="">nanochips</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="2" Size="12" Style=""> from inside him</Text>
 <Text>, but it's taken its toll: he's been weakened. </Text>
</Paragraph>
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 <Text></Text>
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 <Text> <gasp> </Text>
</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="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><fainting</Text>
 <Text> moan></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 Number="241" Type="Character">
 <Text>JulIE</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(softly, to Ben)</Text>

</Paragraph>
<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>
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<Paragraph Number="242" Type="Character">
 <Text>ELENA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Maybe I </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">don't</Text>
 <Text> know what love is... </Text>
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 <Text>CLOSE ON ELENA</Text>
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<Paragraph Number="243" Type="Character">
 <Text>ELENA (coNT'D)</Text>
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 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">but</Text>
 <Text> now I know what </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">hate</Text>
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 <Text>She morphs into an all-chip version of herself, and:</Text>
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<Paragraph Number="244" 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 JULIE - The watch her go, holding each other very tight.
</Text>
</Paragraph>
<Paragraph Type="Transition">
 <Text>Fade out. </Text>
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<Location>THE PLANET'S SURFACE</Location>
<Location>AZMUTH'S WORLD</Location>
<Location>WATCHWORLD</Location>
<Location>THE STREETS OF THE CITY</Location>
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<TimeOfDay>EVENING</TimeOfDay>
<TimeOfDay>LATER</TimeOfDay>
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<TimeOfDay>THE NEXT DAY</TimeOfDay>
<TimeOfDay>NIGHT/CONTINUOUS</TimeOfDay>
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</TimesOfDay>
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    <ActivateIn Element="Parenthetical"/>
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    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
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    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
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    <ActivateIn Element="Shot"/>
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    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
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    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
    <ActivateIn Element="Transition"/>
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    <ActivateIn Element="Dialogue"/>
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    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
    <ActivateIn Element="Transition"/>
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    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
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    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
    <ActivateIn Element="Transition"/>
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    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
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    <ActivateIn Element="Transition"/>
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Text="BACK TO:" Transition="Scene Heading">
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    <ActivateIn Element="Scene Heading"/>
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    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
    <ActivateIn Element="Transition"/>
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  </Alias>
</Macro>
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    <ActivateIn Element="Scene Heading"/>
    <ActivateIn Element="Action"/>
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    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
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</Macro>
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    <ActivateIn Element="Action"/>
    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
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Ñ{DEST"/>
  <Actor MacVoice="" Name="Man 2" Pitch="Normal" Speed="Medium" WinVoice="`]√=D/-
±ò"/>
  <Actor MacVoice="" Name="Woman 1" Pitch="Normal" Speed="Medium"
WinVoice="pQ|<g(-Ñ{DEST"/>
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è'"/>
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WinVoice="`Q|<g(-Ñ{DEST"/>
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è'"/>
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u-è'"/>
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±ò"/>
  <Actor MacVoice="" Name="Old Woman" Pitch="Low" Speed="Slow" WinVoice="pQ|<g(-
Ñ{DEST"/>
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    <Element Type="Dialogue"/>
  </Narrator>
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  <Member Actor="Man 1" Character="Gwen"/>
  <Member Actor="Man 1" Character="Kevin"/>
  <Member Actor="Man 1" Character="Tripledecker"/>
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<Member Actor="Man 1" Character="Echo echo"/>
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<Member Actor="Man 1" Character="Holographic AZMUTH"/>
<Member Actor="Man 1" Character="Anodite-gwen"/>
<Member Actor="Man 1" Character="Computer voice"/>
<Member Actor="Man 1" Character="GweN, O.S."/>
<Member Actor="Man 1" Character="Ultimate BIG CHILL"/>
<Member Actor="Man 1" Character="Ultimate swampfire"/>
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<Member Actor="Man 1" Character="Ultimate SPIDER-MONKEY"/>
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<Member Actor="Man 1" Character="AzMUATH"/>
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<Member Actor="Man 1" Character="Gwen/kevin"/>
<Member Actor="Man 1" Character="Pedestrians"/>
<Member Actor="Man 1" Character="Ghostfreak"/>
<Member Actor="Man 1" Character="ULTIMATE cannonbolt"/>
<Member Actor="Man 1" Character="AnODITE-GWEN O.S."/>
<Member Actor="Man 1" Character="Cop"/>
<Member Actor="Man 1" Character="Goop"/>
<Member Actor="Man 1" Character="Ship"/>
<Member Actor="Man 1" Character="Ar"/>
<Member Actor="Man 1" Character="Armodrillo"/>
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  <Column Width="50">Intro</Column>
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  <Column Width="60">Length</Column>
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</DisplayBoards>
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