

```

<?xml version="1.0" encoding="UTF-8" standalone="no" ?>
<FinalDraft DocumentType="Script" Template="No" Version="4">

  <Content>
    <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.25" RightIndent="7.50" SpaceBefore="0" Spacing="1" StartsNewPage="No"
Type="Action">
      <Text>BEN 10: ULTIMATE ALIENS </Text>
    </Paragraph>
    <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.25" RightIndent="7.50" SpaceBefore="0" Spacing="1" StartsNewPage="No"
Type="Action">
      <Text>"The Middle of the End" </Text>
    </Paragraph>
    <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.25" RightIndent="7.50" SpaceBefore="0" Spacing="1" StartsNewPage="No"
Type="Action">
      <Text>Episode #696-051 </Text>
    </Paragraph>
    <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.25" RightIndent="7.50" SpaceBefore="0" Spacing="1" StartsNewPage="No"
Type="Action">
      <Text>Written by Matt Wayne</Text>
    </Paragraph>
    <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.25" RightIndent="7.50" SpaceBefore="0" Spacing="1" StartsNewPage="No"
Type="Action">
      <Text>First Draft, 12/27/10</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text></Text>
    </Paragraph>
    <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.25" RightIndent="7.50" SpaceBefore="0" Spacing="1" StartsNewPage="No"
Type="General">
      <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+Underline+AllCaps">TEASER</Text>
      <Text></Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1/8" Page="1" Title="">
        <SceneArcBeats/>
      </SceneProperties>
      <Text>FADE IN</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="6/8" Page="1" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="FOREVER KNIGHT #1">
            <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
              <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
            </Paragraph>
          </CharacterArcBeat>
          <CharacterArcBeat Name="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="#FFFFFFFFFFFF" 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">
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>EXT. cave - RESUME</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>The Esoterica and Forever Knights are still fighting. </Text>
</Paragraph>
<Paragraph Type="Action">
<Text>The Esoterica are BLASTING ENERGY at a contingent of Knights on HOVER STEEDS. </Text>
</Paragraph>
<Paragraph Type="Action">
<Text>The Knights are scattered. A couple are taken out.</Text>
</Paragraph>
<Paragraph Number="1" Type="Character">
<Text>FOREVER KNIGHT #1</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Regroup, men! Awaken the iron! </Text>
</Paragraph>
<Paragraph Type="Action">
<Text>The Knights come back together.</Text>
</Paragraph>
<Paragraph Number="2" Type="Character">
<Text>FOREVER KNIGHT #1</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>For the blessed Order of Forever Knights, charge!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>They charge forward on their hover steeds, firing LASERS. </Text>
</Paragraph>
<Paragraph Type="Action">
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Gwen</Text>
<Text> and IRON </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Kevin</Text>
<Text> are in the fight, back to back. As Gwen throws energy discs, taking out a handful of </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esotericas</Text>
<Text>, Iron Kevin BLASTS with a fallen Forever Knight's energy weapon.
</Text>
</Paragraph>

```

<Paragraph Type="Action">
  <Text>REVEAL a bunch of super-fast </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>
  <Text> becoming visible as Kevin's blasts strike them.</Text>
</Paragraph>
<Paragraph Number="3" 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="">Geez</Text>
  <Text>, Gwen, how many of these </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esotericas</Text>
  <Text> are there?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen and Kevin react to OS sounds of splitting rock. </Text>
</Paragraph>
<Paragraph Number="4" Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Kevin! Come on!</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>WHIP PAN TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1" Page="1" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="FOREVER KNIGHT #2">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="GEORGE">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="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="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="HEATBLAST">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"

```

StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 <CharacterArcBeat Name="IRON KEVIN">
 <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 <CharacterArcBeat Name="VILGAX">
 <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 </SceneArcBeats>
 </SceneProperties>
 <Text>INT. CAVE/OUTSIDE SPACE</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>HEATBLAST and revitalized GEORGE are at the edge of the same CRATER, now exposed to the outside, reacting as the WALLS finish FALLING AWAY from the cavern around them. VILGAX (with his new SEMI-TRANSPARENT HUMAN BODY under his old head, wearing an </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">ESOTERICA</Text>
 <Text> EMBLEM) looks formidable across the crater, the great disk of the SEAL floating behind him. Behind VILGAX the </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">EXTRADIMENSIONAL</Text>
 <Text> CITY goes as far back as the eye can see! So from one side to the other, it's Heatblast/George, crater, Vilgax, seal, </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">extradimensional</Text>
 <Text> city. </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>George still holds ready the SWORD OF </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">ACHELON</Text>
 <Text>. It CRACKLES with energy.</Text>
 </Paragraph>
 <Paragraph Number="5" Type="Character">
 <Text>VILGAX</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><LAUGHS></Text>
 </Paragraph>
 <Paragraph Number="6" Type="Character">
 <Text>GEORGE</Text>
 </Paragraph>

```

<Paragraph Type="Dialogue">
  <Text>Perdition!</Text>
</Paragraph>
<Paragraph Number="7" Type="Character">
  <Text>HEATBLAST</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>That's what I was </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">gonna</Text>
  <Text> say.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>BOOM! The seal jumps and the area shakes. Something huge is pounding on
the seal from the other side.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Vilgax unleashes a barrage of </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica-like</Text>
  <Text> BLASTS. </Text>
</Paragraph>
<Paragraph Number="8" Type="Character">
  <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What you say is of no longer of any significance, Ben Tennyson. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>George deflects Vilgax's blasts with the sword, one after the
other.</Text>
</Paragraph>
<Paragraph Number="9" Type="Character">
  <Text>GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;EFFORTS&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Heatblast takes to the air and streams PLASMA at Vilgax. </Text>
</Paragraph>
<Paragraph Number="10" Type="Character">
  <Text>HEATBLAST</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;EFFORT&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Vilgax side-steps the stream like an </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>
  <Text> and gloats.</Text>
</Paragraph>
<Paragraph Number="11" Type="Character">
  <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>The ruination of this universe is at hand. The Dagon </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"

```

Font="Courier Final Draft" RevisionID="1" Size="12" Style="">comes</Text>
<Text>!</Text>
</Paragraph>
<Paragraph Type="Transition">
<Text>FADE OUT.</Text>
</Paragraph>
<Paragraph Type="End of Act">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+Underline+AllCaps">END TEASER</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Act Heading">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+Underline+AllCaps">ACT ONE</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>FADE IN</Text>
</Paragraph>
<Paragraph Type="Action">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">INT.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps"></Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">ext</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps"> CAVE</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Another BOOM! Shakes the ground. GWEN and IRON KEVIN rush IN to join
Heatblast and George and react. </Text>
</Paragraph>
<Paragraph Number="12" Type="Character">
<Text>GEORGE</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(shouting past Vilgax)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Come no further, Dagon. If you break the seal, you will taste my
sword.</Text>
</Paragraph>
<Paragraph Number="13" Type="Character">
<Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Do not address the Dagon directly! Direct your threats at me!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Vilgax BLASTS George, sending him somersaulting back. He comes up in a
fighting pose.</Text>
</Paragraph>
<Paragraph Type="Action">

<Text>Heatblast lays down a RING OF FIRE around Vilgax.</Text>
</Paragraph>
<Paragraph Number="14" Type="Character">
<Text>IRON KEVIN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(aside to Heatblast)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I thought Vilgax was dead.</Text>
</Paragraph>
<Paragraph Number="15" Type="Character">
<Text>HEATBLAST</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Which time?</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Vilgax steps through the fire, ready to attack.</Text>
</Paragraph>
<Paragraph Number="16" Type="Character">
<Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">My master grows ever
closer. The time is at hand.</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Another BOOM! The existing crack in the seal widens and light pours
through. A CONCENTRIC RIPPLE EFFECT radiates outward from the seal. </Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Gwen has just enough time to shield Iron Kevin, Heatblast and George
from the effect as it strikes them.</Text>
</Paragraph>
<Paragraph Number="17" Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text><EFFORT> </Text>
</Paragraph>
<Paragraph Number="18" Type="Character">
<Text>HEATBLAST</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Vilgax! What's happening?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Vilgax smiles beatifically. </Text>
</Paragraph>
<Paragraph Number="19" Type="Character">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Vilgax</Text>
<Text></Text>

</Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""><laughs></Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>We see the concentric ripples sweep over the battlefield as the </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>
 <Text> and Forever Knights fight.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>NEAR RUSTBUCKET </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">III</Text>
 <Text> - An </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Esoterica</Text>
 <Text> BLASTS the helmet off a </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Forever</Text>
 <Text> </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Knight</Text>
 <Text> just in time for the concentric ripples to hit. </Text>
 </Paragraph>
 <Paragraph Number="20" Type="Character">
 <Text>FOREVER KNIGHT #2</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><IMPACT></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>We see the Knight TRANSFORM into an </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>
 <Text> and turn to ENERGY BLAST another Knight!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>MONTAGE </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>EXT. BELLWOOD STREETS</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>As the concentric ripples go through, </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Stock</Text>
 <Text> HUMANS walking the streets turn into </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>
 <Text>. A CAR stops in the middle of the street and an </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>
 <Text> BLASTS through the windshield, leaping out.</Text>
 </Paragraph>
 <Paragraph Type="Action">

<Text>INT. JIMMY'S ROOM</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>JIMMY at his desk and his MOM standing in the doorway are engulfed by the concentric ripples and turn into </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esotericas</Text>
<Text>. </Text>
</Paragraph>
<Paragraph Type="Scene Heading">
<SceneProperties Length="4/8" Page="4" Title="">
<SceneArcBeats>
<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="SHIP">
<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. TENNIS MATCH - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>JULIE returns a serve at a tournament. </Text>
</Paragraph>
<Paragraph Number="21" Type="Character">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Julie</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""><effort></Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>SHIP sniffs the air.</Text>
</Paragraph>
<Paragraph Number="22" Type="Character">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Ship</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Ship! Ship </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Ship</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"

Font="Courier Final Draft" RevisionID="1" Size="12" Style="">!</Text>
<Text></Text>
</Paragraph>
<Paragraph Number="23" Type="Character">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Julie</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">What are you--?</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ship reacts and leaps out from the sidelines to envelop her with the
SHIP </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">BATTLESUIT</Text>
<Text> (à la "</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Vreedle</Text>
<Text> </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Vreedle</Text>
<Text>"). </Text>
</Paragraph>
<Paragraph Type="Action">
<Text>The tennis ball bounces past her. Julie sees her opponent get hit by
the wave and turn into an </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>
<Text>. </Text>
</Paragraph>
<Paragraph Number="24" Type="Character">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Julie</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">What's happening to
everybody?</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Action">
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Battlesuit</Text>
<Text> Julie reacts and runs, dodging </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esotericas</Text>
<Text>.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
<SceneProperties Length="1/8" Page="5" Title="">
<SceneArcBeats/>
</SceneProperties>
<Text>EXT. EARTH IN SPACE - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">

<Text>The concentric ripples radiate outward over the planet's surface.
 </Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="1/8" Page="5" Title="">
 <SceneArcBeats/>
 </SceneProperties>
 <Text>EXT. THE PYRAMIDS - CONTINUOUS</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>TOURISTS (stock people with cameras) near the PYRAMIDS turn into
 </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>
 <Text>.</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="1/8" Page="5" Title="">
 <SceneArcBeats/>
 </SceneProperties>
 <Text>INT. OFFICE (no specific country) - CONTINUOUS</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Stock </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">office</Text>
 <Text> </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">workers</Text>
 <Text> turn into </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="2/8" Page="5" Title="">
 <SceneArcBeats/>
 </SceneProperties>
 <Text>EXT. CITY STREETS (no specific country) - CONTINUOUS</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>A </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">woman</Text>
 <Text> pushing a </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">baby
 carriage</Text>
 <Text>, a </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">guy</Text>
 <Text> walking with his </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12"
 Style="AllCaps">girlfriend</Text>
 <Text>, an </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">old lady</Text>
 <Text>-all turn into </Text>

<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>
<Text>. </Text>
</Paragraph>
<Paragraph Type="Action">
<Text>END MONTAGE</Text>
</Paragraph>
<Paragraph Type="Transition">
<Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
<SceneProperties Length="4 2/8" Page="5" Title="">
<SceneArcBeats>
<CharacterArcBeat Name="BEN">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="DAGON">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="EATLE">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="GEORGE">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="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="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="HEATBLAST">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>

```

    </Paragraph>
  </CharacterArcBeat>
  <CharacterArcBeat Name="IRON KEVIN">
    <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
    </Paragraph>
  </CharacterArcBeat>
  <CharacterArcBeat Name="KEVIN">
    <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
    </Paragraph>
  </CharacterArcBeat>
  <CharacterArcBeat Name="VILGAX">
    <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
    </Paragraph>
  </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>INT. CAVE/OUTSIDE SPACE - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The concentric ripple effect from the seal subsides, as Vilgax BLASTS
Gwen's shield with his energy blasts. </Text>
</Paragraph>
<Paragraph Number="25" Type="Character">
  <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>The master </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">pervails</Text>
  <Text>! Now all beings on Earth serve Him!</Text>
</Paragraph>
<Paragraph Number="26" Type="Character">
  <Text>HEATBLAST</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Seriously?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen's eyes GLOW with her energy.</Text>
</Paragraph>
<Paragraph Number="27" Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Believe it. There's billions of lives that I can't sense anymore.
</Text>
</Paragraph>

```

<Paragraph Number="28" Type="Character">
 <Text>VILGAX</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Every </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">living</Text>
 <Text> person on Earth has been transformed into an </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>
 <Text>. Behold the true power of the Dagon!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Another BIG BOOM from the Dagon widens the crack in the seal, letting
 more light through.</Text>
 </Paragraph>
 <Paragraph Number="29" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">kevin</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">That seal's looking a
 little </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">wobbily</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
 Font="Courier Final Draft" RevisionID="1" Size="12" Style="">.</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Vilgax's blasts become bigger and IMPACT Gwen's shield harder. It's all
 she can take.</Text>
 </Paragraph>
 <Paragraph Number="30" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><STRAINING> Get back!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>As Gwen's shield SHATTERS, Heatblast, Iron Kevin, Gwen and George fall
 back. </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>HEATBLAST MELTS the rock beneath Vilgax. Vilgax's semi-transparent body
 sinks into the molten rock, leaving him in lava up to his neck.</Text>
 </Paragraph>
 <Paragraph Number="31" Type="Character">
 <Text>VILGAX</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><STRUGGLE></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Heatblast TRANSFORMS back into Ben.</Text>
 </Paragraph>
 <Paragraph Number="32" Type="Character">

<Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Yeah, don't care how strong you are. You got zero leverage in there.</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Iron Kevin tries to put </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">George's</Text>
 <Text> discarded HELMET on </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">him</Text>
 <Text>. </Text>
 </Paragraph>
 <Paragraph Number="33" Type="Character">
 <Text>IRON KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">P</Text>
 <Text>ut this </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">back </Text>
 <Text>on.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>George knocks it away.</Text>
 </Paragraph>
 <Paragraph Number="34" Type="Character">
 <Text>GEORGE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Away with it!</Text>
 </Paragraph>
 <Paragraph Number="35" Type="Character">
 <Text>IRON KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>It's the iron in your helmets that </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">keeps Dagon from controlling you</Text>
 <Text>. You been fighting this guy for a thousand years and you didn't know that?</Text>
 </Paragraph>
 <Paragraph Number="36" Type="Character">
 <Text>GEORGE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>The Sword of </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Achelon</Text>
 <Text> is all the protection George of </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Diocletian</Text>
 <Text> needs!</Text>

```

</Paragraph>
<Paragraph Type="Action">
  <Text>Iron Kevin looks at the sword. It CRACKLES.</Text>
</Paragraph>
<Paragraph Number="37" Type="Character">
  <Text>Iron KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Nice. </Text>
</Paragraph>
<Paragraph Number="38" Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Gwen...?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen moves to go.</Text>
</Paragraph>
<Paragraph Number="39" Type="Character">
  <Text>GweN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I'm on it. A spell to hold the Dagon. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Kevin looks nervously
at </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">th</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> seal, which shudders
with another loud &lt;BOOM&gt;</Text>
  <Text></Text>
</Paragraph>
<Paragraph Number="40" Type="Character">
  <Text>IRON KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Make it</Text>
  <Text> a big </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">spell</Text>
  <Text>.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Iron Kevin and Gwen run OFF.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>BOOM! The Dagon widens the crack again. George and Ben flinch.</Text>
</Paragraph>
<Paragraph Number="41" Type="Character">
  <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;STRUGGLE&gt; Master! Grant your humble and obedient vessel even
more power! The Earth must be prepare</Text>

```


<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">d</Text>
<Text> for your coming!</Text>
</Paragraph>
<Paragraph Number="42" Type="Character">
<Text>DAGON (O.S.)</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(impatient)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Granted. </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Salt the Earth, prepare my way!</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Action">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">The rock holding Vilgax EXPLODES off of him. </Text>
<Text>Vilgax smiles as he GLOWS with new power. Ben sees this.</Text>
</Paragraph>
<Paragraph Number="43" Type="Character">
<Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Yes!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Vilgax's glow subsides. His body rises from the rock, BLASTING at Ben
</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica-style</Text>
<Text>. </Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Ben dodges the blasts and raises his hand to hit the watch.</Text>
</Paragraph>
<Paragraph Number="44" Type="Character">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Ben</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style=""><dodging></Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>George leaps forward, sword CRACKLING over his head, and draws Vilgax's fire.</Text>
</Paragraph>
<Paragraph Number="45" Type="Character">
<Text>GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>For the blessed order! </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"

Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><attack</Text>
 <Text> CRY></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben hits the watch and TRANSFORMS into EATLE.</Text>
 </Paragraph>
 <Paragraph Number="46" Type="Character">
 <Text>EATLE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Eatle!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>The blasts strike Eatle, rolling the armored alien backward.</Text>
 </Paragraph>
 <Paragraph Number="47" Type="Character">
 <Text>EaTLE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><IMPACT></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>But Eatle returns fire, BLASTING energy from his horn.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Eatle's blasts strike Vilgax, knocking him to the ground.</Text>
 </Paragraph>
 <Paragraph Number="48" Type="Character">
 <Text>VILGAX</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><multiple</Text>
 <Text> IMPACTS></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>George</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">'s sword</Text>
 <Text> traps Vilgax in a CRACKLING ENERGY FIELD for a moment. Vilgax strains against it, struggling to his feet. </Text>
 </Paragraph>
 <Paragraph Number="49" Type="Character">
 <Text>VILGAX</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><STRUGGLE> </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>From within the field, Vilgax whips George around by the stream of energy, but the brave knight is determined to hang on.</Text>
 </Paragraph>
 <Paragraph Number="50" Type="Character">
 <Text>GEORGE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><holding</Text>
 <Text> on EFFORT></Text>

```

</Paragraph>
<Paragraph Type="Action">
  <Text>Eatle RAMS Vilgax hard, sending him flying back through several of the
buildings in the </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="">extradimensional</Text>
  <Text> city behind them.</Text>
</Paragraph>
<Paragraph Number="51" Type="Character">
  <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;multiple</Text>
  <Text> IMPACTS&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Another BOOM shakes the area. George gloats at the creature behind the
Seal.</Text>
</Paragraph>
<Paragraph Number="52" Type="Character">
  <Text>DAGON (O.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What's happened out there? Speak, servant!</Text>
</Paragraph>
<Paragraph Number="53" Type="Character">
  <Text>GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Your minion</Text>
  <Text> speaks no more!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>But George and Eatle turn to react to an OS RENDING SOUND.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>REVEAL VILGAX, tossing away a chunk of building.</Text>
</Paragraph>
<Paragraph Number="54" Type="Character">
  <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;EFFORT&gt; You're mistaken. I speak for my master.
&lt;EFFORT&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He POUNDS on the base of a tall </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="">extradimensional</Text>
  <Text> building. It begins to slump.</Text>
</Paragraph>
<Paragraph Number="55" Type="Character">
  <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">

```

<Text>Which makes me more powerful than ever. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Vilgax FIRES several </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica-style</Text>
 <Text>BLASTS at the upper part of the building, sending it raining down on George and Eatle.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Eatle sees the building coming down.</Text>
</Paragraph>
<Paragraph Number="56" Type="Character">
 <Text>EATLE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>George!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Eatle knocks George down to cover him.</Text>
</Paragraph>
<Paragraph Number="57" Type="Character">
 <Text>GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text><IMPACT></Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>The building <CRASHES> to rubble over Eatle and George, obscuring them from view. Silence.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Vilgax stands over them on the pile of rubble and SPITS on the spot where Eatle and George are buried. </Text>
</Paragraph>
<Paragraph Number="58" Type="Character">
 <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Finally. <SPITTING noise> </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Another BOOM from behind the seal attracts his attention. </Text>
</Paragraph>
<Paragraph Number="59" Type="Character">
 <Text>DAGON (O.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Free me!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Vilgax begins using his new powers to BLAST away at the seal, which splits even further!</Text>
</Paragraph>
<Paragraph Number="60" Type="Character">
 <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Consider it done, Master!</Text>

```

</Paragraph>
<Paragraph Type="Action">
  <Text>As the seal is pounded from both sides, more light begins to pour
through and we</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>FADE TO BLACK.</Text>
</Paragraph>
<Paragraph Type="End of Act">
  <Text>END OF ACT ONE</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text></Text>
</Paragraph>
<Paragraph Type="Act Heading">
  <Text>ACT TWO</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">FADE IN:</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="4/8" Page="10" 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="#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">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>EXT. BELLWOOD STREETS - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The street is empty. There are ALARMS going off, broken hydrants, and
other signs of the chaos of a depopulated city. RUSTBUCKET </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">III</Text>
  <Text> makes a hurried, rough landing in the street.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>GWEN and KEVIN jump out and hustle down the street, their FOOTSTEPS
audible. Kevin has a </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">NEW, OVERSIZED
PLUMBER</Text>
  <Text> ENERGY WEAPON from the ship.</Text>

```

```

</Paragraph>
<Paragraph Type="Action">
  <Text>We hear the O.S. &lt;WH00SH&gt; of the </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esotericas</Text>
  <Text> moving at great speed. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>A single </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">ESOTERICA</Text>
  <Text> </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">SIDE-STEPS into
view</Text>
  <Text> in front of them. Gwen hurls an ENERGY DISC to take it out.</Text>
</Paragraph>
<Paragraph Number="61" Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">&lt;effort&gt;</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
  <Text>So far so good. </Text>
</Paragraph>
<Paragraph Number="62" Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Maybe everybody in town took off once they got turned into </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esotericas</Text>
  <Text>. </Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 3/8" Page="10" 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="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
      <CharacterArcBeat Name="IRON 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>
      <CharacterArcBeat Name="KEVIN">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">

```

```

        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
    </Paragraph>
</CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
    <Text>EXT. GWEN'S HOUSE - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Gwen and Kevin round the corner and stop short.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>REVEAL that street is full of </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esotericas</Text>
    <Text>, preparing to blast.</Text>
</Paragraph>
<Paragraph Number="63" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>&lt;"uh-oh" noise&gt;</Text>
</Paragraph>
<Paragraph Number="64" Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>I did say </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">"</Text>
    <Text>maybe.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">"</Text>
    <Text></Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Gwen makes A SHIELD and takes a lot of fire. </Text>
</Paragraph>
<Paragraph Number="65" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>&lt;</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">impacts</Text>
    <Text>&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Kevin moves into position to fire around the shield, but reconsiders
and moves back.</Text>
</Paragraph>
<Paragraph Number="66" Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Look, for all we know, I could be </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">shooting</Text>
    <Text> your Mom, or Julie, or </Text>

```

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Grandpa Max</Text>
<Text>...</Text>
</Paragraph>
<Paragraph Number="67" Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Under the circumstances, Grandpa Max wouldn't want us</Text>
<Text> to go easy on </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">him.</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Kevin's grim</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">, cocking his Plumber energy weapon.</Text>
<Text></Text>
</Paragraph>
<Paragraph Number="68" Type="Character">
<Text>IRON KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Just so we're on the same page. </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><attack</Text>
<Text> CRY></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Kevin FIRES MULTIPLE BLASTS into the crowd, machine gun style, knocking back enough </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esotericas</Text>
<Text> to open up a path to Gwen's door.</Text>
</Paragraph>
<Paragraph Number="69" Type="Character">
<Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Go! </Text>
</Paragraph>
<Paragraph Type="Action">
<Text>They run for it. Gwen throws discs and Kevin fires at the countless
</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>
<Text> as they make their way toward the door.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>GWEN'S </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">POV</Text>
<Text> as she sees two more </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>

<Text> ready to </Text>

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

<Text> in our dimension (see </Text>

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

<Text>. 50). </Text>

</Paragraph>

<Paragraph Number="70" Type="Character">

<Text>GWEN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>On your left!</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Kevin FIRES at the empty space to his left and two </Text>

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

<Text> MATERIALIZE in the middle of rushing Kevin and fall to either side of Kevin. </Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Gwen and Kevin have reached the door. As Gwen gets the door open, Kevin's weapon stops firing, empty. He butts one </Text>

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

<Text> with it and flings it at another. </Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Before they run in, Gwen casts a spell.</Text>

</Paragraph>

<Paragraph Number="71" Type="Character">

<Text>GWEN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

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

<Text></Text>

</Paragraph>

<Paragraph Type="Action">

<Text>A Manna GLOW envelops the house, reinforcing it. </Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Gwen SLAMS the door behind them. </Text>

</Paragraph>

<Paragraph Type="Action">

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

<Text> blast at the house. The blasts <RATTLE> the windows, but they don't damage the house. </Text>

</Paragraph>

<Paragraph Type="Transition">

<Text>CUT TO:</Text>

</Paragraph>

<Paragraph Type="Scene Heading">

<SceneProperties Length="1 3/8" Page="11" Title="">

<SceneArcBeats>

<CharacterArcBeat Name="DAGON">

```

        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
            <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
    </CharacterArcBeat>
    <CharacterArcBeat Name="EATLE">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
            <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
    </CharacterArcBeat>
    <CharacterArcBeat Name="GEORGE">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
            <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
    </CharacterArcBeat>
    <CharacterArcBeat Name="VILGAX">
        <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
            <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
    </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>INT.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">/ext.</Text>
    <Text> CAVE- CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Over the next, Vilgax continues to blast at the massive seal, as the
Dagon &lt;BASHES&gt; it from the other side with another BOOM! </Text>
</Paragraph>
<Paragraph Number="72" Type="Character">
    <Text>DAGON</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Useless lump of matter. Break the seal.</Text>
</Paragraph>
<Paragraph Number="73" Type="Character">
    <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>&lt;EFFORT&gt; I am your obedient vassal!</Text>
</Paragraph>
<Paragraph Number="74" Type="Character">
    <Text>DAGON</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>From your side it should be easy. &lt;EFFORT&gt;</Text>

```

```

</Paragraph>
<Paragraph Type="Action">
  <Text>Another BOOM!</Text>
</Paragraph>
<Paragraph Number="75" Type="Character">
  <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Yes</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">,</Text>
  <Text> Master!</Text>
</Paragraph>
<Paragraph Number="76" Type="Character">
  <Text>DAGON</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>The power I gave you is more than enough.</Text>
</Paragraph>
<Paragraph Number="77" Type="Character">
  <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Of course, Master! This imperfect vessel humbly begs your forgiveness,
Master!</Text>
</Paragraph>
<Paragraph Number="78" Type="Character">
  <Text>EATLE (O.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;CHEWING&gt; So wait, which is it?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Vilgax turns.</Text>
</Paragraph>
<Paragraph Number="79" Type="Character">
  <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;surprised</Text>
  <Text> GRUNT&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He sees EATLE/BEN chewing his way out of the building rubble.</Text>
</Paragraph>
<Paragraph Number="80" Type="Character">
  <Text>EATLE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;GULPS&gt; Are you a vessel or a vassal? </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>GEORGE emerges from the rubble behind Eatle, sword ready.</Text>
</Paragraph>
<Paragraph Number="81" Type="Character">
  <Text>GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">

```

<Text>He is the dragon's pawn. Whether the world survives or not, his doom is assured. </Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Vilgax glares then BLASTS at George.</Text>

</Paragraph>

<Paragraph Number="82" Type="Character">

<Text>VILGAX</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>You don't know what you're talking about!</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>George deflects the blast. He and Eatle return fire.</Text>

</Paragraph>

<Paragraph Number="83" Type="Character">

<Text>VILGAX</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text><IMPACTS></Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Vilgax backs up against the seal.</Text>

</Paragraph>

<Paragraph Number="84" Type="Character">

<Text>VILGAX</Text>

</Paragraph>

<Paragraph Type="Parenthetical">

<Text>(worried)</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Master...!</Text>

</Paragraph>

<Paragraph Type="Transition">

<Text>CUT TO:</Text>

</Paragraph>

<Paragraph Type="Scene Heading">

<SceneProperties Length="1/8" Page="13" Title="">

<SceneArcBeats/>

</SceneProperties>

<Text>EXT. GWEN'S HOUSE - CONTINUOUS</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>The </Text>

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

<Text> continue to BLAST at the house, lighting up the Manna GLOW when they hit.</Text>

</Paragraph>

<Paragraph Type="Scene Heading">

<SceneProperties Length="1 1/8" Page="13" 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="#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">
                <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
            </Paragraph>
        </CharacterArcBeat>
    </SceneArcBeats>
</SceneProperties>
    <Text>INT. GWEN'S ROOM - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Gwen has several MAGIC BOOKS open her bed, and is looking from one to
the other.</Text>
</Paragraph>
<Paragraph Number="85" Type="Character">
    <Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Containment, confinement, concatenation... </Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Here and over the rest of the scene, the window LIGHTS UP with Manna
and the house SHAKES, &lt;RATTLING&gt; the windows.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Gwen picks up another book and examines it.</Text>
</Paragraph>
<Paragraph Number="86" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;Tsks&gt;</Text>
    <Text> This one doesn't even have an index.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Kevin's taking apart her computer printer with a screwdriver.</Text>
</Paragraph>
<Paragraph Number="87" Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>No Dagon-buster spell yet?</Text>
</Paragraph>
<Paragraph Number="88" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Nothing strong enough to cast across dimensions. </Text>
</Paragraph>
<Paragraph Number="89" Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>What about those books </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"

```

Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Charmcaster</Text>
 <Text> left behind?</Text>
</Paragraph>
 <Paragraph Number="90" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Nope.</Text>
 </Paragraph>
 <Paragraph Number="91" Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Told you, you should have snagged them all.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Kevin has </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">MacGuyvered</Text>
 <Text> two handheld metal plates out of the printer</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">, and attached them to
the big Plumber Weapon. </Text>
 <Text>He flips a </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">thumbswitch</Text>
 <Text>.</Text>
 </Paragraph>
 <Paragraph Number="92" Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I would have if... what's that?</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>PARALLEL </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">energy</Text>
 <Text> ARCS leap between the two plates. He turns it back off.</Text>
 </Paragraph>
 <Paragraph Number="93" Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">I'm improvising.
</Text>
 <Text>Your protection spell </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">won't</Text>
 <Text> hold </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">forever</Text>
 <Text>.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Gwen looks out the window to check on the </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>

```

    <Text>.</Text>
</Paragraph>
<Paragraph Type="Transition">
    <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="2/8" Page="14" Title="">
        <SceneArcBeats/>
    </SceneProperties>
    <Text>EXT. GWEN'S HOUSE - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>OUTSIDE, a larger mass of </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>
    <Text> converges on the house. </Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>A &lt;WHOOOSH&gt; and more </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esotericas</Text>
    <Text> </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Side-Step</Text>
    <Text> </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">in at</Text>
    <Text> the edge of the crowd. </Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Another &lt;WHOOOSH&gt; and even more of them MATERIALIZE.</Text>
</Paragraph>
<Paragraph Type="Transition">
    <Text>BACK TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="4/8" Page="14" 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>
                </Paragraph>
            </CharacterArcBeat>
            <CharacterArcBeat Name="GWEN/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="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>INT. GWEN'S ROOM - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Gwen and Kevin lean IN to look out the window.</Text>
</Paragraph>
<Paragraph Number="94" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>You're right. And they're bringing in reinforcements.</Text>
</Paragraph>
<Paragraph Number="95" Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Why not? There's six billion </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">of them now</Text>
    <Text>.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Through the window, we see an </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">ESOTERICA</Text>
    <Text> bounce off the window as the window LIGHTS UP with Manna and the house
SHAKES. Big scare! </Text>
</Paragraph>
<Paragraph Number="96" Type="Character">
    <Text>GWEN/KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>&lt;surprised CRY&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Kevin readies </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">his weapon</Text>
    <Text>. Gwen runs back to the bed and grabs two books. </Text>
</Paragraph>
<Paragraph Number="97" 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="">C'mon</Text>
    <Text>!!</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Books tucked under one arm, Gwen throws the window open. </Text>
</Paragraph>
<Paragraph Type="Scene Heading">
    <SceneProperties Length="2" Page="15" Title="">
    <SceneArcBeats>
    <CharacterArcBeat Name="DAGON AS 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="#FFFFFFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 <CharacterArcBeat Name="GWEN">
 <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" 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">
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 </SceneArcBeats>
 </SceneProperties>
 <Text>EXT. GWEN'S HOUSE - CONTINUOUS</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>They rush out, just as the </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>
 <Text> ENERGY begins BLASTING IN chunks of the wall.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Still holding her books, Gwen creates ENERGY STAIRS down to the ground. Kevin dodges a few </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>
 <Text> blasts, but keeps moving forward with effort.</Text>
 </Paragraph>
 <Paragraph Number="98" Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><DODGING EFFORTS> </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Gwen kicks an </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>
 <Text> out of the way and throws ENERGY DISCS into the crowd.</Text>
 </Paragraph>
 <Paragraph Number="99" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Gwen</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"

Font="Courier Final Draft" RevisionID="1" Size="12" Style=""><efforts></Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Kevin</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> fires his weapon,
which now projects</Text>
<Text> PARALLEL ELECTRICAL ARCS in front of him, clearing a path. But the
</Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>
<Text> close in behind them.</Text>
</Paragraph>
<Paragraph Number="100" Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>On your six!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Gwen has to throw up an ENERGY DOME, one handed, before they're
overrun. </Text>
</Paragraph>
<Paragraph Number="101" Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text><</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">EFFORT, then </Text>
<Text>IMPACTS></Text>
</Paragraph>
<Paragraph Number="102" Type="Character">
<Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Keep moving.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>ON Kevin recovering.</Text>
</Paragraph>
<Paragraph Number="103" Type="Character">
<Text>GWEN (O.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Take a second to... <CRIES OUT></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Kevin looks up.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>REVEAL Gwen's eyes GLOWING with the same energy as in "The Creature
from Beyond." The Energy dome is off. She drops her books.</Text>
</Paragraph>
<Paragraph Number="104" Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">

```

    <Text>I hear and obey</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">, o great Dagon</Text>
    <Text>.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Kevin tries to shake her out of it.</Text>
</Paragraph>
<Paragraph Number="105" Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Gwen! </Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Gwen slumps.</Text>
</Paragraph>
<Paragraph Number="106" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>&lt;EFFORT&gt;</Text>
</Paragraph>
<Paragraph Number="107" Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>What's wrong?</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>She grabs her forehead with a shaky hand.</Text>
</Paragraph>
<Paragraph Number="108" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>You know that </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Lucubra</Text>
    <Text> thing?</Text>
</Paragraph>
<Paragraph Number="109" Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>Yeah. The monster we sent back through the seal a few months
ago!</Text>
</Paragraph>
<Paragraph Number="110" Type="Character">
    <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>I think it left something in my head.</Text>
</Paragraph>
<Paragraph Number="111" Type="Character">
    <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
    <Text>So what, now the Dagon's got hold of you? </Text>

```

```

</Paragraph>
<Paragraph Type="Action">
  <Text>Her eyes GLOW again.</Text>
</Paragraph>
<Paragraph Number="112" Type="Character">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">DAGON as
</Text>
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;Eerie LAUGH&gt; </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin looks up and around him.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>REVEAL that the </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Esoterica</Text>
  <Text> have eerily stopped fighting and now stand to either side to make way
for Gwen. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin looks back at Gwen, her eyes glowing steadily now.</Text>
</Paragraph>
<Paragraph Number="113" Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Uh oh</Text>
  <Text>.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen moves to go.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin grabs her. She elbows him.</Text>
</Paragraph>
<Paragraph Number="114" Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;IMPACT&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen runs OFF.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="4/8" Page="16" 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="#FFFFFFFFFFFF"
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">
            <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
    </CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
    <Text>BELLWOOD STREETS - CONTINUOUS</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>Gwen runs down the street.</Text>
</Paragraph>
<Paragraph Type="Action">
    <Text>As she WHOOSHES by, she draws tendrils of manna from the trees and
grass, WITHERING them as she goes. </Text>
</Paragraph>
    <Paragraph Number="115" Type="Character">
        <Text>GWEN</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">(filtered)</Text>
        <Text></Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Every being in this dimension will kneel before him.</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Kevin runs after her but stops, near the abandoned CAR with the broken
windshield from the Act One montage.</Text>
    </Paragraph>
    <Paragraph Number="116" Type="Character">
        <Text>KEVIN</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
        <Text>(calling after)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>Gwen!</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>He looks around, sees, the abandoned car, and makes a disgusted
face.</Text>
    </Paragraph>
    <Paragraph Number="117" Type="Character">
        <Text>KEVIN</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>It'll have to do.</Text>
    </Paragraph>
    <Paragraph Type="Transition">
        <Text>DISSOLVE TO:</Text>

```

```

</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="4/8" Page="17" 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="#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">
          <Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
        </Paragraph>
      </CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text>EXT. DESERT HIGHWAY - NIGHT</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>ABANDONED CARS are along the road, many with the driver's door open. A
&lt;WHOOOSH&gt; as Gwen runs between them.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin follows in the abandoned car, almost too fast to steer around the
obstacles.</Text>
</Paragraph>
<Paragraph Number="118" Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Gwen!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen looks vacant as she runs faster than humanly possible.</Text>
</Paragraph>
<Paragraph Number="119" Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>The Dagon is Master. The seal will be broken.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Through the broken-out windshield we see Kevin squinting into the wind.
He turns the wheel.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The abandoned car FISHTAILS as it turns off onto a side-street.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="3 5/8" Page="17" Title="">

```

```
<SceneArcBeats>
  <CharacterArcBeat Name="ANODITE 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="#FFFFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
    </Paragraph>
  </CharacterArcBeat>
  <CharacterArcBeat Name="DAGON">
    <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
    </Paragraph>
  </CharacterArcBeat>
  <CharacterArcBeat Name="EATLE">
    <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
    </Paragraph>
  </CharacterArcBeat>
  <CharacterArcBeat Name="GEORGE">
    <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
    </Paragraph>
  </CharacterArcBeat>
  <CharacterArcBeat Name="HUMONGOUSAUR">
    <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
    </Paragraph>
  </CharacterArcBeat>
  <CharacterArcBeat Name="IRON KEVIN">
    <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
Color="#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">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
    </Paragraph>
  </CharacterArcBeat>
  <CharacterArcBeat Name="VILGAX">
    <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
```

LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
 </Paragraph>
 </CharacterArcBeat>
 </SceneArcBeats>
 </SceneProperties>
 <Text>INT. CAVE/OUTSIDE SPACE - CONTINUOUS</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Vilgax is held at bay between Eatle and George, who has his sword
drawn. Another <BOOM> from the Dagon behind the seal SHAKES the
ground.</Text>
 </Paragraph>
 <Paragraph Number="120" Type="Character">
 <Text>EATLE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Two against one, Vilgax. You're outnumbered.</Text>
 </Paragraph>
 <Paragraph Number="121" Type="Character">
 <Text>VILGAX</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>No, you are. Every other being serves the Dagon. As do I. </Text>
 </Paragraph>
 <Paragraph Number="122" Type="Character">
 <Text>EATLE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Right. If you're really Vilgax, you're not serving anybody but
yourself. </Text>
 </Paragraph>
 <Paragraph Number="123" Type="Character">
 <Text>VILGAX</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Liar!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>He grabs Eatle by the horn and flings him OFF.</Text>
 </Paragraph>
 <Paragraph Number="124" Type="Character">
 <Text>EATLE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><Falling cry></Text>
 </Paragraph>
 <Paragraph Number="125" Type="Character">
 <Text>VILGAX</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I'm going to make you eat those words!</Text>
 </Paragraph>
 <Paragraph Number="126" Type="Character">
 <Text>GEORGE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">

<Text>What of it? He </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">hath</Text>
 <Text> already eaten everything else.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Eatle looks over at George, who shrugs.</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Number="127" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">George</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">(explaining))</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Jocularly in the face of danger. You should try it.</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>George <MULTIPLE BLASTS> Vilgax into the rubble with the Sword of
 </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Achelon</Text>
 <Text>.</Text>
 </Paragraph>
 <Paragraph Number="128" Type="Character">
 <Text>VILGAX</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><IMPACTS></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Eatle charges at Vilgax, firing <ENERGY BLASTS>.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Vilgax leaps from the rubble onto Eatle's back.</Text>
 </Paragraph>
 <Paragraph Number="129" Type="Character">
 <Text>VILGAX</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><leaping</Text>
 <Text> EFFORT></Text>
 </Paragraph>
 <Paragraph Number="130" Type="Character">
 <Text>EATLE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><IMPACT></Text>

```

</Paragraph>
<Paragraph Type="Action">
  <Text>Eatle struggles to fire energy at Vilgax, who has him in a hold.</Text>
</Paragraph>
<Paragraph Number="131" Type="Character">
  <Text>EATLE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;STRAINING&gt; </Text>
</Paragraph>
<Paragraph Number="132" Type="Character">
  <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">&lt;angry</Text>
  <Text> GROWL&gt; You've got a blind spot.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>A CRACKLING BLAST from George's sword strikes Vilgax. </Text>
</Paragraph>
<Paragraph Number="133" Type="Character">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Vilgax</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">&lt;impact&gt;</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Vilgax BLASTS at George one handed, keeping Eatle's head down with the
other arm. </Text>
</Paragraph>
<Paragraph Number="134" Type="Character">
  <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;EFFORT&gt;</Text>
</Paragraph>
<Paragraph Number="135" Type="Character">
  <Text>EATLE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;STRUGGLE&gt; </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>George deflects the energy.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Eatle sees this and gets an idea.</Text>
</Paragraph>
<Paragraph Number="136" Type="Character">
  <Text>EATLE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>George!</Text>
</Paragraph>

```

```

    <Paragraph Type="Action">
        <Text>Eatle &lt;FIRES&gt; at George, who looks puzzled, then pleased. He
deflects Eatle's blast back at Vilgax.</Text>
    </Paragraph>
    <Paragraph Number="137" Type="Character">
        <Text>GEORGE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>&lt;EFFORT&gt;</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Vilgax is blasted off Eatle's back.</Text>
    </Paragraph>
    <Paragraph Number="138" Type="Character">
        <Text>VILGAX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>&lt;IMPACT&gt;</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Vilgax summons a huge BALL OF ENERGY and is about to blast Eatle, who
react</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">s</Text>
        <Text> to the amount of energy.</Text>
    </Paragraph>
    <Paragraph Number="139" Type="Character">
        <Text>EATLE</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">(realizing)</Text>
        <Text></Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>You've been holding back! Why is that?</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>BOOM! The Dagon POUNDS the seal from the other side again and the crack
widens.</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Vilgax sees this and looks furtive for a second.</Text>
    </Paragraph>
    <Paragraph Number="140" Type="Character">
        <Text>VILGAX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Silence</Text>
        <Text>!</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Eatle ducks the blast. He hits the Omnitrix and TRANSFORMS into
Humongousaur. </Text>
    </Paragraph>
    <Paragraph Number="141" Type="Character">
        <Text>HUMONGOUSAUR</Text>
    </Paragraph>

```

<Paragraph Type="Dialogue">
 <Text>Humongousaur!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Vilgax summons another BALL OF ENERGY and <BLASTS> Humongousaur
back into the trees in the distance. </Text>
</Paragraph>
<Paragraph Number="142" Type="Character">
 <Text>HUMONGOUSAUR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text><IMPACT></Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>He BACKHANDS George away, then looks over at the seal, guilty.</Text>
</Paragraph>
<Paragraph Number="143" Type="Character">
 <Text>GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text><IMPACT></Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>The trees part. Humongousaur leaps back, GROWING to his full size and
pounding Vilgax into the ground with one fist.</Text>
</Paragraph>
<Paragraph Number="144" Type="Character">
 <Text>HUMONGOUSAUR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text><EFFORT></Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Vilgax BURSTS up from the ground next to Humongousaur's fist and
<BLASTS> him back.</Text>
</Paragraph>
<Paragraph Number="145" Type="Character">
 <Text>HUMONGOUSAUR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text><IMPACT></Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>As Humongousaur staggers back and falls onto his butt with a BOOM, he
narrowly misses the ABANDONED CAR with the windshield broken out <SCREECHING>
to a halt. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>KEVIN jumps out.</Text>
</Paragraph>
<Paragraph Number="146" Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>The Dagon's got Gwen!</Text>
</Paragraph>
<Paragraph Number="147" Type="Character">
 <Text>HUMONGOUSAUR</Text>
</Paragraph>

```

<Paragraph Type="Dialogue">
  <Text>Huh?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>A MANNA GLOW appears in the distance. Gwen strides onto the scene,
  GLOWING PINK and looking dangerous. She WILTS trees as she passes, their manna
  flowing into her. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The Dagon's voice rings out from behind the seal. </Text>
</Paragraph>
<Paragraph Number="148" Type="Character">
  <Text>DAGON (O.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>My so-called herald refuses to use the power I've given him.</Text>
</Paragraph>
<Paragraph Number="149" Type="Character">
  <Text>HUMONGOUSAUUR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Knew it.</Text>
</Paragraph>
<Paragraph Number="150" Type="Character">
  <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>No! Master! I have never...</Text>
</Paragraph>
<Paragraph Number="151" Type="Character">
  <Text>DAGON (O.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Fortunately, the most powerful being in your world is at my
  command.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin bangs on the seal with a fist.</Text>
</Paragraph>
<Paragraph Number="152" Type="Character">
  <Text>IRON KEVIN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(to seal)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Let her go, creep!</Text>
</Paragraph>
<Paragraph Number="153" Type="Character">
  <Text>DAGON (O.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Break the seal, my... </Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(struggling over the word)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"

```

Font="Courier Final Draft" RevisionID="0" Size="12" Style="">An-o-dite</Text>
<Text>.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Gwen goes Anodite! Her eyes still GLOW with the signature energy of the
Dagon. </Text>
</Paragraph>
<Paragraph Number="154" Type="Character">
<Text>ANODITE GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Easy enough, Master.</Text>
</Paragraph>
<Paragraph Type="Transition">
<Text>FADE OUT.</Text>
</Paragraph>
<Paragraph Type="End of Act">
<Text>END OF ACT TWO</Text>
</Paragraph>
<Paragraph Type="Action">
<Text></Text>
</Paragraph>
<Paragraph Type="Action">
<Text></Text>
</Paragraph>
<Paragraph Type="Act Heading">
<Text>ACT THREE</Text>
</Paragraph>
<Paragraph Type="Action">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">FADE IN:</Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Scene Heading">
<SceneProperties Length="5 5/8" Page="22" Title="">
<SceneArcBeats>
<CharacterArcBeat Name="ALL">
<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="#0000000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="ANODITE 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="#0000000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="BEN">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
<Text AdornmentStyle="0" Background="#FFFFFFFF"
Color="#0000000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>

```
</CharacterArcBeat>
<CharacterArcBeat Name="DAGON">
  <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
  </Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="DAGON AS ANODITE 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="#FFFFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
  </Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="GEORGE">
  <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
  </Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="GWEN">
  <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
  </Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="HAYWIRE">
  <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
  </Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="HUMONGOUSAUR">
  <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
  </Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="IRON KEVIN">
  <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFFFF"
Color="#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">
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="PSYPHON">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
<CharacterArcBeat Name="VILGAX">
<Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular" LeftIndent="0.00" RightIndent="1.39" SpaceBefore="0" Spacing="1" StartsNewPage="No">
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Arial" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</CharacterArcBeat>
</SceneArcBeats>
</SceneProperties>
<Text>INT. CAVE/OUTSIDE SPACE - RESUME</Text>
</Paragraph>
<Paragraph Type="Action">
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Anodite Gwen</Text>
<Text> steps toward the seal, to the astonishment of </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Humongousaur</Text>
<Text>, </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Kevin</Text>
<Text> and </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">George</Text>
<Text>. </Text>
</Paragraph>
<Paragraph Number="155" Type="Character">
<Text>ANODITE GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>The seal will </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="">break</Text>
<Text>! The great one will return! The Dagon will rule!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Vilgax</Text>
<Text> smiles, looking crafty.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Humongousaur, still big, steps between Anodite Gwen and the seal.</Text>
</Text>


```

</Paragraph>
<Paragraph Number="156" Type="Character">
  <Text>HUMONGOUSAUR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Gwen, I don't want to hurt you. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Anodite Gwen opens her mouth and the Dagon's voice comes out. </Text>
</Paragraph>
<Paragraph Number="157" Type="Character">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">DAGON</Text>
  <Text> </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">as </Text>
  <Text>ANODITE GWEN </Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;LAUGHS&gt;</Text>
</Paragraph>
<Paragraph Number="158" Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>That's disturbing...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Anodite Gwen extends her hand toward Humongousaur. TENDRILS of MANNA
extend from Humongousaur.</Text>
</Paragraph>
<Paragraph Number="159" Type="Character">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">DAGON as
ANODITE GWEN </Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Hurt me?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She yanks the manna tendril from Humongousaur, letting it flow into
her.</Text>
</Paragraph>
<Paragraph Number="160" Type="Character">
  <Text>HUMONGOUSAUR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;GROAN&gt;</Text>
</Paragraph>
<Paragraph Number="161" Type="Character">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">DAGON as
ANODITE GWEN </Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">You haven't the

```

capacity.</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Humongousaur falls to his knees and shrinks to normal size.</Text>
 </Paragraph>
 <Paragraph Number="162" Type="Character">
 <Text>HUMONGOUSAUR</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><IMPACTS></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>He collapses and REVERTS back to Ben. </Text>
 </Paragraph>
 <Paragraph Number="163" Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><MOAN></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>George rushes to him.</Text>
 </Paragraph>
 <Paragraph Number="164" Type="Character">
 <Text>GEORGE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Young Tennyson!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Anodite Gwen crouches and SPIN-KICKS the seal with an earth-shaking BOOM as big as the ones the Dagon made.</Text>
 </Paragraph>
 <Paragraph Number="165" Type="Character">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">DAGON AS ANODITE GWEN </Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text><EFFORT></Text>
 </Paragraph>
 <Paragraph Number="166" Type="Character">
 <Text>DAGON (O.S.)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Yes! Destroy it!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Vilgax watches, impatient.</Text>
 </Paragraph>
 <Paragraph Number="167" Type="Character">
 <Text>VILGAX</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>What's taking so long?</Text>
 </Paragraph>
 <Paragraph Type="Action">

<Text>KEVIN touches the discarded FOREVER KNIGHT HELMET we saw in Act One and absorbs the iron.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>IRON KEVIN jumps Anodite Gwen from behind. </Text>
</Paragraph>
<Paragraph Number="168" Type="Character">
<Text>IRON KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""><leaping</Text>
<Text> EFFORT></Text>
</Paragraph>
<Paragraph Number="169" Type="Character">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">DAGON AS ANODITE GWEN </Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text><SNARLS></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>She turns and holds him at arms length, ready to thrash him.</Text>
</Paragraph>
<Paragraph Number="170" Type="Character">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">DAGON AS ANODITE GWEN </Text>
<Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You cannot break my control!</Text>
</Paragraph>
<Paragraph Number="171" Type="Character">
<Text>IRON KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Wrong. I hope.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Iron Kevin FLOWS his iron coating onto Anodite Gwen, leaving himself exposed as KEVIN. </Text>
</Paragraph>
<Paragraph Number="172" Type="Character">
<Text>ANODITE GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text><STRUGGLE></Text>
</Paragraph>
<Paragraph Number="173" Type="Character">
<Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(soothing)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Easy.</Text>

</Paragraph>
<Paragraph Number="174" Type="Character">
 <Text>ANODITE GWEN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(recovering)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Whew. Kevin, I can't believe you did that. </Text>
</Paragraph>
<Paragraph Number="175" Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I can't believe it worked.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>The iron recedes back onto Kevin revealing HUMAN GWEN, no longer under
Dagon's control.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Vilgax looks amazed.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Kevin leaves only a metal skullcap covering her head.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> She touches it,
puzzled.</Text>
 <Text> </Text>
</Paragraph>
<Paragraph Number="176" Type="Character">
 <Text>IRON KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>That's to keep him out. </Text>
</Paragraph>
<Paragraph Number="177" Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You left yourself wide open... I could have </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">hurt</Text>
 <Text> you.</Text>
</Paragraph>
<Paragraph Number="178" Type="Character">
 <Text>IRON KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">You'd never hurt
me.</Text>
 <Text> </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>An angry BOOM sounds from the other side.</Text>
</Paragraph>
<Paragraph Number="179" Type="Character">
 <Text>DAGON (O.S.)</Text>

```

</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Soon y</Text>
  <Text>ou will </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">all </Text>
  <Text>face my wrath!</Text>
</Paragraph>
<Paragraph Number="180" Type="Character">
  <Text>IRON KEVIN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(to Dagon)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Yeah, yeah.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Iron Kevin flows a skullcap onto the recovering Ben.</Text>
</Paragraph>
<Paragraph Number="181" Type="Character">
  <Text>IRON KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You too, Ben.</Text>
</Paragraph>
<Paragraph Number="182" Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Thanks.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The Dagon &lt;BASHES&gt; the seal from the other side with another
BOOM! </Text>
</Paragraph>
<Paragraph Number="183" Type="Character">
  <Text>DAGON (O.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>&lt;Angry ROAR&gt;</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Iron Kevin turns to George, ready to give him a skullcap, but George
holds up the sword.</Text>
</Paragraph>
<Paragraph Number="184" Type="Character">
  <Text>GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>No need. As long as I wield...</Text>
</Paragraph>
<Paragraph Number="185" Type="Character">
  <Text>IRON KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Sword of </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"

```

Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Achelon</Text>
<Text>. Got it.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Gwen and George help Ben to his feet.</Text>
</Paragraph>
<Paragraph Number="186" Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Ben, I'm so sorry...</Text>
</Paragraph>
<Paragraph Number="187" Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(weak)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>No, we're good. </Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Vilgax stands defiant as Ben, Gwen, Kevin and George surround
him.</Text>
</Paragraph>
<Paragraph Number="188" Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Vilgax, on the other hand...</Text>
</Paragraph>
<Paragraph Number="189" Type="Character">
<Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>When the Dagon comes, you will be the first to </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">fall</Text>
<Text>. </Text>
</Paragraph>
<Paragraph Number="190" Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Then you're going to tell us how to stop that from happening, and
change everybody back.</Text>
</Paragraph>
<Paragraph Number="191" Type="Character">
<Text>IRON KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Don't make </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">me</Text>
<Text> sic my </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000">
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Anodite </Text>
<Text>girlfriend on you.</Text>
</Paragraph>

```

<Paragraph Type="Action">
  <Text>Kevin elbows Gwen, who forms an ENERGY DISC and looks ominous.</Text>
</Paragraph>
<Paragraph Number="192" Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Talk.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Vilgax isn't impressed.</Text>
</Paragraph>
<Paragraph Number="193" Type="Character">
  <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(calling to Dagon)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Master! I need more power! </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>No answer.</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Vilgax BLASTS in both directions, forcing the four heroes back, and
leaps away.</Text>
</Paragraph>
<Paragraph Number="194" Type="Character">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">All</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">&lt;Impact&gt;</Text>
  <Text></Text>
</Paragraph>
<Paragraph Number="195" Type="Character">
  <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Master!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The Dagon &lt;BASHES&gt; the seal from the other side with another
BOOM! </Text>
</Paragraph>
<Paragraph Number="196" Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(to Vilgax)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Guess you're on your own.</Text>

```

```

</Paragraph>
<Paragraph Type="Action">
  <Text>Vilgax spots something O.S. </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">and</Text>
  <Text> smiles evilly.</Text>
</Paragraph>
<Paragraph Number="197" Type="Character">
  <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Not entirely.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>A</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> SPACECRAFT lands
and</Text>
  <Text> </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">PYSPHON</Text>
  <Text> jumps out, wearing a metal skullcap of his own design.</Text>
</Paragraph>
<Paragraph Number="198" Type="Character">
  <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(complaining)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You took your time, Psyphon.</Text>
</Paragraph>
<Paragraph Number="199" Type="Character">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Psyphon</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Gathering everything
you require took longer than expected, master. I--</Text>
  <Text></Text>
</Paragraph>
<Paragraph Number="200" Type="Character">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Vilgax</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">Don't prattle. Where
is it?</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Psyphon pulls a COVERED DEVICE from the back of the truck. (We don't
know it yet, but this will be the </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">power stealing

```


backpack</Text>
 <Text> device that Vilgax wears next </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">ep</Text>
 <Text>.)</Text>
 </Paragraph>
 <Paragraph Number="201" Type="Character">
 <Text>PSYPHON</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>My apologies. I have it right here!</Text>
 </Paragraph>
 <Paragraph Number="202" Type="Character">
 <Text>VILGAX</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(shouts)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Not yet!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Psyphon sees the four heroes and joins Vilgax, ready to fight.
 Psyphon's hands <CRACKLE> with energy (as in "Reflected Glory.") They face
 the four heroes.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben hits the watch and TRANSFORMS to HAYWIRE, ready to throw down
 again. </Text>
 </Paragraph>
 <Paragraph Number="203" Type="Character">
 <Text>HAYWIRE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Haywire!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Suddenly, the Dagon <BASHES> the seal from the other side with
 another BOOM! </Text>
 </Paragraph>
 <Paragraph Number="204" Type="Character">
 <Text>DAGON (O.S.)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>At last!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>George rushes to the seal as the crack widens the rest of the way, and
 the scene floods with LIGHT!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text></Text>
 </Paragraph>
 <Paragraph Number="205" Type="Character">
 <Text>GEORGE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Indeed, Dragon! Now it begins! </Text>
 </Paragraph>

<Paragraph Type="Action">
 <Text>The others, hero and villain, wince.</Text>
</Paragraph>
<Paragraph Number="206" Type="Character">
 <Text>HAYWIRE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>George! Did he--?</Text>
</Paragraph>
<Paragraph Number="207" Type="Character">
 <Text>GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Yes! 'Tis the moment that the Forever Knights have been preparing for
these long millennia!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>George is ecstatic.</Text>
</Paragraph>
<Paragraph Number="208" Type="Character">
 <Text>GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>The Dragon has freed himself!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>As the light subsides, the seal appears whole once again for a beat,
then CRUMBLES to dust. </Text>
</Paragraph>
<Paragraph Number="209" Type="Character">
 <Text>VILGAX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>There's nothing there!</Text>
</Paragraph>
<Paragraph Number="210" Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Where is he?</Text>
</Paragraph>
<Paragraph Number="211" Type="Character">
 <Text>DAGON (O.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text><BOOMING LAUGH></Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> Where am I?--</Text>
 <Text></Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>REVEAL Dagon's face, taking up the whole sky above them!</Text>
</Paragraph>
<Paragraph Number="212" Type="Character">
 <Text>DAGON</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I'm </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"

Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline">everywhere</Text>
<Text>!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>PAN the astonished faces of Psyphon, Vilgax, George, Kevin and Gwen,
ending on a resolute Haywire.</Text>
</Paragraph>
<Paragraph Type="Transition">
<Text>FADE TO BLACK.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""></Text>
</Paragraph>
<Paragraph Type="End of Act">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">END</Text>
</Paragraph>
</Content>

<Watermarking Opacity="70" Position="Diagonal Descending">
<DynamicContent>
<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="#0000000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style=""></Text>
</Paragraph>
</DynamicContent>
<Distribution/>
<WatermarkImage Height="144"></WatermarkImage>
</Watermarking>

<HeaderAndFooter FooterFirstPage="Yes" FooterVisible="No" HeaderFirstPage="No"
HeaderVisible="Yes" StartingPage="1">
<Header>
<Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.25" RightIndent="-0.60" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier New" RevisionID="0" Size="12" Style="">BEN 10 ULTIMATE ALIENS "The
Middle of the End" </Text>
<DynamicLabel AdornmentStyle="0" Background="#FFFFFFFF"
Color="#0000000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""
Type="Date"/>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier New" RevisionID="0" Size="12" Style=""> </Text>
<DynamicLabel AdornmentStyle="0" Background="#FFFFFFFF"
Color="#0000000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""
Type="Page #"/>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier New" RevisionID="0" Size="12" Style="">.</Text>
</Paragraph>
</Header>
<Footer>
<Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.25" RightIndent="-1.25" SpaceBefore="0" Spacing="1"
StartsNewPage="No">

```

        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style=""> </Text>
    </Paragraph>
</Footer>
</HeaderAndFooter>

<SpellCheckIgnoreLists>
    <IgnoredRanges/>
    <IgnoredWords/>
</SpellCheckIgnoreLists>

<PageLayout BackgroundColor="#FFFFFFFFFFFF" BottomMargin="54"
BreakDialogueAndActionAtSentences="Yes" DocumentLeading="Normal" FooterMargin="36"
ForegroundColor="#00000000000000" HeaderMargin="36" InvisiblesColor="#88888888888888"
TopMargin="81" UsesSmartQuotes="Yes">
    <PageSize Height="11.00" Width="8.50"/>
    <AutoCastList AddParentheses="Yes" AutomaticallyGenerate="Yes"
CastListElement="Cast List"/>
</PageLayout>

<WindowState Height="775" Left="116" Mode="Normal" Top="100" Width="1067"/>

<TextState Scaling="150" Selection="24863,24863" ShowInvisibles="No"/>

<ElementSettings Type="General">
    <FontSpec AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps"/>
    <ParagraphSpec Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.25" RightIndent="7.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No"/>
    <Behavior PaginateAs="General" ReturnKey="General" Shortcut="0"/>
</ElementSettings>

<ElementSettings Type="Scene Heading">
    <FontSpec AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps"/>
    <ParagraphSpec Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.25" RightIndent="7.50" SpaceBefore="12" Spacing="1"
StartsNewPage="No"/>
    <Behavior PaginateAs="Scene Heading" ReturnKey="Action" Shortcut="1"/>
</ElementSettings>

<ElementSettings Type="Action">
    <FontSpec AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">
    <ParagraphSpec Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.25" RightIndent="7.50" SpaceBefore="12" Spacing="1"
StartsNewPage="No"/>
    <Behavior PaginateAs="Action" ReturnKey="Action" Shortcut="2"/>
</ElementSettings>

<ElementSettings Type="Character">
    <FontSpec AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps"/>
    <ParagraphSpec Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="3.25" RightIndent="6.50" SpaceBefore="12" Spacing="1"
StartsNewPage="No"/>
    <Behavior PaginateAs="Character" ReturnKey="Dialogue" Shortcut="3"/>
</ElementSettings>

```

```

<ElementSettings Type="Parenthetical">
  <FontSpec AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style=""/>
  <ParagraphSpec Alignment="Left" FirstIndent="-0.10" Leading="Regular"
LeftIndent="2.75" RightIndent="5.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No"/>
  <Behavior PaginateAs="Parenthetical" ReturnKey="Dialogue" Shortcut="4"/>
</ElementSettings>

<ElementSettings Type="Dialogue">
  <FontSpec AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style=""/>
  <ParagraphSpec Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="2.25" RightIndent="5.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No"/>
  <Behavior PaginateAs="Dialogue" ReturnKey="Action" Shortcut="5"/>
</ElementSettings>

<ElementSettings Type="Transition">
  <FontSpec AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps"/>
  <ParagraphSpec Alignment="Right" FirstIndent="0.00" Leading="Regular"
LeftIndent="4.00" RightIndent="7.50" SpaceBefore="12" Spacing="1"
StartsNewPage="No"/>
  <Behavior PaginateAs="Transition" ReturnKey="Scene Heading" Shortcut="6"/>
</ElementSettings>

<ElementSettings Type="Shot">
  <FontSpec AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps"/>
  <ParagraphSpec Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.50" RightIndent="7.50" SpaceBefore="12" Spacing="1"
StartsNewPage="No"/>
  <Behavior PaginateAs="Scene Heading" ReturnKey="Action" Shortcut="7"/>
</ElementSettings>

<ElementSettings Type="Cast List">
  <FontSpec AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style=""/>
  <ParagraphSpec Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.38" RightIndent="8.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No"/>
  <Behavior PaginateAs="Scene Heading" ReturnKey="Action" Shortcut="8"/>
</ElementSettings>

<ElementSettings Type="New Act">
  <FontSpec AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+Underline+AllCaps"/>
  <ParagraphSpec Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.50" RightIndent="7.50" SpaceBefore="12" Spacing="1"
StartsNewPage="Yes"/>
  <Behavior PaginateAs="Scene Heading" ReturnKey="Scene Heading" Shortcut="9"/>
</ElementSettings>

<ElementSettings Type="End of Act">
  <FontSpec AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline+AllCaps"/>

```

```

    <ParagraphSpec Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.25" RightIndent="7.25" SpaceBefore="12" Spacing="1"
StartsNewPage="No"/>
    <Behavior PaginateAs="End of Act" ReturnKey="Act Heading" Shortcut="E"/>
</ElementSettings>

<ElementSettings Type="Scene/Shot">
    <FontSpec AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps"/>
    <ParagraphSpec Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.25" RightIndent="7.50" SpaceBefore="12" Spacing="1"
StartsNewPage="No"/>
    <Behavior PaginateAs="Scene Heading" ReturnKey="Action" Shortcut=""/>
</ElementSettings>

<ElementSettings Type="Act & Scene Break">
    <FontSpec AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style=""/>
    <ParagraphSpec Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.25" RightIndent="7.25" SpaceBefore="0" Spacing="1"
StartsNewPage="Yes"/>
    <Behavior PaginateAs="Scene Heading" ReturnKey="Scene Heading" Shortcut=""/>
</ElementSettings>

<ElementSettings Type="Act Heading">
    <FontSpec AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline+AllCaps"/>
    <ParagraphSpec Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.25" RightIndent="7.25" SpaceBefore="12" Spacing="1"
StartsNewPage="Yes"/>
    <Behavior PaginateAs="Scene/Shot" ReturnKey="Action" Shortcut="A"/>
</ElementSettings>

<TitlePage>
    <HeaderAndFooter FooterFirstPage="Yes" FooterVisible="No" HeaderFirstPage="No"
HeaderVisible="Yes" StartingPage="1">
        <Header>
            <Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.25" RightIndent="-1.25" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
                <DynamicLabel AdornmentStyle="0" Background="#FFFFFFFF"
Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="
Type="Page #"/>
                <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style=""/>.</Text>
            </Paragraph>
        </Header>
        <Footer>
            <Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.25" RightIndent="-1.25" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
                <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style=""/> </Text>
            </Paragraph>
        </Footer>
    </HeaderAndFooter>
    <Content>
        <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"

```

StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
 </Paragraph>
 <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
 </Paragraph>
 <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier New" RevisionID="0" Size="18" Style="">"The Middle of the End"</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier New" RevisionID="0" Size="14" Style="Bold"> </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
 </Paragraph>
 <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier New" RevisionID="0" Size="12" Style="">"696-051"</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
 </Paragraph>
 <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier New" RevisionID="0" Size="24" Style="Bold">Ben 10: Ultimate
Alien</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
 </Paragraph>
 <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
 </Paragraph>
 <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier New" RevisionID="0" Size="12" Style="">"By Matt Wayne"</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
 </Paragraph>
 <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
 </Paragraph>
 <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"

StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier New" RevisionID="0" Size="12" Style="">Story Editor </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
 </Paragraph>
 <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier New" RevisionID="0" Size="12" Style="">Dwayne </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier New" RevisionID="0" Size="12" Style="">McDuffie</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
 </Paragraph>
 <Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
 </Paragraph>
 <Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
 </Paragraph>
 <Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
 </Paragraph>
 <Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
 </Paragraph>
 <Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
 </Paragraph>
 <Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
 </Paragraph>
 <Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#0000000000000000"
Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
 </Paragraph>
 <Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular"


```
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1" StartsNewPage="No">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
</Paragraph>
<Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular" LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1" StartsNewPage="No">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
</Paragraph>
<Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular" LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1" StartsNewPage="No">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
</Paragraph>
<Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular" LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1" StartsNewPage="No">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
</Paragraph>
<Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular" LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1" StartsNewPage="No">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
</Paragraph>
<Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular" LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1" StartsNewPage="No">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
</Paragraph>
<Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular" LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1" StartsNewPage="No">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000" Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
</Paragraph>
```

[illegible]

</Paragraph>
<Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
</Paragraph>
 <Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier New" RevisionID="0" Size="18" Style=""></Text>
 </Paragraph>
 <Paragraph Alignment="Right" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.00" RightIndent="7.50" SpaceBefore="0" Spacing="1"
StartsNewPage="No">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier New" RevisionID="0" Size="12" Style="">1st Draft 11/27/2010</Text>
 </Paragraph>
</Content>
<TextState Scaling="100" Selection="125,125" ShowInvisibles="No"/>
</TitlePage>

<UnanchoredScriptNotes/>

<SmartType>

 <Characters>

 <Character>VILGAX</Character>
 <Character>Kevin</Character>
 <Character>Gwen</Character>
 <Character>GEORGE</Character>
 <Character>DAGON</Character>
 <Character>EATLE</Character>
 <Character>IRON KEVIN</Character>
 <Character>HUMONGOUSAUR</Character>
 <Character>HEATBLAST</Character>
 <Character>BEN</Character>
 <Character>IRON ANODITE GWEN</Character>
 <Character>HAYWIRE</Character>
 <Character>ANODITE GWEN</Character>
 <Character>GWEN/KEVIN</Character>
 <Character>FOREVER KNIGHT</Character>
 <Character>FOREVER KNIGHT #1</Character>
 <Character>ANODITE GWEN DAGON</Character>
 <Character>PSYPHON</Character>
 <Character>Julie</Character>
 <Character>Ship</Character>
 <Character>All</Character>

 </Characters>

 <Extensions>

 <Extension>(V.O.)</Extension>
 <Extension>(O.S.)</Extension>
 <Extension>(O.C.)</Extension>
 <Extension>(CONT'D)</Extension>
 <Extension>(SUBTITLE)</Extension>
 <Extension>(to himself)</Extension>
 <Extension>(to kevin</Extension>
 <Extension>(CONT)</Extension>
 <Extension>(OS)</Extension>

```

    <Extension>(O.S. LOUDSPEAKER)</Extension>
    <Extension>(O.S. FILTERED)</Extension>
    <Extension>(FILTERED)</Extension>
</Extensions>
<SceneIntros Separator=". ">
    <SceneIntro>INT</SceneIntro>
    <SceneIntro>EXT</SceneIntro>
    <SceneIntro>I/E</SceneIntro>
    <SceneIntro>EXT./INT</SceneIntro>
</SceneIntros>
<Locations>
    <Location>SUNNYDALE HIGH</Location>
    <Location>THE GOALIE</Location>
    <Location>BEN</Location>
    <Location>THE SAME LOCATION</Location>
    <Location>A BICYCLE RACK</Location>
    <Location>THROUGH THE HOLE</Location>
    <Location>A SERIES OF STILLS</Location>
    <Location>DOJO</Location>
    <Location>REPRINT</Location>
    <Location>TRAINYARD</Location>
    <Location>MAGISTER</Location>
    <Location>GWEN</Location>
    <Location>ON THE SHOULDER</Location>
    <Location>SWAMPFIRE</Location>
    <Location>EXTERIOR KEVIN'S CAR</Location>
    <Location>CASTLE</Location>
    <Location>DARK ALLEY</Location>
    <Location>TRAILER PARK</Location>
    <Location>RUSTBUCKET</Location>
    <Location>MIDDLE OF THE DESERT</Location>
    <Location>ON KEVIN</Location>
    <Location>WAREHOUSE, MILES AWAY</Location>
    <Location>MAX'S COVE - DAY</Location>
    <Location>KEVIN'S CAR</Location>
    <Location>HIGHBREED NEST</Location>
    <Location>DESERT HIGHWAY</Location>
    <Location>PICKUP</Location>
    <Location>DESERT HIGHWAY PATROL STATION</Location>
    <Location>TYLER'S CELL</Location>
    <Location>HIGHWAY PATROL HOLDNG CELL</Location>
    <Location>LOS SOLEDADES ERIOR KEVIN'S CAR.</Location>
    <Location>LOS SOLEDADES</Location>
    <Location>LOS SOLEDAD</Location>
    <Location>BACK</Location>
    <Location>DESERT HIGHWAY, ALONG RIVERBED</Location>
    <Location>ADDWAITYA'S GATE</Location>
    <Location>DOOR TO ANYWHERE</Location>
    <Location>GWEN'S ROOM</Location>
    <Location>BELLWOOD STREETS/INT. KEVIN'S CAR</Location>
    <Location>BELLWOOD STREETS</Location>
    <Location>GWEN'S HOUSE</Location>
    <Location>GWEN'S SCHOOL</Location>
    <Location>RECAP</Location>
    <Location>EARTH IN SPACE</Location>
    <Location>TENNIS MATCH</Location>
</Locations>
<TimesOfDay Separator=" - ">
    <TimeOfDay>Day</TimeOfDay>

```

<TimeOfDay>Night</TimeOfDay>
<TimeOfDay>Afternoon</TimeOfDay>
<TimeOfDay>Morning</TimeOfDay>
<TimeOfDay>Evening</TimeOfDay>
<TimeOfDay>Later</TimeOfDay>
<TimeOfDay>Moments Later</TimeOfDay>
<TimeOfDay>Continuous</TimeOfDay>
<TimeOfDay>The Next Day</TimeOfDay>
<TimeOfDay>DUSK</TimeOfDay>
<TimeOfDay>LATER.</TimeOfDay>
<TimeOfDay>SHORTLY</TimeOfDay>
<TimeOfDay>MINUTES LATER</TimeOfDay>
<TimeOfDay>CONITNUOUS</TimeOfDay>
<TimeOfDay>SECONDS LATER</TimeOfDay>
<TimeOfDay>RESUME</TimeOfDay>
<TimeOfDay>REPRINT</TimeOfDay>
<TimeOfDay>RESUME </TimeOfDay>

</TimesOfDay>

<Transitions>

<Transition>Cut To:</Transition>
<Transition>Fade In:</Transition>
<Transition>Fade Out.</Transition>
<Transition>Fade To:</Transition>
<Transition>Dissolve To:</Transition>
<Transition>Back To:</Transition>
<Transition>Match Cut To:</Transition>
<Transition>Jump Cut To:</Transition>
<Transition>Fade To Black.</Transition>
<Transition>fade to black.end of teaser</Transition>
<Transition>fade to black. end of teaser</Transition>
<Transition>FLASH TO:</Transition>
<Transition>FLASHBACK TO:</Transition>
<Transition>WIPE TO:</Transition>
<Transition>CUT TO BLACK.</Transition>

</Transitions>

</SmartType>

<MoresAndContinueds>

<FontSpec AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style=""/>
<DialogueBreaks AutomaticCharacterContinueds="No" BottomOfPage="Yes" DialogueBottom="(MORE)" DialogueTop="(CONT'D)" TopOfNext="Yes"/>
<SceneBreaks ContinuedNumber="No" SceneBottom="(CONTINUED)" SceneBottomOfPage="No" SceneTop="CONTINUED:" SceneTopOfNext="No"/>
</MoresAndContinueds>

<LockedPages/>

<Revisions ActiveSet="1" Location="7.75" RevisionMode="Yes" RevisionsShown="Active" ShowAllMarks="No" ShowAllSets="No" ShowPageColor="Yes">
<Revision Color="#FFFF00000000" FullRevision="No" ID="1" Mark="*" Name="First Revision" PageColor="#FFFFFFFF" Style=""/>
<Revision Color="#FFFF00000000" FullRevision="No" ID="2" Mark="*" Name="Second Revision" PageColor="#FFFFFFFF" Style=""/>
<Revision Color="#808080800000" FullRevision="No" ID="3" Mark="*" Name="Third Revision" PageColor="#FFFFFFFF" Style=""/>
<Revision Color="#000080800000" FullRevision="No" ID="4" Mark="*" Name="Fourth Revision" PageColor="#FFFFFFFF" Style=""/>
</Revisions>

<DeletedText>

[illegible]

```
<DeletedTextLocation Offset="13776" RevisionID="1"/>
<DeletedTextLocation Offset="13787" RevisionID="1"/>
<DeletedTextLocation Offset="13961" RevisionID="1"/>
<DeletedTextLocation Offset="14462" RevisionID="1"/>
<DeletedTextLocation Offset="14477" RevisionID="1"/>
<DeletedTextLocation Offset="14740" RevisionID="1"/>
<DeletedTextLocation Offset="14981" RevisionID="1"/>
<DeletedTextLocation Offset="15585" RevisionID="1"/>
<DeletedTextLocation Offset="15736" RevisionID="1"/>
<DeletedTextLocation Offset="17275" RevisionID="1"/>
<DeletedTextLocation Offset="17468" RevisionID="1"/>
<DeletedTextLocation Offset="17468" RevisionID="1"/>
<DeletedTextLocation Offset="18413" RevisionID="1"/>
<DeletedTextLocation Offset="18562" RevisionID="1"/>
<DeletedTextLocation Offset="20091" RevisionID="1"/>
<DeletedTextLocation Offset="20375" RevisionID="1"/>
<DeletedTextLocation Offset="20507" RevisionID="1"/>
<DeletedTextLocation Offset="20633" RevisionID="1"/>
<DeletedTextLocation Offset="20656" RevisionID="1"/>
<DeletedTextLocation Offset="20968" RevisionID="1"/>
<DeletedTextLocation Offset="21029" RevisionID="1"/>
<DeletedTextLocation Offset="21249" RevisionID="1"/>
<DeletedTextLocation Offset="21342" RevisionID="1"/>
<DeletedTextLocation Offset="21932" RevisionID="1"/>
<DeletedTextLocation Offset="21953" RevisionID="1"/>
<DeletedTextLocation Offset="21977" RevisionID="1"/>
<DeletedTextLocation Offset="22030" RevisionID="1"/>
<DeletedTextLocation Offset="22691" RevisionID="1"/>
<DeletedTextLocation Offset="22813" RevisionID="1"/>
<DeletedTextLocation Offset="22823" RevisionID="1"/>
<DeletedTextLocation Offset="23301" RevisionID="1"/>
<DeletedTextLocation Offset="23385" RevisionID="1"/>
<DeletedTextLocation Offset="23436" RevisionID="1"/>
<DeletedTextLocation Offset="23494" RevisionID="1"/>
<DeletedTextLocation Offset="24863" RevisionID="1"/>
<DeletedTextLocation Offset="24874" RevisionID="1"/>
</DeletedText>
```

```
<SplitState ActivePanel="1" CardsAcross="2" SplitMode="None"
SplitterPosition="0">
  <ScriptPanel DisplayMode="Page">
    <FontSpec AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Verdana" RevisionID="0" Size="9" Style=""/>
  </ScriptPanel>
</SplitState>
```

```
<Macros>
  <Macro Element="Scene Heading" Name="INT" Shortcut="Ctrl+Alt+1" Text="INT. "
Transition="None">
    <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
      <ActivateIn Element="General"/>
      <ActivateIn Element="Scene Heading"/>
      <ActivateIn Element="Action"/>
      <ActivateIn Element="Character"/>
      <ActivateIn Element="Parenthetical"/>
      <ActivateIn Element="Dialogue"/>
      <ActivateIn Element="Transition"/>
      <ActivateIn Element="Scene/Shot"/>
      <ActivateIn Element="Cast List"/>
    </Alias>
  </Macro>
</Macros>
```

```

        <ActivateIn Element="Act & Scene Break"/>
        <ActivateIn Element="End of Act"/>
        <ActivateIn Element="Act Heading"/>
    </Alias>
</Macro>
<Macro Element="Scene Heading" Name="EXT" Shortcut="Ctrl+Alt+2" Text="EXT. "
Transition="None">
    <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
        <ActivateIn Element="General"/>
        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Scene/Shot"/>
        <ActivateIn Element="Cast List"/>
        <ActivateIn Element="Act & Scene Break"/>
        <ActivateIn Element="End of Act"/>
        <ActivateIn Element="Act Heading"/>
    </Alias>
</Macro>
<Macro Element="Scene Heading" Name="I/E" Shortcut="Ctrl+Alt+3" Text="I/E "
Transition="None">
    <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
        <ActivateIn Element="General"/>
        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Scene/Shot"/>
        <ActivateIn Element="Cast List"/>
        <ActivateIn Element="Act & Scene Break"/>
        <ActivateIn Element="End of Act"/>
        <ActivateIn Element="Act Heading"/>
    </Alias>
</Macro>
<Macro Element="Scene Heading" Name="DAY" Shortcut="Ctrl+Alt+4" Text=" - DAY"
Transition="Action">
    <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
        <ActivateIn Element="General"/>
        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Scene/Shot"/>
        <ActivateIn Element="Cast List"/>
        <ActivateIn Element="Act & Scene Break"/>
        <ActivateIn Element="End of Act"/>
        <ActivateIn Element="Act Heading"/>
    </Alias>
</Macro>
<Macro Element="Scene Heading" Name="NIGHT" Shortcut="Ctrl+Alt+5" Text=" -
NIGHT" Transition="Action">
    <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">

```



```

    <ActivateIn Element="General"/>
    <ActivateIn Element="Scene Heading"/>
    <ActivateIn Element="Action"/>
    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
    <ActivateIn Element="Transition"/>
    <ActivateIn Element="Scene/Shot"/>
    <ActivateIn Element="Cast List"/>
    <ActivateIn Element="Act & Scene Break"/>
    <ActivateIn Element="End of Act"/>
    <ActivateIn Element="Act Heading"/>
  </Alias>
</Macro>
<Macro Element="Scene Heading" Name="SUNRISE" Shortcut="Ctrl+Alt+6" Text=" -
SUNRISE" Transition="Action">
  <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
    <ActivateIn Element="General"/>
    <ActivateIn Element="Scene Heading"/>
    <ActivateIn Element="Action"/>
    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
    <ActivateIn Element="Transition"/>
    <ActivateIn Element="Scene/Shot"/>
    <ActivateIn Element="Cast List"/>
    <ActivateIn Element="Act & Scene Break"/>
    <ActivateIn Element="End of Act"/>
    <ActivateIn Element="Act Heading"/>
  </Alias>
</Macro>
<Macro Element="Scene Heading" Name="MAGIC" Shortcut="Ctrl+Alt+7" Text=" -
MAGIC" Transition="Action">
  <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
    <ActivateIn Element="General"/>
    <ActivateIn Element="Scene Heading"/>
    <ActivateIn Element="Action"/>
    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
    <ActivateIn Element="Transition"/>
    <ActivateIn Element="Scene/Shot"/>
    <ActivateIn Element="Cast List"/>
    <ActivateIn Element="Act & Scene Break"/>
    <ActivateIn Element="End of Act"/>
    <ActivateIn Element="Act Heading"/>
  </Alias>
</Macro>
<Macro Element="Parenthetical" Name="CONT" Shortcut="Ctrl+Alt+8"
Text="continuing" Transition="Dialogue">
  <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
    <ActivateIn Element="General"/>
    <ActivateIn Element="Scene Heading"/>
    <ActivateIn Element="Action"/>
    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
    <ActivateIn Element="Transition"/>
    <ActivateIn Element="Scene/Shot"/>

```

```

        <ActivateIn Element="Cast List"/>
        <ActivateIn Element="Act & Scene Break"/>
        <ActivateIn Element="End of Act"/>
        <ActivateIn Element="Act Heading"/>
    </Alias>
</Macro>
<Macro Element="Parenthetical" Name="INTER" Shortcut="Ctrl+Alt+9"
Text="interrupting" Transition="Dialogue">
    <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
        <ActivateIn Element="General"/>
        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Scene/Shot"/>
        <ActivateIn Element="Cast List"/>
        <ActivateIn Element="Act & Scene Break"/>
        <ActivateIn Element="End of Act"/>
        <ActivateIn Element="Act Heading"/>
    </Alias>
</Macro>
<Macro Element="None" Name="" Shortcut="E" Text="" Transition="None">
    <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
        <ActivateIn Element="General"/>
        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Scene/Shot"/>
        <ActivateIn Element="Cast List"/>
        <ActivateIn Element="Act & Scene Break"/>
        <ActivateIn Element="End of Act"/>
        <ActivateIn Element="Act Heading"/>
    </Alias>
</Macro>
<Macro Element="Transition" Name="CUTTO" Shortcut="Ctrl+Shift+Alt+1" Text="CUT
TO:" Transition="Scene Heading">
    <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
        <ActivateIn Element="General"/>
        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Scene/Shot"/>
        <ActivateIn Element="Cast List"/>
        <ActivateIn Element="Act & Scene Break"/>
        <ActivateIn Element="End of Act"/>
        <ActivateIn Element="Act Heading"/>
    </Alias>
</Macro>
<Macro Element="Action" Name="FADEIN" Shortcut="Ctrl+Shift+Alt+2" Text="FADE
IN:" Transition="Scene Heading">
    <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">

```

```

    <ActivateIn Element="General"/>
    <ActivateIn Element="Scene Heading"/>
    <ActivateIn Element="Action"/>
    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
    <ActivateIn Element="Transition"/>
    <ActivateIn Element="Scene/Shot"/>
    <ActivateIn Element="Cast List"/>
    <ActivateIn Element="Act & Scene Break"/>
    <ActivateIn Element="End of Act"/>
    <ActivateIn Element="Act Heading"/>
  </Alias>
</Macro>
<Macro Element="Transition" Name="FADEOUT" Shortcut="Ctrl+Shift+Alt+3"
Text="FADE OUT." Transition="Scene Heading">
  <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
    <ActivateIn Element="General"/>
    <ActivateIn Element="Scene Heading"/>
    <ActivateIn Element="Action"/>
    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
    <ActivateIn Element="Transition"/>
    <ActivateIn Element="Scene/Shot"/>
    <ActivateIn Element="Cast List"/>
    <ActivateIn Element="Act & Scene Break"/>
    <ActivateIn Element="End of Act"/>
    <ActivateIn Element="Act Heading"/>
  </Alias>
</Macro>
<Macro Element="Transition" Name="FADETO" Shortcut="Ctrl+Shift+Alt+4"
Text="FADE TO:" Transition="Scene Heading">
  <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
    <ActivateIn Element="General"/>
    <ActivateIn Element="Scene Heading"/>
    <ActivateIn Element="Action"/>
    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
    <ActivateIn Element="Transition"/>
    <ActivateIn Element="Scene/Shot"/>
    <ActivateIn Element="Cast List"/>
    <ActivateIn Element="Act & Scene Break"/>
    <ActivateIn Element="End of Act"/>
    <ActivateIn Element="Act Heading"/>
  </Alias>
</Macro>
<Macro Element="Transition" Name="DISSLV" Shortcut="Ctrl+Shift+Alt+5"
Text="DISSOLVE TO:" Transition="Scene Heading">
  <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
    <ActivateIn Element="General"/>
    <ActivateIn Element="Scene Heading"/>
    <ActivateIn Element="Action"/>
    <ActivateIn Element="Character"/>
    <ActivateIn Element="Parenthetical"/>
    <ActivateIn Element="Dialogue"/>
    <ActivateIn Element="Transition"/>
    <ActivateIn Element="Scene/Shot"/>

```

```

        <ActivateIn Element="Cast List"/>
        <ActivateIn Element="Act & Scene Break"/>
        <ActivateIn Element="End of Act"/>
        <ActivateIn Element="Act Heading"/>
    </Alias>
</Macro>
<Macro Element="Transition" Name="BACKTO" Shortcut="Ctrl+Shift+Alt+6"
Text="BACK TO:" Transition="Scene Heading">
    <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
        <ActivateIn Element="General"/>
        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Scene/Shot"/>
        <ActivateIn Element="Cast List"/>
        <ActivateIn Element="Act & Scene Break"/>
        <ActivateIn Element="End of Act"/>
        <ActivateIn Element="Act Heading"/>
    </Alias>
</Macro>
<Macro Element="Transition" Name="MATCHCUT" Shortcut="Ctrl+Shift+Alt+7"
Text="MATCH CUT TO:" Transition="Scene Heading">
    <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
        <ActivateIn Element="General"/>
        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Scene/Shot"/>
        <ActivateIn Element="Cast List"/>
        <ActivateIn Element="Act & Scene Break"/>
        <ActivateIn Element="End of Act"/>
        <ActivateIn Element="Act Heading"/>
    </Alias>
</Macro>
<Macro Element="Transition" Name="JUMPCUT" Shortcut="Ctrl+Shift+Alt+8"
Text="JUMP CUT TO:" Transition="Scene Heading">
    <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
        <ActivateIn Element="General"/>
        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Scene/Shot"/>
        <ActivateIn Element="Cast List"/>
        <ActivateIn Element="Act & Scene Break"/>
        <ActivateIn Element="End of Act"/>
        <ActivateIn Element="Act Heading"/>
    </Alias>
</Macro>
<Macro Element="Transition" Name="FBLACK" Shortcut="Ctrl+Shift+Alt+9"
Text="FADE TO BLACK." Transition="None">

```

```

    <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
        <ActivateIn Element="General"/>
        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Scene/Shot"/>
        <ActivateIn Element="Cast List"/>
        <ActivateIn Element="Act & Scene Break"/>
        <ActivateIn Element="End of Act"/>
        <ActivateIn Element="Act Heading"/>
    </Alias>
</Macro>
<Macro Element="None" Name="" Shortcut="E" Text="" Transition="None">
    <Alias Confirm="No" MatchCase="No" SmartReplace="Yes" Text="" WordOnly="No">
        <ActivateIn Element="General"/>
        <ActivateIn Element="Scene Heading"/>
        <ActivateIn Element="Action"/>
        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Scene/Shot"/>
        <ActivateIn Element="Cast List"/>
        <ActivateIn Element="Act & Scene Break"/>
        <ActivateIn Element="End of Act"/>
        <ActivateIn Element="Act Heading"/>
    </Alias>
</Macro>
</Macros>

<Actors>
    <Actor MacVoice="" Name="Man 1" Pitch="High" Speed="Medium" WinVoice="`Q|«g(-
Ñ{DEST"/>
    <Actor MacVoice="mtk3" Name="Man 2" Pitch="Normal" Speed="Medium"
WinVoice="`]√≈D/-±0"/>
    <Actor MacVoice="gala" Name="Woman 1" Pitch="Normal" Speed="Medium"
WinVoice="pQ|«g(-Ñ{DEST"/>
    <Actor MacVoice="mtk3" Name="Woman 2" Pitch="Normal" Speed="Medium"
WinVoice="`'ëP0|u-è'"/>
    <Actor MacVoice="mtk3" Name="Boy 1" Pitch="High" Speed="Medium" WinVoice="`'ëP0|
u-è'"/>
    <Actor MacVoice="mtk3" Name="Boy 2" Pitch="Low" Speed="Medium" WinVoice="`'ëP0|u
-è'"/>
    <Actor MacVoice="mtk3" Name="Girl 1" Pitch="Normal" Speed="Medium"
WinVoice="`'ëP0|u-è'"/>
    <Actor MacVoice="mtk3" Name="Girl 2" Pitch="High" Speed="Medium"
WinVoice="pQ|«g(-Ñ{DEST"/>
    <Actor MacVoice="" Name="Old Man" Pitch="Low" Speed="Medium" WinVoice="`]√≈D/-
±0"/>
    <Actor MacVoice="" Name="Old Woman" Pitch="Low" Speed="Slow" WinVoice="pQ|«g(-
Ñ{DEST"/>
</Actors>

<Cast>
    <Narrator Actor="Man 1">
        <Element Type="Character"/>

```

```
<Element Type="Dialogue"/>
</Narrator>
<Member Actor="Man 1" Character="VILGAX"/>
<Member Actor="Man 1" Character="Kevin"/>
<Member Actor="Man 1" Character="Gwen"/>
<Member Actor="Man 1" Character="GEORGE"/>
<Member Actor="Man 1" Character="DAGON"/>
<Member Actor="Man 1" Character="EATLE"/>
<Member Actor="Man 1" Character="IRON KEVIN"/>
<Member Actor="Man 1" Character="HUMONGOUSAUR"/>
<Member Actor="Man 1" Character="HEATBLAST"/>
<Member Actor="Man 1" Character="BEN"/>
<Member Actor="Man 1" Character="IRON ANODITE GWEN"/>
<Member Actor="Man 1" Character="HAYWIRE"/>
<Member Actor="Man 1" Character="ANODITE GWEN"/>
<Member Actor="Man 1" Character="GWEN/KEVIN"/>
<Member Actor="Man 1" Character="FOREVER KNIGHT"/>
<Member Actor="Man 1" Character="FOREVER KNIGHT #1"/>
<Member Actor="Man 1" Character="ANODITE GWEN DAGON"/>
<Member Actor="Man 1" Character="PSYPHON"/>
<Member Actor="Man 1" Character="Julie"/>
<Member Actor="Man 1" Character="Ship"/>
<Member Actor="Man 1" Character="All"/>
</Cast>
```

```
<SceneNumberOptions LeftLocation="1.75" NumberScheme="1A" RightLocation="7.38"
ShowNumbersOnLeft="Yes" ShowNumbersOnRight="No">
```

```
<FontSpec AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style=""/>
</SceneNumberOptions>
```

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

```
<CharacterHighlighting>
<Character Color="#FFFFFFFF" Name="ALL" Visible="No"/>
<Character Color="#FFFFFFFF" Name="ANODITE GWEN" Visible="No"/>
<Character Color="#FFFFFFFF" Name="BEN" Visible="No"/>
<Character Color="#FFFFFFFF" Name="DAGON" Visible="No"/>
<Character Color="#FFFFFFFF" Name="DAGON AS ANODITE GWEN" Visible="No"/>
<Character Color="#FFFFFFFF" Name="DAGON AS GWEN" Visible="No"/>
<Character Color="#FFFFFFFF" Name="EATLE" Visible="No"/>
<Character Color="#FFFFFFFF" Name="FOREVER KNIGHT #1" Visible="No"/>
<Character Color="#FFFFFFFF" Name="FOREVER KNIGHT #2" Visible="No"/>
<Character Color="#FFFFFFFF" Name="GEORGE" Visible="No"/>
<Character Color="#FFFFFFFF" Name="GWEN" Visible="No"/>
<Character Color="#FFFFFFFF" Name="GWEN/KEVIN" Visible="No"/>
<Character Color="#FFFFFFFF" Name="HAYWIRE" Visible="No"/>
<Character Color="#FFFFFFFF" Name="HEATBLAST" Visible="No"/>
<Character Color="#FFFFFFFF" Name="HUMONGOUSAUR" Visible="No"/>
<Character Color="#FFFFFFFF" Name="IRON KEVIN" Visible="No"/>
<Character Color="#FFFFFFFF" Name="JULIE" Visible="No"/>
<Character Color="#FFFFFFFF" Name="KEVIN" Visible="No"/>
<Character Color="#FFFFFFFF" Name="PSYPHON" Visible="No"/>
<Character Color="#FFFFFFFF" Name="SHIP" Visible="No"/>
<Character Color="#FFFFFFFF" Name="VILGAX" Visible="No"/>
</CharacterHighlighting>
```

```

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

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

<AltCollection/>

<TargetScriptLength>120</TargetScriptLength>

<ListItems/>

<DisplayBoards>
  <DisplayBoard Height="73" ScrollOrigin="0,0" Type="StoryMap" Width="2032"
ZoomLevel="100.000"/>
  <DisplayBoard Height="10000" ScrollOrigin="0,0" Type="Beat" Width="24000"
ZoomLevel="100.000"/>
</DisplayBoards>

<TagData>
  <TagCategories>
    <TagCategory Color="#00003600B700" Id="01fc9642-84ff-4366-b37c-a3068dee57e8"
Name="Cast Members" Number="2" Style="Bold"/>
    <TagCategory Color="#940011000000" Id="028a4e2b-b507-4d09-88ab-90e3edae9071"
Name="Background Actors" Number="3" Style="Bold"/>
    <TagCategory Color="#940011000000" Id="0377dbe6-77a3-41af-bda8-86eb2468fdbf"
Name="Stunts" Number="4" Style="Bold"/>
    <TagCategory Color="#940011000000" Id="04721a56-f54b-49c8-80ad-d53887d6b851"
Name="Vehicles" Number="5" Style="Bold"/>
    <TagCategory Color="#940011000000" Id="05c556eb-6bc1-4a3a-b09f-f8b5ba1b6afa"
Name="Props" Number="6" Style="Bold"/>
    <TagCategory Color="#940011000000" Id="069e18b8-2109-4f3d-94e7-d802027a60a8"
Name="Special Effects" Number="8" Style="Bold"/>
    <TagCategory Color="#940011000000" Id="0726fa85-1e65-4ab8-87de-bf21d09b01f0"
Name="Wardrobe" Number="9" Style="Bold"/>
    <TagCategory Color="#940011000000" Id="08ae1eeef-32ce-415f-9a9b-0982d2453ec4"
Name="Makeup/Hair" Number="10" Style="Bold"/>
    <TagCategory Color="#940011000000" Id="09cb0d1c-ce01-4f22-bb64-b5f2e6c491c6"
Name="Animals" Number="11" Style="Bold"/>
    <TagCategory Color="#940011000000" Id="0ae40617-cc7c-48e6-ae2b-5aaecc09986f"
Name="Animal Wrangler" Number="12" Style="Bold"/>
    <TagCategory Color="#940011000000" Id="0b0b44c9-aa4b-4c40-88b1-d94472ad7a26"
Name="Music" Number="13" Style="Bold"/>
    <TagCategory Color="#940011000000" Id="0ce7d308-096d-4603-8fe8-349f72cd89ff"
Name="Sound" Number="14" Style="Bold"/>
    <TagCategory Color="#940011000000" Id="0debb71b-5743-4c53-80cc-e17e841ce645"
Name="Set Dressing" Number="16" Style="Bold"/>
    <TagCategory Color="#940011000000" Id="0e7a8fc5-5441-4bad-a9bf-5ddd3fe51c69"
Name="Greenery" Number="17" Style="Bold"/>
    <TagCategory Color="#940011000000" Id="0ff5cda4-4d43-4cfe-940f-91380c46fdad"

```

Name="Special Equipment" Number="19" Style="Bold"/>
 <TagCategory Color="#940011000000" Id="109d0eaa-0334-4823-ac0c-b44d3f209dc4"
 Name="Security" Number="18" Style="Bold"/>
 <TagCategory Color="#940011000000" Id="1179a4b1-70ee-4011-b4a2-809a0af09e92"
 Name="Additional Labor" Number="20" Style="Bold"/>
 <TagCategory Color="#940011000000" Id="12ab0932-e3b9-4b4a-bcd0-3da1b4e61d5e"
 Name="Visual Effects" Number="21" Style="Bold"/>
 <TagCategory Color="#940011000000" Id="135cc9d1-c4d5-4d00-83d9-571f584ea9cd"
 Name="Mechanical Effects" Number="22" Style="Bold"/>
 <TagCategory Color="#940011000000" Id="148267ae-50ae-4746-8202-659fb7447b55"
 Name="Miscellaneous" Number="23" Style="Bold"/>
 <TagCategory Color="#940011000000" Id="15b6f4fd-4e74-4ad8-9971-b239d88c2997"
 Name="Notes" Number="24" Style="Bold"/>
 <TagCategory Color="#940011000000" Id="216f33fd-fc42-4269-be01-b05b18f815a0"
 Name="Comments" Number="29" Style="Bold"/>
 <TagCategory Color="#940011000000" Id="47b02ff1-5161-4137-b736-f36eebba7643"
 Name="Camera" Number="7" Style="Bold"/>
 <TagCategory Color="#940011000000" Id="4a84b619-62f9-4c04-8e46-bf2cd0b7f582"
 Name="Art Department" Number="15" Style="Bold"/>
 <TagCategory Color="#940011000000" Id="63c140da-ef2b-491a-b416-b46f461abb89"
 Name="Script Day" Number="25" Style="Bold"/>
 <TagCategory Color="#940011000000" Id="70877d87-30ef-45b6-be46-c6fa94b83a71"
 Name="Sequence" Number="27" Style="Bold"/>
 <TagCategory Color="#940011000000" Id="849f1ebf-5507-4f33-bff6-3a5b4d73be14"
 Name="Unit" Number="26" Style="Bold"/>
 <TagCategory Color="#00000000000000" Id="8e5e75c2-713b-47df-a75f-f12648b98ded"
 Name="Synopsis" Number="1" Style="Bold"/>
 <TagCategory Color="#940011000000" Id="c5e89e4d-f83e-4c28-950c-92a63f1b5f26"
 Name="Location" Number="28" Style="Bold"/>
 </TagCategories>
 </TagData>

<Characters>
 <TableColumnSettings IsSortAscending="Yes" SortColumn="Character"
 TableIdentifier="NavDynCharacters">
 <Column Width="150">Character</Column>
 <Column UserType="TraitColumnType" Width="50">Role</Column>
 <Column UserType="TraitColumnType" Width="63">Gender</Column>
 <Column UserType="TraitColumnType" Width="70">Ethnicity</Column>
 <Column UserType="TraitColumnType" Width="83">Orientation</Column>
 <Column UserType="TraitColumnType" Width="80">Disability</Column>
 <Column UserType="TraitColumnType" Width="50">Age</Column>
 <Column UserType="TraitColumnType" Width="85">Occupation</Column>
 <Column Width="73">Dialogues</Column>
 <Column Width="60">Scenes</Column>
 <Column Width="111">Speaking Scenes</Column>
 <Column Width="138">Non-Speaking Scenes</Column>
 </TableColumnSettings>
 <CharacterTraitData>
 <Traits>
 <Trait ID="a771e8a7-0c6f-401c-ab87-b50f83fc64b4" Name="Age" Type="text"/>
 <Trait ID="6b3a0017-69de-4c7a-b6e8-1d0b4d2ad047" Name="Disability"
 Type="text"/>
 <Trait ID="4b987a9f-24dc-44ae-9bb5-0756485c1c80" Name="Ethnicity"
 Type="text"/>
 <Trait ID="611965b7-ffab-41a1-a154-023ea8caf768" Name="Gender"
 Type="text"/>
 <Trait ID="9b51b304-a8c0-4277-a841-342b5f84fc65" Name="Occupation"
 Type="text"/>


```
        <Trait ID="ecdbbc67-9a69-40dc-8e9f-745a665ab73a" Name="Orientation"
Type="text"/>
        <Trait ID="338d378b-5235-40ad-8102-0dbe0b32ff84" Name="Role" Type="text"/>
    </Traits>
    <Holders/>
</CharacterTraitData>
    <ChartOptions Identifier="InclusivityAnalysis"/>
</Characters>

    <Images Hidden="0"/>
</FinalDraft>
```