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    </Paragraph>
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      <Text>INT. THE CAVE</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Picking up CONTINUOUS from the END of the PREVIOUS EPISODE. OLD GEORGE
is standing before BEN, KEVIN and GWEN. He is holding the sword, which is glowing
with power.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Old george</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Now...now you will see what the dragon saw.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Ben</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Stop him, before--!</Text>
    </Paragraph>
  </Content>

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<Paragraph Type="Action">
 <Text>Too late. </Text>
</Paragraph>
 <Paragraph Type="Shot">
 <Text>Tight on - george's gloved hand holding sword</Text>
</Paragraph>
 <Paragraph Type="Action">
 <Text>The sword is now glowing. Armor begins to <EXTEND WITH METALLIC
 SOUND, METAL ON METAL> from the glove, covering his arm.</Text>
</Paragraph>
 <Paragraph Type="Shot">
 <Text>Ben, gwen and kevin</Text>
</Paragraph>
 <Paragraph Type="Action">
 <Text>Looking on with amazement.</Text>
</Paragraph>
 <Paragraph Type="Character">
 <Text>Ben/KEVIN/GWEN</Text>
</Paragraph>
 <Paragraph Type="Dialogue">
 <Text>(gasps of surprise/disbelief/bewilderment)</Text>
</Paragraph>
 <Paragraph Type="Shot">
 <Text>Saint george</Text>
</Paragraph>
 <Paragraph Type="Action">
 <Text>Which is how we are going to refer to him in his new incarnation. He
 is now armored head to toe, suffused in a glow of energy. The energy subsides. He
 <SHEATHES> his sword and slowly reaches up to remove his helmet. He is now
 youthful, with long, cascading golden hair.</Text>
</Paragraph>
 <Paragraph Type="Shot">
 <Text>Ben, gwen and kevin</Text>
</Paragraph>
 <Paragraph Type="Action">
 <Text>Reacting.</Text>
</Paragraph>
 <Paragraph Type="Character">
 <Text>ben</Text>
</Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I don't believe it.</Text>
</Paragraph>
 <Paragraph Type="Character">
 <Text>Gwen</Text>
</Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Me neither. How does his hair come out looking that good? It's
 </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
 Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">so</Text>
 <Text> unfair.</Text>
</Paragraph>
 <Paragraph Type="Shot">
 <Text>Saint george</Text>
</Paragraph>
 <Paragraph Type="Action">
 <Text>Slowly approaches them, armor <CLANKING> with each step. He
 stops about five feet short of them.</Text>

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</Paragraph>
<Paragraph Type="Character">
  <Text>Saint george</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You have my permission to genuflect.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Like I need your permission! I'll</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>genuflect whenever and wherever I want.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Kevin, "genuflect" means kneel down to him.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Oh, well...I'm not gonna do </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">that.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Okay, </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">fella</Text>
  <Text>, you need to just...put the sword down.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Saint GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Why would I do that, young Master Tennyson? It's mine.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Azmuth (o.s.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>No...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>They ALL REACT as they look OFF RIGHT and see...</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>Azmuth</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Standing there with his arms folded.</Text>

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</Paragraph>
<Paragraph Type="Character">
  <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>It's mine. And you know it, George. Give it to me...before things get
ugly.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>FadE OUT.</Text>
</Paragraph>
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    <SceneArcBeats/>
  </SceneProperties>
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TEASER</Text>
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LeftIndent="1.62" RightIndent="7.25" SpaceBefore="12" Spacing="1"
StartsNewPage="Yes" Type="Action">
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">ACT
ONE</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>FADE IN:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="7 1/8" Page="3" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>INT. the cave - moments LATER</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>As Azmuth slowly approaches George.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Azmuth? That's...your sword?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Yes, Ben Tennyson, hence the word "mine." </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Do </Text>
  <Text>try, for once, to keep up. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>SaINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">

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<Text>I have no time to bandy words with you, Azmuth. A monster hides within!</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Saint George turns to the inner section of the cave.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>But not for long! Now...this ends! </Text>
</Paragraph>
<Paragraph Type="Action">
<Text>He charges INTO THE INNER SECTION with a loud battle cry.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>(loud shout of attack)</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>The kids stand there, looking at each other as <ATTACK SHOUTS>
continue, as if he's battling something furious.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Should we be helping him or...?</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
<Text>(still obsessing)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I don't get it! I mean, he didn't even use </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Italic">conditioner</Text>
<Text>...!</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Let it go, Gwen. You look, y'know, fine. Whatever.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>You always know just what to say, Kevin.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>KEVIN</Text>
</Paragraph>

<Paragraph Type="Dialogue">
 <Text>I'm in trouble, aren't I.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ohhhh</Text>
 <Text> yeah.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>The <ATTACK SHOUTS> abruptly STOP. Saint George EMERGES from the
inner section.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>That was a really quiet monster.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>It wasn't there. Apparently, with the seal broken, the creature can
enter or exit this dimension wherever it pleases.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Azmath advances on him.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Then there's no reason to prolong this foolishness. Give me the
sword.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>My work remains unfinished.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Save your excuses. Hand it over.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>If you want it, you'll have to take it from me.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>AZMUTH</Text>
</Paragraph>

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<Paragraph Type="Dialogue">
  <Text>You think I can't? I'm Azmuth! Creator of the </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Omnitrix</Text>
  <Text> and Ultimatrix! Sculptor of worlds! Smartest being in five galaxies!
Of course I can take it from you.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(beat)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ben Tennyson. Take it from him.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben immediately starts dialing up the Ultimatrix.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BeN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You got it!</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Ben, wait! Doesn't this seem a little--?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Azmuth is </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">telling</Text>
  <Text> me to fight. </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Y'think</Text>
  <Text> I'm passing </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">that</Text>
  <Text> up?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He slams down his hand on the Ultimatrix and TRANSFORMS INTO the new
speedster who, for the moment, we'll call...</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Fasstrak</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Fasstrak!</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"

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Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Fasstrak</Text>
 <Text> hurtles straight toward Saint George who SIDESTEPS and </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">CLOTHELINES</Text>
 <Text> him, sticking out his arm and knocking him flat.</Text>
</Paragraph>
 <Paragraph Type="Character">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">FASSTRAK</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>(Pained impact)</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Fasstrak</Text>
 <Text> SKIDS across the ground and SLAMS UP against the far wall.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Fasstrak</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I thought that would go differently.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Saint George WITHDRAWS his sword, advancing on </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Fasstrak.</Text>
 <Text> </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>SAINT GEORGE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I'm warning you...</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>He <SWINGS> the sword and Fasstrak <DODGES> at super speed.
George <SWINGS> again and a third time and each time </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Fasstrak</Text>
 <Text> evades him effortlessly. Abruptly George drives the sword point down
into the ground, unleashing <SHOCK WAVES> that blast </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Fasstrak</Text>
 <Text> off his feet. </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000">
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">FASSTRAK</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>(Startled cry)</Text>
 </Paragraph>
 <Paragraph Type="Action">

<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Fasstrak</Text>
 <Text> HITS HARD on the ground and lies there, stunned.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">FASSTRAK</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>(Stay alive)</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Saint George advances and suddenly Kevin leaps onto his back. </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>SAINT GEORGE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>What--?</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Kevin, with one hand, grips onto his hair. His other hand clamps onto the armor. Instantly Kevin <ARMORS UP>. </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>SAINT GEORGE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Let...go!</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Make me, Pops!</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>SAINT GEORGE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Pops?</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Saint George, backpedaling, <SLAMS> Kevin against the cave wall.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>(grunt of pain)</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>SAINT GEORGE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">

<Text>Respect your elders, punk. And by the way...</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>He THROWS Kevin forward in a judo move.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Hair pulling? Seriously? You fight like a girl.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>Gwen (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Wrong...</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>And a blast of energy SLAMS INTO George, pinning him against the
wall.</Text>
</Paragraph>
<Paragraph Type="Shot">
<Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Advances on him, her eyes glowing, her hand extended, maintaining the
pressure.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">I</Text>
<Text> fight like a girl!</Text>
</Paragraph>
<Paragraph Type="Shot">
<Text>Saint george</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Raises the sword and touches the energy with it. It promptly ABSORBS
her energy, causing it to disappear. </Text>
</Paragraph>
<Paragraph Type="Shot">
<Text>Gwen</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Looks at her hands in confusion. Her eyes are no longer
glowing.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Huh?</Text>
</Paragraph>
<Paragraph Type="Shot">
<Text>Saint george</Text>
</Paragraph>

<Paragraph Type="Action">
 <Text>No longer pinned, whips the sword around and unleashes a <BALL OF GWEN'S ENERGY> that <CRACKLES> across the distance between them and <SLAMS INTO> Gwen, flattening her.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>(stay alive)</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>SAINT GEORGE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>And that should take care of--</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>And WE HEAR the sound of the ULTIMATRIX and he turns just in time to see...</Text>
 </Paragraph>
 <Paragraph Type="Shot">
 <Text>Humongousaur</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Charging right at him.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>HUMONGOUSAUR</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humongosaur!</Text>
 <Text></Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Saint George <WHIRLS> the sword around in front of himself like a windmill blade. It creates a MASSIVE WIND FUNNEL. </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humongosaur</Text>
 <Text> tries his best to get closer, </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">closer</Text>
 <Text>...but it's becoming overwhelming. </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>HUMONGOUSAUR</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>(Repeated grunt efforts)</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humongosaur</Text>
 <Text> <CRUNCHES HIS CLAWS> into the ground, trying to get traction.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>HUMONGOUSAUR</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You'll have to do...better...than that...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>And suddenly HUGE CHUNKS OF DEBRIS SLAM into him, causing him to lose
his grip. Humongosaur hurtles across the cave and &lt;SLAMS&gt; into the far
side.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>HUMONGOUSAUR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Well, </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">that </Text>
  <Text>blew chunks.</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>Saint george</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Has his sword extended warningly.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I've been going easy on you, children.</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>Down angle</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humongosaur</Text>
  <Text>, Kevin and Gwen are now converging on him from three sides.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>HUMONGOUSAUR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Right back </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">at'cha!</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>As you wish.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Saint George puts on his helmet, then raises the sword upright. It
unleashes a &lt;MASSIVE BLAST OF LIGHT&gt; as if a sun had just exploded. All
three of the kids go down, clutching their eyes, </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humongosaur</Text>

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<Text> <TRANSFORMING> back to Ben.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN/KEVIN/GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>(Cries of pain/anguish/confusion)</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>The glare from the blade vanishes.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>The flash blinding will wear off in a few moments. And it would be dishonorable of me to destroy you when you are ignorant of the stakes...to say nothing of the sword's true power. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>He uses the blade to SLICE a vertical line in the very air, as if peeling back a doorway into another dimension. As he does...</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I'm leaving now and you cannot stop me. Get in my way again...and I'll kill you.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>He steps THROUGH the portal...and VANISHES, the portal closing behind him.</Text>
</Paragraph>
<Paragraph Type="Shot">
 <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Rubbing his eyes, speaking to his left.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Man makes a convincing case. What do </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">you</Text>
 <Text> think, Ben?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>PULL BACK TO REVEAL Gwen is standing there, scowling.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Ben's over there.</Text>
</Paragraph>
<Paragraph Type="Character">

<Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I'm half blind, okay?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>So I only </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">half</Text>
 <Text> look like a guy.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I'm just not catching a break today.</Text>
</Paragraph>
<Paragraph Type="Shot">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Approaches Azmuth.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Azmuth...what was George talking about?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>This is no time to ask questions, Ben Tennyson...</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Actually, I think when someone </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">isn't </Text>
 <Text>smacking me around with a magic sword is the </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">perfect</Text>
 <Text> time to ask.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>It's not magic. It's science.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>

<Paragraph Type="Dialogue">
 <Text>Your science.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Yes, but...</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>No! No "buts!" Buts are...for horses!</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Gwen and Kevin move in on either side of him.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>No, "Hay" is for horses.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Then what are "buts" for?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>They're for getting kicked by guys with magic swords.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I told you, it's not magic! Are you people learning impaired?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>It's hard to learn when no one is willing to teach.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Azmuth pauses.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Look, you're the one who's always yelling at me about going into a fight without thinking. Without asking the right questions. So...I'm asking. Don't I deserve to know?</Text>
</Paragraph>

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<Paragraph Type="Character">
  <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I suppose so. Very well. Close your eyes.</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>Tight on - kevin, gwen and ben</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>They close their eyes.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Okay, but if this is a practical joke and Shorty ties our shoelaces
together...</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>AZMUTH (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I'm not going to tie...oh, why do I even bother?</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>Tight on - ben's eyes.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>AZMUTH (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>All right. Open.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben opens his eyes.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Huh?</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="6/8" Page="10" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>EXT. a volcano on PRIMUS - night</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben, Gwen and Kevin are standing at the base of it, looking around in
confusion.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Where...?</Text>
</Paragraph>

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<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What is this place?!?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KeVIN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(nervous)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Azmath? Hey, buddy! Just kidding about the "Shorty" thing...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Suddenly, behind them, the volcano EXPLODES. A huge fountain of lava
jets upward.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Gwen! Shields!</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Gwen has her hands up defensively.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Nothing's happening! I can't--</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Look out!!!</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>Their pov</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>As lava cascades down and WIPES OUT THE SCREEN.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN/KEVIN/GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>(Crying out in terror)</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>Black out.</Text>
</Paragraph>
<Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.62" RightIndent="7.25" SpaceBefore="24" Spacing="1"
StartsNewPage="No" Type="Scene Heading">
  <SceneProperties Length="1/8" Page="11" Title="">

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        <SceneArcBeats/>
    </SceneProperties>
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline+AllCaps">END
ACT ONE</Text>
</Paragraph>
    <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.62" RightIndent="7.25" SpaceBefore="12" Spacing="1"
StartsNewPage="Yes" Type="Action">
    <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">ACT
TWO</Text>
</Paragraph>
    <Paragraph Type="Transition">
    <Text>FaDE IN:</Text>
</Paragraph>
    <Paragraph Type="Scene Heading">
    <SceneProperties Length="1" Page="12" Title="">
    <SceneArcBeats/>
    </SceneProperties>
    <Text>EXT. volcano - on primus - continUOUS</Text>
</Paragraph>
    <Paragraph Type="Action">
    <Text>As the lava splashes all around Gwen, Kevin and Ben without harming
them in the slightest. They are ankle deep in it as it smooths out.</Text>
</Paragraph>
    <Paragraph Type="Character">
    <Text>GWEN</Text>
</Paragraph>
    <Paragraph Type="Dialogue">
    <Text>I'm not even feeling it.</Text>
</Paragraph>
    <Paragraph Type="Character">
    <Text>AZMUTH (o.S.)</Text>
</Paragraph>
    <Paragraph Type="Dialogue">
    <Text>That's because it's not really here.</Text>
</Paragraph>
    <Paragraph Type="Shot">
    <Text>Azmuth</Text>
</Paragraph>
    <Paragraph Type="Action">
    <Text>Is perched on an outcropping of rock around which the lava is flowing.
They walk toward him through the lava.</Text>
</Paragraph>
    <Paragraph Type="Character">
    <Text>AZMUTH</Text>
</Paragraph>
    <Paragraph Type="Dialogue">
    <Text>Or you're not really here. Either way.</Text>
</Paragraph>
    <Paragraph Type="Character">
    <Text>bEN</Text>
</Paragraph>
    <Paragraph Type="Dialogue">
    <Text>Where's the "here" that we're not really?</Text>
</Paragraph>
    <Paragraph Type="Character">
    <Text>AZMUTH</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Primus.</Text>
  <Text> The world I built, several thousand years before you saw it.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Guess it's a work in progress, huh.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>We're all works in progress. You are seeing images into which I have
totally immersed you, but you are like ghosts, unable to interfere. The concept may
be too much for a human mind to grasp.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Not if you've seen "A Christmas Carol."</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I have no idea what you're talking about. Now be quiet and pay
attention.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(muttering)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Bah.</Text>
  <Text> Humbug.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>And Azmuth &lt;SNAPS> his fingers.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>CUT TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 7/8" Page="13" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>INT. azmuth's lab</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>As Kevin, Ben and Gwen get their bearings.</Text>
</Paragraph>

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<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Whoa! That was </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">kinda</Text>
  <Text> sudden.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>No kidding. Hey! Azmuth!</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>Young azmuth</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Is gazing into what basically looks like an extremely high tech
microscope. YOUNG AZMUTH is dressed differently from Azmuth himself. Kevin STEPS
IN.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Next time give us some warning, okay?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>AZMUTH (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>All right, Kevin Levin. I'm warning you that you're really
stupid.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Kevin looks off screen.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Huh?</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>Azmuth</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Is seated on a piece of lab equipment nearby.</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Looking back at Young Azmuth.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN (o.S.)</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ohhh.</Text>
  <Text> He's the Ghost of Azmuth Past.</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>Azmuth</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Looking on.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Yes. And you can't change the past, no matter how much you would like
to.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben steps into frame with him.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Would </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">you?</Text>
  <Text> If you </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">could</Text>
  <Text>?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>And now ZENNITH (pronounced </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">ZEN-ith</Text>
  <Text>) walks past Azmuth and Ben. Azmuth watches her go, longingly.
Zennith is his girlfriend.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Zennith</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Azmuth? Still at work?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>As she passes OUT OF FRAME, Azmuth &lt;SIGHS> heavily.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I'd change one thing.</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>Young azmuth and zennith</Text>
</Paragraph>

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<Paragraph Type="Action">
 <Text>As she rests a hand on his shoulder.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>ZENNITH</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>If I'd known you'd become so obsessed with it, I'd </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">never</Text>
 <Text> have created that sub-atomic viewer for you. </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>YouNG AZMUTH</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>It enables us to gaze upon the primal forces of the universe, Zennith!
 How can you not want to harness it...?</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>ZENNITH</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>We've had this discussion...and you promised me an evening away from
 the lab.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>YOUNG AZMUTH</Text>
 </Paragraph>
 <Paragraph Type="Parenthetical">
 <Text>(sighs)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>You're right, my love.</Text>
 </Paragraph>
 <Paragraph Type="Shot">
 <Text>Angle on - Ben, azmuth, gwen and kevin</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>The three kids grouped around Azmuth who is still perched on the lab
 equipment.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>"My love?" Seriously?</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I think it's sweet. </Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>AZMUTH</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>She was.</Text>

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</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 2/8" Page="15" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>EXT. picnic area - night</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>FAR SHOT of Young Azmuth and Zennith lying out on the terrain. They
are having a picnic, although they don't have a standard earth picnic
basket.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>AZMUTH (V.O.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>She was...perfect.</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>Close shot - young azmuth and zennith</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Sitting and eating.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>YOUNG AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Zennith, how can you not see the possibilities in tapping
into...?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ZENNITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I see two possibilities: A life of benevolent research with me...or a
path leading to tragedy. Which do you want?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>YOUNG AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>One choice is no choice.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>They kiss and then lay back, looking heavenward. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BeN (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Let me guess...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Ben, Gwen, Kevin and Azmuth walk INTO FRAME, standing a distance behind
Young Azmuth.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>

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</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You made the wrong choice.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>At the time, I was going to do as she asked. But then Zennith drew my
attention to something...</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ZENNITH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Look, Azmuth...that planetary system in sector 27...they're in perfect
syzygy (Pronounced SIH-zih-jee). </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Perfect what?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>It means alignment. All in a row.</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text></Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Yes. And I looked to the heavens...</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>Close on - young azmuth and zennith</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Looking heavenward as inspiration clearly strikes him.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>AZMUTH (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>...gazing at those glowing planets, illuminated by starlight...in a
straight line...and all I could see was...</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 7/8" Page="16" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>INT. azmuth'S LAB</Text>
</Paragraph>
<Paragraph Type="Action">

```

<Text>A holographic image of the weapon that will become George's sword is hovering in Young Azmuth's work area. Young Azmuth is showing it proudly to Zennith.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>ZENNITH</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>A sword?</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>YOUNG AZMUTH</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>It's the perfect conduit! It could cleave right through reality, tap into the primal energies.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>ZENNITH</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Azmuth! It's irresponsible to do things without thinking through the ramifications!</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>YOUNG AZMUTH</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>It's not my job to worry about what happens next! What </Text>

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

<Text> is what happens now!</Text>

</Paragraph>

<Paragraph Type="Shot">

<Text>Angle on ben</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Looking on.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>BEN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Well, that's true enough...</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Azmuth springs UP INTO FRAME from below and <THUMPS HIM> in the back of the head before dropping back down.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>BEN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Ow! What the--?</Text>

</Paragraph>

<Paragraph Type="Shot">

<Text>Azmuth</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Looking up at Ben. </Text>
</Paragraph>
<Paragraph Type="Character">
<Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>No, it's not true! That's the point of what I'm showing you! That I
was once young and stupid, like...well, like you.</Text>
</Paragraph>
<Paragraph Type="Shot">
<Text>Angle on - the sword</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Completed. Lying on the lab table, glowing softly with energy. Young
Azmuth is standing over it.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>YouNG AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Zennith! It's finally finished! I've named it Syzygy after your
inspiration! Come see! Zennith?</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>He looks around. There's no sign of her.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>YOUNG AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Ah well. She'll be back.</Text>
</Paragraph>
<Paragraph Type="Shot">
<Text>Ben, GWEN, KEVIN and Azmuth</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Azmuth is floating near them.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>She didn't come back, did she.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>No. </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">That, </Text>
<Text>Ben Tennyson, is the point.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>So you hit </Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"

Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">me</Text>
 <Text> in the head 'cause </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">you</Text>
 <Text> were dumb enough to ignore your girlfriend.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>When was the last time you called Julie?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>This isn't about me.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Isn't it?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>So what happened to the sword?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You know of the Incursion?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Sure. A space-going warrior race always fighting with each other, and
with no home planet.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Well...they used to have one...</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
 <SceneProperties Length="3/8" Page="18" Title="">
 <SceneArcBeats/>
 </SceneProperties>
 <Text>EXT. space - a planet</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Hanging in the depths of space.</Text>
</Paragraph>
<Paragraph Type="Character">

<Text>AZMUTH (V.O.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>And they used to be united. But then one would-be conqueror learned of Syzygy...stole it...and returned home, intending to take over his world.</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic"> This </Text>
<Text>was the result...</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>The planet <EXPLODES.> </Text>
</Paragraph>
<Paragraph Type="Transition">
<Text>DISSOLVE TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
<SceneProperties Length="6/8" Page="18" Title="">
<SceneArcBeats/>
</SceneProperties>
<Text>EXT. space - pieces of debris</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>The remains of the planet, floating in space. The sword is slowly turning, end over end, and then a mechanical clamp extends INTO FRAME and GRABS IT. ANGLE OVER TO REVEAL a small vessel, and YOUNG AZMUTH is visible within through a window port.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>YOUNG AZMUTH (filtered)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Zennith was right...What have I done...?</Text>
</Paragraph>
<Paragraph Type="Shot">
<Text>Ben, gwen, kevin and Azmuth</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Are looking on, standing on top of a piece of debris.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>I swore to hide away the sword and dedicate myself to peaceful sciences rather than weapons...</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>And you developed the </Text>
<Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Omnitrix</Text>
<Text> as a means of peaceful study and unity...</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">

<Text>And I turned it into a weapon. Funny how that worked out, huh.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Hilarious.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>But...how did George wind up with the sword? </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Because I gave it to him. </Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Azmuth SNAPS HIS FINGERS...</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
 <SceneProperties Length="5/8" Page="19" Title="">
 <SceneArcBeats/>
 </SceneProperties>
 <Text>EXT. a medieval battlefield - night</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Smoke rising in the distance. A dark, foreboding territory. Ben, Kevin and Gwen are standing there, looking around. In the distance WE HEAR <SCREAMS>, <SWORDS CLANGING>, <MONSTERS ROARING>.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>keVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Well, </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">that </Text>
 <Text>doesn't sound good. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>What depressing world is </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">this?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Azmuth walks INTO FRAME.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>A pathetic, backwater planet I'd been studying for a while that I

nevertheless felt had...possibilities. </Text>

</Paragraph>

<Paragraph Type="Character">

<Text>GWEN</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>It's Earth, isn't it.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>AZMUTH</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Yes. I came here when Earth's history was at its darkest hour...and I made things worse.</Text>

</Paragraph>

<Paragraph Type="Transition">

<Text>FADE OUT.</Text>

</Paragraph>

<Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular" LeftIndent="1.62" RightIndent="7.25" SpaceBefore="24" Spacing="1" StartsNewPage="No" Type="Scene Heading">

<SceneProperties Length="1/8" Page="19" Title="">

<SceneArcBeats/>

</SceneProperties>

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline+AllCaps">END ACT TWO</Text>

</Paragraph>

<Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular" LeftIndent="1.62" RightIndent="7.25" SpaceBefore="12" Spacing="1" StartsNewPage="Yes" Type="Action">

<Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">ACT THREE</Text>

</Paragraph>

<Paragraph Type="Transition">

<Text>FaDE IN:</Text>

</Paragraph>

<Paragraph Type="Scene Heading">

<SceneProperties Length="1 6/8" Page="20" Title="">

<SceneArcBeats/>

</SceneProperties>

<Text>EXT. medieval battlefield - night</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Picking up from moments before. Close on Azmuth.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>AZMUTH</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>The creature crossed dimensions and arrived here in what you called the Medieval era. His minions encountered...resistance...</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>As Azmuth continues to speak, we have a SERIES OF STATIC SHOTS, highly stylized renderings, that depict...</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>1) Knights battling the "fleas," the minions of the creature.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>2) St. George slicing through one (or more) of the fleas.</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>3) St. George defending himself against another knight, whose helmet
is gone so that we see his face twisted in fury.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>AZMUTH (V.O.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Their weakness was iron. The knights gave a good accounting of
themselves. But the minions would overrun knights, remove their helmets...and make
them susceptible to the mind control of their master. Knight turned against
knight. Only the strongest willed was able to resist, and the strongest of them
all was Sir George. But soon the odds were too great even for him and battered,
bruised...he fled the scene of battle. That...was when he met me. </Text>
</Paragraph>
<Paragraph Type="Shot">
<Text>Saint george</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Staggering across the plains, fully armored. He stops, gasping for
breath.</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text><gasping></Text>
</Paragraph>
<Paragraph Type="Character">
<Text>YOUNG AZMUTH (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>Rough day?</Text>
</Paragraph>
<Paragraph Type="Character">
<Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text><Startled cry></Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Saint George <RAISES HIS VISOR> and looks down. </Text>
</Paragraph>
<Paragraph Type="Character">
<Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
<Text>A demon from the pit! A...tiny demon.</Text>
</Paragraph>
<Paragraph Type="Shot">
<Text>Two shot - saint george and young azmuth</Text>
</Paragraph>
<Paragraph Type="Action">
<Text>Young Azmuth is looking up at him. </Text>

</Paragraph>
<Paragraph Type="Character">
 <Text>YOUNG AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I'm not a demon from the pit. I'm a visitor from the stars. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Not everyone is who they claim to be.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>YOUNG AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You would know. You're more than you appear, are you not? You were
born...what? Nine hundred years ago?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>How did you...?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>YOUNG AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>It's my business to know. I am Azmuth. The smartest being in three
galaxies.</Text>
</Paragraph>
<Paragraph Type="Shot">
 <Text>Ben, kevin and azmuth</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Looking on.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>kevin</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(to Azmuth)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I thought five galaxies.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Maybe it's adjusted for inflation.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Shut up and listen.</Text>

```

</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 7/8" Page="21" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>Saint george and young azmuth</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Young Azmuth walks around him, as if studying him.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>SaINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>It's true. I was born </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Georgius</Text>
  <Text>, a Roman soldier in the year 231 A.D., </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">nearly</Text>
  <Text> a millennia ago. The how of it is a story for another day. Would that
I had not been blessed with immortality if it meant living to see mankind brought
low. We have no weapon that can defeat the creature. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Young Azmuth gestures. The sword &lt;APPEARS&gt;, floating in front of
Saint George.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>YOUNG AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Now you do. This </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="">sword--Syzygy--if</Text>
  <Text> used by one who is worthy, cannot be stopped.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>If it is so formidable, why don't you wield it?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>YOUNG AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Because I am not worthy.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Slowly Saint George reaches upward and grabs it firmly by the hilt. It
&lt;GLOWS&gt; and &lt;SURGES&gt; with power.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What happens after I kill the creature?</Text>

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</Paragraph>
<Paragraph Type="Character">
  <Text>YOUNG AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I doubt you'll be able to. I simply figured it was worth a try. </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>And then Saint George drops to one knee in front of Young
Azmuth.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You may have saved humanity.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He then stands, &lt;LOWERS HIS VISOR&gt;, and heads off. Young Azmuth
watches him go.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>YOUNG AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Saved it...or doomed it.</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>Angle on - kevin, GWEN and azmuth</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Looking on.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Way to bring down the mood, Captain </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Buzzkill.</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What happened next?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>After a battle of great, personal loss, Saint George faced the monster,
cut out the creature's heart and left the sword buried in it. I'll show
you...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He &lt;SNAPS HIS FINGERS.&gt;</Text>
</Paragraph>

```

<Paragraph Type="Shot">
 <Text>Ext. Final battle plain - night</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>This is a vista that just looks horrific. Blasted by flame, scorched earth. We have a BIRDS EYE VIEW of Ben, Gwen and Kevin, and the shadow of a MONSTROUS CREATURE is towering over them, illuminated by flames. Since we're angled down on them, we don't actually see the creature; just its shadow. There is the most ungodly <SCREECHING> and <HOWLING> anyone has ever heard.
 </Text>
 </Paragraph>
 <Paragraph Type="Shot">
 <Text>Close on - ben, gwen and kevin</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben and Gwen look absolutely horrified and even Kevin looks ready to hurl. Considering the things they've experienced, we can only imagine what they're seeing. Over the continued <SCREECHING>...</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>GWEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I...I can't watch...I'm gonna be sick...</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>I'm right there with ya.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Azmut, get us out of here, now! </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Now!</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>AZMUTH (v.O.)</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>As you wish.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>A blast of flame ENVELOPS THE SCREEN and when it clears...</Text>
 </Paragraph>
 <Paragraph Type="Scene Heading">
 <SceneProperties Length="1 7/8" Page="23" Title="">
 <SceneArcBeats/>
 </SceneProperties>
 <Text>INT. the cave </Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>Ben, Kevin and Gwen, in the same positions as they were moments before. Azmut is now standing there, facing them. They are clearly shaken.</Text>
 </Paragraph>
 <Paragraph Type="Character">

<Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You guys okay?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I...I'm fine...but...so much...blood...there was...</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>I'm ready to call it a day. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>No kidding! I mean, Azmuth...why stop the guy now if he's just going
to use it to kill the monster again?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Because the monster won't underestimate him a second time. George will
likely never reach his target...and meanwhile, the power of the sword will
overwhelm him. Your world could end up nothing but floating rubble.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Okay, so...you're saying the sword needs someone worthy. Someone
incredibly handsome with a snappy green jacket.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>keVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Don't forget humble.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Oh yeah. Way humbler than you.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Ben! Didn't you learn anything? The </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">sword'll</Text>
 <Text> overwhelm you, too!</Text>

</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Haven't </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">you</Text>
 <Text> learned anything in six years? I'm the go-to guy for this! I can solve any problem in, like, an hour! Half an hour! Twenty-two minutes even!</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>It's not like we even know where he is! I mean, if I had something that belonged to him, maybe I could find him...</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>How about this?</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Kevin extends his hand and opens it. There's a large hank of George's hair in it.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>What's that? His...his hair?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Came out when he threw me off him. Gotta admit...nice texture. Hey Gwen, maybe you should ask him what he uses on--</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
 <Text>(annoyed as hell)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Be quiet and give it here.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>She takes the hair. </Text>
</Paragraph>
<Paragraph Type="Shot">
 <Text>Azmuth</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Approaches Ben.</Text>

```

</Paragraph>
<Paragraph Type="Character">
  <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Be careful, Ben Tennyson. You now know the stakes...</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Hey, I don't roll out of bed in the morning unless the universe is on
the line.</Text>
</Paragraph>
<Paragraph Type="Shot">
  <Text>Gwen's eyes</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Glowing as she holds the hair.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>He's at Area 51. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Rock 'n' roll.</Text>
</Paragraph>
<Paragraph Type="Transition">
  <Text>DISSOLVE TO:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="1 4/8" Page="25" Title="">
    <SceneArcBeats/>
  </SceneProperties>
  <Text>EXT. area 51 - night</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>KNIGHT #1 is on perimeter patrol. He is walking stiffly, apparently
ready for anything. Suddenly Kevin's hand reaches in from behind, &lt;KNOCKS&gt;
on his helmet, and the hand &lt;ARMORS UP.&gt; The confused Knight turns.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Knight #1</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Eh?</Text>
  <Text></Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The armored Kevin steps into frame and &lt;SLAMS&gt; the Knight </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="">&lt;ONCE&gt;&lt;TWICE&gt;</Text>

```

<Text> and knocks him OUT OF FRAME.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KnIGHT #1</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>(Repeated impact grunts)</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>That just never gets old.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>And Knight #1 charges BACK INTO FRAME and SLAMS INTO KEVIN, sending him
flying.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>(Impact Grunt).</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>The Knight stretches out his gloved palm and UNLEASHES a <BLAST OF
ENERGY>. It heads straight for the downed Kevin, who is suddenly
<BLOCKED> by one of Gwen's SHIELDS, causing the blast to <RICOCHET> and
slam into Knight #1, knocking him back.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Gwen steps INTO FRAME and hauls Kevin to his feet.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>You know what does get old? Your overconfidence.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Just part of my charm.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>GWEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Keep telling yourself that. Now remember, we grab the perimeter
guards' attention so Ben can sneak in...</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Knight #2 (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>There they are!</Text>
</Paragraph>
<Paragraph Type="Shot">

<Text>A squadron of knights</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>As many as we can reasonably depict, hurtling toward Kevin and Gwen on flying motorcycles. They're armed with blasters and/or energy swords.</Text>
</Paragraph>
<Paragraph Type="Shot">
 <Text>Kevin and gwen</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Reacting to the oncoming hoard.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Mission accomplished.</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>The Knights <OPEN FIRE> and Gwen tosses up SHIELDS to block them with one hand. With the other hand she <THROWS A SERIES OF BLASTS.> </Text>
</Paragraph>
<Paragraph Type="Shot">
 <Text>The oncoming knights</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Dodge the blasts, but one blast <STRIKES HOME>, sending one Knight <CAREENING INTO ANOTHER.></Text>
</Paragraph>
<Paragraph Type="Shot">
 <Text>Kevin</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Still armored up, transforms his arms to BLADES.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>KEVIN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Nighty Knight.</Text>
</Paragraph>
<Paragraph Type="Transition">
 <Text>CUT to:</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
 <SceneProperties Length="1 5/8" Page="27" Title="">
 <SceneArcBeats/>
 </SceneProperties>
 <Text>INT. area 51 - throne room</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>The door <SLIDES OPEN> and Ben enters, looking around. </Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Saint GEORGE (o.S.)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>So predictable.</Text>
</Paragraph>

<Paragraph Type="Shot">
 <Text>Saint george</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>Standing in front of his throne, holding his sword.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Tell me, Master Tennyson...how can you think that you, who has yet to
live a single lifetime, knows better than I, who has lived a thousand?</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Azmuth has lived way more than that.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Yes. And notice </Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">he</Text>
 <Text> isn't here.</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Yeah, but guess who is.</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text></Text>
</Paragraph>
<Paragraph Type="Shot">
 <Text>Ben</Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>He slams his hand down and <TRANSFORMS INTO>...</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>HUMONGOUSAUR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humongosaur!</Text>
 <Text></Text>
</Paragraph>
<Paragraph Type="Action">
 <Text>And Humongosaur <TRANSFORMS INTO>...</Text>
</Paragraph>
<Paragraph Type="Character">
 <Text>Ultimate humongosaur</Text>
</Paragraph>
<Paragraph Type="Dialogue">
 <Text>Ultimate Humongosaur!</Text>

</Paragraph>
 <Paragraph Type="Character">
 <Text>SAINT GEORGE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Big. But I've slain bigger.</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>He whips the sword around and unleashes a <BLAST OF ENERGY> at
 </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ult.</Text>
 <Text> </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humong.</Text>
 <Text> </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ult.</Text>
 <Text> </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humong</Text>
 <Text> <SLAPS> it aside as if it were a baseball and <CHARGES>, <FIRING PELLETS> from his knuckles. Saint George <DEFLECTS> then with his sword. </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ult.</Text>
 <Text> </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humong.</Text>
 <Text> slams his fists down onto the ground, and the vibrations knock Saint George off his feet.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>SAINT GEORGE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>(Impact grunt)</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text>The sword is jolted from his hand and bounces away. </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ult.</Text>
 <Text> </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humong.</Text>
 <Text> charges toward it.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>SAINT GEORGE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>To me, my sword!</Text>
 </Paragraph>
 <Paragraph Type="Action">
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ult.</Text>
 <Text> </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humong.</Text>

<Text> leaps toward the sword and the sword hurtles away from him and into Saint George's hand.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>ULTIMATE HUMONGOUSAUR</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>That sword is too much power for you! Azmuth says...!</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>SAINT GEORGE</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Oh, Azmuth says, Azmuth says. You've had people second guessing your actions, Master Tennyson. Everyone from Azmuth to your parents to media moguls. Doesn't it frustrate you, their thinking they know better? </Text>

</Paragraph>

<Paragraph Type="Character">

<Text>ULTIMATE HUMONGOUSAUR</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>A little...yeah.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>SAINT GEORGE</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Welcome to my world.</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Saint George charges, swinging the sword. </Text>

</Paragraph>

<Paragraph Type="Scene Heading">

<SceneProperties Length="3/8" Page="28" Title="">

<SceneArcBeats/>

</SceneProperties>

<Text>EXT. area 51</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Kevin, his hands still swords, is battling several knights at once, who are armed with energy swords that pack a lot of punch. Kevin <DEFLECTS> some, but is staggering from others. Gwen continues to <THROW ENERGY BLASTS> but they are <REBOUNDS> from shields the advancing knights are wielding.</Text>

</Paragraph>

<Paragraph Type="Character">

<Text>GWEN</Text>

</Paragraph>

<Paragraph Type="Parenthetical">

<Text>(muttered)</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Ben, hurry up.</Text>

</Paragraph>

<Paragraph Type="Scene Heading">

<SceneProperties Length="7/8" Page="29" Title="">

<SceneArcBeats/>

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<Text>INT. area 51 throne room</Text>

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</Paragraph>
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  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
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  <Text> </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humong.</Text>
  <Text> &lt;GROWS&gt;, &lt;REPEATEDLY SLAMMING&gt; his tail like a club,
&lt;CRUNCHING&gt; the floor as Saint George dodges.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ULTIMATE HUMONGOUSAUR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>No matter what you think now, sooner or later that sword will corrupt
you--!</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>It didn't before. I did great things with it. My feats are legendary.
</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ULTIMATE HUMONGOUSAUR</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>So are mine!</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>But mine have stood the test of time. Mine have inspired millions.
What will your legacy be? With what stars will you align?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>And </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ult.</Text>
  <Text> </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humong.</Text>
  <Text> stops hitting the ground with his tail. He's actually
listening.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>SAINT GEORGE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>How many times have you known, in your heart, that your way is best?
How angry has it made you when people won't listen? Benjamin...we're more alike
than you think.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>And </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#000000000000"

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Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ult.</Text>
 <Text> </Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Humon.</Text>
 <Text> <TRANSFORMS> back into Ben.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>What do you want?</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>SAINT GEORGE</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>To be left alone so I can destroy an ancient enemy.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Fine. My friends and I will back off. But when you fail...the sword
 is mine.</Text>
 </Paragraph>
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 </Paragraph>
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 </Paragraph>
 <Paragraph Type="Character">
 <Text>KEVIN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>So we stuck our necks out for nothing.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>BEN</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>Look...this way we have two chances at destroying that...</Text>
 <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#0000000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">that</Text>
 <Text> thing. Maybe George really has earned the right to try it his way.
 Azmuth...maybe you were wrong to try and stop him.</Text>
 </Paragraph>
 <Paragraph Type="Character">
 <Text>AZMUTH</Text>
 </Paragraph>
 <Paragraph Type="Dialogue">
 <Text>You could be right.</Text>
 </Paragraph>

```

<Paragraph Type="Action">
  <Text>Kevin and Gwen react with immediate astonishment. It takes Ben a
moment longer.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEN</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I mean, George says I'm like him, you say I'm like you...I'm just
trying to...wait, what? I'm right?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>keVIN</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(to Gwen)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Maybe the world </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
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  <Text>going to end.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I said you </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">could </Text>
  <Text>be right. And it's not like I've never made mistakes, as you now know.
</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He slowly walks away from them, looking heavenward.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>AZMUTH</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>All the reasons I told you that I built the </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Omnitrix</Text>
  <Text> and Ultimatrix...they're all true. But there was one more...the real
reason.</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(beat)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I was hoping </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFF" Color="#00000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">she </Text>
  <Text>would notice.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>And as he looks quietly to the stars, we...</Text>
</Paragraph>
<Paragraph Type="Transition">

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  <Location>THE CAVE</Location>
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  <TimeOfDay>CONTINUOUS</TimeOfDay>
  <TimeOfDay>THE NEXT DAY</TimeOfDay>
  <TimeOfDay>A PLANET</TimeOfDay>
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  <Transition>BACK TO:</Transition>
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Ñ{DEST"/>
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±ò"/>
    <Actor MacVoice="" Name="Woman 1" Pitch="Normal" Speed="Medium"
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    <Actor MacVoice="" Name="Woman 2" Pitch="Normal" Speed="Fast" WinVoice="'ëP0|u-
è'"/>
    <Actor MacVoice="" Name="Boy 1" Pitch="Very High" Speed="Medium"
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è'"/>
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±ò"/>
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Ñ{DEST"/>
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