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<Text> IN:</Text>
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Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12"
Style=""> on a </Text>
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Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12"
Style="AllCaps">sign</Text>
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Style=""> t</Text>
<Text>hat reads â€œAREA 51:</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12"

Style=""> </Text>
 <Text>He is dressed innocuously enough:</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12"
Style=""> </Text>
 <Text>Simple slacks, white shirt.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12"
Style=""> </Text>
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REVEAL</Text>
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  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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  <Text>The Station has a booth in which the guards stand and a wooden
barrier arm stretching across, blocking the path.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12"
Style=""> </Text>
  <Text>Beyond that guard station is the rest of AREA 51:</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12"
Style=""> </Text>
  <Text>A series of nondescript warehouses and/or barracks.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12"
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  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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Style=""> </Text>
  <Text>They obviously do not look or sound particularly threatened.
</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Guard</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Incoming.</Text>
</Paragraph>
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  <Text>He raises a hand to his partner in a â€œdonâ€™t sweat itâ€
manner.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Guard</Text>
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<Text>Guard</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Iâ€™m on it.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>The Guard steps out of the station and calmly walks toward Old
George, who comes to a halt in front of the barrier arm, staring blankly
ahead, resting his hands on the barrier arm.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>GUARD</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>This is a restricted area, sir.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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Style=""> </Text>
  <Text>Iâ€™ll have to ask you to move along.</Text>
</Paragraph>
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  <Text>Georgeâ€™s gaze finally focuses on the guard.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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  <Text>The guard sounds vaguely patronizing, as if talking to a child.
</Text>
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  <Text>GUARD</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Your car break down, old timer?</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12"
Style=""> </Text>
  <Text>Need some help?</Text>
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<Paragraph Type="Action">
  <Text>And Old George suddenly SNAPS OFF the barrier arm with no
```

effort.</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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<Text>Wielding it like a lance, he SLAMS IT INTO THE GUARDâumlS
MIDSECTION, doubling him over, and then whips it around so it SLAMS HIM
</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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Style="">ACROSS THE SHOULDERS</Text>

<Text>.</Text>

</Paragraph>

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<Text>GUARD</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>(IMPACT)(GASP)(GRUNT)</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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<Text></Text>

</Paragraph>

<Paragraph Type="Shot">

<Text>The second guard</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Alarmed, emerging from the booth, going for his sidearm (which
is in a holster with a leather flap covering it so we donâumlt actually see
the gun).</Text>

</Paragraph>

<Paragraph Type="Shot">

<Text>Old george</Text>

</Paragraph>

<Paragraph Type="Action">

<Text>Flings the arm like a spear.</Text>

<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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<Text>From OFF SCREEN WE HEAR</Text>

</Paragraph>

```
<Paragraph Type="Character">
  <Text>Guard #2</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>(IMPACT)</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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  <Text>(SCREAM)</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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Style=""> (KEEP-ALIVE)</Text>
  <Text></Text>
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  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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  <Text></Text>
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  <Text>Old George is calmly striding forward and he ENTERS one of the
warehouses/barracks, thus exiting our view.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12"
Style=""> </Text>
  <Text>But we hear SFX: SHOTS BEING FIRED, RAY GUN BLASTS, EXPLOSIONS
overlaid with...</Text>
</Paragraph>
```

<Paragraph Type="Character">

<Text>Various voices</Text>

</Paragraph>

<Paragraph Type="Dialogue">

<Text>Hey!/Whoâ€™s that!?!/Put that down!/Security!(IMPACT)(GRUNTS)

(SCREA«Ñ±Ò«Ñëè«Ñëè«Ñëè±Ò«Ñ

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