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        <SceneArcBeats/>
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<Text>/0</Text>

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<Text>/10</Text>

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<Text> IN:</Text>

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<Paragraph Type="Scene Heading">

<SceneProperties Length="2/8" Page="1" Title="">

<SceneArcBeats/>

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<Text>EXT. area 51 - night</Text>

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<Text>hat reads â€œAREA 51:</Text>
<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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<Text>AUTHORIZED PERSONNEL ONLY.â€œ </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>
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<Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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REVEAL</Text>
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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"
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    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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    <Text>A series of nondescript warehouses and/or barracks.</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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<Text>They obviously do not look or sound particularly threatened.
</Text>
</Paragraph>
<Paragraph Number="1" Type="Character">
  <Text>Guard</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Incoming.</Text>
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<Paragraph Type="Action">
  <Text>He raises a hand to his partner in a "don't sweat it"
manner.</Text>
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<Paragraph Number="2" Type="Character">
  <Text>Guard</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I'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 Number="3" Type="Character">
  <Text>GUARD</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>This is a restricted area, sir.</Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12"
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  <Text>I'll have to ask you to move along.</Text>
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<Paragraph Type="Action">
  <Text>George'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>
</Paragraph>
<Paragraph Number="4" Type="Character">
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</Paragraph>
<Paragraph Type="Dialogue">
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 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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 <Text>Need some help?</Text>
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effort.</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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 <Text>Wielding it like a lance, he SLAMS IT INTO THE GUARDâ€™S
MIDSECTION, doubling him over, and then whips it around so it SLAMS HIM
</Text>
 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
Color="#000000000000" Font="Courier Final Draft" RevisionID="1" Size="12"
Style="">ACROSS THE SHOULDERS</Text>
 <Text>.</Text>
</Paragraph>
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</Paragraph>
<Paragraph Type="Dialogue">
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 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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 <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 donâ€™t actually see the gun).</Text>
</Paragraph>
<Paragraph Type="Shot">
 <Text>Old george</Text>
</Paragraph>
<Paragraph Type="Action">
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 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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 <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF"
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<Text></Text>

</Paragraph>

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