

"Perplexahedron"

696-015

Ben 10: Ultimate Alien

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All look at the Ultimatrix, as AZMUTH'S VOICE booms out.

9 AZMUTH (O.S.)
Learn something?--

The Ultimatrix projects a HOLOGRAM of an irritated Azmuth.

10 AZMUTH (CONT'D)
--I only expect to live another 3,000
years, I don't have time to wait for you
to learn something!

11 BEN
Azmuth? I've got some bad news--

12 AZMUTH
Yes. You've failed to stop Aggregor from
gathering three of the four pieces of the
Map Of Infinity. Your ineptitude--

13 KEVIN
Harsh.

14 AZMUTH
What is "harsh" are the consequences of
your repeated failures. Should Aggregor
get the last piece, he will go to the
Forge of Creation--

As Azmuth talks, Ben is mesmerized by his hologram.

15 GWEN
(interrupting)
Which you still won't tell us anything
about.

16 AZMUTH
It is beyond your comprehension! All you
need to know is that if Aggregor
completes the map, it will be a disaster
on a galactic scale!

Distracted Ben is playing, wiggling his wrist and watching
the hologram wiggle along with it. Gwen and Kevin see what
he's doing and stare at him.

17 BEN
I bet I can project you on the wall...

He aims the Hologram at the wall but it doesn't work.

18 AZMUTH
Tennyson!

Ben snaps out of his reverie and rights the hologram.

19 BEN
 Hmmm...?

20 AZMUTH
 Pay attention, this is important!

Ben is suddenly serious.

21 BEN
 No it isn't. You're yelling at us, and
 telling us how stupid we are. That's not
 helping us find Aggregor, so it's not
 important.

22 AZMUTH
 (raging)
 Ben Tennyson, you are...

Azmuth suddenly considers Ben's point and calms down.

23 AZMUTH (CONT'D)
 ...Absolutely correct.

24 KEVIN
 He is?

25 GWEN
 He is.

26 BEN
 How do we find Aggregor?

27 AZMUTH
 The last piece of the map is in a
 location designed to protect it from all
 who are unworthy: The Perplexahedron. I'm
 sending you there now.

Ben, Gwen and Kevin begin to SHIMMER with teleporter
energy. As they FADE AWAY:

28 AZMUTH (CONT'D)
 Do not fail the universe again, Ben
 Tennyson.

29 BEN
 No pressure...

CUT TO:

EXT. SPACE - MOMENTS LATER

The RUSTBUCKET III appears in a flash of TELEPORTER ENERGY. It floats in space.

INT. RUSTBUCKET III - COCKPIT

Ben, Gwen and Kevin (who is in the pilot's chair) finish TELEPORTING.

30 KEVIN
That's the way to travel.

Gwen looks at a console and reacts.

31 GWEN
Azmuth just teleported us to another Galaxy!

32 BEN
Where's the thing we're supposed to protect, can you find it?

33 GWEN
The Perplexahedron?--

EXT. RUSTBUCKET III - SPACE

As Gwen finishes her thought, we see that behind the Rustbucket is the PERPLEXAHEDRON a HUGE cube, made of hundreds of smaller, identical cubes (but right now, we're too close to see that). The cube dwarfs the ship, it's like an artificial planet.

34 GWEN (O.S.)
--yeah, finding it's no problem.

INT. RUSTBUCKET III COCKPIT - DAY

Ben is looking over Gwen's shoulder.

35 BEN
That can't be right, that thing is huge!

36 KEVIN
Bigger than the last three planets we went to.

37 GWEN
How are we supposed to know what to do next?

56 GWEN
I think you should set the bar a little
higher than that.

WIPE TO:

INT. PERPLEXAHEDRON LANDING BAY - MOMENTS LATER

KEVIN stares at the damage on the ship. Gwen eyes him skeptically.

57 KEVIN
She'll still fly. Probably.

58 GWEN
Reassuring.

Kevin is distracted by the damage to his ship. Gwen looks around.

59 GWEN (CONT'D)
Shouldn't there be some sort of welcoming
committee for trespassers?

Kevin looks towards Gwen.

60 KEVIN
Maybe Aggregor took care of them.

61 GWEN
Did he need to? It seemed like this place
practically let him come in.

62 KEVIN
So which way did he go?

Gwen and Kevin turn to the sound of Ben's voice.

63 BEN
I'm thinking here.

REVEAL DOORWAY - it's the same hatch Aggregor entered in the teaser.

64 BEN (CONT'D)
It's the only hatch in the landing bay.

INCLUDE GWEN - Her eyes glow with Manna.

65 GWEN
I can't get a good read on Aggregor.

*

KEVIN touches a wall, ABSORBING it to give himself a METAL BODY.

66 KEVIN
If your radar is on the fritz, I want to be ready for anything.

Ben considers the hatch, looming ahead.

67 BEN
So how do we open it?

Ben steps towards the closed door, flanked by Gwen and Kevin behind him. Reacting to his proximity, it OPENS.

68 BEN (CONT'D)
Oh. That's handy.

They all enter. OMINOUS hold on doorway as it CLOSES and SEALS behind them. <SFX: TECHNO-CHIRP>

INT. 1ST CUBEROOM - CONTINUOUS

...a large cube shaped room with 'techno circuit' walls, not like Upgrade -tech, we'll have to work out something new. There are identical doors in the middle of each wall and a door on both the floor and ceiling.

69 KEVIN
Great. A lot of doors.

Gwen tries to use her powers - her eyes and hands glow.

70 GWEN
Nothing. Sorry.

71 BEN
Maybe we should split up, cover more ground.

72 KEVIN
Great idea. That way Aggregor can pick us off one at a time.

73 BEN
Or we could stay together.

INT. 2ND CUBEROOM - CONTINUOUS

HATCH OPENS and in step Ben, Gwen and Kevin. It's another cube-shaped room, full of doors, identical to the 1st one.

BEN stands by another open door and points inside - the Manna trail waiting in a different room beyond. Gwen turns to the others with disbelief.

94 GWEN
Okay, you know what? That's impossible.

INT. ANOTHER CUBEROOM - CONTINUOUS

Our heroes enter the room, getting annoyed.

95 BEN
Kevin got it right before: the rooms are moving.

96 KEVIN
How are we supposed to find Aggregor in this maze?

97 BEN
We keep moving. That's all we can do.

Suddenly, <SFX: TECHNO-CHIRP> the doors all close and <SFX: LOCK>. Ben tries his door, but it won't open.

98 BEN (CONT'D)
All we could do. Door's locked.

GWEN's door is locked. Kevin takes a running start.

99 GWEN
<Call out> *
Mine too. Bet they're all locked.

100 KEVIN *
Bet I don't care! <Effort>

Kevin punches the door with an OVERSIZED FIST - no good. Ben steps forward.

THE DOOR

Lights up and <HUMS> threateningly.

101 KEVIN (CONT'D)
What now?

102 BEN *
You made the door mad.

A LASER BEAM

Our heroes are herded into the middle of the room, as the OPEN SPACE around them SHRINKS, closing them in! The lasers are especially close to Humungousaur.

*

113

HUMUNGOUSAUR

*

It had to be Humungousaur...

*

END ACT ONE

ACT TWO

FADE IN:

INT. 3RD CUBEROOM - CONTINUOUS

Trapped in the room, our heroes scrunch into the ever shrinking space- the more lasers that are added, the less room they have to dodge - especially Humungousaur! *

114 KEVIN
Getting a little cozy.

A laser singes his shoulder, he moves. His hide smolders.

115 HUMUNGOSAUR
<Ow!> Tell me about it! *

GWEN makes an ENERGY PLANE to protect Humungousaur that quickly CRACKS under the laser fire, but before it Shatters, it deflects the laser into a wall, scorching it. *

116 GWEN
<effort> sorry. That's the best I can do.

117 HUMUNGOSAUR
Maybe not, your shield deflected that laser. *

118 KEVIN
Just before it busted through.

119 GWEN
No, I get it. *Thracius!*

A multifaceted, gem-like ENERGY SHIELD forms around the heroes.

The Laser Grid moves in and strikes the ENERGY SHIELD from all directions. The laser beams are REFLECTED all over the room, scorching the walls, and interfering with each other.

The Energy Shield begins to CRACK.

120 GWEN (CONT'D)
Cover your eyes.

The Shield SHATTERS at the moment the laser fire STOPS. The reflecting lasers have shot themselves and cut a slice into the wall.

Humongousaur runs towards the damaged wal.

123 HUMUNGOUSAUR *
 <3 impacts>

Humungousaur reaches the scored wall and CRASHES THROUGH IT! Gwen and Kevin follow closely behind. *

INT. CUBEROOM (SENTRY)- CONTINUOUS

The trio enter the room from the hole Humungousur just made. *

124 KEVIN
 Let me guess - another room, another trap?

125 HUMUNGOUSAUR *
 Let's just keep moving.

He steps towards a hatch and the material FLOWS. It's a TECHNO GUARD, stepping right out of the material of the Hatch. When it's fully formed, the hatchway is open, and it's standing right in the opening. It punches Humungousaur across the room.

126 HUMUNGOUSAUR (CONT'D) *
 <2 impacts>

127 KEVIN *
 <joyous WHOOP> YES!!!

Confused Humungousaur is sitting on his butt.

128 HUMUNGOUSAUR *
 This makes you happy?

129 KEVIN
 Yeah! Finally, something I can hit.

Kevin goes after the GUARD with a hammer hand.

130 KEVIN (CONT'D)
 <effort>

The blow spins the Guard around, Humungousaur, back on his feet, grabs the Guard and tears it in half! *

131 HUMUNGOUSAUR *
 <effort>

Humungousaur dumps the two sparking, sputtering robot halves on the floor. Humungousaur asides to Kevin *

132 HUMUNGOUSAUR (CONT'D) *
 You're right. I do feel better.

They exit through the open hatch.

INT. CUBE ROOMS - MONTAGE

Our trio opens various doors and move through various rooms:

- Pulse cannons Blaze away and are dodged.

- Humongousaur is fighting a Techno Guard and suddenly REVERTS to Ben. Ben comically turns around and runs, the Guard doesn't follow.

- Trap doors! Ben, Gwen and Kevin suddenly drop out of sight. Beat. They all rise back up on a Manna panel, courtesy of Gwen.

132a BEN/GWEN/KEVIN
 (dropping) Ahhhh!!!

- Kevin takes out a Techno Guard, smashing it.

132b KEVIN
 <Punching effort>

- Poisonous gas is released, but our team belly crawl across the floor with the cloud floating just above them and then it's out the door on the floor.

INT. CUBEROOM (WIND TUNNEL)- CONTINUOUS

They enter a new cube from above. BEN looks around.

133 GWEN
 Anything?

134 BEN
 Not yet. That's what's making me nervous.

Our trio ready for action as they hear the <SFX: TECHNO-CHIRP> the room.

135 KEVIN
 Feel better? *

136 BEN
 Strangely, no.

145 GWEN
<wake up moan>

She sees that she's alone and rises to her feet.

146 GWEN (CONT'D)
Kevin? ... Ben?

The nearest Hatch OPENS as she approaches. She walks through.

INT. CUBE ROOMS - MONTAGE

Gwen is an unstoppable force. She opens various doors and moves through various rooms - determined:

- <SFX: TECHNO CHIRP> Hovering futuristic guns float around the room and begin FIRING at her. She puts up an energy shield, then throws her energy disks, which zigzag through the room, slicing the floating guns to shreds.

146a GWEN *
<effort> *

- <SFX: TECHNO CHIRP> As she carefully walks across a room, the floor DROPS OUT to reveal spikes in the room below. She grabs the edge and climbs back up.

146b GWEN (CONT'D) *
<throwing effort> *

- <SFX: TECHNO CHIRP> A Techno guard attacks from a Hatch she approaches. She creates a MYSTIC TORNADO and tears it apart in the cyclone winds.

146c GWEN (CONT'D) *
Turbo!

Gwen marches into this next room and is taken aback!

REVEAL AGGREGOR

Entering the door opposite hers.

147 GWEN (CONT'D)
Aggregor...

INT. CUBEROOM - MEANWHILE

On Ben and Kevin. Looking down at something we can't see.

148 KEVIN
I'm assuming you have a plan.

Wide to reveal the room is rapidly filling up with water. It's up to their knees and rising fast.

149 BEN
Long as the Ultimatrix works, I do.

150 KEVIN
So, no plan really.

151 BEN
I'm going to try an old favorite...

The water rises above their heads.

Ben activates the Ultimatrix and TRANSFORMS into RIPJAW (one of the locals from #696-013. "Deep")

UNDER THE WATER

Kevin struggles to swim. Ripjaw easily tears a Hatch open and the water flows out, sucking them both towards the opening...

151a RIPJAW
<tearing effort>

INT. CUBE ROOM

Kevin and Ripjaw and a fair amount of water spill into an empty cube. The Hatch shuts behind them, stopping the flow. They're flat on their butts. Ripjaw REVERTS to Ben.

152 BEN
(slightly surprised)
That worked.

153 KEVIN
We still don't know where Gwen is.

154 BEN
Don't worry. She can take care of herself.

155 KEVIN
I know. That's part of why I like her. Doesn't mean I don't want to take care of her anyway.

- 156 BEN
Sometimes it's hard to believe you're
that same little kid who used to try and
kill me every week.
- 157 KEVIN
Well, you probably had it coming.
- 158 BEN
I'm serious though. We were arch enemies,
and now you're like the big brother I
never had.
- 159 KEVIN
Now I remember, I was trying to kill you
before you made me nauseous with all the
sincerity.

Ben is clearly uncomfortable.

- 160 BEN *
- Yeah, okay. Guess there's a reason guys
don't talk about this stuff...
 (prodding)
Unless you want to talk about this
stuff...?

Kevin sees Ben's disappointed face and he warms, actually
seeming a little moved.

- 161 KEVIN *
- <heavy sigh> Okay. I like the Kevin that
Gwen sees when she looks at me. And I
like that you gave me another chance,
even after I messed up all those other
ones. I guess I'm saying I owe you guys
for changing my life.

Ben brightens, smiling.

- 162 BEN
 (sincere)
Thanks for sharing that with me, Kevin.
When Gwen hears--
- 163 KEVIN
 (back to tough guy)
It never happened.

Both react to <SFX: TECHNO-CHIRP> Gelatinous GOO is oozing
into the room.

- 164 BEN
More water?

Kevin notes that the floor is SIZZLING where the goo touches it.

165 KEVIN
We wish, that's acid.

REVEAL a slow wave of acidic goo begins to ooze out to fill the chamber floor! Kevin and Ben step away from ooze rising between them - they are split in shrinking "islands" of floor space as the ooze moves in!

166 BEN
It's burning the floor, that's what your armor's made of!

Dialing the Omnitrix, Ben TRANSFORMS into SPIDERMONKEY!

167 SPIDERMONKEY
Spidermonkey!

Spidermonkey fires a web out of his tail at Kevin, yanking him off the ground.

168 KEVIN
<whoa!> impact>

*

As soon as Kevin's in the clear, the goo fills the floor beneath him!

Spidermonkey pins Kevin up against the wall behind him.

169 SPIDERMONKEY
Wait right there.

170 KEVIN
Ha, ha.

The goo continues to rise, burning the webbing just below Kevin.

170a KEVIN (CONT'D)
Ahhh!!!

*

*

Spidermonkey scrambles up the wall towards the ceiling. The Hatch opens. Spidermonkey yanks Kevin up and through.

INT. CUBEROOM - MEANWHILE

Aggregor barely acknowledges Gwen as he walks past her and through a doorway.

171 AGGREGOR
One of Tennyson's lackeys? Not even worth
the bother, when I am so close to
ultimate victory.

She races after him out the door, just before it shuts.

172 GWEN
Hey! Come back here!

INT. CUBEROOM (SPIKE ROOM) - MEANWHILE

AGGREGOR & GWEN are surrounded by <SFX: TECHNO CHIRP>
spiked walls that close in on them.

Aggregor blasts the walls with Ra'ad's Visor energy and
keeps walking. Gwen runs behind him.

173 GWEN
Don't ignore me! Come back!

He EXITS the room through a hatch; Once again, she
follows.

INT. CUBEROOM (ICE ROOM) - MEANWHILE

Gwen catches up to walk alongside the disinterested
Aggregor. It's snowing in the room.

174 GWEN
Hey! I'm talking to you.

Gwen puts an ENERGY PLANE in front of him, blocking his
path. He is bemused.

175 AGGREGOR
But I have no interest in anything you
might say.

Aggregor blasts the ENERGY PLANE, shattering it to pieces.

176 GWEN
<impact, then effort>

She strafes Aggregor with a series of ENERGY DISKS.

177 AGGREGOR
<impacts> You amuse me less and less.

ACT THREE

FADE IN:

INT. CUBEROOM (ICE ROOM) - MOMENTS LATER

The ice completely covers Gwen's head. Beat.

Suddenly the ice is engulfed in FLAMES.

REVEAL it's Swampfire, melting the ice off of Gwen with a continuous stream of fire from his hands!

182 GWEN

Ben...?

183 SWAMPFIRE

Careful, I don't want to singe your hair.

184 KEVIN

Gwen!

Kevin rushes over and lifts her to her feet.

185 KEVIN (CONT'D)

When we found you in all that ice...

Kevin's at a loss for words. Swampfire isn't.

186 SWAMPFIRE

He's trying to say he really likes you.

187 GWEN

I know that already.

They KISS.

188 SWAMPFIRE

Why don't you guys get a room? This place is full of them.

Kevin and Gwen break the kiss. Back to business.

188a GWEN/KEVIN

<kiss realease>

*

189 GWEN

How did you find me?

*

190 KEVIN

(overlapping)

Well, you know we tried to triangulate the most likely doors based on, uh...

191 SWAMPFIRE
 (overlapping)
 Process of elimination. Once you
 eliminate the impossible, whatever
 remains, no matter how, uh, unwieldy...

Gwen glances at the boys with a skeptical "fess up" look.

Ben and Kevin cave.

193 KEVIN *
 Total accident. *

192 SWAMPFIRE *
 Absolute blind luck. *

Kevin points to a door. Gwen shrugs. They decide to take it as they keep talking.

194 GWEN
 Which is the same way I found Aggregor.
 Finding him again might be impossible
 wandering around in this maze.

Swampfire REVERTS into BEN, who pauses at the doorway and scowls in thought.

195 BEN
 I don't think so. There's a pattern.

196 KEVIN
 Spill.

197 BEN
 It's the Guard things.

198 KEVIN
 What about them? We beat them easy.

199 BEN
 Not the point. This place lets us go
 anywhere we want. The doors even open for
 us.

200 GWEN
 Unless they need to be closed for the
 traps to work.

201 BEN
 That's what threw me, at first. But then
 I realized: What does a deathtrap need
 with guards?

202 KEVIN
(totally not getting it)
Huh?

203 BEN
The guards only appear when you're going
where you're not allowed to be.

204 GWEN
Towards the map.

205 BEN
Uh huh. So we ignore any door that opens
for us, and only go through doors when
the Guards appear.

Kevin makes a mallet and pounds it into a oversized fist
palm.

206 KEVIN
You find em, I'll flatten em.

CLOSER ON GWEN as she gets a hopeful smirk.

207 GWEN
I don't think Aggregor's figured it out. *

DISSOLVE TO

INT. CUBEROOM (SENTRY) - CONTINUOUS

An empty room, suddenly a Techno Guard's head comes
bouncing across the floor, still throwing sparks. The
robot guard's headless body stumbles in after it, taking a
few teetering steps before collapsing into a pile of junk.

Kevin enters the room followed by the others.

208 KEVIN
I take it back, I do enjoy solving
puzzles.

Gwen's clothes are smoldering. She coughs smoke.

209 GWEN
<cough> C'mon! Three fire rooms in a row?

210 BEN
A while back you were complaining that
you were cold.

Gwen glowers at him.

211 GWEN
That's when I was frozen in--

She sees something crawling on Ben's shoulder and smirks.

212 GWEN (CONT'D)
You've got a deadly robot spider crawling
on you.

Ben reacts, patting himself wildly, trying to kill the spider.

213 BEN
<Ah!> Another one?! The spider room was
like 10 rooms ago!

A ROBOSPIDER falls out of his sleeve to the ground. Ben steps on it.

Kevin walks past the side hatch, it OPENS, but he's not interested.

214 KEVIN
Nothing in here.

Ben walks towards the other Hatch and a Techno Guard forms.

215 BEN
This way.

Kevin pulverizes the Guard with a MACE hand, then gestures towards the opening.

215a KEVIN
<swinging effort>

216 KEVIN (CONT'D)
After you.

INT. INNER SANCTUM - CONTINUOUS

This room's different. It's not like any of the others. It's dark and a narrow, dimly glowing path leads them to a circular platform in the center of the chamber.

Sitting on a throne in the center of the chamber is THE SENTINEL, holding the glowing 4th piece of the map. The SENTINEL looks up, revealing he is wearing a CROWN.

217 THE SENTINEL
I am the Sentinel, keeper of the final
piece of the Map of Infinity. Welcome,
Ben Tennyson.

218 BEN
Uh, hi.

219 THE SENTINEL
Your presence here fills me with relief.
We have won.

Ben starts to walk forward, but Kevin stops him.

220 KEVIN
Yeah? And who's "we" again?

221 THE SENTINEL
Those who stand against Aggregor.

Our heroes exchange curious looks and walk down the long
catwalk toward The Sentinel, who smiles at Ben.

222 THE SENTINEL (CONT'D)
Max Tennyson would be proud.

Ben and Gwen move in closer to the Sentinel, perking up at
Max's mention.

223 GWEN
You know my grandfather?

224 THE SENTINEL
Only through legend. Professor Paradox,
who built this place, spoke highly of
him.

Kevin hangs back a few paces, still skeptical.

225 KEVIN
Then maybe you can tell us why Paradox
really hid the map?

He places the key in Ben's hands.

226 THE SENTINEL
To keep Aggregor and others like him from
gaining access to infinite power.

All react at the room SHUDDERS.

227 BEN/GWEN/KEVIN
<impact>

Gwen gives her Badge to Kevin.

239 GWEN
It's set to find the Rustbucket.

240 BEN
We'll meet you there as soon as we can.

Gwen follows Ben back the way they came.

INT. INNER SANCTUM - LATER

The sanctum is in very bad shape and the TREMORS continue throughout the scene. Aggregor stands over a fallen Sentinel, threatening him.

241 AGGREGOR
I'm asking you one last time, where is
the map?

242 SENTINEL
(pained)
I will never tell.

Aggregor's EYES GLOW.

243 AGGREGOR
Unfortunately for you, I believe you.

Aggregor EYE BLASTS Sentinel, but one of Gwens Energy Planes blocks the killing blow. He looks up to see Ben & Gwen, standing ready for action. Ben flaunts the map piece. The Sentinel is horrified.

244 BEN
You want it? Come get it.

245 SENTINEL
No!

Ben, dials in CANNONBOLT!

STOCK TRANSFORMATION FOOTAGE as the Omnitrix pill travels through Ben's blood stream, mutating him into CANNONBOLT.

246 CANNONBOLT
Cannonbolt!

247 AGGREGOR
Give it to me!

Cannonbolt rolls into a ball, just as he's hit by a blast from Aggregor.

248 CANNONBOLT
<2 Impacts>

The blast sends Cannonbolt flying back. He skids to a stop on his back. *

Cannonbolt TRANSFORMS into ULTIMATE CANNONBOLT.

250 ULTIMATE CANNONBOLT
Ultimate Cannonbolt!

Ultimate Cannonbolt rolls up into a ball and zooms into Aggregor, bowling him over.

251 AGGREGOR
<impact>

SENTINEL takes the opportunity to scramble away from the fallen Aggregor, but the platform he's on COLLAPSES.

252 THE SENTINEL
<surprised CRY> <small impact>

Gwen puts an ENERGY PLANE beneath his feet, stopping his fall. She yells up to Cannonbolt.

253 GWEN
I've got him, let's go!

254 CANNONBOLT
Aggregor's not getting away from me again.

FOLLOW ULTIMATE CANNONBOLT as he begins bouncing off the walls like a pinball, gaining speed and momentum with each impact... until he's ricocheting around the room at a blinding speed!

AGGREGOR can't keep track of the blur! Suddenly he is hit HARD by Ultimate Cannonbolt.

255 AGGREGOR
<impact>

Cannonbolt unrolls to look down on the fallen Aggregor.

256 CANNONBOLT
Had enough?

But the villain BLASTS him HARD.

257 CANNONBOLT (CONT'D)
<2 big IMPACTS>

266 KEVIN
You wanna know, or you wanna ride?

The RUSTBUCKET III ZOOMS away as the Perplexahedron rapidly disintegrates, becoming little more than a final bit of smoke wisping in the cosmos.

WIPE TO:

INT. RUSTBUCKET III - MOMENTS LATER

THE SENTINEL comes to in Ben and Gwen's arms, rather than being grateful, he is terribly angry.

267 SENTINEL
What have you done? It was the map you were meant to save, not me. *

The Sentinel begins to fade from existence.

268 SENTINEL (CONT'D)
(strained, but weak)
My whole purpose was to protect that Map. I'd thought I succeeded, but I see I have failed.

Out in space, the Perplexahedron's disintegration completes, the Sentinel, himself, also vanishes.

269 SENTINEL (CONT'D)
(echoing)
All is lost...

Ben is clearly mortified by his failure. All stare at the wisp of fading smoke before them.

270 BEN
I... I didn't--

271 KEVIN
You did what you thought was right. *

272 GWEN
You'd never leave anyone behind. That's not who you are. *

Kevin puts a hand on Ben's shoulder and looks him in the face, encouragingly.

273 KEVIN
We lost a battle, Ben. You hear me? Just a battle. But we're not going to lose the war.

