

THE DEAD ZONE

"Total Awareness"

October 31, 2003 story outline

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(Episode #3005)

TEASER

1. EXT. STREET/ INT. CAR - DAY A car RACES for an intersection. There are two women in the vehicle: the driver is SYLVIA, the psychic from "The Hunt" (seen in "Previously on THE DEAD ZONE"). With Sylvia is a STRANGE GIRL age 20, wearing a hooded sweatshirt and running pants, kind of an urban Avril Lavigne, except with tattoos on her arms and a necklace that features a silver pendant in the shape of the symbol for Pi. (We will get her name later.) They don't look like they belong together.

Suddenly the Strange Girl GRABS THE WHEEL, the car swerves hard right before it careens off a truck and T-bones into a parked car. Sylvia is only semi-conscious, mumbling something we can't hear. Staggered but alive, the Strange Girl STEALS HER PURSE, fights her way out of the wreck and RUNS AWAY.

2. A RED LIGHT CAMERA Clicks away, it's flash popping. We see the Strange Girl make her escape in a series of omniscient stills.

3. ANOTHER SURVEILLANCE CAMERA P.O.V. Johnny and Bruce entering a Department Store.

4. THE TOY DEPARTMENT - DAY Johnny and BRUCE wander the toy section. Johnny is trying to buy a birthday present for J.J., whose party takes place later today. J.J. now knows that Johnny is his biological father (from "The Cold Hard Truth"), and Johnny is especially aware that he has a new relationship with his son. So, what about LORD OF THE RINGS action figures? A vision shows Johnny *that J.J. will hate them*. Rock-polishing kit? Ditto, doubled. Besides, I saw that on Monk. Bow and arrow? Bruce: you don't need a vision to know that's a bad idea. They settle on a Magic 8-Ball and a skateboard. After touching the skateboard and getting a flash, Johnny goes back for a helmet.

At the checkout, Johnny's card is REJECTED and CUT UP by the cashier. As the cashier drops the card fragments onto Johnny's palm - in slow motion - he gets:

5. FIVE QUICK VISIONS: all from surveillance camera P.O.V.s -- Johnny buying gas, Johnny and Bruce paying at a restaurant, Johnny typing in his card number buying a book on Amazon, etc.

Johnny comes out of the vision, staring at the card in his hand, creeped-out. "You ever get the feeling you're being watched?" Bruce nods, he knows more than a little about how it feels to be watched. Bruce pays for the gifts.

Off Johnny and Bruce, looking into the surveillance camera above them...

END TEASER

ACT ONE

1. INT. JOHNNY'S HOUSE - DAY He's on the phone, trying not to get put on hold by his credit card company, but it doesn't work, and he finds himself in Muzak hell. BEEP. He's rescued by call waiting.

It's a young female OPERATOR from ARGUS SECURITY, following up on an alarm at Johnny's house. Johnny checks his own surveillance monitor, and the alarm panel. Finding no malfunction, he tries to hang up, but the operator is charming. She keeps him on the phone long enough to learn that Johnny has a son ("So do I! How old is yours?") who has a birthday party at the local Laser Tag today--

2. EXT. PARK - DAY It's the Strange Girl at the other end of the line, SCRIBBLING NUMBERS on her arm. (The marks aren't tattoos after all, but a collection of important codes and numbers.) The contents of Sylvia's purse are spread out on a picnic table, along with a TAROT CARD, a feathered dart, and half a dozen stolen cell phones.

The Girl says goodbye to Johnny, hangs up the cell phone, then drops it on the ground and smashes it with her hiking boot. She tosses the tarot card, dart, and cell phones into her backpack, then dumps everything else into a trash can.

She looks around, then wanders over to a MALE COLLEGE STUDENT playing Frisbee with a dog. Flirts. Points to his customized SUV. "Is that your car?"

3. JOHNNY DRIVING / INTERCUT WITH PURDY ON PHONE On his way to the party, Johnny calls Purdy. Johnny lays out his credit card problem. Being Johnny's trustee, Purdy's accountants handle Johnny's finances. PURDY is immediately

sympathetic: Faith Heritage's finances have been thrown into disarray by MIKE KENNEDY'S unfortunate suicide. (in episode one, Mike Kennedy, Purdy's right hand man and financial advisor shot himself late one night in the Faith Heritage parking lot) Someone might have stolen Johnny's PIN or cloned his card. Either way, Purdy confidently promises immediate action. He tells Johnny not to worry, until these matters are resolved, the easiest thing for everybody is for Purdy to advance Johnny cash from Purdy's personal account. Sounds a little odd to Johnny, but he keeps it to himself. Arriving at the LASER TAG LOCATION Johnny hangs up. We stay with Purdy to reveal his office strewn with papers and files, as if he's been rifling his own desk looking for something. He seems deeply troubled.

4. INT. LASER TAG - PARTY ROOM - NIGHT SARAH and WALT wrangle J.J., ten SCREAMING BOYS, and a knot of PARENTS doing the drop-off thing. We see that Walt and Sarah are beginning to be at ease with each other again, the revelation of J.J.'s biological relationship with Johnny helping to bring clarity to at least one aspect of this unusual extended family.

Sarah explains the plan: game first, then cake and presents. Johnny arrives ready to don a game vest and pick up his laser weapon--

5. INT. LASER TAG - GAME ROOM - NIGHT Inside the dark, smoky, noisy maze, Johnny helps J.J. ambush Walt, but it's all in good fun, and Walt immediately turns J.J. to the dark side as they head off after Johnny. Running for cover, Johnny BRUSHES AGAINST someone in the dark, and gets a vision of *Sylvia and the Strange Girl in the car crash*.

Dodging the blue and green laser beams, Johnny plays cat and mouse with the silhouette of the person he got the vision from, eventually catching the Strange Girl. Who are you? Are you following me? Before she can reply, two RED TARGET BEAMS converge on her. Johnny steps into the path of one of the beams, triggering a vision, *tracking the beam back to a MAN AND WOMAN, dressed to play, but holding real guns as they draw a bead on the Strange Girl and Johnny*.

Johnny snaps out of the vision and turns to look for the Man and Woman. The girl uses the opportunity to bolt, fleeing out the emergency exit, which TRIGGERS ALARMS, BRINGS UP THE LIGHTS, and RUINS THE GAME. In the ensuing confusion, the Man and Woman melt into the crowd and disappear.

6. EXT. LASER TAG - NIGHT Johnny emerges from the emergency exit, but the girl is already gone. Just then, a government issue sedan pulls up and a man jumps out to confront Johnny. Flashing a badge, he identifies himself as Special Agent

Coulter, an investigator with the Department of Defense. He tells Johnny to get in the car, his life may be in danger. Johnny hesitates, he can't just leave, it's his son's birthday. The Man and Woman appear behind Johnny, cutting off his exit. Coulter explains that Johnny's presence might endanger the others at the party. Please, get in the car so he can explain. It's about the Top Secret Remote Viewing program Johnny participated in a few months back. There's been a breach in security. Given no choice, Johnny gets in the car.

7. INT. LASER TAG - PARTY ROOM - NIGHT Sarah lights candles as Walt enters. Where's Johnny? Gone. Walt looked everywhere for him. Should they wait? J.J. wants to wait. Sarah says lets give him five more minutes. Walt goes to look again. J.J. tries to hide his disappointment. The rest of the partygoers clamor for cake...

END ACT ONE

ACT TWO

1. DRIVING WITH COULTER As he updates Johnny with as much information as he is authorized to. There's been a security breach in the remote viewing program. The psychics Johnny worked with while searching for Terrorists are now being held as material witnesses in a serious espionage investigation. Somebody in the program attempted to leak highly classified material. Coulter's top suspect is the newest member of the remote viewing team, the girl who tried to kill him just now. Kill me? Yes, look at this...

Coulter pops open a power book and navigates through a series of menus until he finds a video clip of Sylvia's accident seen from the P.O.V. of the red light camera. Johnny says he had a vision of the same accident; is Sylvia all right? She's not expected to survive. On the laptop, Johnny watches Gibson crawl out of the wreck and run away. Coulter tells Johnny she kidnapped and robbed Sylvia, and may be intending to kill Johnny because she believes he's a threat to her. Why? Because he may be the only one who can find her.

2. INT. JOHNNY'S HOUSE - NIGHT The two agents finish a quick sweep of the house and head outside leaving Johnny and Coulter in the kitchen. Johnny wants to call his son and tell him happy birthday. Coulter says that's not a good idea, but he can do the next best thing. He asks the agents out front if they noticed what security company the Laser Tag place used? Westec. Ah good, they're in the system. A few keystrokes later and Johnny is watching J.J. blow out his candles from one of the surveillance cameras at the Laser Tag place.

How'd you do that? Coulter uses his laptop to place a video call to his boss, ADMIRAL HYDE, the head of the remote viewing program. Hyde impresses upon Johnny the importance of their mission, and the need for complete secrecy surrounding what he's about to tell Johnny. Hyde explains the software they used to see J.J., it's called OMNIVORE. It's the digital equivalent of the remote viewing program, trying to remove the human element by tying together all of the surveillance cameras currently on line, with all of the transactional data and online databases to create a "total awareness" of information about terrorism suspects. The remote viewing psychics were competing against OMNIVORE in it's final stage of testing when the security breach occurred. It all sounds a little 1984 to Johnny. 1984 was a long time ago Mr. Smith, this is a new world, requiring new tools. What do you want me to do? Serve your country... as bait. Johnny looks at his surveillance monitor in the kitchen, wondering what this all means.

3. EXT. JOHNNY'S HOUSE - NIGHT The two agents sit in their sedan, looking at the same split-screen view of Johnny's house as Johnny saw in his kitchen.

4. INT. SHERIFF'S DISPATCH - NIGHT The dispatcher responds to an upset woman making a 911 call. "There's two creepy guys parked in front of (Johnny's address) - I think they're peeping toms or worse. You better get over here quick"

5. WE SEE THE CALLER It's Gibson. Hunkered down somewhere dark. She smashes another phone.

6. INT. SARAH'S HOUSE - NIGHT Walt carries a sleeping J.J. into the house. As he and Sarah tuck J.J. in, we can see how much love there is for the kid in this house. Walt lingers, how's that leaky faucet? And it looks like they might get around to forgiving each other -- but then Walt's cell phone rings. It's about Johnny. They just rolled on a call to his house -- something about peeping toms.

7. INT. JOHNNY'S KITCHEN Johnny is getting a drink of water when something out of place catches his eye. There on his sink is the tarot card Gibson had earlier. She's been here. Without letting on to Coulter, Johnny touches the card, triggering a vision.

8. VISION: THE ACCIDENT: *Seen again, this time from Sylvia's side. As Gibson grabs the wheel, the vision freezes, just at the point of impact. Johnny literally walks through the crash, as if he walking through a hyper-real hologram. He examines the point of impact, looks at the frozen expression on their faces, and then notices something odd, the traffic light is green going both ways. Johnny*

thinks for a moment, then realizes that Gibson didn't cause the wreck, she was trying to avoid the crash. He also notices the red-light camera, it's flash frozen mid pop.

He comes out of the vision, alerted by some hubbub out front. Coulter notices it too. He goes to check, telling Johnny to wait there.

9. EXT. JOHNNY'S HOUSE - NIGHT Coulter comes outside to find his two agents being searched by two of Walt's deputies. Coulter tries to intervene, but by then Walt arrives. A pissing contest erupts. Walt doesn't care who they are or what their clearance is, he wants to know what they're doing in front of Johnny Smith's house. Coulter tries to assure Walt that they mean Johnny no harm, he's safe inside the house. AS THE ARGUMENT CONTINUES THE VIEW FLOATS OVER TO THE OPEN LAPTOP SITTING UNWATCHED ON THE SEAT OF CAR. On one of the views of Johnny's surveillance system, we see GIBSON take advantage of the distraction, crawling out of her hiding spot in Johnny's basement.

10. INSIDE WITH JOHNNY He's looking at the tarot card, thinking, when he notices Gibson on his surveillance monitor. He glances outside and sees everyone still yammering, unaware of Gibson. Just then she emerges from the basement. Johnny doesn't know whether to bash her skull, alert Coulter, call for Walt? Gibson tells Johnny they're in danger -- He grabs Gibson, triggering:

11. FINAL CRASH VISION *Very tight on Sylvia and Gibson, seconds after the crash. This time we see a dazed Sylvia tell Gibson, "Find Johnny Smith".*

12. WALT, COULTER, AND THE OTHERS - Walt says he's not letting anybody go until they talk to Johnny. They all walk back into the house -- BUT JOHNNY'S GONE. Walt nods to his deputies, and they cuff Coulter and the agents. Just a formality until we straighten all this out.

END ACT TWO

ACT THREE

1. EXT. CLEAVES MILLS - NIGHT Slipping through the neighborhood they weave their way to the newly stolen customized SUV we saw earlier. As they drive off into the night, Gibson asks Johnny if there's a place they can talk without being seen...

2. EXT. ROAD - NIGHT Two Penobscott County Sheriff vehicles drive, Walt in lead, Roscoe following, when, CLOSE ENCOUNTERS-style, a LIGHT SHINES FROM THE NIGHT SKY and a helicopter SWOOPS DOWN stopping them in their tracks.

Coulter to Walt: I guess we can consider this matter straightened out now. Walt reluctantly lets Coulter and the others go. They get into the chopper and disappear.

3. EXT. LOVER'S LANE - NIGHT The SUV parked near a beat up old Ford with a few of the local stoners getting loaded inside, oblivious to Johnny and Gibson. Gibson lays out her side of the story for Johnny. She'd only been working for the remote viewing group a few months, simulating searches for fugitives, testing themselves against a new computer system, when one day at lunch, Sylvia had a strong sense that something bad was happening to the other two psychics in their group. Instead of going back to the office, they hid where they could see what was happening. The other psychics were arrested and spirited away by teams of agents. Later they found out they were being held at Ft. Bragg on espionage charges, and that the FBI and DOD were looking to arrest Sylvia and Gibson as well. That's when they went on the run. All Gibson knows is that Sylvia believed the key to what was going on had to do with some guy named PYNCHON, a computer genius who had designed OMNIVORE, but quit under mysterious circumstances before Gibson started working there. Sylvia was convinced Johnny could help them find this Pynchon, and that he would know what to do. She gave Gibson two items to give to Johnny, the first was the Tarot card, which he already used, and the second object is a dart. Pynchon used to hang out with the psychics and play darts. This is one of his darts. Johnny touches the dart and gets a vision:

4. VISION: Johnny remote views a tiny ROADHOUSE occupied by a few local drunks. A scruffy, bearded patron plays darts. Could this loser be Pynchon? He looks more like the Unabomber than computer wiz. Johnny looks around for clues, discovers he's in the LIVE FREE OR DIE beer bar and bait shop in Keene, New Hampshire.

5. BACK TO REALITY Johnny says he's got a possible lead, but they better get out of here before somebody spots them. Gibson says hang on and rolls down her window, asking the stoners if they have anymore of whatever they're smoking.

6. FLYING WITH COULTER They just got a positive i.d. on an SUV that was stolen near Johnny Smith's house tonight. It's a few miles up the road.

7. MOVING WITH THE SUV As it blows through an intersection, seen by a nearby ATM. The SUV continues down the road, until it rounds a bend -- screeching to a halt when the helicopter practically lands on top of it. Coulter and the agents hop out and surround the car -- only to discover the Stoners inside, having traded their junker for the SUV. Furious, he

scares the license plate number for the junker out of the stoners.

8. TRUCK STOP - NIGHT Johnny and Gibson ditch the junker. Johnny walks along touching trucks until he gets a vision of one going their way. Gibson takes just a minute to pick the combination lock and they're inside.

9. INT. BACK OF TRUCK - MOVING Riding to New Hampshire, Johnny has time to get Gibson's story. She's got a thing for numbers. Like that guy, Kreskin. She can guess your social security number, tell you how old you are, what the combination to your bike lock in fourth grade was. Ever since she was a kid, whenever she would talk to people, numbers would flash into her head. Problem is, they flash right back out again. She can't remember them after she sees them. That's why she's taken to writing them on her arms. She ran away from home when she was sixteen, changing her name to Gibson after her favorite author, William Gibson. How'd she get into remote viewing? She considers herself a social engineer, she doesn't break codes, she intuits them. Give her three minutes on the phone and she'll guess your ATM code, if you don't just tell it to her first. She became an elite hacker who could live off the land under the radar. Then she screwed up big time and the only way to stay out of jail was to work for the Department of Defense. (screw-up t.b.d.) How bout you Johnny Smith, what's your story? Oh, Just the usual-head-trauma-six-year-coma-wake up with psychic vision kinda thing. Cool.

10. EXT. LIVE FREE OR DIE BEER BAR AND BAIT SHOP Johnny and Gibson hop out of an old fashioned tow truck, thanking the driver for going so far out of his way. Johnny confirms this is the place he saw and they head inside.

11. INT. LIVE FREE OR DIE It's some Yankee-libertarian-survivalist-off the grid-micro-brew-anti government-anti corporate, 8 stool bar and bait tank kind of place you might find in the New Hampshire woods. Two drunk hunters and a bartender give Johnny and Gibson the hairy eyeball when they come in. Gibson tries to social engineer if these guys know Pynchon, but she gets nowhere. Johnny notices a dartboard. Buys a pitcher. Acts like he's going to play darts. Pulls a dart out of the board. The instant he touches it, he goes into a --

12. VISION INT./EXT *In the vision, Johnny sees Pynchon, with the shaggy hair and beard, finish a game of darts, wave goodnight to the same two drunks and bartender, then head out the door. Johnny starts to follow him. IN REALITY Gibson watches Johnny walk out the door like he sees something, leaving her no choice but to follow. In a split reality vision, real Johnny and Gibson, follow vision-Pynchon all*

the way home, walking deep into the woods, the vision ending as they find themselves on the doorstep of a rustic cabin.

13. EXT. CABIN - NIGHT Johnny and Gibson knock on the door and wait. The REAL Pynchon suddenly appears behind them, armed with a cross bow. He's in his 30's and handsome somewhere under all the hair. "Dr. Pynchon I presume."

END ACT THREE

ACT FOUR

1. INT. CABIN - NIGHT Johnny and Gibson tell Pynchon who they are and why they're there. He doesn't care, he's off the grid, out of the game - he's staying as far away from technology as possible and if they're smart they'll do the same. He feels bad for the psychics, but there's nothing he can do. Johnny presses him, but Pynchon won't budge, then tells them why he dropped off the planet. Two years ago, as he was debugging the last of the code for OMNIVORE, his fiancée was killed in an ATM robbery. Shot point blank, in cold blood after she had cooperated. He poured all the resources of OMNIVORE into finding the killer, the system's first real world test. Sure enough, they had the killer on eight different cameras, during three separate robberies. But they never caught the guy. Why? Because he always wore a baseball cap and sunglasses to obscure his face. Four Billion dollars worth of total awareness, and the guy beat us with a three dollar ball cap. Gibson tears up, moved by Pynchon's story. He continues -- That's when it dawned on me. This system, this monster I created was useless at stopping criminals, or terrorists, or even crack heads with a 22. -- But it was good for spying on unsuspecting citizens. The point was driven home when I discovered Admiral Hyde had been testing OMNIVORE on his own, by spying on his perceived enemies. Once OMNIVORE is fully operational, he'll be a regular J. Edgar Hoover -- But like I said, that's not my problem anymore.

Just then, there's a knock on the door. Pynchon picks up the crossbow and answers the door. It's Coulter. Pynchon feels two laser sights find him, the agents at either window. Coulter comes in, tells everyone they are under arrest for espionage. Coulter explains how they used Pynchon's own creation to find them. They tracked the truck Johnny and Gibson rode on to New Hampshire. Then used Omnivore to do a search of real estate titles and tax records and found that Pynchon's Grandparents had a small piece of raw land near Keene, New Hampshire. They decided to check it out, used the G.P.S. to find the lot, and here you are. Great piece of equipment you designed Dr. Pynchon.

As Coulter takes them into custody, we see one of the agents remove himself from the group as he receives a message in his earpiece that Coulter is not hearing. The Two Agents nod to each other, there's been a change in plans.

Coulter cuffs Johnny first, sparking a vision of Coulter being shot. Johnny pulls Coulter aside and tries to warn him something is very wrong, but Coulter laughs it off as a trick.

Just then, one of the agents has stepped away from the group and is preparing to shoot Pynchon - probably their real goal all along, unknown even to Coulter. Just as he squeezes the trigger, Coulter steps in the way, taking a hit in the shoulder.

Chaos ensues (did I really write that?) - as Pynchon blows out the lantern, plunging everyone into darkness. With night vision and laser sights, the agents stalk Johnny, Gibson, and Pynchon. Just as the agents zero in on Johnny and Gibson -- WHACK!! -- the two drunk hunters from the bar step out of the darkness and knock the agents unconscious with a couple of boat oars. The hunters got suspicious after all these folks came poking around looking for their buddy Pynchon, so they decided to come out and see if he was okay.

Moments later, the Agents and Coulter are tied up as Pynchon destroys all of their gear so nobody can trace them here. Coulter stops Pynchon as he is about to destroy the last of the gear, Coulter's laptop. Coulter says he didn't know about the plan to kill Pynchon. His orders were to make sure Pynchon and everyone from the remote viewing program was in custody before a Congressional Hearing two days from now when OMNIVORE gets it's final budget approval. Once Omnivore is in the black part of the Intelligence budget, Hyde would be beyond scrutiny. He was afraid that the Remote Viewing group discovered what he was doing with OMNIVORE, and would leak the information to the press before the hearing. Once the hearing was over, he plans to threaten the Psychics with espionage and treason charges if they ever tell anyone what they know. Coulter offers to help them expose Admiral Hyde. Coulter has the computer, and nobody knows the system better than Pynchon. Unfortunately, they need Admiral Hyde's top level pass code, which changes every day. Johnny has an idea.

2. INT. INTEROGATION ROOM - DAY Hyde enters the room to find Coulter standing over Gibson who is cuffed to her chair, deep in the bowels of a military brig. Hyde congratulates Coulter on the capture of Gibson. Coulter updates him on Pynchon, tells Hyde the noose is tightening. Gibson is defiant, Hyde just laughs, tells her to get used to the color scheme, she'll be seeing this gray paint for 20

years to life. Hyde exits with Coulter, who leaves behind a pen. Left alone in the cell, Gibson struggles to remember the code number she gleaned from Hyde, scribbling it in big numbers on her arm._

3. INT. LIVE FREE OR DIE BAR - DAY Revealing Johnny, concentrating hard as he clutches the "Pi" necklace belonging to Gibson. "She got it," and he starts reading the numbers aloud that he "sees" her writing on her arm as he remote views Gibson.

The view widens to reveal Pynchon and the hunters, huddled around the computer as they use the pass code to hijack OMNIVORE. His job done for the moment, Johnny hopes Coulter holds up his end. Cut to:

4. INT. SENATE INTELLIGENCE COMMITTEE CLOSED HEARING Admiral Hyde laughing with the senators as he finishes his projected presentation of OMNIVORE'S capabilities. The senators are pleased and impressed, but as Hyde tries to end the demonstration, he hits a glitch and new windows start opening, each one revealing some personal file or embarrassing video clip. Hyde can't close the windows fast enough. The senators start to recognize their personal secrets flashing across the screen. Everyone is talking at once. Hyde finally lunges for the plug to the projector, yanking it out, but it's too late, the damage is done. The Chairman gavels the hearings to silence as an aide whispers in his ear. Then the chairman announces there will be one more witness today. Everyone turns to see who will come through the door: it's Coulter, accompanied by Gibson and the newly released Psychics from the remote viewing program. There's also several FBI agents who accompany Hyde away as Coulter and the others sit down before the committee.

5. SARAH'S HOUSE - DAY J.J. is skateboarding back and forth in front of his house as a weary Johnny walks up the driveway. Seeing him, J.J. stops, and there's a long beat where we aren't sure how he feels about seeing Johnny -- after what seems like an eternity he breaks into a smile. Johnny apologizes for missing the party. J.J. says that's okay, he knows Johnny had psychic stuff to do, like it's no biggie. Johnny gives him a quick hug and wishes him a happy birthday, then sits on the porch to watch as J.J. cuts back and forth in front of him. After a moment, Sarah appears with a piece of frozen three day old birthday cake they saved for him. Nothing needs to be said, and they sit together, two friends, watching their son, eating stale birthday cake, wondering about the world they live in.

6. "SIX MONTHS LATER" Johnny shuffles out to the mailbox where he finds a picture post card from - nobody, it's blank. But then he touches the stamp, triggering a vision.

7. EXT. DESERT ISLAND Gibson, her arms now free of ink, lies on a deserted beach, dangling her toes in the water. Next to her, clean shaven and smiling, is Pynchon. Sometimes the good guys do win. But then another P.O.V. seems to take over the vision, looking at Pynchon and Gibson from directly above. The view pulls back, higher and higher by factors of ten, until we reveal the source of the P.O.V. - a reconnaissance satellite.

THE END