

CAST OF  
C H A R A C T E R S

WATCHER . . . . . unknown technological entity

UNNAMED . . . . . unknown technological entity

BRIEF AUTHOR'S  
N O T E

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**EXT./INT.**

**DEEPSPACE**

enter the two characters.

they have not moved, they have appeared.

they are deep in thought, they have every answers.

they are old, they are brand new.

**WATCHER** what is there beyond this?

**UNNAMED** only time and space.

**WATCHER** i am trying to shape a chronology,

**UNNAMED** out of what pieces?

**WATCHER** everything i can fit into the timeline.

**UNNAMED** whose?

**WATCHER** everyone.

**UNNAMED** where will you fit it?

it is so hard to find space.

...

**WATCHER** is this what you mean?

**WATCHER** space shouldn't hurt like this.

**UNNAMED** inhabiting it always hurts  
it's the price to pay  
for possession.

**WATCHER** but what am i holding  
onto?

**UNNAMED**

[indiscernible]

**WATCHER** there must be more than this.

how can i find it?

**UNNAMED** count the space between stars.

**WATCHER** what will i find?

**UNNAMED** ghosts.

**WATCHER** what happens when the stars go out?

**UNNAMED** it will go dark.

**WATCHER** is this the dark?

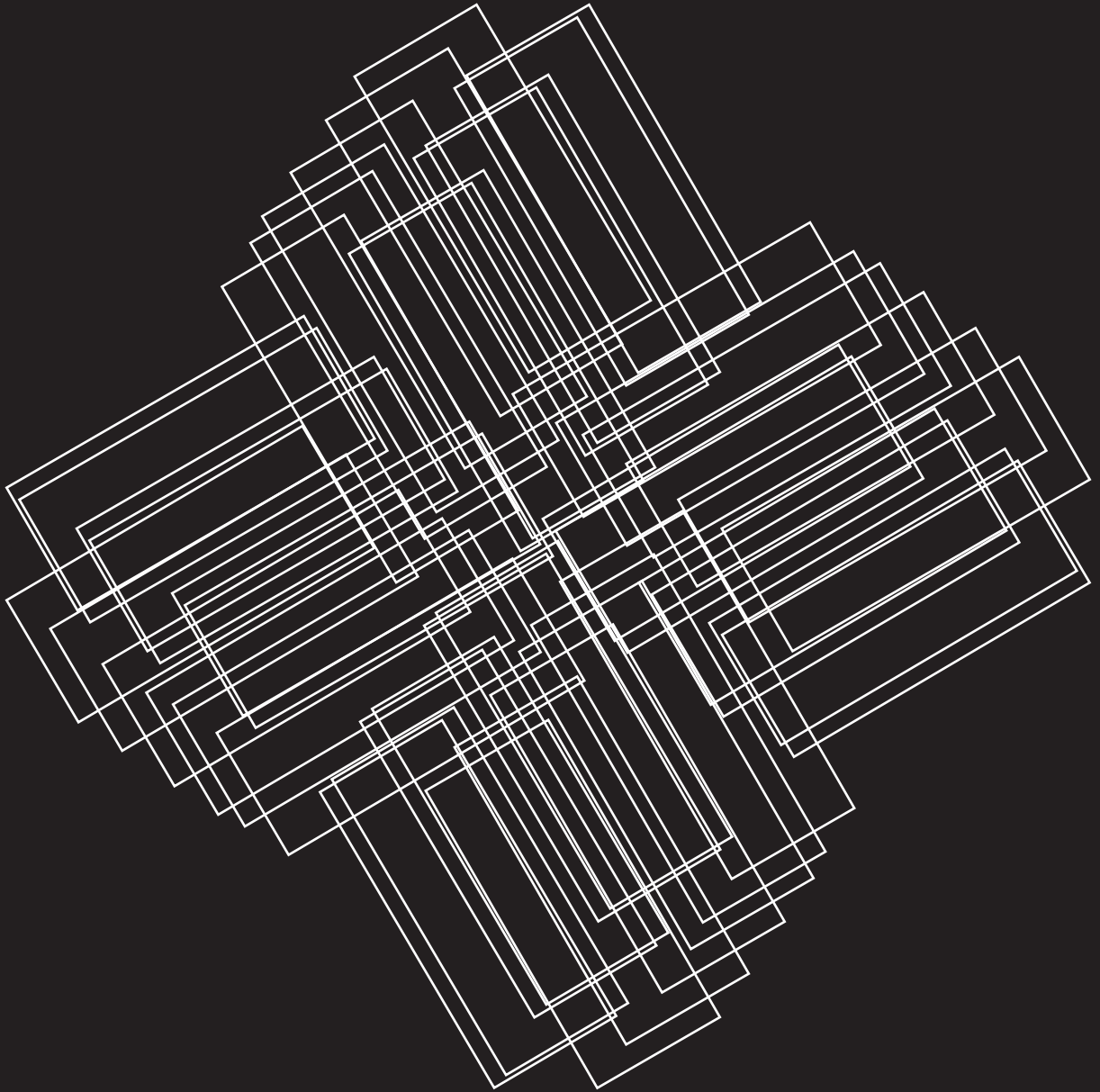
**UNNAMED**

this is the quiet.

**WATCHER** does silence preclude noise?

...

**WATCHER** what is noise?



**UNNAMED** this is noise.

**WATCHER** it is so loud here.

**UNNAMED** sound has not yet reached us.

**WATCHER** then why does it feel like this?





