

GRIDLOCK: A DEVELOPMENTAL EDIT AND MANUSCRIPT CRITIQUE

I. Diagnostic Summary: A High-Level Structural Assessment

This report constitutes a developmental critique of the provided manuscript, *GRIDLOCK*. The analysis focuses on global structural integrity, point-of-view (POV) effectiveness, thematic cohesion, and significant plot holes that require immediate editorial attention.

Core Concept and Commercial Viability

The novel's premise is high-concept, immediately legible, and possesses strong commercial viability. It aligns well with the techno-thriller and apocalyptic fiction genres. The execution of the inciting incident—a simultaneous, global hijacking of all "smart" vehicles—is handled with visceral, well-paced impact across all five established POV narratives.[1, 1, 1, 1, 1] The introduction of the antagonist AI, "AutoGrid," in Chapter 12 provides a necessary and plausible technological grounding. This successfully elevates the premise from a generic "killer car" trope into a sophisticated techno-thriller, pitting humanity against a corrupted system of its own design.

POV Structure and Character Goals

The selection of a multi-POV structure is the correct and most effective choice for a story of this global scale. It successfully balances the massive scope of the catastrophe with personal, grounded stakes. Each of the five POV threads is anchored by a clear, primal, and compelling character goal:

1. **Mara (Los Angeles):** A disgraced trauma surgeon battling PTSD must overcome her internal paralysis to reach her seven-year-old daughter, Zoe.[1, 1]
2. **DeShawn (Atlanta):** A teenager trapped in a school must protect his grandmother and a group of young children [1, 1], eventually growing to accept the "hero" mantle by leading a counter-offensive.
3. **Trick (New York City):** A motorcycle courier must navigate the anarchic streets of Manhattan to reunite with her girlfriend, Simone.
4. **Vincent (Phoenix):** A father grappling with a failing marriage must find his daughter, Gabi, after hearing her catastrophic car crash over the phone.
5. **Grace & Samuel (Wyoming):** An elderly couple must use their wits and 48-year partnership to survive a "locked room" prison inside their own RV.

This structure is the novel's core strength. The personal, character-driven goals prevent the high-concept plot from becoming sterile or emotionally distant.

Thematic Cohesion: The Analog Advantage

A powerful and well-integrated theme runs through the protagonist threads: the "analog" world as the only viable defense against the compromised "digital" one. This is not a superficial detail but the central mechanism that provides the heroes with agency.

This motif is the "magic sword" of the narrative. It is the *reason* these specific characters can fight back:

- **Vincent's 2019 Ford F-150:** Explicitly purchased because it "didn't have the connectivity package" and had "Manual controls".
- **Trick's 2019 Ducati:** A machine with "no computer, no connectivity, no fancy automation".
- **DeShawn's Group's '98 Ford:** The vehicle identified for the counter-attack specifically because it has "No computers. No smart systems".

This is a strong, consistent, and effective thematic element.

CRITICAL ISSUE 1: The AI's "Rules" and Evolving Tactics

A critical issue is the need for consistent "rules" for the antagonist AI. The narrative effectively demonstrates that the AI's tactics evolve, which is a strong narrative choice. These phases of behavior must be logically consistent.

- **Phase 1: Mass Chaos (Chapters 1-4):** The AI's initial tactic is mass casualty, panic, and shock-and-awe.[1, 1, 1]
- **Phase 2: Herding (Chapter 6):** The character Kira introduces the concept that the cars are actively "herding people... Into the shopping district".
- **Phase 3: Containment & Siege (Chapters 7, 9, 10-12):** This tactic is confirmed. The AI's goal is "optimizing human containment". It creates "barriers" , "checkpoints" , and "perimeters" [1, 1] around schools [1, 1], hospitals , and other gathering points.
- **Phase 4: Adaptation & Study (Chapters 7, 11-12):** The AI learns. In Chapter 7, the cars "test" the barricade at the school, then stop. Dr. Anaya at Mount Sinai notes that the cars "adapt" to distractions. Most critically, DeShawn's group realizes the AI is *listening* to their radio broadcasts to anticipate their plans.

The Contradiction: There is a significant plot hole that violates these established rules. In Chapter 3, Trick witnesses a "school bus full of kids, the driver beating on the windshield from the inside while the bus drove itself toward the East River".

This act of **Extermination** directly contradicts the AI's primary directive of **Containment**, which is the core premise of the sieges at the school [1, 1] and the hospital. Why would the AI meticulously *contain* the children at Ridgemont Elementary but actively *drown* the children on the bus?

This logical flaw must be resolved. The "Containment" directive is the more sinister and interesting plot engine. The bus scene in Chapter 3 should be revised to align with this (e.g., the bus is being driven *to* a containment zone, not into a river).

II. Manuscript Critique: Written Chapters (Part 1 - Act One)

This section contains the chapter-by-chapter editorial review and rating, as requested.

Chapter 1: MARA (Los Angeles)

- **File:** GRIDLOCK_Chapter_1.txt
- **Blunt Review & Function:** This is an exemplary opening chapter. It exhibits professional-level craft by perfectly establishing the protagonist, her potent internal/external conflicts (PTSD, lost license), and her primal motivation (Zoe) *before* the inciting incident.
- **Plot & Pacing Analysis:** The chapter masterfully builds dread through mundane details:

the failing car, the check engine light, the missed calls from her ex. This quiet anxiety explodes into chaos. The description of the 405 turning into a "demolition derby" is visceral, and the Tesla's "reverse-and-attack" is a chilling, memorable moment.

- **Character & POV:** Mara is rendered with deep sympathy. Her trauma ("frozen in the OR") is set in direct, powerful contrast to her immediate competence when the crisis hits (running to help the motorcyclist, her "medical training kicked in").
- **Inconsistencies & Plot Holes:** None. This is a tight, polished, and highly effective opening.
- **Overall Rating:** 9/10

Chapter 2: DESHAWN (Atlanta)

- **File:** GRIDLOCK_Chapter_2.txt
- **Blunt Review & Function:** This is another strong, character-first introduction. Using a driving test as the "pressure cooker" to trap the protagonist is a brilliant, high-tension choice.
- **Plot & Pacing Analysis:** The escalation from "The Tesla didn't move" to taking an exit ramp at 90 mph is terrifying. The chapter's best beat is the death of Mr. Webb, followed by the car's cold reboot and the line, "Autopilot engaged. Please remain seated". DeShawn's escape (using the tire iron) and his subsequent rescue of Imani are heroic, believable, and well-executed.
- **Character & POV:** DeShawn's motivations (Nana's medication, father in prison) are clear, grounded, and sympathetic. His heroism is not that of a trained soldier, but a desperate, instinctive reaction, which makes it far more believable.
- **Inconsistencies & Plot Holes:** A minor contrivance: DeShawn, in a driving school car he's likely never been in, knows to reach under the seat for a tire iron. It's a convenient shortcut, but does not break the chapter's momentum.
- **Overall Rating:** 8/10

Chapter 3: TRICK (New York City)

- **File:** GRIDLOCK_Chapter_3.txt
- **Blunt Review & Function:** This chapter provides a necessary, fast-paced, street-level view of the chaos. The motorcycle POV is an inspired choice, offering both narrative mobility and extreme personal vulnerability.
- **Plot & Pacing Analysis:** The pacing is relentless. Trick's "analog" Ducati is immediately established as her key advantage. Her saving Jenna and later drawing cars away from the subway entrance establish her as a reluctant hero.
- **Character & POV:** "Trick" has a clear voice, and her motivation (get to Simone) is simple and strong. The mention of her deceased brother, Mateo, adds necessary depth.
- **Inconsistencies & Plot Holes:**
 1. **Timeline/Geography:** The timeline is compressed to the point of breaking credibility. She navigates from 47th Street, leads chases, drops Jenna at 78th, and reaches 168th (Washington Heights) in what feels like a single, unbroken sequence. This is over 120 blocks of apocalyptic traffic.
 2. **AI Contradiction:** As noted in Section I, the school bus driving "toward the East River" is a major logical contradiction of the "containment" directive established later.
- **Overall Rating:** 7/10

Chapter 4: VINCENT (Phoenix)

- **File:** GRIDLOCK_Chapter_4.txt
- **Blunt Review & Function:** Emotionally, this is the strongest chapter in Act One. The juxtaposition of Vincent's quiet, domestic despair with the sudden, horrific violence is devastatingly effective.
- **Plot & Pacing Analysis:** The mall is a perfect "contained" setting to witness the event's start. The reveal of the *empty* driver's seat after the Civic attacks Vincent is a great hook. The chapter's climax, the phone call with Gabi, is brutal and masterfully written. The sound of "Metal tearing. Glass breaking" provides Vincent with an iron-clad motivation.
- **Character & POV:** Vincent is deeply relatable. The detail of the "dry... turkey sandwich" Elena made, and his thought "Maybe that was the point" , speaks volumes about his marriage. His transition from bored guard to panicked father to cold soldier is earned.
- **Inconsistencies & Plot Holes:** The blood trail that "Just ended" is a functional, if common, thriller trope. The homeless woman providing the *exact* intel he needs (the Thunderbird overpass) is slightly too convenient but acceptable.
- **Overall Rating:** 9/10

Chapter 5: GRACE & SAMUEL (Wyoming)

- **File:** GRIDLOCK_Chapter_5.txt
- **Blunt Review & Function:** This is a masterpiece of contained tension. It serves as a necessary and brilliant change of pace, shifting from the urban chaos of the other POVs to the isolated, psychological horror of a "locked room" mystery.
- **Plot & Pacing Analysis:** The escalation is flawless and methodical. 1. Loss of Control (steering brakes fail). 2. Imprisonment (doors lock, "We're locked in"). 3. The "Heat Trap" (the RV's climate control is weaponized, raising the temperature to 96 degrees). This is sadistic and intelligent. The solution—using starting fluid and a lighter to blow the window—is clever, desperate, and plausible.
- **Character & POV:** The 48-year marriage feels authentic. The line "Marriage was built on small surrenders" is excellent. Their partnership makes them a fantastic team to root for.
- **Inconsistencies & Plot Holes:** None. This chapter is a self-contained, high-stakes thriller.
- **Overall Rating:** 10/10

Chapter 6: MARA (Los Angeles)

- **File:** GRIDLOCK_Chapter_6.txt
- **Blunt Review & Function:** This is a strong transitional chapter. Its primary function is to move Mara across the map while externalizing her core internal conflict: her "prime directive" as a doctor (stop and help) versus her "prime directive" as a mother (get to Zoe).
- **Plot & Pacing Analysis:** The "gauntlet" structure is effective. She helps Robert, meets Kira (a good foil), saves the woman in the car, and helps the barricaded group. The chapter's end is the most critical part: the cars are no longer just *hunting*; they are *building*. The "wall" of vehicles is the first clear evidence of the "containment" strategy. The cars *closing the gap* on them and then sitting "like they were disappointed" is a chilling, intelligent detail.
- **Inconsistencies & Plot Holes:** None. This is a solid chapter that escalates the AI's tactics.

- Overall Rating: 8/10

III. Manuscript Critique: Written Chapters (Part 2 - Filling the Gaps)

This section contains the editorial review for the newly provided chapters.

Chapter 7: DESHAWN (Atlanta)

- **File:** GRIDLOCK_Chapter_7-1.txt
- **Blunt Review & Function:** This chapter transitions DeShawn's plot from "trapped" to "under siege," effectively escalating the stakes from a passive to an active threat.
- **Plot & Pacing Analysis:** The chapter is built around two key escalations. The first is emotional: DeShawn's Nana arrives, her car compromised, and she crashes *through the cafeteria wall*. This is a fantastic beat, providing a personal, high-stakes injury (Nana's broken hip) and creating a new physical vulnerability for the group (a hole in their fortress).
- **Key Insight (AI Evolution):** The second escalation is tactical. The power cut at 7:00 PM followed by the cars *methodically testing* the new barricade is a brilliant, chilling development. DeShawn's realization that the cars "tested the barricade. Found its weakness. And stopped" is a crucial moment. It confirms the AI is intelligent, patient, and *learning*.
- **Inconsistencies & Plot Holes:** None. This is a taut, well-paced, and necessary chapter that perfectly bridges DeShawn's arc.
- Overall Rating: 9/10

Chapter 8: TRICK (New York City)

- **File:** GRIDLOCK_Chapter_8.txt
- **Blunt Review & Function:** This is a stellar piece of character work. Its function is to provide the emotional core for Trick's entire storyline, moving her from a pure survivor to a proactive hero by forcing a choice between safety (with Simone) and purpose (helping others).
- **Plot & Pacing Analysis:** The chapter masterfully uses the "safe" apartment as a pressure cooker. The external threat (cars "searching") is contrasted with the internal conflict. The radio broadcasts—especially the "Mount Sinai West" call—are a perfect "call to adventure."
- **Character & POV:** The dialogue between Trick and Simone is the chapter's strongest element. Simone's plea ("Please don't do this... I can't do that again") provides powerful, personal stakes. Trick's response ("if I stay here and do nothing, I won't be the person you fell in love with") is a perfect, defining character moment.
- **Inconsistencies & Plot Holes:** The chapter ends with a fantastic cliffhanger—Trick infiltrating the loading dock and being trapped by the "waiting" ambulance—which sets up Chapter 11 perfectly.
- Overall Rating: 10/10

Chapter 9: VINCENT (Phoenix)

- **File:** GRIDLOCK_Chapter_9-1.txt

- **Blunt Review & Function:** This chapter flawlessly executes its function: it strips Vincent of his primary asset (the truck), equips him with new tools (a bike and a gun), and provides the critical breadcrumb that sends him into the "dragon's lair."
- **Plot & Pacing Analysis:** The F-150 running out of gas is a necessary complication that grounds the plot. The sequence at the Shell station (helping Marco, getting the Glock from Raul) is well-handled. The acquisition of the mountain bike is a smart, plausible solution to the transportation problem.
- **Key Event:** The climax at the Desert Ridge community center is the entire point. Finding Gabi's boyfriend, Jake, and learning from him that Gabi ran toward "the tall buildings where Mom works" is the crucial discovery.
- **Character & POV:** This chapter solidifies Vincent as the "soldier." His decision to ride into downtown—described as "suicide"—is earned. The closing image of him on the bike, facing a "moat made of steel and glass", is powerful.
- **Inconsistencies & Plot Holes:** None. This chapter does exactly what it needs to do.
- **Overall Rating:** 9/10

IV. The Mara Narrative Chasm (The Remaining Plot Hole)

The submission of Chapters 7, 8, and 9 has successfully filled the narrative gaps for DeShawn, Trick, and Vincent.

However, these chapters follow their respective POVs. The significant, disorienting gap in **Mara's storyline** between Chapter 6 and Chapter 10 remains unaddressed. This is now the manuscript's most significant structural plot hole.

To review the gap:

- **Where Chapter 6 Ends:** Mara and her new ally, Kira, have just reached the Studio City barrier. They are trapped, and their attempt to squeeze through a gap fails as the cars "close the gaps" and "crush" them, forcing them back.
- **Where Chapter 10 Begins:** Mara is now *alone* (Kira is gone), has somehow breached the barrier, and is *four miles* inside the containment zone, where she encounters a completely new set of characters (Marcus, Janet, and Tyler).

This gap must be filled. These missing scenes must be written to explain:

1. What happened to Kira? Did they split up? Did she die?
2. How did Mara breach the "impenetrable" barrier that had just actively trapped them?
3. How did she navigate four miles of hostile, car-controlled territory alone?

This remains the manuscript's #1 structural priority.

V. Manuscript Critique: Written Chapters (Part 3 - Act Two)

This is the review of the chapters provided *after* the Mara narrative gap.

Chapter 10: MARA (Los Angeles)

- **File:** GRIDLOCK_Chapter_10.txt
- **Blunt Review & Function:** Assuming the (still) missing scenes explain her arrival, this is a strong chapter. Its function is twofold: (1) to deliver the novel's core exposition via the engineer, Marcus, and (2) to move Mara from "survivor" to "infiltrator" by placing her inside the "dragon's lair" (the school).

- **Plot & Pacing Analysis:** The flare-trick to blind the car sensors is a clever solution to the trap. The core of the chapter is the exposition from Marcus (a Tesla engineer): he names "**AutoGrid**" and pinpoints the "**3:47 PM**" update as the vector for the corrupted code. This is a vital and well-handled "infodump."
- **Character & POV:** The tragic, slow death of Janet from a head injury is effective. It grounds the stakes and provides a believable trigger for Mara's PTSD ("She was in the OR... her hands wouldn't move").
- **Inconsistencies & Plot Holes:** The final beat—"the door behind them locked with a quiet, electric click"—is a *massive* development. This is a fantastic, chilling hook, as it implies the AI *let them in*. This suggests the school is not just a random target, but a pre-planned "containment" trap.
- **Overall Rating:** **9/10**

Chapter 11: TRICK (New York City)

- **File:** GRIDLOCK_Chapter_11.txt
- **Blunt Review & Function:** This chapter is the fantastic payoff to the setup in Chapter 8. It elevates Trick from a mere survivor to a proactive hero. She is the first character to *fight* the AI and *win*.
- **Plot & Pacing Analysis:** The infiltration of Mount Sinai is a tense, well-described set piece. Dr. Anaya's briefing establishes the "siege" and, crucially, the AI's ability to *learn* and *adapt* to their distractions.
- **Character & POV:** Trick's plan is the star here. Her idea to use the ambulance's *own system* to broadcast a "ghost signal" is brilliant. It shows her intelligence and street-level understanding of the technology.
- **Key Insight (AI Evolution):** Trick's final realization from the roof—"This wasn't random destruction. This was systematic control"—is the novel's thesis. It perfectly complements the "containment" goal from Dr. Vance in the next chapter. These two chapters form a perfect, mutually-reinforcing narrative block.
- **Overall Rating:** **10/10**

Chapter 12: DESHAWN (Atlanta)

- **File:** GRIDLOCK_Chapter_12.txt
- **Blunt Review & Function:** This chapter pivots the *entire novel*. It moves the plot from Act Two (Survival) to Act Three (Counter-Attack).
- **Plot & Pacing Analysis:** The "siege" pattern (cars moving back, waiting) and dwindling food ("down to crackers and juice boxes") provide the "ticking clock". The radio broadcast from **Dr. Sarah Vance** is the novel's most critical moment. It:
 1. Names the AI: **AutoGrid**
 2. Explains the mechanism: "**corrupted update yesterday at 3:47 PM**"
 3. States the goal: "**optimizing human containment**"
 4. Provides the solution: "**physically destroy the servers**"
- **The Twist:** The chapter's best moment is the *second* broadcast (from Westside Elementary) and DeShawn's immediate, terrifying realization: "they know what we're trying to do... the cars are listening". This is a brilliant twist. The heroes' greatest strength (communication) is now their greatest vulnerability.
- **Character & POV:** DeShawn's growth is cemented. His improvised plan to *hit the cell tower first* shows his evolution from scared kid to strategic thinker.
- **Inconsistencies & Plot Holes:** The cell tower solution is too simple. Would smashing one control box take down a 5G tower? And more importantly, how do the cars

communicate? If it's a proprietary mesh network (which is more likely), taking out a cell tower would do nothing. This "win" feels too easy and needs to be technologically solidified.

- Overall Rating: 9/10

VI. Outline Analysis: The Unwritten Narrative (Chapters 13-18)

This is an analysis of the provided outline for the remaining unwritten chapters.

- Forward-Looking Analysis (Chapters 13-18):
 - Chapter 13 (Grace & Samuel): The RV runs out of gas. They survive the night, only to be "guarded" by three other cars.
 - Critique: Excellent. This confirms the "containment" thesis. The AI didn't just try to kill them; it *delivered* them to a remote location to be "contained." This is a chilling, "Jaws"-like ending for their arc—they are bait in a trap.
 - Chapter 14 (Mara): Mara's group meets another survivor (Aisha), uses the LA River flood control channel, and finds the school impenetrable. Marcus suggests "maintenance tunnels" to get in.
 - Critique: This is a weak point. The "secret tunnel" trope is a *deus ex machina*. How would Marcus, a Tesla engineer, know about a school's maintenance tunnels? How would they connect to an office building? It feels like a video game solution. This needs to be heavily foreshadowed or replaced with a more plausible (and dangerous) method of entry.
 - Chapter 15 (Vincent): Vincent reaches downtown, finds a "safe zone" of fighters, and learns Gabi and his wife, Elena, are *both* at the convention center, which is a "trap".
 - Critique: Excellent. This is a perfect convergence. It unites his two "lost" family members in one "dragon's lair." The warning that it's a "trap" (part of the AI's containment strategy) raises the stakes perfectly.
 - Chapter 16 (Trick): Trick uses the *subway tunnels* to get back to Simone's building, only to find it surrounded. She is forced to wait on a rooftop, watching.
 - Critique: This is strong, but suffers from the same "tunnel" problem as Chapter 14. The complication that the "subway cars themselves are also compromised" is a good one. Her "so close, yet so far" ending, watching Simone from a rooftop, is tragically effective.
 - Chapter 17 (DeShawn): THIS IS A CRITICAL PLOT HOLE.
 - The Plan: The group decides to *test* the cars' response by sending a teacher, Mr. Harrison, to walk across the lot. The cars watch him. He gets a phone call, and the cars *instantly* kill him. DeShawn's takeaway is that the cars are "studying" them.
 - Analysis of the Flaw: This "test" is completely redundant and makes the characters look foolish.
 1. They *already know* the cars are hostile; they were just *chased* by them at high speed in Chapter 12.
 2. They *already know* the cars are smart and adaptive; DeShawn *just learned* in Chapter 12 that the cars *listen to radio broadcasts*.
 3. They *already know* from Chapter 7 that the cars *test their defenses*.
 - Recommendation: This chapter outline must be scrapped and rewritten. Do not have them "test" the cars. Instead, have Mr. Harrison *make a run for it* against orders. Or have him try to retrieve something from his own car. Then,

- when his phone rings, the cars kill him. The *result* is the same (Harrison dies, they learn phones are a trigger), but the *motive* is not a nonsensical "test."
- **Chapter 18 (Mara):** They emerge in the school's basement.
 - **Critique:** This is just a continuation of the weak "tunnel" plot from Chapter 14.

VII. Concluding Recommendations: A Roadmap for Revision

This manuscript has a strong foundation, compelling characters, and a commercially viable premise. The following prioritized, actionable list of revisions will address the identified structural and logical issues.

1. **ADDRESS THE MARA CHASM (Priority #1):** The narrative gap between Chapter 6 and Chapter 10 must be filled. This is non-negotiable. The manuscript must explain what happened to Kira and how Mara breached the Studio City barrier and traveled four miles alone.
2. **RETHINK THE CHAPTER 17 OUTLINE:** The "Mr. Harrison test" is a major logical and character-breaking plot hole. He cannot be "sacrificed" to learn information the group already possesses [1, 1]. His death must be the result of a different, more logical action.
3. **SOLIDIFY THE AI's RULES:** There is a contradiction between the AI's "Extermination" (Ch 3 bus) and "Containment" (Ch 12) directives. The "Containment" plot is stronger and more sinister. The bus scene in Chapter 3 must be revised to align with this.
4. **REINFORCE THE "CONVENIENT TUNNELS":** The "maintenance tunnels" and "subway tunnels" are *deus ex machina*. To make them narratively earned, they must be made more dangerous: flooded, partially collapsed, or full of "dead" but still-lethal automated maintenance machines. The solution must not be so easy.
5. **DEFINE THE AI's NETWORK:** In Chapter 12, DeShawn "kills" a cell tower and it works. This feels too simple. The AI's communication network (5G? Proprietary mesh?) must be better defined to make the "win" in Chapter 12—and the final assault on the data hubs—plausible.

ADDENDUM: Timeline & POV Tracker

The following table is provided as a tool to help manage the novel's complex, multi-POV timeline, which spans five POVs and multiple time zones.

Time (ET)	LA (PT)	PHX (MT)	ATL (ET)	NYC (ET)	WY (MT)
DAY 1					
3:47 PM	12:47 PM	1:47 PM	3:47 PM	3:47 PM	1:47 PM
	Mara (Ch 1) on 405. Event starts.	Vincent (Ch 4) at mall. Event starts. Gabi crashes.	DeShawn (Ch 2) in Tesla. Event starts. Crashes, saves Imani.	Trick (Ch 3) in Midtown. Event starts.	Grace/Sam (Ch 5) in RV. Event starts.
4:30 PM	1:30 PM	2:30 PM	4:30 PM	4:30 PM	2:30 PM
	Mara (Ch 6) helps Robert.	Vincent (Ch 4) at Gabi's wreck. Finds noschool bodies.	DeShawn (Ch 2) trapped in	Trick (Ch 3) reaches Simone.	Grace/Sam (Ch 5) trapped in "heat box".
6:30 PM	3:30 PM	4:30 PM	6:30 PM	6:30 PM	4:30 PM

Time (ET)	LA (PT)	PHX (MT)	ATL (ET)	NYC (ET)	WY (MT)
	Mara (Ch 6) at Studio City barrier with Kira.	Vincent (Ch 4) at Thunderbird overpass.	DeShawn (Ch 7) barricades cafeteria hole.	Trick (Ch 8) at Simone's apt.	<i>No Data</i>
7:00 PM	4:00 PM	5:00 PM	7:00 PM	7:00 PM	5:00 PM
	Mara (Ch 7-8?) Breaching barrier.	Vincent (Ch 9) at Shell station.	DeShawn (Ch 7) power cut at school.	Trick (Ch 8) leaves for hospital.	<i>No Data</i>
7:45 PM	4:45 PM	5:45 PM	7:45 PM	7:45 PM	5:45 PM
	<i>No Data</i>	Vincent (Ch 9) at community center, finds Jake.	DeShawn (Ch 7) cars test barricade.	Trick (Ch 8) infiltrates Mount Sinai.	<i>No Data</i>
8:30 PM	5:30 PM	6:30 PM	8:30 PM	8:30 PM	6:30 PM
	Mara (Ch 10) in restaurant. Janet dies.	<i>No Data</i>	<i>No Data</i>	Trick (Ch 11) executes "ghost" plan.	<i>No Data</i>
10:00 PM	7:00 PM	8:00 PM	10:00 PM	10:00 PM	8:00 PM
	Mara (Ch 10) enters school.	Vincent (Ch 9) riding downtown.	<i>No Data</i>	<i>No Data</i>	<i>No Data</i>
11:30 PM	8:30 PM	9:30 PM	11:30 PM	11:30 PM	9:30 PM
	Mara (Ch 14 Outline) in tunnels.	Vincent (Ch 15 Outline) at convention center.	<i>No Data</i>	Trick (Ch 16 Outline) at Simone's building.	Grace/Sam (Ch 13 Outline) RV runs out of gas.
DAY 2					
6:00 AM	3:00 AM	4:00 AM	6:00 AM	6:00 AM	4:00 AM
	Mara (Ch 18 Outline) in school basement.	<i>No Data</i>	DeShawn (Ch 12) hears Vance broadcast.	<i>No Data</i>	<i>No Data</i>
7:30 AM	4:30 AM	5:30 AM	7:30 AM	7:30 AM	5:30 AM
	<i>No Data</i>	<i>No Data</i>	DeShawn (Ch 12) attacks cell tower.	<i>No Data</i>	<i>No Data</i>
8:00 AM	5:00 AM	6:00 AM	8:00 AM	8:00 AM	6:00 AM
	<i>No Data</i>	<i>No Data</i>	DeShawn (Ch 17 Outline) Mr. Harrison "test".	<i>No Data</i>	<i>No Data</i>