

"You're quiet," said Tom. "Must have been a lot spattering from that knife attack. Maybe you had to grow up with the game to appreciate it. Anyway, Mom kept it down in the IOJ while. My binoculars SunMs to right, house to house, back and forth. Tom was calling out something about the new C who lived uMOp way smoking in his backyard. But I wasn't listening. Because I just seen something that made me pause. The house two doors down from the one behind Sn was totally dark, But there was little fit- ting, flickering light upstairs. T could only see it once UT a while. It danced the back JO the along the windows house, sometimes stopping, sometimes moving 'UO I p?udo my mouth to play-by-play to 'WoL Then I closed it. That SBM B flashlight. A Hittle one, but it was definitely e flashlight. Who uses a flashlight in their uMO home? Nobody. Nobody unless there SI a power outage. I flicked Mom's bedside light UO outage ON JO pue I ran to our bedroom."Tom, Tom, I think the thief is in there."Weirdly quiet. So very, very worried. We were lying on our beds in our room. We`d put bookshelves down the middle so we could each have a little privacy, but we could still talk to each other."I'm trying to figure Out how the hell to connect this thing to the keyboard, SC Tom said.It ST simple since Basically it 1nvolves each JO Sn looking 1no the window with our binoculars That's pue seeing what we can It. spunos lame, I know, maybe even crecpy.Nothing much to goes on, so the pors take very regular, boring ino things pue make them punos funny or ridiculous, From our room, we can only see the sides Jo some houses, patches JO street, backyards."Well, op something. Read a book. Watch a show. Hey, Iknow! Spy Maybe We`ll catch those thieves. Want to play a round?"Okay Full-spy 1S where M do running commentary JO what we TIB seeing, trying 01 make it funny. For example, a full-spy JO the Greys 7 house might :o8 "Mrs. Grey SI nine o'clock...What I didn't say was puV think the thiefis Uncle Dave."What are nok doing?"thought maybe IJ!