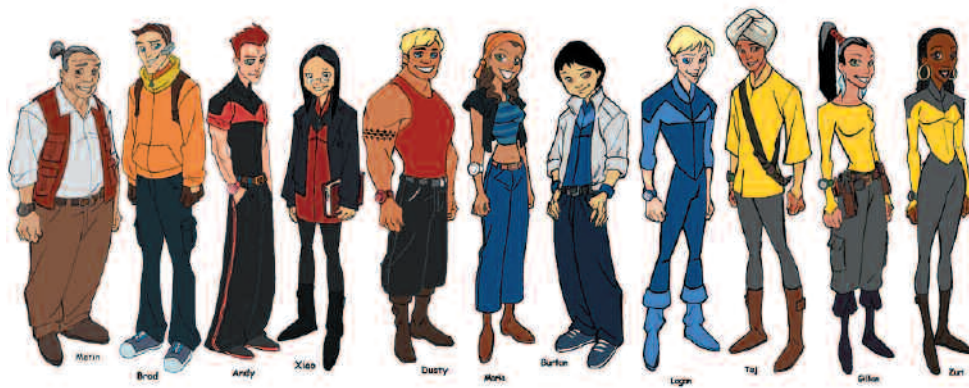


# GEOX cross



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## EPISODE SYNOPSES



## Episode 1: Istanbul, Turkey

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**Metin's Maps** - The 21 contestants are introduced to a global audience in an Olympic Games-style ceremony as a packed stadium cheers wildly. Following an explanation of the rules, the 7 teams are named. The vehicles are overviewed, demonstrated, and then assigned to a team. With that the race begins as the teams receive the first of their daily clues. As they head north from Istanbul, the teams stay closely packed together for the first few days as they learn to handle their vehicles and to live with each other. Eventually, Aoi discovers their vehicle's ability to operate as a Hydrofoil and decides to cruise up the Dnieper River. Rouge experiments with their vehicle's helio blades, while Team Amarillo uses their vehicle's unique climbing ability to scale, rather than go around, hills and mountains. Reading maps is a challenge for everyone, but it becomes a big issue when Aoi ends up having to make a long detour and loses its lead to Rouge. Team Green and Ze Si are driven into a ditch when they are buzzed and harried by a small black aircraft. Rouge eventually pulls out a narrow victory over Fiddat as the first leg comes to an end in St. Petersburg. Team Standings are posted as the episode ends.



## Episode 2: St. Petersburg, Russia to Ulaanbaatar, Mongolia

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**Pipeline** - As the race heads East from St. Petersburg and into a vast arctic wilderness, the teams are stiffly challenged by snow, freezing temperatures, and swirling winds. Aoi has opened a 30-minute lead, but decides to jeopardize it when they discover a fairly large rupture in the Siberian oil pipeline. They debate the need to fix the break and are persuaded by Logan, who argues that if they don't do anything it could be an environmental disaster by the time it's discovered. As Aoi stops to make the repair, they are passed by Fiddat and Green, with neither deciding to stop and help. Monitoring the race from an undisclosed location, Metin notifies Fiddat and Green that they have been penalized Karma points for ignoring the problem and leaving the repair to Aoi. Conversely, Aoi is awarded points for the repair and moves up to second place as the leg ends in Ulaanbaatar. Team Standings are posted as the episode ends.



### Episode 3: Ulaanbaatar, Mongolia to Beijing, China

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**More Than One Kind of Pollution** – The throngs of well-wishers all along the route, and the non-stop media attention given to the Geo Cross is affecting the contestants in different ways. While waiting for their digital stamps in Ulaanbaatar, the leading teams, Aoi and Rouge begin trash talking to each other. As the one-upmanship escalates, Maria challenges Dusty to a race around the city for bragging rights. Before common sense can prevail Aoi and Rouge are barreling up and down the city's many hills in a dangerous race. Their race is slowed and eventually stopped by a very thick smog that sits over certain points of the city. Later that evening at the hotel Zuri suggests that all contestants work together and use their fame to help UB improve its air quality by securing energy efficient heating that doesn't rely on coal. Everyone is sympathetic, but winning is dominating everyone's thoughts and so nothing is agreed. The next morning as the teams race away from UB, Zuri and Team Amarillo stay behind to hold a press conference to point out the condition of the city's air. Zuri pledges to personally lead the clean-up effort upon the conclusion of Geo Cross gets her team Karma points. As Team Amarillo heads into China over one of the large mountains ringing UB, they suddenly come upon a large oil slick spread across the entire road by a truck that is stopped just up ahead of them. She has seen the man standing beside the truck before and wonders where as Amarillo skids over the side of the cliff. Luckily, Tej has activated the spider-like legs and they grab onto the mountainside. From there they are able to slowly climb down off the mountain and on into China. Team Standings are posted as the episode ends.



## Episode 6: Tokyo & Mt. Fuji, Japan

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**The Mechanic** - When Amarillo discovers that their solar collector panels are not functioning, Zuri wonders aloud about the bad luck that seems to be following the race from the very first day. The team doesn't worry however as Gillian is a genius with any kind of engine or mechanical device. When Gillian can't figure it out, Tej suggests that they check the connections. Gillian, however, ignores or dismisses him as he's not mechanically inclined. Finally, to shut him up, Gillian tries Tej's suggestion, and as the vehicle suddenly powers back up, she learns a valuable lesson about teamwork. It seems that somehow, the wires connecting the panels to the engine had been severed. As Team Amarillo plays catch-up, they use their vehicle's spider-like climbing mechanism to scale Mt. Fuji, eventually making up the lost time and forging into the lead. That evening, at the hotel, they decide to confront the other teams about the severed wires. As accusations fly back and forth between the teams, we see a man with a large wrench heading towards the vehicle parking area. Team Standings are posted as the episode ends.



## Episode 9: Cairns to Ayers Rock, Australia

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**Sandstorm** - As the teams rest-up before leaving Cairns, Australia a mysterious figure is seen lurking near the hotel. In Andy Pearce's empty room a book of maps is replaced with another, similar in shape and size. As the teams leave Cairns far behind the next morning and move into the wild Outback, they head directly into the teeth of a monstrous sandstorm. Team Amarillo gets caught in the sandstorm and has to rescue an Aboriginal family. Team Rouge cleverly avoids the sandstorm, but mis-reads the map and ends up stuck on an isolated plateau. The extra points awarded to Team Amarillo for their valiant actions and poor map reading end up costing Rouge their lead as they fall to third place. Team Rouge ends up in very heated argument among themselves as they all blame each other for their plight. Team Standings are posted as the episode ends.



## Episode 12: Ecuador to Mexico City, Mexico

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**Kidnapped** – While racing through Central America Maria and Logan are at each other's throats constantly. The arguing has moved to a very intense level – one that even diplomat Burton can't handle. Burton loses his cool and orders the two to take a time-out. Maria storms off into the jungle and when she doesn't return, Team Aoi and the others have to find her. The stakes are raised when they discover that Maria's been kidnapped by a paramilitary organization. Although Dusty and Andy want to play cavalry and ride to the rescue, it's Burton's diplomacy that helps save the day. Team Standings are posted as the episode ends.



## Episode 14: Los Angeles & Death Valley, California

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**Survival Skills** – The daily clues are getting progressively harder. While racing across Death Valley Team Aoi makes a critical error in decoding the daily clue and become hopelessly lost. With no water anywhere, the vehicle loses a main part of its power source. As they check their supplies they find that someone has tampered with their storage area pouring an inky substance over their entire food supply. Fortunately, Burton meets and makes friends with a local group of Indians who teach them how to survive in the harsh desert. When the other teams realize that Aoi is MIA they have to make a decision whether to mount a rescue or go for the win. Team Standings are posted as the episode ends.



## Episode 19: Rejavik & the Glaciers, Iceland

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**Going With The Flow** – Aoi and Rouge are at it again. They have been trash talking each other all across North America and as they race up a Glacier in Iceland, they pull up alongside one another to go at it again. Over their voices a loud explosion can be heard and soon an enormous seismic shift leaves them in silence. After some quick calculations the teams realize that it isn't their cars that are moving but a large piece of ice they are sitting on that has broken free from the ice shelf. Matters turn worse when they discover they are sliding downhill at an ever-quicken- ing pace in an avalanche of ice and snow. Rouge activates their helio blade to rise off the moving ice flow, while Aoi switches to hydrofoil and rides the avalanche down like an expert skier. Aoi and Rouge have to quickly forget their differences and join with the Dhadhabu team to work together to find and dig out all the other cars that have been buried further below. Another strange accident leaves all the contestants on edge and suspicious. Questions are raised as to why Dhadhabu is the only team that hasn't had an accident of some type. Team Standings are posted as the episode ends.



## Episode 26: Cairo, Egypt to Istanbul, Turkey

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**Ancient Graffiti** – When the race shifts to Egypt the teams have a difficult time deciphering the daily clue as it includes Egyptian hieroglyphics. The racers have to get help from unusual sources as the attempt to break the code leads them past pyramids, through burial chambers, and even to a sarcophagus. Dusty is particularly freaked out as his mother filled him with stories about the curse of the Mummy's tomb when he was a young boy. Dusty has to fight his own deep-seated fears to solve the riddle. Once he discovers that the next destination is Istanbul, anticipation runs high on Team Rouge that this may in fact be the final leg of the race. With Team Rouge, Aoi, and Amarillo separated by only a few points, it's still anyone's race. Sensing that Rouge has solved the riddle and not wanting to be left behind, Teams Aoi and Amarillo follow Rouge blindly without yet having solved the clue or understanding the final destination.