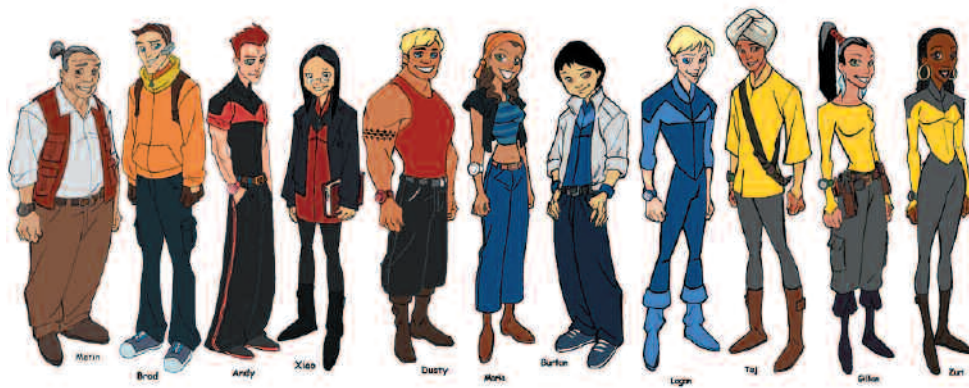


GEOX cross



TREATMENT



Overview

GEO CROSS is an animated action series that follows the adventures of 21 teenagers competing in 7 teams of 3 as they take part in a worldwide road race.

An international group of teens, each with unique talents and backgrounds, race to and through some of the world's most famous cities and historical sites as they vie to win "the world's richest competition" sponsored by a mysterious billionaire industrialist that no one has ever seen. The contestants criss-cross the world solving clues that lead them to exciting destinations as they operate vehicles that are specially designed to power themselves on new energy sources as well as more traditional sources like wind and water. In the course of their adventure, the teens come to appreciate the planet and value the great diversity of different cultures and people.

Television Format: 26 x 22 minutes. Can be produced as a full half hour

Published Materials: Manga Novels - in Process

Gaming: MMO - in process

Target Age Group: Children, 6-12 years old and adventurous adults of all ages.

Main Elements:

- A Competition involving mind-bending clues, maps, and riddles
- 7 radically designed vehicles utilizing alternative energy sources, 1 Blimp
- 21 interesting and unique teens
- A mysterious billionaire and sponsor of the race
- An unknown antagonist (s),
- Important Cities and historical sites across the world
- An announcer that provides a 10,000 ft. overview of the race as well as some comic relief

Message of The Show: It's valuable to know as much as possible about the world we share. GEO CROSS emphasizes the diverse cultures and fragile ecological nature of the world. A key means to succeeding in the competition is the ability to study maps and geography as a means to solving the many clues that will lead the teams to the finish.

Benefits of The Show:

- A competitive game that can be played along with by anyone
- Exploration of Green and Energy issues
- Appreciation of the planet and other cultures
- The reading and interpretation of maps, and deciphering clues and riddles.



The Contestants

While 21 teens will be competing, the television show will focus primarily on 9 characters and their teams.

Featured Competitors

Logan Adams, St. Paul, USA
Xiao Liu, Hong Kong, China
Maria Guitierrez, Buenos Aires, Argentina
Andy Pearce, Exeter, England
Zuri Toure, Bamako, Mali
Tej Thind, Moga, India
Gillian Long Bow, Albuquerque, USA
Burton Hu, Montreal, Canada
Dusty Inoke, Apia, Samoa

Secondary Competitors

Kang-il (Kyle) Lee, Seoul, South Korea
Rafael Silva, Brasilia, Brazil
Lotte Kwist, Utrecht, Netherlands
Shota Oshida, Tokyo, Japan
Max Jung, Hamburg, Germany
Teo Henry, Chartres, France
Eva Pedersen, Aalestrup, Denmark
Nik Yatskevich, St. Petersburg, Russia
Olga Browne, Cairns, Australia
Ab Torfi, Teheran, Iran
Agustin Lopez, San Luis Potosi, Mexico
Panos Kyriakulis, Athens, Greece



The Antagonist

From day one the race is plagued by a series of mysterious and, sometimes, downright suspicious accidents. Is the race being sabotaged? The viewer sees shadowy figures enacting dastardly acts in many of the episodes, but is left guessing as to the source of the trouble. As the race progresses, the unknown antagonist seems to become more devious and the incidents more frequent. When the suspicious incidents begin to pile up, the contestants themselves are forced to work together to unravel the mystery of who is behind the sabotage. Is it one of the teams, a fierce competitor of the race's sponsor, Met Industries, or a totally unexpected opponent?

Brad the Announcer

Floating in a high tech Blimp 10,000 feet above the race is Brand the Announcer. Bringing the race to a worldwide audience, Brad provides the play-by-play of Geo Cross's frenetic action. Brad provides important overviews of the competition as well as interviews with the competitors. He also relays information to competitors and spectators via a giant Megatron screen mounted on the side of his Blimp. Born in Melbourne, Australia, Brad is himself an accomplished athlete with a love for risky sports like parasailing and rappelling. In fact, he will often lower himself from the blimp, dangling from ropes, to get a closer view of the action. Brad doesn't always mean to be funny, but he is. From his bird-eye perch Brad is able to provide both perspective and a little comic relief.



Episode Locations

- 1.) Istanbul, Turkey
- 2.) St. Petersburg & Siberia, Russia
- 3.) Ulaanbaatar, Mongolia
- 4.) Beijing & The Great Wall, China
- 5.) Shanghai, China
- 6.) Tokyo & Mt. Fuji, Japan
- 7.) Vietnam & Angkor Wat
- 8.) New Delhi, India
- 9.) Alice Springs & The Outback, Australia
- 10.) Buenos Aires & The Pampas, Argentina
- 11.) Rio De Janeiro & The Rainforest, Brazil
- 12.) Machu Picchu, Peru & The Galapagos Islands, Ecuador
- 13.) Mexico City & The Baja, Mexico
- 14.) Los Angeles & Death Valley , USA
- 15.) Salt Lake City & The Bonneville Salt Flats USA
- 16.) The Mississippi River, New Orleans to Memphis, USA
- 17.) New York City, USA
- 18.) Montreal & the St. Lawrence Seaway, Canada
- 19.) Rejavik & Glaciers, Iceland
- 20.) London, U.K.
- 21.) Amsterdam & Canals, The Netherlands
- 22.) Paris, France
- 23.) The Alps & Zurich, Switzerland
- 24.) Rome, Italy
- 25.) Riyadh, Saudi Arabia
- 26.) Cario, The Nile, & The Pyramids, Egypt



The Vehicles and the Teams

1.) TEAM ROUGE (red in French)

VEHICLE: Pomme de Vent (Apple of the Air) Wind powered.

The Red Team car is hybrid vehicle boasting a state-of-the art battery driven electric motor. The batteries are recharged by the kinetic motion of the car, as well as an onboard bio-fuel diesel engine. Sails can also power this lightweight vehicle in high winds, pulling the vehicle along while recharging the batteries. When enough kinetic energy is stored, the red car can also take to air propelled by helicopter blades for a short burst.

MEMBERS: Dusty Inoke, Xiao Liu, Andy Pearce

2.) TEAM AOI (blue in Japanese)

VEHICLE: Umi No Hime (Sea Princess) Hydrogen powered.

The Blue Team car is a marvel of engineering, balancing perfectly on two wheels using segway technology. The vehicle has been designed with an eye to reducing drag and creating lift with its wings to reduce the load of the vehicle in drive mode. The Blue car can also take to the water for short spans riding on its inverted wings to reduce drag and keep the vehicle above the water line. In water-mode the Team Blue vehicle's hydrogen powered turbine engine acts as a water jet like a jet-ski.

MEMBERS: Maria Guitierrez, Burton Hu, Logan Adams

3.) TEAM AMARILLO (yellow in Spanish)

VEHICLE: La Sol (The Sun) Solar powered.

The Yellow Team Vehicle is primarily solar powered, with a state of the art multi-layer solar collector built into the canopy. The solar collection layers effectively function as a window treatment that keeps intense heat a light out of the cockpit as needed. The yellow team car can also absorb heat from the undercarriage of the car in hot environments. The canopy & undercarriage collection systems charge a bank of batteries to drive the vehicles many electric motors. In fact the Yellow Team car can transform into a climber mode and stretch out its forks and axels like arms to raise or lower the vehicles height and even climb vertical terrain and obstacles.

MEMBERS: Zuri Toure, Tej Thind, Gillian Longbow



Other Teams

4.) Team Green

VEHICLE: Eco Storm Biomass Powered

MEMBERS: Shota Oshida, Lotte Kwist, Nik Yatskevich

5.) Team Dhadhabu (grey in Swahili)

VEHICLE: Sitima (Electricity)

MEMBERS: Olga Browne, Teo Henry, Max Jung

7.) Team Fiddat (silver in Arabic)

VEHICLE: Hamsa (Hand of Fatima)

MEMBERS: Agustin Lopez, Ab Torfi, Eva Pedersen

8.) Team Zi Se (purple in Mandarin - pronounced /dzuh –suh/)

VEHICLE: Feng Po Po (Wind Goddess)

MEMBERS: Panos Kyriakulis, Rafael Silva, Kyle Lee



Background on Metin Bereketli: Prologue to Geocross

Metin Bereketli is a man cloaked in mystery. He is widely known to be a billionaire industrialist. His fortune and his strange management style have made him a regular subject of speculation on talk shows, in newspaper columns, and around workplaces all over the world. He is, in fact, the subject of speculation largely because no one has actually seen him nor heard his voice, at least as far as we know. His origins are unknown to us in the public, as well as to the many journalists who have tried and failed to uncover anything more about him than he will allow. Since his sudden appearance ten years ago as the Chairman of a new company, Met Industries, he has probably been the most written about person on the planet. Yet, all we really know is that he is a dedicated recluse. The little we have learned has come to us through his spokesperson, Mr. Wheeler, himself an enigmatic figure. It was during the very first press conference, to announce the formation of Met Industries, that Mr. Wheeler informed everyone that his boss, Mr. Bereketli, had formed this company, funded it with his own money, and sought to become the leader in developing new modes of transportation involving only renewable fuels. It was at that time that Mr. Wheeler also let everyone know that Mr. Bereketli wished to remain anonymous. Of course Metin Bereketli's wish turned out to be quite a challenge, fanning the flames of curiosity and professional jealousy. How was it that this man could so brazenly choose to remain out of the public eye while running a major conglomerate? Wasn't it our right to know who ran our biggest and most powerful companies? As Met Industries had been headquartered in Zurich, Switzerland, the search for Metin Bereketli had initially been focused there. Later, after it was accepted that there was no trace of any Metin Bereketli in either Zurich, or Switzerland, the search turned to Turkey. As the name Metin was distinctively Turkish in derivation, it made sense to search throughout that country. Here again, all roads led nowhere. And so, discovering the identity of Metin Bereketli had become a favorite hobby of amateur sleuths and treasure hunters, and a mad obsession of journalists looking to make a name for themselves.

And so, on that memorable day ten years ago, although no one quite realized it at the time, a new global powerhouse was born. Very soon Met Industries began to emerge as a force in worldwide industry, gradually taking over one large company after another, in industry after industry. What had started as a company in the business of discovering alternative fuels, now had interests in agribusiness, medicines, chemicals, media outlets, and robotics. Met Industries had even purchased soccer teams in every country, making Mr. Bereketli a king in the entertainment business, and a hated figure to local soccer fans who saw him controlling their lives, right down to their favorite source of entertainment, the local soccer team. Amazingly, here was a massive conglomerate, run and staffed by thousands of people who had never seen or even talked to its' Chairman. Despite this, his presence was felt everywhere, and at no time more strongly than during the annual appearances of Mr. Wheeler. It was every year on the anniversary of



the founding of the company that Mr. Wheeler appeared to deliver a message from Metin Bereketli. No one quite knew how this diminutive, non-descript man had become the spokesman for one of the most powerful people in the world, as by all appearances he seemed to live a very simple and quiet life in a dull suburban community just outside of Los Angeles. Furthermore, it seemed that he had no face-to-face contact with Mr. Bereketli. God knows reporters had tried to find out how Metin Bereketli and Mr. Wheeler were communicating. No doubt they had his house bugged with listening devices and his every movement watched, studied, and analyzed. Nevertheless, no one had ever been able to ascertain how it was that Mr. Wheeler knew Metin Bereketli, or had come to be so trusted as to convey his boss's deepest thoughts and plans to the rest of the world. Still, all listened, each year with seemingly more interest, to the words of Metin Bereketli, expressed through this most unlikely spokesperson. The legend of Metin grew a little more as each year passed.

It was on the tenth anniversary of the founding of Met Industries that an uncharacteristically twitchy Mr. Wheeler approached the podium to make a most stunning announcement. It was, he said, Mr. Bereketli's wish to celebrate his company's 10th anniversary in a most grand way, with a special competition. The entire audience listened attentively as Mr. Wheeler slowly and deliberately read Metin Bereketli's words:

After many years of careful observations on the state of our planet, I have concluded that most adults, with very few exceptions, are in fact poor stewards of this bountiful life we have been given. How else can one explain our seemingly endless penchant for hatred and other negative emotions as expressed through our wars, violent crimes, petty bickering and generally anti-social behaviors. I have therefore decided that our hope for a better world lies in our youth, commonly known to us all as teenagers. While they certainly can be selfish, generally speaking, they have not yet lost touch with their true selves as have so many adults, nor have they allowed their desires to overtake their principles. For this reason I have decided to sponsor a competition exclusively for teens. For this competition I have chosen 21 young people from all over the world. I assure everyone listening today that I have chosen these teenagers via the most rigorous analytical process ever devised. Of course all this has been done in absolute secrecy and employing a most non-intrusive methodology, undetectable, even to those being evaluated, none of whom ever had any inkling that they were being observed. What began as a list of over 1,000 candidates has now been narrowed to what I believe to be the 21 absolute best young people this planet has to offer. In this group both genders and every continent are represented. Interestingly, the contestants do not all share the same qualities or life experiences; in fact they are quite different from each other. Yet, every one has one common characteristic; they have all demonstrated great wisdom and strength of character. As I issue this announcement, a team of my ambassadors has fanned out to personally meet with the 21 to inform them



of their good fortune in being selected, explain the competition, and, hopefully, to gain their agreement to participate. Should they accept this challenge and agree to compete, the 21 competitors will be grouped into teams of 3, thereby forming a total of 7 competing teams, each team consisting of a driver, a navigator, and a negotiator, or as I like to think of him or her, a logistics manager. The teams will vie to be the first to finish a worldwide race in which they will operate cars and many other unique, and sometimes unlikely, vehicles created by Met Industries especially for this competition, and powered solely by renewable fuels and alternative energy sources. While the race will begin in Istanbul, a town I happen to know very well, the road from there will only reveal itself through a series of clues and activities that I've carefully hidden for each of the teams to discover.

What none of you know about me is that I have been an avid painter for many years. In this time I have become fascinated with the ancient art of map making and the study of geography. For the purpose of this competition I have created a series of highly detailed maps that the competing teams will use as a source of information, for navigation, and for clues. I have placed these maps into a book, "Cities of The World and Other Interesting and Unusual Sites". Each team will have a copy of this book. Using these maps and other information they have gleaned, the teams will gradually see the way forward.

I expect the teams to provide a positive impact along their route and therefore the winner will not necessarily be the first to the finish, but the team that accumulates the highest point total. Of course, speed will be a part of the calculation, but I will equally weigh each team's use of resources and positive social impact into my final calculations. So, this competition will be a first in that it will not just be a matter of getting to the finish first; that's a wasteful and, in my opinion, old fashioned way of conducting a race of this importance. Each team's goal is to of course move through the course as quickly as possible, but also to provide a real value to humanity as a result of the race. I expect this competition will result in many new developments, both scientific and social, that will better the lot of mankind. I can't say if the competition will take one decade, one year, or one month – that will depend upon the competitors. What I can say is that the winning team will have demonstrated superior intelligence, humanity, and ingenuity – qualities that I believe we are sorely lacking today.

I suppose I should now conclude by telling everyone what prize it is that these teams will be competing for. First prize is - my company and my job. You see, I've decided to step down as Chairman of Met Industries to pursue a quieter life of contemplation and simple pleasures. Rather than cede my company to just anyone, I have decided that it must be left to people of exceptional strength and character. I've further concluded that this company has just gotten too big for any one person to manage



and that this is really a job for three people working as one. The competition that I have announced this day will sufficiently test the 21 highly gifted young people so as to produce one group of 3 that stands above all the others in their abilities, and proves themselves capable, not just of running the largest company in the world, but of securing a better future for the inhabitants of this planet. Due to the unprecedented importance of this competition, I plan to broadcast this across all my media holdings 24 hours a day. In fact, there will be no other programming, other than soccer matches, across Met Industries media outlets until this competition is concluded. I plan to stay in constant contact with all 7 teams via monitoring devices in the vehicles and video phones that each team member will be required to carry at all times.

I want to give the contestants time to get their personal matters in order and to travel to Istanbul, and so will begin the competition in 3 weeks from today.

When he had finished reading this announcement, Mr. Wheeler gathered up his papers and began to put them into his briefcase. Before leaving however, he leaned into the microphone one more time, sighed heavily, and said: "Mr. Bereketli has asked me to add just one more thing; that is, that you should know that the very fate of the world hinges on these 21." With that he left the podium and the building, leaving behind an audience in stunned silence.



Chapter 1:Metin's Rules

The scene in Istanbul, Turkey on the first day of The Geo Cross was certainly one to be remembered. The streets around Ataturk Stadium were chaos as 80,000 people headed for the opening event, while thousands more milled about hoping to catch a glimpse of the racers as they exited. Traffic was further snarled by street vendors selling all types of Geo Cross souvenirs. By 8PM, press from all over the world as well as the 80,000 screaming fans had been crammed into every open space in the stadium. With a fanfare fitting of an Opening Ceremony for the Olympic Games, 21 participants paraded out on to the turf of Ataturk Stadium to be introduced to the world. As each contestant was breathlessly introduced, the sense that something very special was happening spread across the wildly cheering crowd. The introduction included a brief bio, while a high definition image of each contestant was broadcast from giant screens at the stadium's corners and via satellite to millions more in their homes. Following the introductions the stadium went totally dark and the crowd went into such a frenzy it was later reported that the noise levels were so high that one could not hear oneself think. Suddenly one lone spotlight focused on a small stage with a single microphone at the center of the field. Up to microphone stepped an older gentleman that many would recognize as Met Industries spokesman, Mr. Wheeler. Total silence enveloped the stadium as Mr. Wheeler began to speak.

I would like to congratulate each of the 21 contestants you have just met. Each and every one of them has been chosen for this honor personally by Mr. Bereketli, who wishes me to inform you that each of them possesses extraordinary qualities and talents. Of course, they will need these special qualities and talents over the coming months as they will be tested severely. This race is not just about selecting the future heads of Met Industries, it is also a race against time. Sadly our planet is on a collision course with destruction. Our inability to work together and to live peacefully with each other has put us in a precarious position. Not only do we face the threat of environmental catastrophe, we also must accept that our wonderful technology comes as both a blessing and a curse as we spiral towards great advances or nuclear destruction, dependent very much upon our leaders. Mr. Bereketli believes that little hope remains with so-called adults, and, for that reason, has constructed this event in order that he might properly prepare these young people for the challenges they will face. In addition to the significant challenge of racing from point A to point B, they will also be confronted with all manner of human failing; war, crime, deceit, depletion of resource, and addiction. How they navigate through the many obstacles they are sure to face, will provide valuable information to us all; information that could well save this planet from a bleak future. So, Mr. Bereketli would like to remind everyone that these 21 teens may well hold the key to a better future for us all. That is his sincere hope as the chief outcome of this special race, The Geo Cross.



Without further ado, I now wish to announce both the rules and the team affiliation of each of the 21 contestants you see before you now. These teams have been chosen by Mr. Metin Bereketli and he assures everyone that each team has been carefully balanced to provide a mix of skills that will enable it to successfully navigate almost any situation.

So, to begin I'd like to cover the rules. This is a point-to-point race, meaning that the contestants will only know the destination for the current day. Racing is only permitted during daylight hours. Each evening the vehicles will be stopped at dusk. Vehicles will remotely shut off immediately, at exactly the same time. Vehicles will be started again at dawn of the next morning. As the race is constantly monitored by Mr. Bereketli, no vehicle will be stopped in a position that would put the team in danger if injury. Housing and meals will be provided at each of the Stations along the route. Each vehicle contains food, camping, and emergency supplies in a special storage area.

After several days, contestants will arrive at a Station. Each Station signifies the completion of a leg and points will be awarded as racers pass through a checkpoint. Deciphering and following daily clues will enable teams to progress on the course from day to day and between the Stations. The daily clue will be delivered when the vehicles are powered up each morning. All 7 teams will receive the same clue each day. To help them decipher the clues, each team will have 3 invaluable tools; a book of Maps prepared by Mr. Bereketli himself, a special website that will give the contestants access to a comprehensive database of codes and ciphers, and, finally, a direct 24 hour link to Mr. Bereketli for the purpose of asking one, and only one, question each day. The daily question of Mr. Bereketli must be able to be answered with either a "Yes" or a "No". So, it will be fruitless to ask Mr. Bereketli each day's destination unless one wishes to guess. I therefore suggest contestants carefully word their daily question of Mr. Bereketli to elicit the maximum information from the yes/no answer.

The 7 teams will each travel in a vehicle that has been specially designed in the Met Industries labs to operate in the most energy efficient manner available today, utilizing the latest technological developments. Yet, each of the 7 vehicles has a unique feature that makes it different from all the others. So, for example, one is designed to operate via solar power or to shift to a wind based operation. Another will utilize a low center of gravity and a climbing mechanism to scale otherwise impossible slopes. And so on. This should add some spice to the competition. Each vehicle will be randomly assigned.

Finally, allow me to cover the scoring system. At each Station the racers will pass through a checkpoint where they will have their team's digital passport stamped. A leg is not considered completed until a team successfully passes through the checkpoint and receives the special stamp for that day's course. Each day's winner will receive 100 points, the 2nd place finisher will receive 50 points, and the 3rd place finisher 25 points. There will be no points for finishing below 3rd place. In addition each day's



winner will receive a physical gift of value and one of 21 special cards. The physical gifts will have universal value and can be bartered for help along the route. All 21 contestants and 7 vehicles will be connected to Mr. Bereketli's control center at all times and monitored via video capture devices located throughout each vehicle.. In addition a blimp will fly above the course to provide additional monitoring. This constant monitoring will be used to transmit the race 24 hours per day via satellite to people all over the world. The monitors will also allow Mr. Bereketli to award or deduct points based on each team's ethical conduct. Mr. Bereketli intends to reward things like cultural sensitivity and environmental conservation. By the same token, Mr. Bereketli will deduct points for things such as irresponsible behavior and wasting resources. Points awarded or deducted by Mr. Bereketli are referred to as "Karma Points". The Karma Points are Mr. Bereketli's way of reinforcing his belief that winning only matters if one plays by the rules and exhibits good will towards all competitors. Karma Meter points awarded or deducted will be combined with points awarded for 1st, 2nd or 3rd place finishes to arrive at a daily team standings.

I'd like to leave the contestants with a favorite quote of mine from Cervantes; "They Who Lose Today May Win Tomorrow". I think you would all do well to remember this advice as the race unfolds. Let the race begin tomorrow when you receive your first clue.