



MVP: MAGELLAN VOYAGE PROJECT

By
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Based on his book MVP*: Magellan Voyage Project

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FADE IN:

EXT. SIDE OF MT. EVEREST - DAY

ADAM STORY, 12, wearing snow gear and goggles, is climbing across a snow bridge in a blinding snowstorm.

GIRL COMPANION, 12, is roped behind him.

Snow bridge breaks and Adam leaps to far side. He clings to ledge with one arm, while GIRL COMPANION dangles below him on rope.

GIRL COMPANION
Help, Adam! Help me!

ADAM
Hang on! Don't let go!

Adams pulls GIRL COMPANION to safety with free arm.

GIRL COMPANION
You're did it, Adam. You're incredible.

CUT TO:

INSERT - COMPUTER SCREEN SHOWING GOOGLE.COM HOME PAGE

Sound of computer keys tapping.

Words appear in search window: "White water rafting"

Sound of Enter Key being struck.

CUT TO:

EXT. COLORADO RIVER RAPIDS - DAY

ADAM STORY is rowing a rubber raft through wild rapids.

GIRL COMPANION, petrified, sits in back of raft.

Raft flips and ADAM and GIRL COMPANION fly into water.

GIRL COMPANION
(struggling in water)
Help, Adam! Help me!

ADAM grabs girl.

He swims down rapids.

MVP*2.

GIRL COMPANION (CONT'D)
You're did it, Adam. You're incredible!

BACK TO:

INSERT - COMPUTER SCREEN SHOWING GOOGLE.COM HOME PAGE

Computer keys sound.

Words in search window: "Amazonjungle"

CUT TO:

EXT. STEAMING AMAZON JUNGLE - DAY

ADAM STORY machetes his way through thick underbrush.

GIRL COMPANION follows.

Jaguar leaps out on the trail ahead ready to spring.

ADAM holds up machete to defend the girl.

GIRL COMPANION
Help, Adam! Help me!

Sound of rubber ball striking wooden table top.

CUT TO:

EXT. SCHOOL PLAYGROUND DAY

ADAM, wearing white T-shirt and blue jeans, sits at a picnic table beside a school playground. A laptop computer lies in front of him.

A large red rubber playground ball has just struck the table top and is bouncing into the air.

ADAM picks up ball and a KINDERGARTEN GIRL, shy and contrite, runs up to table.

KINDERGARTEN GIRL
Sorry

ADAM hands over ball.

KINDERGARTEN GIRL runs off and ADAM resumes tapping on laptop keyboard.

ADAM (V.O.)

Madam, I'm Adam. I'm sitting at After-School Club now waiting for my mother. She's late again and After-School Club is as boring than ever, since only primary kids are here. The other fifth-graders were picked up right after school by their au pairs in fancy SUV's and BMW's, and are probably at tennis or ballet lessons right now. At least After-School Club has these laptop computers. There's also wi-fi. That's all I mainly do at After-School Club, surf the big triple W, the World Wide Web. I see live cam shots from Rio de Janeiro, listened to a radio station in Russia, text mess with a girl in China, and checked the weather conditions on the North Pole. I surf through Web sites from India to Greenland. It makes the world seem small, surfing the Internet.

PRINCE OLIOLI OH, 50, wearing black cape and turban, steps up to picnic table.

ADAM, still writing, doesn't see him.

PRINCE OH

(English accent)

Happy birthday, Adam Story.

ADAM looks up.

He writes some more.

ADAM (V.O)

Oh, yeah. Did I mention that today is my birthday? Today I turn twelve and a stranger wearing a black turban just wished me a happy birthday.

ADAM looks up again and pulls a face.

ADAM (CONT'D)

Who are you?

PRINCE OH

It's certainly good to meet you at last, Adam Story. Today, the day you turn twelve, we have certain important issues, certain urgent topics to discuss. This is an historic day. That's for certain.

ADAM

(resumes writing on laptop.)
Yeah, right.

PRINCE OH reaches into his cape pocket and brings out a mongoose, that he cradles in his hand.

The mongoose has a school visitor's pass in its mouth.

ADAM looks up again and makes another face.

ADAM (CONT'D)

What's that? Some sort of weasel?

PRINCE OH

(stroking animal)

Certainly not. Meet Marco Polo, my mongoose. He's showing you that we're official visitors at your school. Your principal was certain you'd be out here alone.

ADAM

So what do you want?

PRINCE OH snaps fingers.

The mongoose leaps back into his cape pocket.

It reappears biting on a business card.

ADAM takes card.

ADAM (CONT'D)

(pulls face reading card)

Prince Olioli Oh XL

PRINCE OH

Yes, Adam Story. As certain as homework. I'm a real prince.

ADAM

Why does it say you're XL, extra large?

PRINCE OH

I'm Prince Oh, the fortieth. I come from a long line of royalty, an ancient dynasty that ruled over the kingdom of Babababad.

ADAM

Babababad? There's no such a place. I surf the web a lot. I know all the countries and kingdoms.

PRINCE OH

To be certain, my domain no longer exists, Adam Story. Many centuries ago a cruel conqueror, Gunter, the Hunter, captured Babababad and made it part of his empire. Two centuries later, a European power invaded the empire and turned Babababad into a colony, and a century hence, civil wars split it into twenty small republics. Throughout the twentieth century Babababad continued to shrink from takeovers and land deals, until one day a crew simply paved it over for a parking lot. Indeed, Adam Story, although my kingdom cannot be found on certain maps, you can be certain that my royal title has been passed down to me through forty generations.

ADAM

(rereads card)

So what's the Magellan Voyage Project?

PRINCE OH

For the past year I've traveled the world on behalf of a certain organization called LORD, the League of Royalty without Domains. I've searched the earth for a certain twelve-year old boy or girl to join my project, the MVP. I've investigated thousands of youths on every continent. The ideal candidate is someone who had excellent knowledge of the world, someone who is brave but not foolhardy, cunning but not cruel, and cuts a unique path without wandering too far. Most important, Adam Story, I've searched for a twelve-year old who can stand being alone with being lonely. I'm certain that I've finally found a youth who fits that description.

ADAM

Who?

PRINCE OH

You, Adam Story. You are the certain twelve-year old.

ADAM

(pulls a face)

Certain about what? How do you know anything about me?

PRINCE OH looks at mongoose who sits on his right shoulder.

They exchange a knowing nod.

PRINCE OH

For many months MVP has monitored your computer activity. We know about the geography and travel sites you visit. We accessed your library use, and know that the books you check out are adventure stories. We viewed the list of DVD's you rented and magazines you bought. From the school computer we learned that your mother is employed as a cook at the middle school in this school district. That's why you can attend this excellent school although you live in another suburb, one where the schools are failing. We also know that your grades at this school are outstanding, but you've had a tough time making friends.

ADAM

What of it? You have no right to hack into my life.

Mongoose leaves PRINCE OH's right shoulder, and scurries around his neck to left shoulder.

PRINCE OH

I'm here to offer you a challenge, Adam Story, a certain MVP birthday challenge, if you will. We know you long for travel and adventure. Well, Adam Story, my challenge is one of the greatest adventures ever offered to a twelve-year old boy. That's for certain.

PRINCE OH takes a smart phone from his cape pocket.

PRINCE OH (CONT'D)

(pressing buttons on phone)
Check you computer.

ADAM looks at laptop screen.

INSERT - COMPUTER SCREEN SHOWS "S" PAGE FROM
ENCYCLOPEDIA.

ADAM (O.S.)

Story, Adam. Born May 1 1994. Concord
California.

ADAM looks at PRINCE OH.

ADAM (CONT'D)
How'd you do that?

PRINCE OH
(pressing more phone buttons)
Read on.

ADAM
(reading screen)
Story, Adam. Born May 1 1994. Concord
California. Famous world traveler and
adventurer. At age twelve Adam became the
youngest person to circumnavigate the
earth by land and sea and without adult
accompaniment.

ADAM looks up, laughing.

ADAM (CONT'D)
What gives?

PRINCE OH
The challenge, Adam Story. History is
full of certain individuals who met a
certain challenge and became famous for a
certain trip. Sally Ride is remembered
for her first journey in space. Charles
Lindbergh became famous for one flight
across the Atlantic Ocean, and every
fifth-grader learns how Lewis and Clark
hiked to the Pacific Ocean one time.

PRINCE OH presses more buttons on phone.

PRINCE OH (CONT'D)
Check your laptop screen again.

ADAM looks at screen

INSERT - COMPUTER SCREEN. SCREEN SHOWS SAN FRANCISCO
CHRONICLE WEB SITE. HEADLINES READ: BOY, 12, YOUNGEST TO
CIRCLE THE WORLD ALONE. COMPLETES CIRCUMNAVIGATION IN 40
DAYS.

ADAM (O.S.)
Boy, 12, youngest to circle the world
alone. Completes circumnavigation in
forty days.

ADAM shakes head.

PRINCE OH

Here is the MVP birthday challenge, Adam Story. The Magellan Voyage Project challenges you to travel around the world, without an adult escort, using surface transportation only.

ADAM

(pulling face)

Yeah, right.

PRINCE OH

In addition, we challenge you to do it in forty days or less.

ADAM

(shaking head)

Come on. Isn't that like *impossible*?

Mongoose returns to right shoulder.

PRINCE OH

Adam Story, today you're twelve years old. If you succeed in this endeavor, you will be the youngest human ever to do so. You will be famous worldwide. That's for certain. Everyone from Alaska to Australia, from Argentina to Afghanistan, will certainly know about your fabulous feat.

ADAM

But the world is over twenty-six thousand miles around. I've been no farther from home than Disneyland, and that's, like, four hundred mile from here. Straight down I-5. That's it. I know nothing about trains or ships or whatever transportation is needed to cross continents and oceans. Besides, who has the money?

PRINCE OH reaches in cape pocket. He takes out a blue smart phone.

PRINCE OH

MVP will supply you with all the money you'll need. My staff has worked out a complete bus, train, and ship schedule for you. Wherever you need to spend a night, you'll stay at a first-class hotel. Whenever you need assistance you can press the letters M-V-P on this phone, and an MVP guide will answer.

(MORE)

PRINCE OH (CONT'D)

It's a satellite phone that will work anywhere in the world. Furthermore, if ever you wish to quit the challenge, MVP will provide you with the quickest and safest transport home to San Francisco. That's for certain. This also has GPS tracking. Do you know how that works?

ADAM

(nodding grabbing the GPS)

Sure. It tells your position anywhere in the world. Right now I'm sitting at 37 degrees, 51 minutes latitude, 122 degrees, 11 minutes longitude. And...183 meters altitude.

PRINCE OH

(nodding)

When you carry this device, Adam Story, MVP headquarters can trace your location, anywhere you are, land and sea.

ADAM

So what about my mom? Mom's not about to let me traipse across Europe and Asia by myself. She gets nervous when I walk to the mall alone.

PRINCE OH

Your mother has scheduled three back-to-back camp sessions for you this summer.

ADAM

Yeah, right. Two weeks at soccer camp, two weeks at wilderness camp, followed by twelve days at Y camp. Sounds like torture. It's as if my mom is trying to get rid of me all summer. That's forty days of camp!

PRINCE OH

(consulting smart phone)

The first camp session begins on July 14. If you begin your journey on that day, you'll return home on the last day of camp. MVP will make sure each camp never misses you. Your mother won't know about your grand detour until you're rich and famous.

ADAM

(eyes brighten)

Rich?

PRINCE OH

Certainly. Haven't I mentioned the prize yet, Adam Story. If you become the first twelve-year-old to travel around the world, solo, crossing land and sea only, and you do it within the forty-day limit, MVP will reward you with four million dollars. That's for certain.

INT. ADAM'S APARTMENT - DAY

ADAM barges through front door of his small, cramped apartment.

MRS. STORY, 35, petite and pretty, wearing white lunch servers uniform, follows him. She carries a foiled covered package.

ADAM flings his backpack onto the floor and pulls atlas off a bookshelf.

MRS. STORY

(holds up foil package)

Dinner in ten.

ADAM

Let me guess. Fish fingers. I read the middle school lunch menu on the Internet.

MRS. STORY

Clever boy.

MRS. STORY enters kitchen.

ADAM kneels on the living room floor, flops atlas open, and begins studying it.

ADAM (V.O.)

The world's not so big when you look at it this way.

INSERT - ATLAS WITH ADAM'S FINGER ON SAN FRANCISCO. FINGER SLIDES ACROSS MAP AS VOICE SPEAKS.

ADAM (V.O.)

San Francisco to New York. From there you could cross the Atlantic, cut through Europe and Turkey. Then cross all these *stan* countries to China. Or...

Finger moves back.

ADAM

You could sail into the Mediterranean Sea, through the Suez Canal and on to India.

ADAM sits back studying atlas.

INSERT - ATLAS WITH ADAM'S FINGER ON AFRICA.

ADAM (V.O) (CONT'D)

Cutting through Africa would be cool.

(Finger moves northward.)

Or how about a northern route across Scandinavia and Russia. Then it's a beeline across the Pacific Ocean to California. That's it! Little sweat to become world-famous and four million dollars richer.

MRS. STORY (O.S.)

Birthday boy, quit playing with your maps and wash up for supper.

ADAM

(to self)

But who's kidding? Can I really ditch summer camp and take a forty day trip around the world? Right.

INT. APARTMENT DINING AREA - EVENING

Adam sits at dinner table.

MRS. STORY sets a birthday cake with twelve lighted candles before him.

MRS. STORY

(singing)

HAPPY BIRTHDAY TO ADAM. HAPPY BIRTHDAY TO YOU--

ADAM

Cha, cha, cha

MRS. STORY sits down and begins to slice cake.

MRS. STORY

Sorry we couldn't have done more for your birthday, Adam. Money's tight.

ADAM

What's new.

MRS. STORY
(serves Adam slice of cake)
I'll need to work this summer for the
cleaning service.

ADAM
Oh, great. That means you'll be scrubbing
the floors of schoolmates again.

MRS. STORY
(smiles at Adam)
At least you'll have a good summer at
camp, Adam. I want you to make friends,
stop being such a loner.

ADAM
(stuffs cake in mouth)
Yeah, right.

MRS. STORY
We're lucky the school district gave you
grants to attend camp.

ADAM
(with mouth full)
Yeah, great.

Door bell rings.

MRS. STORY
Who could that be?

ADAM runs to answer door. FED EX MAN holds out package.

FED EX MAN
For Adam Story.

ADAM
(takes package)
Me? Who ever sends me anything?

FED EX MAN
Don't know, kid. Have a good evening.

MRS. STORY
Must be something from your uncle. What
is it?

ADAM
(unwrapping package)
He's never remembered my birthday before.

ADAM holds up blue backpack.

ADAM (CONT'D)

It's some backpack. A blue backpack. The best kind.

(finds note in a pocket and takes it out to read)

MRS. STORY

What does it say. Who's it from.

INSERT - NOTE READING: ADVENTURE

ADAM

No name. Just says Adventure.

MRS. STORY

Well, it must be from your uncle. And now you have something to pack for camp next month.

ADAM

(holds up backpack)

Happy birthday to me.

EXT SCHOOL PARKING LOT - DAY

ADAM stands in parking lot wearing blue backpack, white T-shirt and blue jeans.

MRS. STORY in old Honda drives away waving.

In b.g. camp bus is parked. Children dressed for camp, hug parents farewell.

PARENTS

Bye, honey! Take care! I love you! See you in two weeks! Be safe! Don't forget to e-mail!

ADAM (V.O.)

Big day. Six weeks of cabin mates, swimming buddies, team games, dining hall noise, sing-alongs, and group campfires. For the past month, the thought of camp depressed me. I spent a lot of time on the Internet, thinking of adventure and Prince Oh's challenge. I even studied train and ship schedules. You know, it's possible to do the whole around-the-world trip...if the weather is good, if the trains are on time, if a war doesn't break or something... in thirty-six and a half days.

ADAM, glum, walks toward the picnic table.

A blue smart phone lies on the tabletop. The phone chirps.

ADAM runs toward table and picks up phone.

ADAM

Yes. Hello.

PRINCE OH (V.O.)

Good show, Adam Story. You certainly made a bold decision.

ADAM

What decision? Prince Oh, is that you?

PRINCE OH (V.O.)

Indeed, Adam Story. And I'm glad you accepted our MVP challenge.

ADAM

(looks toward camp bus)

How do you know I'm not going to camp to make lanyards all summer?

PRINCE OH (V.O.)

Adventure, Adam Story.

ADAM

But they're expecting me on the camp bus

PRINCE OH (V.O.)

MVP is handling the details.

ADAM looks toward the parking lot.

Man in green suit is talking to the bus driver.

ADAM

So what if I *did* go on this trip? How would I start?

PRINCE OH (V.O.)

First, walk to the BART station. Take the train into San Francisco and alight at the Embarcadero stop. Follow the signs to the Greyhound bus terminal. Be certain to call MVP when you get there. Did you receive the blue backpack?

ADAM

(pulls on backpack strap)

Sure. Thanks.

PRINCE OH (V.O.)

And I take it you're wearing the blue jeans you usually wear for school and play?

ADAM

What of it? But I left my apartment thinking I was going to camp. I didn't bring much money.

PRINCE OH (V.O.)

Reach under the picnic table, Adam Story.

ADAM stoops and looks under table.

He sees Zip-Lock bag taped to the table's underside. Inside the bag is a passport, and two credit cards.

ADAM rips off bag and stands.

PRINCE OH (V.O.)

Your passport contains the visas you'll need to enter certain countries. One plastic card is an ATM card. It will work at any automated teller machine in the world. You may withdraw three hundred dollar's worth of local currency daily for spending money. The PIN code is 3-2-7-8-4. That spells EARTH. The second card is an MVP credit card. This card had no spending limit.

ADAM

Ka-ching!

PRINCE OH (V.O.)

During the summer the playground bell continues to ring at your school. The twelve o'clock lunch bell is your start signal. MVP has worked out a transportation schedule that you must be certain to keep if you're to complete the world tour in forty days. My staff has drawn up the safest route for you, one that avoids countries at war, regions experiencing outbreaks of contagious disease, and sea routes prone to tropical storms.

ADAM

Storms? Disease? War?

PRINCE OH (V.O.)

Today is July 14, Adam Story. To win the MVP prize you must be back at that picnic table on August 23 before the noonday bell rings.

ADAM

But what if I get sick? What if the police stop me? What if I miss a connection or lose the blue cards?

Dial tone on phone. ADAM removes blue backpack and drops phone into outside pockets. He places cards in his wallet.

Playground bell rings.

ADAM slings backpack onto shoulders. In b.g. camp bus is leaving parking lot.

ADAM (CONT'D)

(to self)

OK, I'm off to circle the world. So long. Adios. Au revoir. (break) See you all in forty days.

ADAM walks off.

INT. BART TRAIN - DAY

ADAM stands on BART train headed toward San Francisco. He stoops and sees Golden Gate bridge in distance.

Train enters tunnel.

INT. BART STATION - DAY CONTINUOUS

BART train arrives at Embarcadero Station.

ADAM exits train and follows GREYHOUND STATION sign.

He goes through turnstile and up escalator.

EXT. SIDEWALK - DAY CONTINUOUS

ADAM stand at ATM machine, inserts blue card/ and presses E-A-R-T-H and 400 dollar amount.

ADAM

placing bills in wallet)
Ka-ching! Ka-ching!

ADAM continues down sidewalk

EXT. FRONT OF BUS STATION - DAY

ADAM stands before Greyhound Bus Station. He takes smart phone from backpack and presses M-V-P.

MISS J (V.O.)

Good afternoon, Adam. My name is Miss J. I will be your worldwide phone guide for the next forty days. Now, your GPS tells me that you're standing at the corner of First Street and Mission.

ADAM

(looks for street sign)
I guess. So what do I do next, Miss J

MISS J (V.O.)

Your local time is 12:51 p.m. Now you need to catch the 1:15 bus to Chicago. Chicago is your first stop.

ADAM

Chicago, sure. I'm on my way.

MISS J (V.O.)

And remember, Adam, it's vital that you keep to the MVP timetable. You'll arrive in Chicago in two days, on Tuesday, at 1:40 p.m. Central Daylight Time. Call MVP as soon as you disembark. Bon voyage.

ADAM drops phone into backpack, slings pack over shoulder and walks to bus depot.

INT. BUS DEPOT - DAY

ADAM enters depot.

ADAM buys ticket with blue credit card.

INT. GIFT SHOP - DAY

ADAM buys junk food for trip.

INTERCOM VOICE

1:15 bus to Chicago now boarding at Gate Number 3. All passengers going to Chicago on the 1:15 bus, please proceed to Gate Number 3.

INT. BUS DEPARTURE AREA - DAY

ADAM steps onto bus marked CHICAGO.

INT. BUS - DAY

GREYHOUND DRIVER, gray-haired and wide-bellied, nods to ADAM as he passed.

ADAM finds empty seat and spreads junk food and comic books out on the seat next to him.

EXT. SAN FRANCISCO TRANS BUS TERMINAL - DAY

Bus leaves station.

SUPERIMPOSE: TIME ZONE 1 PACIFIC DAYLIGHT TIME

EXT. BAY BRIDGE - DAY

Greyhound bus headed East across bridge

EXT. SIERRA MOUNTAINS - DAY

Bus drive on Interstate 80 through mountains.

ADAM looks down at roofs of passing cars.

EXT. RENO BUS DEPOT - SUNSET

ADAM sits on curb outside station, eating a hamburger. Crow flies onto branch of tree next to him.

INT. BUS - SUNSET

ADAM takes same empty seat. He starts spreading out new junk food onto next seat.

Bang on bus door.

Greyhound Driver opens door and TRAVELIN' MAN, 50 large man wearing dark suit and sunglasses, climbs on bus with guitar case.

TRAVELIN' MAN walks up aisle, stops at Adam's seat.

TRAVELIN' MAN
(to Adam)

This free?

ADAM
(quickly gathers up things)

Sure

TRAVELIN' MAN sits down with guitar case between legs.

TRAVELIN' MAN
(holds out hand)
Name's Travelin' Man.

ADAM
(shakes hand)
Story. Adam Story

TRAVELIN' MAN
Chicago?

ADAM
Yeah.

TRAVELIN' MAN
Me too. Chicago, a jazzy city. Three-
sevenths chicken, two-thirds cat, plus
one-half goat. Chi...ca...go, you see?

ADAM
(nods)
Sure.

TRAVELIN' MAN
So why're you goin' to Chicago? You're
visiting relatives, right? I play in jazz
clubs. You like jazz? Suppose not. Kids
rarely get jazzed up about jazz.

EXT. RENO BUS DEPOT - SUNSET

Bus leaves depot.

SUPERIMPOSE: TIME ZONE 2 MOUNTAIN DAYLIGHT TIME

EXT. NEVADA DESERT - NIGHT

Greyhound Bus continues along I-80

INT. BUS - NIGHT

ADAM, scrunched on seat, is trying to sleep.

TRAVELIN' MAN

(to Adam)

You travel much? I suppose not. Boy your age travel more in their head. Being a jazz man I travel a lot. I've traveled in every state in these Unites States. I like seeing new people and places and all that jazz.

EXT. SALT LAKE CITY GREYHOUND STATION- MORNING

Bus pulls into depot.

INT. BUS - MORNING

ADAM is asleep. TRAVELIN' MAN still talking.

GREYHOUND DRIVER

(into microphone)

Salt Lake City folks. We'll stop here forty-five minutes for breakfast.

EXT. SALT LAKE CITY GREYHOUND STATION - MORNING

Bus door opens. ADAM gets off rubbing rear.

TRAVELIN' MAN gets off behind him, talking.

EXT. HIGH PLAINS OF WEST - DAY

Bus rolls past WELCOME TO WYOMING sign.

INT. BUS - DAY

ADAM works on puzzles while TRAVELIN' MAN continues to talk.

TRAVELIN' MAN

We just crossed the Continental Divide. Spit there and half of it will flow to the Pacific Ocean and half to the Atlantic. Ain't that jazzy.

EXT. GREAT PLAINS - EVENING

Bus passes sign that reads NEBRASKA.

INT. BUS - NIGHT

ADAM tries sleeping. TRAVELIN'S MAN talks.

EXT. PLAINS - MORNING

Bus passes sign reading IOWA

INT. PLAINS - DAY

Adam talks to TRAVELIN' MAN.

TRAVELIN' MAN plays guitar.

EXT. MISSISSIPPI RIVER - DAY

Bus goes over bridge spanning Mississippi River. Sign reads: ILLINOIS

TRAVELIN' MAN

The Mighty Mississippi, Old Man River,
the Big Muddy, the Father of Waters.
You're east of the Mississip, my friend.
Ever been east of Mississippi before? I
suppose not.

Bus passes sign reading: CHICAGO 177 MILES

TRAVELIN' MAN (V.O.)

(CONT'D)

That's something to be jazzed about. My
rear's really burning. Next time I'm
taking the train.

INT. CHICAGO BUS DEPOT - DAY CONTINUOUS

SUPERIMPOSE: TIME ZONE 3 CENTRAL DAYLIGHT TIME

Bus pulls into depot bay. Door folds open.

GREYHOUND DRIVER 2

Chicago, folks. Welcome to the Windy
City.

TRAVELIN' MAN gets off bus rubbing rear. ADAM follows him. Pair shake hands and TRAVELIN' MAN walks off

ADAM takes phone from pack and presses M-V-P.

MISS J (V.O.)

Good afternoon, Adam. Congratulations on making it to your third time zone.

ADAM

Yeah, that was a long trip. And the bus was a little late.

MISS J (V.O.)

Yes, we know, Adam. MVP tracked your journey on the GPS.

ADAM

So what now, Miss J?

MISS J (V.O.)

MVP has made a reservation for you at a top Chicago hotel. You can rest up tonight before taking the bus to New York City tomorrow.

ADAM

(pulls phone away from ear.)

Another bus ride? Come on. That last one was murder. A real butt burner.

MISS J (V.O.)

Adam, remember, MVP has worked out a schedule for you to assure that you complete your journey in forty days. Another bus ride is necessary. A taxi will arrive shortly to take you to the hotel.

ADAM puts phone into his pack.

ADAM

(to self)

Another bus ride? Come on? Why another bus ride? A train's faster than any bus. What difference does it make?

ADAM spies an information counter and walks up to it. BUS STATION WOMAN stands at computer.

ADAM (CONT'D)

(to information woman)

Excuse me. Do you have a train schedule?

(MORE)

ADAM (CONT'D)

I want to take the next train to New York City.

BUS STATION WOMAN

(checking computer)

The Lake Shore Limited leaves for New York at 7:00 this evening. Do you want me to make a reservation.

ADAM

Sure. First-class sleeper.

BUS STATION WOMAN

Just yourself?

ADAM

Yeah...I'm meeting my father in New York. My parents live apart. I'm one of those kids who are tossed back and forth when one of the parents gets fed up.

BUS STATION WOMAN

I see.

ADAM takes blue card from wallet. Hands it to woman.

ADAM

Here. This should work.

BUS STATION WOMAN

(tapping keyboard)

I've reserved a deluxe single sleeper for you on Amtrak train number forty-eight. Chicago to New York.

ADAM

Thanks. And the train station?

BUS STATION WOMAN

(Hands Adam a map)

Union Station. Twenty minute walk.

EXT. STREETS OF CHICAGO - DAY

ADAM hikes down sidewalk studying map.

He looks up and sees Sears Tower towering before him.

ADAM (V.O.)

Last year at After-School Club I made a list. I wrote down all the places in the world I wanted to see for real, places I'd visited on the Internet.

(MORE)

ADAM (V.O.) (CONT'D)
The Empire State Building, the Eiffel Tower, the Great Wall of China, places like that. Right before me was one of those sights, the Sears Tower, the tallest building in the United States. I had time before the train left. Why not do some sightseeing?

INT. SEARS TOWER ELEVATOR - DAY

ADAM rides elevator to Skydeck. Door opens and all of Chicago comes into view.

EXT. SEARS TOWER SKYDECK - DAY

ADAM leans over Skydeck balcony.

Smart hone in his backpack chirps. ADAM takes off pack and removes phone.

ADAM
(into phone)
Hello?

MISS J (V.O.)
Have you become a tourist, Adam? Why are you in the Sears Tower?

ADAM
The hotel is out. I'm taking the train to New York instead.

Beat. ADAM stares into phone.

MISS J (V.O.)
Now, what's this about taking the train tonight, Adam?

ADAM
The train will save time. The bus is torture. No more buses.

MISS J (V.O.)
Adam, Prince Oh explained to you that MVP made arrangements and reservations for your entire round-the-world journey. If you break the schedule, we cannot guarantee that those reservations will still be available.

ADAM

I already reserved the train. How could getting to New York a little early screw things up?

MISS J (V.O.)

(severe)

Adam, go to the hotel. Take a hot shower and get yourself a good meal. But-- listen to me closely-- *you are not to get on that train tonight.* Understand? Now, one of our MVP staff will meet you down in the lobby to help you get a taxi to the hotel.

ADAM

(looks puzzled)

Sure.

INT. SEARS TOWER LOBBY - DAY

Elevator door opens and ADAM exits. GIANT PILOT, very tall MVP pilot, dressed in a green suit stands in lobby to greet him.

GIANT PILOT

(taking Adam's backpack)

Greetings, Adam.

GIANT PILOT leads ADAM out of the Sears Tower.

EXT. OUTSIDE SEARS TOWER - DAY

GIANT PILOT walks up to waiting taxi, and throws Adam's bag into trunk.

ADAM gets in back seat.

Taxi drives off.

INT. OF LARGE HOTEL SUITE - DAY

Door opens and PIP, mid 20's, a bellhop dressed in red uniform, leads ADAM into the room. Fruit basket and candy sit on the coffee table.

PIP

You've got the Presidential Suite.

ADAM
(look dazed)
Sweet.

PIP
(readying room)
Are you some sort of celebrity? I've been told to give you the VIP treatment.

ADAM
(plops down on sofa)
MVP VIP, that's me. I'm a twelve-year-old kid, traveling around the world alone.

PIP
Well, MVP VIP, need anything? Massage in the spa? Shoe shine? How about having your hair styled?

ADAM
Just one thing. Can I send an e-mail?

PIP
Jot it down.

ADAM finds paper on coffee table and writes note.

INSERT - PAPER READING:

DEAR MOM, SOCCER CAMP IS FUN. I'M LEARNING NEW THINGS AND MADE A NEW FRIEND. LOVE ADAM

PIP takes note and reads it.

PIP (CONT'D)
That's right, kid. No one can tell where you really are when you send e-mail.

PIP exits. ADAM looks out window at view of Lake Michigan. He smells arm pits, winces, and heads to bathroom.

INT. SUITE BATHROOM - DAY

ADAM takes a hot shower.

ADAM (V.O.)
So there I was in some fancy hotel with everything I needed. Man, if my classmates could have seen me. But something bugged me. Why didn't MVP want me on that train? Why did Miss J sound like she was threatening me.
(MORE)

ADAM (V.O.) (CONT'D)
Something was not right. Something was
screwy about the MVP challenge, something
they weren't telling me.

INT. SUITE BEDROOM - DAY

ADAM dresses in clean clothes. He looks toward clock on
table.

INSERT - TABLE CLOCK 5:17

ADAM (V.O.)
But I still had time to catch the Lake
Shore Limited. Why not? Call it
traveler's itch, but I wanted to keep
moving. I was also curious to find MVP's
big deal about taking a train.

INT. MAIN ROOM OF SUITE - DAY

ADAM stuffs his pack with fruit and candy from the coffee
table.

He heads to the door.

ADAM
(pulling open the door)
So I'm out of here.

EXT. BUSY CHICAGO SIDEWALK - EVENING

ADAM is walking down sidewalk. Phone in his backpack
chirps.

ADAM looks over his shoulder but keeps walking.

EXT. OUTSIDE CHICAGO UNION STATION - EVENING

ADAM hurries into station entrance.

Large clock on outside wall reads: 6:10

INT. UNION STATION LOBBY - EVENING

ADAM races down lobby stairs and across lobby. He follows
signs into a tunnel marked: AMTRAK

INT. AMTRAK COUNTER - EVENING

ADAM is standing at counter. AMTRAK ATTENDANT, elder man, hands him his ticket.

AMTRAK ATTENDANT

You can board now, young man. The Lake
Shore Limited leaves from Track 7
(points to corridor)
Have a good journey.

ADAM

Sure. Thanks.

ADAM turns and runs into JAMAICAN PILOT, woman 40,
wearing a green, floral dress. She grabs Adam's elbow

ADAM (CONT'D)

(struggling)
Hey, let go of me.

JAMAICAN PILOT

(in hushed voice)
Don't get on that train, Adam.

ADAM

(continues to struggle)
What? Why not? You're from MVP.

JAMAICAN PILOT

I'm here to help, Adam. I'll take you
back to the hotel.

ADAM

(jerks free)
No, I'm taking the Lake Shore Limited to
New York. I don't care what MVP wants.

JAMAICAN PILOT

The train's full of bad people, Adam. Bad
things can happen.

JAMAICAN PILOT grabs Adam's arm and tugs him toward
lobby.

ADAM

(struggling)
Cut it out. Let me go!

Passing woman gives ADAM a look. ADAM stops struggling.

ADAM (CONT'D)

Listen, if I can't take the train, tell MVP the deal's off. I'll take a plane home tonight.

JAMAICAN PILOT looks over Adam's shoulder. Look of dread crosses her face.

ADAM turns to glimpse GGG OFFICIAL, gray-bearded Arab man, wearing a striped keffiyeh. He has a brass telescope trained on them.

GGG OFFICIAL quickly darts behind a pillar.

ADAM (CONT'D)

(to woman)

What's going on? Who was that guy?

JAMAICAN PILOT

(keeps looking past Adam)

We'll go back to the hotel, Adam. Forget the train. Trust MVP. Be a good boy.

TWO CHICAGO POLICE OFFICERS, male, stroll by.

ADAM steps up to them.

ADAM

Officers, I'm lost. Do you know where to find the train to New York? It leaves at 7:00.

JAMAICAN PILOT looks away.

FIRST OFFICER

You traveling alone, kid?

ADAM

Yeah. Split parents

SECOND OFFICER

Come on. We'll take you to your train.

FIRST OFFICER

Parents these day. They expect their kids to be too independent.

TWO CHICAGO POLICE OFFICERS walk down Amtrak corridor with ADAM.

JAMAICAN PILOT follows.

INT. AMTRAK SLEEPER CAR - EVENING

ADAM sits in sleeper car, looking out window. Train is leaving.

JAMAICAN PILOT is talking on cell phone.

ADAM

So MVP knows I'm on the train. Now what?

Phone in backpack chirps.

ADAM takes out phone and switches it off.

INT. AMTRAK SLEEPER CAR - NIGHT

ADAM sits in sleeper. Bed is down and TV is on. A knock rattles the door.

ADAMS

(starts)

Who's there?

CONDUCTOR (O.S.)

Ticket please.

Adam's compartment door opens. CONDUCTOR, elder male, wearing Amtrak uniform, stands in doorway.

CONDUCTOR (CONT'D)

Ticket.

ADAM

(reaching for ticket)

Oh, yeah.

CONDUCTOR

(checking ticket)

Travelin' by yourself, son?

ADAM

Yeah, it's a long story.

CONDUCTOR

Well, that's interesting. There's another young person on this train, just two doors down. She's traveling unaccompanied, too. Nice girl, about your age. She boarded the train in Los Angeles.

(steps out door)

Two doors down. Have a good journey.

ADAM

(talks to window reflection)
Well, that's odd. How common is it for two twelve-year olds to travel on the same train by themselves? That's really odd. Maybe she really *is* visiting a divorced parent. Still--

ADAM stands and leaves compartment.

INT. TRAIN CORRIDOR - NIGHT

ADAM walks down corridor two doors. Knocks on door. Door opens a cracks.

Adam's P.O.V.: A blue backpack, identical to Adam's, lays on the bed inside the compartment.

Door slides open farther. MEREDITH EMERSON, 12, short blue hair wearing a hooded-blue sweatshirt, blue jeans and blue Converse sneakers, stands in entrance.

MEREDITH

What?

ADAM

The conductor said you were traveling by yourself. So am I.

MEREDITH stares at ADAM blankly.

MEREDITH

(sarcastically)

Well, whoop-de-do.

ADAM

Can I ask your age?

MEREDITH

Twelve. What of it?

ADAM

And where's your next stop?

MEREDITH

New York. Why the interview?

ADAM

(points to blue backpack)
Something's weird here. You see, back in my cabin, I have that identical blue backpack. I'm taking the train to New York, too, but I'm not stopping there.

(MORE)

ADAM (CONT'D)
I'm going to keep going...
(revolves finger in air)
If you know what I mean.

MEREDITH
(makes a face)
How old are you?

ADAM
Twelve.

MEREDITH
And you're attempting to...

MEREDITH revolves finger in air.

ADAM
That's right. I'm headed home to San
Francisco...*the long way.*

MEREDITH AND ADAM
In forty days.

MEREDITH opens door wider.

MEREDITH
Come in. We better talk.

INT. MEREDITH'S COMPARTMENT - NIGHT

ADAM enters compartment. He sits on bed next to backpack.

ADAM sees backpack with patch reading GVP on it. Blue
smart phone and GPS unit on table.

MEREDITH sitting on chair across from him.

ADAM
Madam, I'm Adam.

MEREDITH makes face.

ADAM (CONT'D)
That's a palindrome. You can write *Madam,*
I'm Adam forward and backward.

MEREDITH
Wow.

ADAM
(beat)
Hey, you just said a palindrome, too.

MEREDITH

I did, did I?

Blue smart phone on tables chirps.

MEREDITH and ADAM exchange looks.

MEREDITH picks up phone.

MEREDITH (CONT'D)

(into phone)

Hello?...Oh, hi...Yes, I'm in my cabin.
Everything's OK.

ADAM holds finger to lips.

MEREDITH (CONT'D)

(into phone)

Yes, I'm alone...No, I haven't left the
room yet...Fine, sure I will.

MEREDITH puts down phone and shakes her head.

MEREDITH (CONT'D)

(to Adam)

I'm not to leave this cabin. All my meals
will be delivered here.

ADAM

MVP tried to stop me from getting on this
train. They didn't want us to meet.

MEREDITH

MVP?

ADAM

That's who's paying for my trip, the
Magellan Voyage Project.

MEREDITH

A guide from GVP, my team, was on the
phone. That stands for the Gagarin Voyage
Project.

ADAM

Yuri Gararin, the Russian, the first man
to orbit the earth in space.

MEREDITH

(nodding)

Two teams. Two twelve-year-olds. What's
going on?

ADAM

I have no idea. The head of MVP, Prince Oh, gave me a challenge. He said I could become the youngest person ever to travel around the world by land and sea only. He said I get four million dollar if I did it in forty days.

MEREDITH

Queen Mumumu, producer of GVP, gave the same challenge to me.

ADAM

Did she mention something called the League of Royalty without Domains?

MEREDITH

LORD? Right, Queen Mumumu's ancestors once ruled an tiny island in the South Pacific.

ADAM

And when did you start this trip?

MEREDITH

July 14 at noon. GVP told me to wear something blue.

ADAM

It all fits. I remember Prince Oh's exact words before I left California. He said the prize would go to the *first* twelve-year-old to travel around the world alone. He never mentioned that another twelve-year-old would be starting out at the same time.

MEREDITH

So this is a race? Between MVP and GVP?

ADAM

Between you and me.

MEREDITH picks up a train schedule and studies it.

MEREDITH

Well, don't worry. Because I quit. My parents shipped me off to my grandmother's for the summer. She lives in Cleveland and the train arrives there late tonight. That's where I end this trip. The around-the-world race sounds too creepy for me.

(MORE)

MEREDITH (CONT'D)

If our royal producers lied about the race, maybe they lied about the prize money, too.

INT. ADAM'S AMTRAK SLEEPER CAR - NIGHT

Out window train pulls into Cleveland train station.
ADAM, in bed, looks out window.

MEREDITH appears on platform with blue backpack on back.

INT. PENNSYLVANIA STATION NEW YORK CITY - DAY ESTABLISH

SUPERIMPOSE: TIME ZONE 4 EASTERN DAYLIGHT TIME

ADAM, backpack slung over shoulder, stands in station lobby. He holds up smart phone and presses M-V-P.

MISS J (V.O.)

Adam, we're glad you are safe.

ADAM

(into phone)

Let me talk to His Majesty, Prince Oh. I know about the race. I know I'm not alone in the challenge.

MISS J (V.O.)

Prince Oh is unavailable at this hour, Adam. Now, what would you like to do? There's a 4:45 flight to San Francisco. MVP could take you to the airport, and you could be at camp in time for tonight's campfire.

ADAM

(beat)

What would I do if I decided *not* to quit this journey?

MISS J (V.O.)

The next leg on your world tour would take you across the Atlantic Ocean, Adam. MVP has made a first-class reservation for you on the *Queen Mary 2*. It sails tomorrow morning for England.

ADAM

(excited)

The *QM2*!

MISS J (V.O.)

And if you don't like England, you can fly home, first-class on the first flight back to San Francisco.

ADAM

(calmer)

What would I do if I stayed in New York?

MISS J (V.O.)

For now you can take a cab to your hotel, The Plaza. MVP has reserved a very nice room for you there.

ADAM

The Plaza? That's where *Eloise* lived. Sounds mawvelous.

MISS J

You'll have all afternoon to relax in your room. But MVP insists that you remain in the hotel.

ADAM

What? And not see New York?

MISS J

I'll call later with instructions for boarding the *QM2*. OK?

ADAM places phone in pocket. JAPANESE PILOT, built like sumo wrestler, wearing a green suit, green shirt, and green tie steps up to him. JAPANESE PILOT takes Adam's blue backpack and together they walk toward station exit.

INT. PLAZA HOTEL SUITE - DAY

ADAM, freshly showered, stands at a window overlooking Central Park.

ADAM

Well, I'm not going to be in New York without seeing New York. There's about five things on my must see list just a short walk from here. I'll just make sure that MVP can't trace me.

ADAM tosses phone onto bed. He heads for door and exits room.

INT. THE PLAZA LOBBY - DAY

Doorway to stairs opens and ADAM peeks out.

JAPANESE PILOT stands by reception desk.

ADAM slips out stairwell door and down hall.

EXT. OUTSIDE PLAZA - DAY

ADAM exits side hotel door. He heads down sidewalk.

EXT. ROCKEFELLER CENTER - DAY

ADAM stands outside skating rink.

EXT. NEW YORK PUBLIC LIBRARY - DAY

ADAM stands before stone lion outside at base of library steps.

EXT. EMPIRE STATE BUILDING - DAY

ADAM stands on sidewalk, looking up at Empire State Building.

EXT. TIME SQUARE - DAY

ADAM stands at Time Square

Yellow taxi pulls up to curb.

JAPANESE PILOT gets out of back seat and stands by cab.
ADAM shrugs and heads for cab. He dives into back seat.
JAPANESE PILOT climbs in and shuts door.

ADAM (O.S.)

The Plaza

Taxi drives off.

INT. FIRST-CLASS CABIN QUEEN MARY 2 - DAY

SUPERIMPOSE: TIME ZONES 5,6,7,8

ADAM, fully clothed, awakes on bed.

Adam's POV: Walls of cabin come into focus.

ADAM looks out cabin window and surprised he's out in the ocean.

He rises from bed and spies a fruit basket on the coffee table. He reads the card.

ADAM
(reading)

Bon voyage while crossing your 5th, 6th, 7th and 8th time zones! We're proud of you. Remember, we're just a phone call away. MVP Crew

INSERT - BACKPACK WITH WOODEN DARK STICKING OUT OF IT.

Still dazed, ADAM pulls dart from backpack and inspects it.

Smart phone chirps in blue backpack.

ADAM takes out phone.

ADAM (CONT'D)
(into phone)

Yeah.

MISS J (V.O.)
Adam, are you all right? Why haven't you answered the phone for the past twenty-four hours? Why haven't you left your cabin.

ADAM
Where am I? What day is it?

MISS J (V.O.)
It's July 8. You're at 36 degrees 16 minutes latitude 58 degrees 22 minutes. In the middle of the Atlantic Ocean.

ADAM
I've been asleep. I slept for an entire day. Someone shot sleeping darts at me.

MISS J (V.O.)
Sleeping darts? Are you sure?

ADAM
Sure I'm sure. I'm holding one.

EXT. QUEEN MARY 2 - DAY ONE DAY EARLIER.

ADAM, wearing blue backpack, stands on pier where Queen Mary 2 is berthed.

ADAM starts up gangway. A wooden dart hits his leg. He looks down and glimpses a hooded figure, crouched in a dark corner, holding a blowgun to his mouth.

ADAM (V.O.)

I was hit while going up the gangway. By the time I reached the ships entrance my head was swimming.

INT. ENTRANCE AREA QUEEN MARY 2 - DAY ONE DAY EARLIER

ADAM continues up gangway and hands ticket to SHIP STEWARD.

Adam's POV: Ship Steward, out of focus, leads him down corridor to room.

ADAM (V.O.)

I don't even remember the ship leaving New York.

INT. FIRST-CLASS CABIN QUEEN MARY 2 - DAY ONE DAY EARLIER

ADAM enters room and collapses on bed.

INT. FIRST-CLASS CABIN QUEEN MARY 2 - DAY BACK TO PRESENT

ADAM stands holding blue phone to ear.

MISS J (V.O.)

Adam, this concerns MVP very much. We don't know who's responsible. We feel, however, that you'll be safe aboard the ship until it arrives in England in five days.

ADAM

(rubbing head)

Good to know

MISS J (V.O.)

Adam, an MVP staff member will meet you at Southampton, where the QM2 docks. You may need to abort your mission there. From now on, it's critical that you follow all MVP's instructions.

ADAM

Maybe I want to fly straight back to the United States.

MISS J (V.O.)

That is your option. But no matter your choice, be extremely careful once you set foot in Europe. Trust no one. Make sure all MVP personnel show you MVP ID.

EXT. QUEEN MARY 2 OUTSIDE DECK - DAY

ADAM, blue backpack on back, leans over railing. In b.g. white cliffs of southern England.

ADAM

(to self)

Europe. Second continent. Day 12.

EXT. QUEEN MARY 2 GANGWAY - DAY

SUPERIMPOSE: TIME ZONE 9 BRITISH SUMMER TIME

Crowd of merry people stream down gangway. ADAM, looking worried, is among them.

INT. QUEEN MARY 2 ARRIVAL TERMINAL - DAY

ENGLISH PILOT, 25 attractive red-headed English woman, wearing a green pant suit approaches ADAM.

She holds out a card.

INSERT - CARD READING: OFFICIAL PILOT MAGELLAN VOYAGE PROJECT

ENGLISH PILOT

(Oxford accent)

The dart, Adam. Do you have it?

ADAM

Sure.

ADAM takes dart from jacket pocket and hands it over.

ENGLISH PILOT

Prince Oh sends his sincere apologies about this disturbance in your journey. It was a gross violation of game rules. Game referees will conduct a full investigation.

ADAM

Game? What game? I thought I was in a round-the-world race...with Meredith. What game?

ENGLISH PILOT

You'll meet with Prince Oh in Paris tonight, Adam. Our producer thought it best to delay telling you the details of the Great Global Game until it was necessary. That time has come.

ADAM

The Great Global Game? Who's playing this game? Are there rules?

ENGLISH PILOT

Adam, you've manage to reach your ninth time zone in twelve days. Among LORD members the betting ran one hundred to one against your making it this far. The whole MVP team is proud of your accomplishment, but you must be patient. Game Rule 81 states that a producer, in our case Prince Oh, can meet with a player, for only one hour in the forty-day period. We must use that hour wisely.

ADAM

What's a player? What's a pilot?

EXT. SOUTHAMPTON, ENGLAND - DAY.

Taxi drives through streets of Southampton.

INT. ENGLISH TAXI, ENGLAND - DAY

ADAM and ENGLISH PILOT sit in back seat of taxi

ENGLISH PILOT

Pilots , such as myself, are team members who assist players, such as yourself. We can help you buy tickets, find the correct train, or pass through customs. You, Adam, are the MVP player in the Great Global Game.

ADAM

Who made up this game? How many players are there?

ENGLISH PILOT

You must wait a few hours for the other answers, Adam.

EX. OUTSIDE SOUTHAMPTON TRAIN STATION - DAY

Taxi pulls up to front of train station.

INT. SOUTHAMPTON TRAIN STATION, ENGLAND - DAY

ADAM and ENGLISH PILOT stand on train platform.

ENGLISH PILOT

Game rule 25 states that a pilot can remain with a player for only twenty minutes, so we must hurry. Most likely, a GGG referee is watching us. This train goes straight to Waterloo Station in London. That's where the Eurostar departs for Paris. You must take the six PM train to Paris. Here our your tickets.

ADAM

(eyes brightening)

Through the Chunnel.

ENGLISH PILOT

You will have a three-hour layover in London, but do not leave the station. Do not talk with anyone on either train.

ADAM

And I'll be looking out for blowguns.

ENGLISH PILOT

As soon as you reach Paris, call MVP for further directions.

ADAM

Whatever you say. You're the pilot.

EXT. ENGLISH COUNTRYSIDE - DAY

Train travels through Southern England. ADAM appears in window.

ADAM (V.O.)

I'll see England. I'll see France. I hope no one sees my underpants.

INT. WATERLOO STATION, LONDON - DAY

ADAM walks off train into station

He stands at entrance to underground inspecting tube map.

INSERT - MAP OF LONDON. ADAM'S FINGER PRESSES UPON GREENWICH.

ADAM heads down the Tube escalator.

ADAM (V.O.)

So I was in London, England with three hours to kill or fill before my train left to Paris. Greenwich was where they marked the prime meridian, zero degrees longitude, starting point for all the world's time zones. Greenwich was on my list.

INT. LONDON UNDERGROUND - DAY

ADAM rides on the London tube

EXT. GREENWICH, ENGLAND - DAY

ADAM comes out of the Underground exit.

He spots sign to Greenwich observatory. He starts across the street and is nearly hit by a double-decker bus.

EXT. GREENWICH, OBSERVATORY COURTYARD - DAY

ADAM approaches the steel line marking the Prime Meridian. He stands on the line like a tight-rope walker.

ADAM

Greenwich Mean Time! In the meantime, east is east and west is west, and in between I now do rest.

INT. WATERLOO STATION INTERNATIONAL TERMINAL - DAY

ADAM boards Eurostar train.

INT. FIRST-CLASS EUROSTAR TRAIN CAR - DAY

ADAM places blue backpack in overhead rack and sits down. Moments later IRANIAN TRACKER, 24, attractive Iranian woman wearing a yellow head scarf sits beside him.

INT. FIRST-CLASS EUROSTAR TRAIN CAR - DAY AN HOUR LATER

Train is passing through Southern England.

IRANIAN TRACKER
(smiling at Adam)
Ever been to Paris before.

ADAM
First time.

IRANIAN TRACKER
Ah, you're an American.

ADAM
How'd you know?

IRANIAN TRACKER
(smiling)
Americans don't think they have an
accent.
(leans forward and peers out
window)
Ah, we should be entering the tunnel
soon.

ADAM
Right under the English Channel. I read
about the Chunnel on the Internet. But I
better use the bathroom...the WC first.

ADAM rises and heads to the back of he car.

INT. FIRST-CLASS EUROSTAR TRAIN CAR - DAY

ADAM stands outside the WC at the end of the car.

Door opens and a GGG REFEREE wearing a striped keffiyeh comes out.

Seeing ADAM, he quickly ducks through door into next car.

ADAM
Hey, wait!

INT. FIRST-CLASS EUROSTAR TRAIN CAR - DAY

ADAM slides past IRANIAN TRACKER into his seat.

ADAM

(to tracker)

Did you see that man with the beard? He wore a striped head scarf. I saw someone just like him in Chicago.

IRANIAN TRACKER

(shakes head)

I saw no such man.

Train car darkens as Eurostar enters Channel tunnel.

INT. GARE DU NORD, PARIS - DAY

SUPERIMPOSE: TIME ZONE 10 CENTRAL EUROPEAN SUMMER TIME

ADAM, blue backpack on back, crosses terminal.

He stops to remove smart phone from pack and discovers its gone. He slaps back pocket and discovers wallet is also missing.

ADAM (V.O.)

Trust no one. That's what Miss J had said. So I was in Paris, France, alone, without any money or a phone to call MVP. I didn't even know if I should trust MVP. I decided to leave Gare du Nord and check out the city. See what happens.

EXT. SIDEWALK OF PARIS - EVENING

ADAM walks along sidewalk toward Seine.

EXT. FRONT OF LOUVRE MUSEUM - DUSK

ADAM walks past the Louvre Museum.

ADAM (V.O.)

From my Internet surfing, Paris already seemed familiar. There was the Louvre.

ADAM turns toward Arc de Triomphe

ADAM (V.O.)

And the Arc de Triomphe.

EXT. PONT ROYAL - EVENING

ADAM stands on bridge crossing the Seine.

He looks left. In b.g. stand Notre Dame cathedral towers.

ADAM (V.O.)

There was Notre Dame Cathedral...check.

He looks right. In b.g. stands Eiffel Tower.

ADAM (V.O.)

And check...the Eiffel Tower.

ADAM heads along the Seine toward Eiffel Tower.

EXT. BASE OF EIFFEL TOWER - EVENING

ADAM walks agog below Eiffel Tower, brightly lit for the night. A yellow crepe van is parked at the street corner with the side propped up. On the side it reads: CRÊPES . TOD, 20 Triton Voyage Project tracker and DOT, 20, TVP tracker, twins, dressed in identical yellow turtlenecks, pants, and berets, stand in the back of the van, cooking crepes.

TOD

(to Adam in cockney accent)

Oi! You there, mate. Care for a crepe.

ADAM walks up to van.

ADAM

It's good to hear English.

TOD

Oi, are you all alone, mate?

ADAM

(nodding)

It's a long story.

DOT

(in French accent)

Mon, dieu, You're so young to be roughing it. You look very hungry.

TOD

Care for a cheese and 'am crepe, mate?

ADAM

(stares at crepe on grill)

Yeah, but I'm broke. Not a Euro.

(MORE)

ADAM (CONT'D)

A woman on the train took my wallet and credit cards.

DOT

Mon dieu, what a shame. Travelin' all alone and no money.

TOD

Tell you what, mate. We could use some 'elp in 'ere.

DOT

Oui! Bien! You can slice and dice in exchange for a nice meal.

ADAM

Sure. Great. Deal.

ADAM enters van through back door.

INT. CREPE VAN - NIGHT

ADAM

So what do I do?

Tod hands ADAM a knife.

TOD

'Ere, mate. Slice these mushroom.

ADAM begins working.

DOT

(takes crepe off grill)
I'll be back in a jiffy.

Dot leaves van.

TOD

Me too.

ADAM

(looking worried)
Sure

TOD leaves van.

The side panel of van comes down. Car doors slam shut.
Van engine starts up.

ADAM (CONT'D)

Hey, what's going on?

ADAM leaps for back door, but finds it locked. He leaps toward screened window between back and passenger seat.

INT. PASSENGER SEAT OF VAN PARKED NEAR EIFFEL TOWER - NIGHT

Tod, in driver's seat, and Dot, in passenger seat, turn toward back window. ADAM appears.

ADAM

Hey! What are you doing? I feel like a prisoner back here.

TOD

'Old on, mate. You're not a prisoner. According to Game Rule 95, you are a *detainee*.

ADAM

Game rule? You two are part of the Great Global Game?

DOT

(nodding)

And capturing the MVP player will be worth a sizable tracker's fee for us. *Ooh la la!*

Tod and Dot shake hands.

TOD

The perfect capture. MVP pilots 'aven't a clue where to find their player.

DOT

(to Adam)

Sit back and relax, Adam. Have a crepe for dinner.

EXT. STREET BESIDE EIFFEL TOWER - NIGHT

Crepe van drives off.

INT. CREPE VAN REAR - NIGHT

ADAM stumbles and van rocks. He finds crepe and hungrily bites into it.

INT. CREPE VAN PASSENGER CABIN - NIGHT

TOD drives along highway. ADAM sits at window eating crepe.

ADAM

Where are you taking me?

DOT

(to Adam)

There will be a three-day delay in your world tour, Adam. You've been caught by the three trickiest trackers in the entire Great Global Game.

ADAM

Three?

Dot holds up Adam's wallet and smart phone.

DOT

You met the third tracker on the Chunnel train. Of course, we removed the tracking chips.

TOD

'Ave no fear, mate. Game rules protect player from gettin' 'armed. Game rule 69 bars trackers from using traps and snares. Rule 70 bans shackled, instruments of torture, and weapons of any kind. I bet a game ref would 'ave me 'ead for 'olding your 'and.

INT. CREPE VAN REAR - NIGHT

ADAM sits at window to passenger cabin.

ADAM

(angry)

Game rules! Game referees! Will someone please tell me what this Great Goofy Game is all about? Who's playing it?

INT. CREPE VAN PASSENGER CABIN - NIGHT

DOT

Mon dieu! Poor Adam.

TOD

Your producer 'as kept you in the dark, 'asn't 'e, mate?

DOT

No rule against filling you in on the details, though. The goal of the Great Global Game is simple. First team player who circles the world within the forty-day deadline is the winner.

INT. CREPE VAN REAR - NIGHT

ADAM

And there are two teams? MVP and GVP?

DOT

(through window)

Non, non, Adam. Twenty-four.

ADAM

Twenty-four teams! Like in two dozen.

DOT

(through window)

Oui

ADAM

And every team has a producer, pilots and a twelve-year-old player. But what do trackers do?

INT. CREPE VAN PASSENGER CABIN - NIGHT

DOT

(to Adam)

A tracker's job is to capture players and escort them to the closest detention center.

TOD

(over shoulder)

Each time zone 'as a DC. Players are 'eld there for a seventy-two-hour penalty.

INT. CREPE VAN REAR - NIGHT

ADAM looks toward blue backpack and blue jeans he has on.

ADAM

So I'm guessing that players must wear blue. Producers wear black, pilots green, and trackers yellow. Do referees wear striped head scarves?

INT. CREPE VAN PASSENGER CABIN - NIGHT

DOT

(to Adam)

Oui, striped keffiyehs. The one hundred GGG referees belong to a tribe of desert nomads. For these forty days, they're roaming the world, making sure all twenty-four teams play according to the one hundred and one game rules.

ADAM

(through screen)

So what team do you two belong to?

DOT

TVP, the Triton Voyage Project. Our producer is Baron Gunter von Sheepsbottom. You'll meet him shortly.

TOD

'Is 'ighness is flying 'ere just to say 'ello, mate.

INT. CREPE VAN REAR - NIGHT

ADAM

Triton. Wasn't that the first submarine to travel around the world under water?

DOT

Bon, Adam. You're a clever player. The baron will be thankful to have you out of the competition for three days.

ADAM picks up a fork and stabs it into a crepe.

EXT. CREPE VAN - NIGHT

Yellow van pulls off the freeway onto a narrow dirt road.

INT. CREPE VAN PASSENGER CABIN - NIGHT

ADAM

(through screen)

By the way, trackers, someone shot a sleeping dart at me in New York. What does it say in the Great Goopy Game rule book about that?

TOD and DOT exchange looks.

TOD

(over shoulder)

'Orrible, mate. Game Rule 71 forbids any drug use to capture players.

DOT

Trackers might use sneaky tactics, but nothing that extreme. A referee would expel an entire team if they were caught using tranquilizers.

EXT. CREPE VAN - NIGHT

Yellow van is driving up narrow road. Headlights light up sunflowers that line the road.

EXT. FRENCH CHATEAU - NIGHT

Yellow van parks in front of large chateau. FRENCH GUARD 1 and FRENCH GUARD 2, dressed in orange jumpsuits, burly, long brown beards and hair, stand guard at front door. Dot gets out of van and unlocks back door.

INT. CREPE VAN REAR - NIGHT

Back door opens. ADAM looks out.

DOT

Welcome to the #1 Detention Center, Adam.

ADAM

Home sweet home.

EXT. FRENCH CHATEAU - NIGHT

ADAM, lugging blue backpack, follows DOT to front door.

TOD

(to orange guards from van)

'Oi, mates! TVP trackers 'ere to 'and over the MVP player. 'E's in good condition, but could use a 'earty meal.

DOT and ADAM stand at door. FRENCH GUARD 1 opens it.

DOT

(to Adam)

These orange gentlemen will be your hosts for the next seventy-two hours, Adam. Au revoir.

INT. FRENCH CHATEAU - NIGHT

FRENCH GUARD 1, in front, and FRENCH GUARD 2, behind, lead ADAM through well-furnished, elegant front room of chateau.

Precession stops at bookshelf that slides open. ADAM looks down a dark, dusty corridor.

ADAM

You guys aren't taking me to a dungeon, are you? Remember, this is just a game. Right? No rough stuff. That's one of the game rules. Remember?

INT. FRENCH CHATEAU CORRIDOR - NIGHT

French Guard 1 and FRENCH GUARD 2 lead ADAM down dusty, dimly-lit corridor.

ADAM

Don't forget the rules or I'll tell one of the striped referee guys. Let's play fair. That's what teachers tell us at school. If you're going to play games, play fair.

FRENCH GUARD 1 stops at a door and unlocks it. Door opens. ADAM looks through doorway into a brightly lit rec-room.

INT. FRENCH CHATEAU REC ROOM - NIGHT

ADAM steps into rec room filled with leather chairs, a large TV, and pinball machines. Door closes behind him.

ADAM tosses blue backpack into a chair. Looks out window.

Tennis courts and swimming pool lit brightly

ADAM

(to himself)

Maybe a seventy-two-hour detention won't be so bad after all.

Table full of food. ADAM starts gorging himself.

Sniveling sound from across room

PICKLES GOODHAVEN, 12 scrawny Scottish Drake Voyage Project player, sits in leather chair crying. He wears blue jeans and blue T-shirt with DVP on it.

ADAM (CONT'D)
(to Pickles)
Hello, fellow player detainee. Trackers
got you, too?

PICKLES
(wipes nose with back of
hand. Scottish accent)
Coo! Who are you?

ADAM
Adam Story, Magellan Voyage Project. San
Francisco, California.

PICKLES
My name's Pickles, Pickles Goodhaven. I'm
from the DVP team, the Drake Voyage
Project. Coo! You've come all the way
from San Francisco? That's ten time zones
from here.

ADAM
That's right.

PICKLES
Coo! I started in Scotland. Trackers
caught me entering my second time zone.

ADAM
Tough luck. How much detention time do
you have left?

PICKLES
(sniveling)
I don't care. I just want to go home. I
miss my bedroom. I miss my own bed. I'm
going home tonight.

ADAM
You're quitting the game already?

PICKLES
Coo! I hate sleeping on buses and trains.
I hate eating strange food. I'm heading
home and won't leave again for the rest
of my life.

Loud sound of helicopter landing.

EXT. TENNIS COURT, BACK OF CHATEAU - NIGHT

Black helicopter with TVP on its side lands on tennis
court.

BARON GUNTER VON SHEEPSBOTTOM, 50 skinny man in black turtle neck, black shorts, black beret and black square mustache, climbs out.

INT. FRENCH CHATEAU REC ROOM - NIGHT

Door of rec room flies open. BARON VON SHEEPSBOTTOM enters room.

BARON VON SHEEPSBOTTOM
(to Adam and Pickles)
Greetings, preteen detainees, tween travelers, adolescent adventurers. Baron Gunter von Sheepsbottom, Esquire, at your service. I'm the TVP producer, and I do hope you're enjoying your stay at +1 Detention Center.

PICKLES
I want to go home.

BARON VON SHEEPSBOTTOM
(nodding sympathetically)
And so you shall, Pickles, my boy. Game Rule 30 states that any player can return home immediately upon request. Homesickness is nothing to be ashamed of, Pickles. In face, I'll call your DVP producer, Sheik Kaput at once and tell him that I'll take you home to the Highlands myself. By bedtime you'll be back in your own cozy bed, with your head on your own pillow, snug under your own comfy covers.

PICKLES
Coo! I'll get my things.

Pickles leaves to adjacent room.

BARON VON SHEEPSBOTTOM
(to Adam)
And how about you, Mr. Story? Would you like to go home as well? Familiar bed, familiar voices, familiar meals. You could be back at San Francisco Bay by morning.

ADAM
Sorry, baron, this place seems as good as any to spend three days. So far the Great Goony Game has been rather fun.

BARON VON SHEEPSBOTTOM

(smiling slyly)

Yes, and you've made excellent progress in this game, Mr. Story.

(beat)

Despite your producer no even telling you it *was* a game. Eh? Quite a scoundrel, that Prince Oh. So unfair.

ADAM

(shrugging)

Who knows? Maybe not knowing about the teams and all the rules was helpful. I'm not big on teams and rules.

BARON VON SHEEPSBOTTOM

But unfortunately for you, Mr. Story, my TVP player, Chukudifu, is halfway across his ninth time zone already. My boy is a scrappy traveler from Kenya. So far he hasn't had one delay. He's smart, bold, and daring. He's ran a marathon at the age of ten. Nothing shakes my player. Chukudifu leads the GGG pack, and the pack grows thinner every day.

ADAM

I'm still in this game, baron. I'm still a player.

BARON VON SHEEPSBOTTOM

I'm afraid, Mr. Story, by the time you're released from this DC in sixty-four hours and ... (checks watch) twenty-eight minutes, you won't have the teensy-weensiest chance of winning the Great Global Game. All you effort, cunning, and hardship will be for naught. Continue in this game, Mr. Story, and you'll return home as penniless and unpopular as you were when you left. However...

(beat lowers voice)

If you return home tonight, perhaps I could make a considerable private contribution to your mother's bank account.

ADAM

You mean, like, a bribe. I bet one of those one hundred and one game rules outlaws bribing a rival player.

BARON VON SHEEPSBOTTOM
(sneering)

Go home, Mr. Story. The game is full of silly rules. And as any schoolchild knows, rules are for bending. And if rules bend too far, they break.

ADAM

And broken rules are easy to hide.

BARON VON SHEEPSBOTTOM

I swear by my ancestor's mustaches, Mr. Story, TVP will triumph in the Great Global Game, no matter how many rules need to be bent, broken, or hidden.

Rec room door opens. FRENCH GUARD 1 enters and whispers something in Baron von Sheepsbottom's ear.

BARON VON SHEEPSBOTTOM
(CONT'D)

(grinning)

Excellent news! The playing field has grown smaller still. One more game contestant, Queen Mumumu's player from GVP, has been captured and will arrive at this detention center shortly. I believe you two have already met.

ADAM

(under breath)

GVP? Right. Meredith.

INT. FRENCH CHATEAU DORM ROOM - MORNING

Small dorm with bunks beds.

ADAM is asleep on lower bunk. He awakes and spots a figure with blue hair laying on bunk across the room.

ADAM

(to self)

Small world, Meredith.

ADAM rises. He sniffs armpits and enters washroom.

INT. FRENCH CHATEAU DORM ROOM - MORNING MOMENTS LATER

ADAM exits washroom scrubbing hair with towel.

MEREDITH sits up in bed. She wears same blue clothes as on train.

MEREDITH
(surprised)

You.

ADAM
How was grandma's, Meredith? I suppose you knew all along we were players in some big intercontinental contest.

MEREDITH
(shrugs)
I joined the GGG to win, Adam. Just because you were blank about the whole thing didn't mean I should fill you in.

MEREDITH walks out the door leading to rec room.

INT. FRENCH CHATEAU REC ROOM - DAY MOMENTS LATER

MEREDITH sits at table eating big breakfast.

ADAM comes in dressed in clean clothes.

MEREDITH
How'd you end up here anyway?

ADAM sits down at table.

ADAM
I was taken in by a crepe. How'd they catch you.

MEREDITH
(continuing to eat)
After Cleveland I took the bus to Boston. From there I sailed to Spain on a schooner. Right before we left, two trackers joined the crew. I should have suspected the yellow slickers they wore. In Spain they offered me a ride to Paris but drove me here instead.

ADAM
So what happens to players after they're released from a detention center?

MEREDITH
Game Rule 96. After players serve his or her detention term, he or she will have his or her cell phone, GPS unit, and bank cards returned to him or her. He or she will be driven twenty-four miles in any direction of his or her choice.

ADAM

Sounds like you memorized the entire list of game rules.

MEREDITH

I know them better than the multiplication tables.

EXT. FRENCH CHATEAU, SWIMMING POOL - DAY

ADAM and MEREDITH are laying on lounge chairs beside pool.

ADAM

So what do you know about the twenty-four teams in this Great Gloomy Game?

MEREDITH

There's the Bly Voyage Project, the Cook Voyage Project, the Drake Voyage Project, the Fossett Voyage Project, the Gagarin Voyage Project, the Kunste Voyage Project, the Tereshkova Voyage Project, and others. Each of them named after a famous circumnavigator. Did you know that Dave Kunste walked around the world? Valentina Tereshkova was the first woman to orbit the earth in space and Steven Fossett flew around the world solo in a balloon.

INT. FRENCH CHATEAU REC ROOM - LATER

MEREDITH and ADAM sit before large TV playing video game.

ADAM

And how many other players in the Great Global Game do you know about?

MEREDITH

Not many. It's hard finding reliable info about players. Remember, it was an accident that I met you. But I know about team producers.

ADAM

All members of the League of Royalty without Domains?

MEREDITH
(nodding)

Exactly.

CUT TO:

INT. LORD HEADQUARTERS CONFERENCE ROOM- DAY- CONTINUOUS

Twenty-four GGG producers sit around a round table.

CHIEF MONTEZUMA XXX, 70, Aztec male, BVP producer dressed in three-piece suit made of black feathers sits chatting with PRINCE OH.

MEREDITH (V.O.)

The BVP, Bly Voyage Project, producer is Chief Montezuma XXX, who no longer has an Aztec realm to rule.

SHEIK KAPUT, 90 DVP producer, wearing black Arab headdress and robe.

MEREDITH (V.O.)

Sheik Kaput, of DVP, the Drake Voyage Project, ruled a sheikdom in the Arabian Desert until the map companies forgot to draw it on their maps. Eventually, so many people forgot about the territory that it ceased to exist.

QUEEN MUMUMU, 50, broad Polynesian woman, GVP producer wearing black muumuu with black orchid lei around neck and black orchid in her long black hair.

MEREDITH (V.O.)

I've already mentioned my producer, Queen Mumumu of GVP, the Gagarin Voyage Project. Centuries ago a volcano erupted on the island ruled by her ancestors and the entire kingdom sank into the ocean.

BACK TO SCENE:

ADAM sits up on lounge chair.

ADAM

And there's Baron von Sheepsbottom from TVP. He paid me a visit last night.

CUT TO:

INT. LORD HEADQUARTERS CONFERENCE ROOM - DAY

BARON VON SHEEPSBOTTOM, sitting at round table, sneers.

MEREDITH (V.O.)

The baron's ancestors once ruled half of Europe and Asia. They were greedy hunters. They hunted so much that every animal in their empire became extinct. Your producer and the TVP producer have bad blood between them.

BACK TO SCENE:

ADAM

(to himself)

Gunter the Hunter.

MEREDITH

Should I go on?

ADAM

(rolling over)

No, I got the gist of it. A lot of rich people with nothing to do but play silly games.

EXT. FRENCH CHATEAU TENNIS COURTS - DAY

ADAM and MEREDITH are playing tennis. A field of sunflowers stands beyond courts.

ADAM

(looking at sunflowers)

You know, Meredith. Is there a game rule that prevents a player from escaping a detention center.

MEREDITH

No, but who would try it. That player would be stuck in the middle of nowhere without a phone, GPS, or money to buy a ticket onward. Local police would soon find him or her and deport her or him straight home. Game over.

ADAM

That's why this DC wouldn't be hard to leave. Two clunky guards and no fence.

INT. FRENCH CHATEAU REC ROOM - DAY

MEREDITH and ADAM sit at table eating lunch.

ADAM

Here's what we should do. Get dressed, pack some food, and take off through the sunflower field. We could make it all the way to the main road without being spotted.

MEREDITH

And why would you want to escape with me? We're opponents, foes, rivals. Remember?

ADAM

Because two kids can travel cheaper and safer than one. Besides, two twelve-year olds stand out less. You said you were in this game to win, Meredith. Well, the TVP player, Chukudifu, will beat us both if we don't try something daring.

Beat

MEREDITH

When do we leave?

EXT. FRENCH CHATEAU, SWIMMING POOL - DAY

MEREDITH and ADAM, dressed in street clothes and carrying blue backpacks are crouched at the edge of the sunflower field.

MEREDITH

(looking toward chateau)

All clear

ADAM

(whispering)

We're out of here.

EXT. SUNFLOWER FIELD - DAY

MEREDITH and ADAM run up row between tall sunflowers. From direction of chateau comes barking of dogs.

Both stop and look back.

ADAM

(out of breath)

Those dogs sound fierce. Go or stay?

Without answering, MEREDITH takes off again. Barking continues.

EXT. SUNFLOWER FIELD - DAY LATER

MEREDITH and ADAM still running through sunflowers. Dog barking stops.

MEREDITH halts and bends over laughing.

ADAM stops beside her.

ADAM

(panting hard)

What's so funny? Those dogs almost ripped us apart.

MEREDITH

Game Rule 73 states that no animals can be used to chase or track players. That barking was just a recording.

ADAM

Now you tell me.

MEREDITH

(looking at sunflowers)

What's the plan. MVP man. Soon every tracker in France will be after us. They can collect two tracking fees in one shot. Meanwhile, it's a long walk to Paris. Which way do we go.

ADAM looks up a sunflower blooms that are pointing toward the setting sun.

ADAM

The sunflowers are pointing west.

(points north)

So we go that-away.

EXT. EDGE OF SUNFLOWER FIELD ENDING AT FARM - DAY

MEREDITH and ADAM emerge from flowers in mowed field.

In b.g., MONSIEUR CANARD, 40 French farmer wearing blue overalls and straw hat, is driving tractor.

MEREDITH and ADAM run toward him.

EXT. FRENCH FARM - DAY

MEREDITH and ADAM approach Monsieur Canard.

ADAM
Hey! Hello! We're lost! Can you help?

MEREDITH
(fluent French to farmer)
Bonjour! Nous peron.

ADAM looks at her in surprise.

MEREDITH (CONT'D)
Ou se trouve!

MONSIEUR CANARD
(shutting off tractor speaks)
Bonjour mademoiselle. Comment va tu?

MEREDITH and Monsieur Canard converse in French.

MEREDITH
(to Adam)
Come on. This is Monsieur Canard and he'd offered us a ride into town. I told him we're backpacking around France. He thinks we're a lot older than twelve.

EXT. SMALL FRENCH TOWN TRAIN STATION - DAY

A car with MONSIEUR CANARD driving stops before train station.

MEREDITH and ADAM get out.

MEREDITH walks up to drivers window and MONSIEUR CANARD hands her some Euros.

MEREDITH and ADAM walk into station.

ADAM
(to Meredith)
How will we pay him back?

MEREDITH
He told us to pass the favor along to other needy travelers on our journey.

ADAM nods.

INT. GARE DU NORD, PARIS - EVENING

MEREDITH and ADAM walk through busy Gare du Nord.

MEREDITH

So, MVP man, what now? Do we wait here for a tracker to find us, or do we look for a park to sleep in tonight?

ADAM

(studying departure board)
I've got a better idea. MVP planned for me to be in Paris last night. Right? That means they reserved a train ticket for me for today to somewhere.

INT. GARE DU NORD, INTERNATIONAL TICKET COUNTER-EVENING

ADAM stands at ticker counter, holding out passport. FRENCH TICKET AGENT, female in SNCF uniform, inspects passport. In b.g. MEREDITH studies wall Metro map.

ADAM

My name's Adam Story. I'm suppose to meet my parents somewhere tomorrow, but I forgot what city. They reserved a ticket for me.

FRENCH TICKET AGENT

(checking computer)
Bon. Here it is. Adam Story. A first-class sleeper to Copenhagen. I see you missed your train this morning, but your parents bought another ticket for you tonight.

ADAM

That's right, Denmark.

ADAM turns and looks at MEREDITH. Shakes head.

ADAM (CONT'D)

(to French Ticket Agent)
Did my parents get my message about bringing a friend along.

FRENCH TICKET AGENT

Non, the ticket is for one.

ADAM

Then could I exchange my first-class sleeper for two plain second-class tickets?

FRENCH TICKET AGENT
(taps keys on computer)
Bon, it's nearly the same price. Little
less.

INT. SECOND-CLASS TRAIN COMPARTMENT - NIGHT

ADAM and MEREDITH are squeezed in train compartment with
four partying American backpackers.

INT. COPENHAGEN TRAIN STATION - MORNING

Groggy and tired, MEREDITH and ADAM climb down from
train, lugging blue backpacks.

INT. COPENHAGEN TRAIN STATION - MORNING

ADAM greets MEREDITH smiling and waving two tickets.

ADAM
Just as I thought. MVP had a first-class
ticket waiting for me to Stockholm,
Sweden. I exchanged them for two cheaper
ones. We have three hours to explore
Copenhagen.

EXT. SIDEWALK OF COPENHAGEN - DAY

MEREDITH and ADAM stand outside of bakery. They look
longingly through window filled with pastries.

ADAM
I'm stared. How are we going to eat?

MEREDITH
Things work out.

A bus pulls stops at street corner.

Bus door opens. PRINCE OH steps down.

ADAM
(looking toward Prince Oh)
Yeah, it always does. Wait here.

ADAM runs up to PRINCE OH.

As ADAM approaches, Marco Polo, jumps out of Prince Oh's
cape pocket and stands on his shoulder.

PRINCE OH
(to Adam)

Good morning, Adam Story. Bonjour!
Goddag! You've certainly come a long way
since last we met. Your escape from the
detention center was brilliant. When you
collected the train tickers in Paris, I
knew with certainty where to find you.

ADAM
(angry)

Why didn't you tell me about the game?
Why did you lie to me?

Marco Polo turns a circle.

PRINCE OH

Indeed, Adam Story, you certainly have a
right to be angry. I kept certain details
about the GGG teams and rules from you,
because I knew you're not a team player.
And you certainly don't play by rules.
You're an individual, Adam Story. You
choose your own path. I was certain that
if you'd known about the other players,
you wouldn't have accepted the MVP
challenge.

beat

ADAM

So what's next?

PRINCE OH

As you know, this is the single time
during the game that we're permitted to
meet. I've come to Copenhagen to warn you
of certain dangers that lie ahead, Adam
Story. If you wish, this certainly is the
best time and place to end your journey
and opt to go home.

ADAM

What's the MVP plan?

PRINCE OH

We've arranged for you to travel through
Scandinavia by train and ferry and on to
Moscow, Russia. From there, you will take
the Trans-Siberian Railway to the Pacific
Ocean. Asia will certainly be the most
remote and dangerous part of your
journey.

(MORE)

PRINCE OH (CONT'D)

If you run into trouble in Siberia, Adam Story, it will take our pilots a certain amount of time to come to your aid.

ADAM

I know about the Trans-Siberian Railway from the Internet. Sitting eight days on a train seems a breeze. What else.

PRINCE OH

We've analyzed the darts that struck you. One GGG team is certainly not playing fair. We found a potent sleeping dope on the dart tips. LORD officials learned that a certain producer has trained ninety-nine teenagers, seventeen and eighteen years olds, from around the world to hunt down players. LORD named these teens 'stoppers.' Stoppers are appearing on every continent. They have an uncanny knack for finding players and giving them a twenty-four-hour nap. That's for certain.

ADAM

Tranquilizer darts don't worry me.

PRINCE OH

Fortunately, the northern route should be clear of many trackers and stoppers. We believe there are seventeen players left in the GGG. Three are in detention centers. The rest are spread around the globe. As far as MVP knows, you are presently in fourth place. The leader, Chukudifu from TVP, is one and a half time zones ahead of you.

ADAM

Baron von Sheepsbottom's star player.

PRINCE OH

There's another issue we certainly need to discuss.

(beat)

That certain GVP player you're traveling with. She must go her own way.

PRINCE OH and ADAM turn toward MEREDITH looks on in b.g.

ADAM

Meredith's helped me a lot. She knows the game well.

PRINCE OH

The GVP player is your opponent, Adam Story. The stakes in this game are certainly great, and she's untrustworthy. If she contacts her team, GVP trackers will certainly find you and destroy your chances of victory.

ADAM

Meredith wouldn't double-cross me.

PRINCE OH

Your train arrives in Stockholm at 2:50. Tonight you must be on the ferry to Finland, leaving at 6:00. You'll be in Helsinki early tomorrow. MVP has made reservations for you, first-class. But, Adam Story, before you board that ferry, you must have parted with the GVP player. You'll have until 5:00 p.m. At that time, as certain as homework, I will send a squad of MVP trackers to capture Meredith Emerson. Do you understand?

ADAM

(nodding)

Certainly.

PRINCE OH takes blue cell phone, GPS, and two blue bank cards from cape. He hands them to ADAM.

PRINCE OH

I'm allowed to give you these again and here's some Danish money. Get yourself some breakfast before the train leaves for Sweden.

Another bus pulls up to curb.

Margo Polo leaps into Prince Oh's pocket.

PRINCE OH steps toward bus.

PRINCE OH (CONT'D)

(calling from bus steps)

Good luck, Adam Story. The MVP team is counting on you. My noble ancestors of Babababad thank you. That's for certain.

Bus doors close and bus drives away.

INT. SECOND-CLASS TRAIN CAR - DAY

ADAM is stretched out on seat, thinking.

MEREDITH sits across from him doing crossword puzzle.

ADAM (V.O.)

On the way to Stockholm I resisted telling Meredith about Prince Oh's ultimatum. Five o'clock or else. But I already had made my decision. Once in Stockholm I'd board the ferry to Finland with her, before 5:00. Before the MVP tracker could stop us.

EXT. STOCKHOLM TRAIN STATION - DAY

MEREDITH and ADAM emerge from station.

ADAM

We'll take a taxi to the ferry terminal. It's a long walk from here.

MEREDITH

(checking watch)

Nonsense. It's only 3:25. We have four hours and I want to see Stockholm.

(starts walking)

Come on. We need the exercise.

ADAM

(shaking head)

OK. But let's walk fast.

EXT. STOCKHOLM OLD TOWN - DAY

ADAM and MEREDITH walking down cobble street. ADAM tries to hurry MEREDITH along.

MEREDITH keeps stopping to window shop.

ADAM

Let's go, Meredith.

MEREDITH

(checking watch)

What's your hurry. It's only 4:35. You have the blue credit cards. Let's do some shopping.

MEREDITH turns up narrow side street.

ADAM

Wait. Meredith, no! We haven't time. We must get to the ferry.

EXT. STOCKHOLM OLD TOWN - DAY

ADAM watches MEREDITH walk up hill. In b.g.two men, STOCKHOLM TRACKERS, in yellow nylon jackets, stand at top of hill.

ADAM

(to himself)

They're early.

ADAM ducks into coffee shop.

INT. STOCKHOLM COFFEE SHOP - DAY

ADAM stands inside coffee shop looking out window. He sees STOCKHOLM TRACKERS run down hill.

They stop before MEREDITH, exchange a few words with her, then run past coffee shop window.

ADAMS

(looks dazed. to self)

Those aren't the MVP trackers trying to catch the GVP player, Meredith. They were GVP trackers trying to capture *me*.

EXT. FINNISH FERRY - EVENING

ADAM is climbing the gangway up to the ferry entrance.

ADAM (V.O.)

Maybe it was just a coincidence that GVP trackers were in Stockholm. Maybe. Chances were, MVP trackers had already captured Meredith. Either way, I was glad I was on the ferry to Finland.

INT. FINNISH FERRY CABIN - EVENING

ADAM stays at round window of ferry cabin.

Out window, Stockholm is receding.

ADAM

So long, Sweden. So long, Meredith.

Rap on door.

ADAM (CONT'D)
Yeah. Hello? Come in.

MEREDITH, looking bedraggled, enters cabin.

MEREDITH
(sniveling)
I'm...I'm so glad I found you, Adam. I had to lie like crazy to get on board. You must buy me a ticket right away, or they'll arrest me as a stowaway.

ADAM
You *are* a stowaway.

MEREDITH
(shrilly)
What do you mean? We're still a team aren't we?

ADAM
That's what I thought until we met those GVP trackers.

MEREDITH
(still crying)
Adam, those men surprised me as much as they surprised you. And do you know what they told me on the hill? Five MVP trackers were in Stockholm searching solely for me. So guess what I thought? You had the phone and everything. But no, I said to myself. Adam Story would never turn me in. I'm here because we made an agreement to stick together.

ADAM
(softens)
OK. OK. I'll buy your ticket and then I'm tossing my phone and credit cards overboard. Somehow the trackers are tracking us.

EXT. FINNISH FERRY - EVENING

MEREDITH and ADAM hang over deck railing.

ADAM tosses smart phone and credit cards overboard.

ADAM
Phone overboard.

MEREDITH

Now we're really on our own.

ADAM nods.

EXT. HELSINKI, FINLAND - MORNING

SUPERIMPOSE: TIME ZONE 11 EAST EUROPEAN SUMMER TIME

MEREDITH and ADAM, blue backpacks slung on shoulders, walk through morning fish market. In b.g., ferry at pier.

EXT. HELSINKI TRAIN STATION - DAY

MEREDITH and ADAM enter station.

INT. HELSINKI TRAIN STATION - DAY

MEREDITH and ADAM walk through busy train station. ADAM points to sign.

INSERT - INTERNATIONAL MEN'S ROOM SYMBOL.

ADAM

That's one sign I can read. I'll be right back.

MEREDITH nods and ADAM leaves.

INT. TRAIN STATION REST ROOM.

ADAM washes hands at sink. A scream comes from outside. He rushes out.

INT. HELSINKI TRAIN STATION - DAY

A crowd stands around something. ADAM elbows through crowd and finds MEREDITH lying on the floor asleep.

SHYPOKE CRISP, 70, white hair and beard, wearing old Finnish sailor's hat, crouches across from ADAM. They look eye to eye.

ADAM

What happened?

Shypoke Crisp hands ADAM a wooden dart.

SHYPOKE CRISP

(Finnish accent. Low voice)
We must get your friend out of the
station before the police arrive.

ADAM

Who are you?

SHYPOKE CRISP

Later. The dart came from the corner over
there. You are still in danger. Now say
something to these people.

ADAM

(speaks to crowd)
She'll be all right. She's my sister. She
has these attacks all the time. She just
needs some fresh air.

SHYPOKE CRISP lifts MEREDITH and carries her toward exit.
ADAM, grabbing both backpacks, follows.

INT. TRAIN STATION PARKING LOT - DAY

SHYPOKE CRISP, carrying MEREDITH, approaches battered
pickup truck. ADAM trots behind him.

ADAM

You're not a tracker or a pilot. Who are
you?

SHYPOKE CRISP

(lays Meredith upon fishing
nets in back of pickup)
My name's Shypoke Crisp. And I'm just an
old sailor who's been noticing a lot of
strange things around this station the
past few weeks. Do you know what's on
that dart?

ADAM

Sleeping dope. She'll be out for twenty-
four hours.

SHYPOKE CRISP

(nods)
Then we'll go to my cabin.

ADAM

No, we can't.

SHYPOKE CRISP

You'll have to trust me. I know about the game. I know you are one of the players trying to circle the world in forty days. And I know if you're found by the police, you'll both be sent home.

ADAM nods and climbs in back of pickup with MEREDITH.

EXT. GRAVEL ROAD THROUGH BIRCH FOREST, FINLAND - DAY

Shypoke Crisp's pickup rolls along narrow road. ADAM, sitting next to prone MEREDITH, bumps about in back.

EXT. GRAVEL ROAD THROUGH BIRCH FOREST - MOMENT LATER

Pickup stops at end of road near shoreline of sea. Nearby stands a small red cabin. In b.g., sauna stands at edge of sea by dock. Fishing boat is tied at dock. Sea is rough. Sky is gray. Birch trees around cabin sway.

SHYPOKE CRISP steps from pickup. He lifts MEREDITH from back and heads to cabin. ADAM, carrying blue backpacks, follows.

INT. FINNISH CABIN - DAY

SHYPOKE enters one-room cabin with large stone fireplace carrying MEREDITH. He places her on bed. ADAM stands in doorway.

INT. FINNISH CABIN - NIGHT

SHYPOKE CRISP and ADAM sit before lit fireplace. Cabin dark. Storm rages outside.

ADAM

How do you know about the Great Global Game, Shypoke?

SHYPOKE CRISP

Old people have much time to sit and observe. I've met several of you players passing through the train station. By talking with them and spying several people dressed in yellow, I've been able to piece the game together.

ADAM

Why are you helping us?

SHYPOKE CRISP

I admire what you young folks are doing. My life was once as full of adventure as yours. When I was still a teenager I joined the crew of a Finnish ice cutter that plied the frozen ocean north of Norway and Russia. Later, I was a member of several Arctic expeditions, one across Greenland and another to the North Pole. Afterwards, I built my fishing boat out there, Moominpappa, and fished the stormy seas off the coast of Iceland. How I long for those adventurous days of extremes and the unexpected!

ADAM

But I don't know what we'll do next. We were going to take the train to Moscow, but I dread going back to that station.

SHYPOKE CRISP

I believe I can help. I need to sail Moominpappa to the Russian coast tomorrow. I have... business there. You and MEREDITH can be my crew. Nina, my Russian contact, will drive you to Moscow.

ADAM

(looks toward Meredith)

It's like Meredith said. Things work out.

INT. FINNISH CABIN - DAY

Sound of wind from outside. ADAM lays awake beside MEREDITH on bed. MEREDITH's eyes open.

ADAM

(sitting up)

Madam, I'm Adam.

MEREDITH

Where is this place?

ADAM

A cabin on the Gulf of Finland. And we're taking a boat to Russia.

Cabin door blasts open and Shypoke Crisp enters quickly. He wears a long fisherman's slicker and sou'wester. Two feathered dart stick out of rubber coat. He carried flare gun and two rubber coats. Slams door shut

SHYPOKE CRISP

Hyvaa huomenta, Meredith. Hope you had a peaceful sleep. Moominpappa is ready to sail. But we have a few visitors to get past first.

ADAM rushes to window. He looks out and sees twenty stoppers, teenagers wearing red hooded sweatshirts and holding long blowguns, standing among the birch trees.

ADAM

They're stoppers. One of the producers hired them to stop the remaining players. But how they track us here I don't know.

SHYPOKE CRISP

Luckily they don't this is just a flare gun, so they kept their distance.

(pulls dart from coat)

And luckily their darts don't penetrate these rubber coats. Put these on.

INT. FINNISH CABIN - DAY MOMENTS LATER

SHYPOKE CRISP stands at the door, holding up flare gun.

MEREDITH and ADAM, dressed in rubber coat and sou'westers stand beside him. SHYPOKE swings door open.

EXT. FINNISH CABIN - DAY

STOPPERS in red remain standing with blowguns around cabin. Wind blowing strong

INT. FINNISH CABIN - DAY

SHYPOKE CRISP

Follow me.

SHYPOKE runs out door, shouting. MEREDITH and ADAM exchange looks.

ADAM

One, two, three...

MEREDITH and ADAM race out door.

EXT. FINNISH CABIN - DAY

SHYPOKE runs down hill toward pier waving flare gun. In b.g. fishing boat is tied to dock.

Stoppers raise blowgun to lips

MEREDITH and ADAM run behind SHYPOKE. Dart whizzes by them.

ADAM trips and MEREDITH stops to help him up.

MEREDITH

Let's go, Popeye.

Dart zings past ADAM's head.

ADAM

(leaping to feet)
I'm right with you.

EXT. PIER - DAY

SHYPOKE runs up dock and leaps into boat.

MEREDITH and ADAM come next in leap into boat. Dart strike side of boat. Other darts zip into water.

INT. MOOMINPAPPA CABIN - DAY

SHYPOKE stands at wheel. Turns switch and engine roars

MEREDITH and ADAM, breathless, drop onto filled burlap sacks.

EXT. PIER - DAY

Moominpappa leaves dock and head to open water.

INT. MOOMINPAPPA CABIN - DAY

SHYPOKE CRISP turns wheel

SHYPOKE CRISP

(to Meredith and Adam)
Welcome aboard Moominpappa.

ADAM looks out back door of cabin.

EXT. FINNISH SHORELINE - DAY

STOPPERS in red hooded sweatshirts line shoreline,
leaning on long blowguns.

EXT. GULF OF FINLAND - DAY

Moominpappa tosses about in high seas.

INT. MOONINPAPPA CABIN - DAY

MEREDITH and ADAM sit on burlap sacks. Shypoke Crisp
turns wheel wearily.

SHYPOKE CRISP
(slurring)

Adam, come here.

ADAM rushes forward.

SHYPOKE CRISP (CONT'D)
(rubbing ankle)

You must take the wheel.

Feathered dart lays on cabin floor.

SHYPOKE CRISP (CONT'D)
It only pricked the skin. But I don't
know how long I can stay awake. The coast
of Russia is a few hours away. We can't
use lights or the radio. The Russian
shore patrol would find us. Watch the
compass.

INSERT - SHIP'S COMPASS POINTING SSW.

SHYPOKE CRISP (CONT'D)
Keep Moominpappa headed at 120 degrees.
(points to throttle)

That's the throttle. Retain this speed as
best you can. You must fight the wind or
we'll be blown far off course and never
reach the rendezvous point.

SHYPOKE CRISP slumps onto a burlap bag. ADAM grips wheel
and MEREDITH rushes to his side.

MEREDITH
Have you ever steered a boat before?

EXT. GULF OF FINLAND - DAY

Large wave slaps Moominpappa's side.

ADAM (O.S.)

Only once at Disneyland. A man let me
drive the boat on the Jungle Cruise.

INT. MOONINPAPPA CABIN - DAY

MEREDITH and ADAM fall to one side. ADAM grabs wheel and
spins it to the right.

MEREDITH

Easy does it, Popeye. This is the real
ocean, not Adventureland.

EXT. GULF OF FINLAND - DAY HOUR LATER

Moominpappa tossing in rough sea. Fog has fallen to sea
level.

INT. MOONINPAPPA CABIN - DAY

ADAM, at wheel, tries seeing through fog. MEREDITH,
beside him, holds binoculars to eyes.

MEREDITH

We can't see through the fog. We can't
tell where to land.

ADAM stares at filled burlap bags.

ADAM

And we have know idea what we're landing.

MEREDITH goes to SHYPOKE CRISP and shakes him.

MEREDITH

Shypoke! Fog! We don't know which way to
do.

SHYPOKE CRISP

(groggy. Looking forward.)
Not good.

MEREDITH

Would a GPS help?

SHYPOKE CRISP

Of course. But I have no such instrument.
I make this trip by sight alone.

MEREDITH

But I have a GPS. A brand new one.

MEREDITH takes blue GPS from backpack and hands it to SHYPOKE. ADAM looks at her suspiciously. SHYPOKE presses buttons on GPS.

SHYPOKE CRISP

(to Adam)

I've set the course you must take, Adam.
You'll reach a cove where my friend Nina
will be waiting with her truck. She'll
flash her headlights three times if it is
safe to land.

SHYPOKE closes eyes. MEREDITH and ADAM look toward filled burlap bags. They exchange dubious looks.

EXT. GULF OF FINLAND - DAY LATER

Sky still foggy. Moominpappa cruising into rocky cove. A truck is parked on shore. It's headlight flash three times.

EXT. GULF OF FINLAND - DAY LATER

Moominpappa is anchored neared shore. NINA, 40, Russian woman dressed in blue overalls, motors up to boat's side in dinghy.

I/E. GULF OF FINLAND-OVER SIDE OF MOONINPAPPA - DAY

Nina's dinghy is at Moominpappa's side.

MEREDITH

(to Adam)

Good job, Popeye.

I/E. GULF OF FINLAND - MOMENTS LATER

MEREDITH, ADAM, and NINA are in dinghy with burlap bags motoring toward shore.

INSERT - SHYPOKE CRISP ASLEEP IN ANCHORED MOONINPAPPA. A THANK YOU NOTE AND BOTTLE OF VODKA LAY ON HIS CHEST.

EXT. RUSSIAN HIGHWAY - DAY

SUPERIMPOSE: TIME ZONE 12 MOSCOW SUMMER TIME

Nina's truck is driving through Russian countryside.

ADAM (V.O.)

Nina was a major help. She bought us our first Russian meal and offered to drive us to the train station where the Trans-Siberian Railway departed. She also explained about the illegal cargo we had helped Shypoke Crisp smuggle into the country...Illegal jeans. Shypoke collected used blue jeans throughout Scandinavian and Nina distributes them to homeless teenagers in Moscow.

EXT. MOSCOW TRAIN STATION - DAY

Nina's truck stops in front of station. MEREDITH and ADAM get out with blue backpacks.

ADAM (V.O.)

So now my big worry was Meredith. Somehow had gotten a GPS and credit cards. She bought first-class train tickets for both of us. But I remembered Prince Oh's words. Could my opponent be trusted?

INT. FIRST-CLASS CABIN TRANSIBERIAN RAILROAD - DAY

SUPERIMPOSE: TIME ZONE 13 SAMARA SUMMER TIME

ADAM lies in one of the two beds reading comics. MEREDITH lies in the other bed doing crosswords.

ADAM (V.O.)

The train's name was *Rossiya*, which meant Russian, and for the next seven days it would be my home. Our first class train car was filled with interesting people.

INT. FIRST-CLASS CAR TRANSIBERIAN RAILROAD - DAY

ANNA and OTTO, elderly Russian couple, stand by samovar at end of car.

ADAM (V.O.)

Anna and Otto were the car attendants.

RADAR, 22 and HANNAH, 22, Australian backpackers, stand outside compartment staring out window.

ADAM (V.O.)

Radar and Hannah had the compartment to our right. They were from Australia, but had been traveling around the world for the past two years!

MRS. WHITHERBY and NATTY WHITHERBY, mother and daughter from England, lay in compartment.

ADAM (V.O.)

An English woman, Mrs. Whitherby and her daughter Natty shared the compartment to our left. They were always complaining to Otto about something.

YURI, Russian boy, sits on bed with ADAM playing chess.

ADAM (V.O.)

And there was a boy, my age who came from the third-class car to play chess with me. Funny how I made more friends on that train than during my entire fifth-grade year at school.

OTTO walking through compartment calling to everyone. Anna, ADAM, MEREDITH, RADAR, HANNAH, MRS. and NATTY WHITHERBY, and YURI line up at window.

ADAM (V.O.)

On the second day on the train ride, Day 17 of my journey, Otto got excited about something. He called everyone out into the corridor.

OTTO

(pointing out the window)
Here! Here! Asia!

Out window the train passes a stone pillar.

ADAM

(to Meredith)
Our last continent.

INT. FIRST-CLASS CAR TRANSIBERIAN RAILROAD - DAY

SUPERIMPOSE: TIME ZONES 14, 15, 16, 17

Train is passing through Ural Mountains.

ADAM stands on platform buying candy from RUSSIAN WOMAN.

Train is rolling through pine forest.

ADAM (V.O.)

Each day *Rossiya* traveled through a new time zone. The days were so pleasant I almost forgot I was part of the Great Global Game. During these days, however, things changed with MEREDITH. I saw little of her and when I did we only exchanged a few words.

Train is rolling along shores of Lake Baikal.

INT. TRAIN DINING CAR - NIGHT

Passengers crowd into decorated dining car. OTTO plays balalaika while people dance.

ADAM (V.O.)

On the evening after we past Lake Baikal, the deepest lake in the world, we had a birthday party for Yuri in the dining. Everyone came but Meredith.

Train stops at small station. RADAR and ADAM look out window.

ADAM

Where are we?

RADAR

In the middle of Siberia. This is the station where passengers disembark to catch the train through Mongolia and onto Beijing, China.

MEREDITH appears on platform, holding blue backpack.

ADAM

(to self)

So that's why Meredith has been moody lately. She must have been planning this all along.

DOUGH DOUGLAS, 40, handsome, long blond hair tracker wearing yellow safari outfit and hat, steps onto platform.

RADAR

Dig that dude's outfit.

ADAM

He's a tracker, Radar. And he's boarding this train in search of me.

RADAR

Huh? What's going on?

ADAM

There's a long story I got to tell you.

INT. FIRST-CLASS CABIN TRANSIBERIAN RAILROAD - NIGHT

SUPERIMPOSE: TIME ZONE 18 YAKUTSK SUMMER TIME

ADAM sits on one bed. RADAR and HANNAH sit across from him.

ADAM

So you see, I'm trapped here. Trackers can be tricky. I'm not leaving this room until we reach the end of the line at Vladivostok.

HANNAH

Wow! Some big world game. How exciting.

RADAR

You lie low, Adam. Hannah and I will bring you floor and guard your door.

HANNAH

We want to read about you in the newspaper! Adam Story, the youngest human to travel around the world.

RADAR

And we're not going to let some dude in a yellow safari getup stop you.

INT. FIRST-CLASS CABIN TRANSIBERIAN RAILROAD - NIGHT
LATER

Cabin is dark. Knock on door.

Light above Adam's bed comes on. ADAM, in bed, sits up.

ADAM

Who's there?... Radar? Hannah? That you?

ADAM goes to door. He slides door open a crack.

Quart size bottle of Mountain Dew on floor outside door.
ADAM grabs bottle and shuts door.

ADAM (CONT'D)
Thank you. Thank you.

Opens bottle and takes long drink.

INT. FIRST-CLASS CABIN TRANSIBERIAN RAILROAD - NIGHT
LATER

Cabin is dark. Light above Adam's bed comes on. Mountain Dew bottle on night stand almost empty.

ADAM gets out of bed. Hold groins to show a trip to the loo is urgent.

He slides open door and looks out.

INT. FIRST-CLASS CAR TRANSIBERIAN RAILROAD - NIGHT

Train car corridor is empty.

ADAM tiptoes down to WC at end of corridor.

INT. FIRST-CLASS CAR TRANSIBERIAN RAILROAD - NIGHT LATER

ADAM tiptoes back to cabin.

INT. FIRST-CLASS CAR TRANSIBERIAN RAILROAD - NIGHT

ADAM enters cabin. DOUGH DOUGLAS stands there. He wraps duct tape across Adam's mouth.

DOUGH DOUGLAS
(Texan accent)
Bad boo-boo, Blue. Nothing makes you go
like Mountain Dew. Your seventy-two-hour
detention has just begun.

EXT. SEA OF JAPAN - DAY ESTABLISH

Sound of motorboat.

INT. CANVAS BAG - DAY

Scene black. Circle of light. Adam's arms push out of bag.

INT. YACHT CABIN - DAY

INSERT - BROWN CANVAS BAG ON FLOOR. ADAM EMERGES FROM BAG.

DOUGH DOUGLAS, standing at boat's helm, looks on.

DOUGH DOUGLAS

Dough Douglas is the name, Blue. Pleased to finally meet you.

ADAM

(rubbing neck)

I thought GGG rules said no rough stuff.

DOUGH DOUGLAS

Apologies, Blue. But to become a top-notch GGG tracker, I've learned how to avoid the zebra men.

ADAM

(looking out cabin window)

So where are you taking me, Dough?

DOUGH DOUGLAS

The +9 Detention Center in outside Tokyo, Japan. We'll arrive early tomorrow. The orange guards at the DC are eager to meet you, Blue. You're quite a legend around this time zone. You and the GVP gal are the only players who have been bold enough to escape from a DC.

ADAM

Do you know how many players are left in this Great Groovy Game?

DOUGH DOUGLAS

Seven including you, Blue. Big typhoon is blowing south of here. Fortunate for you. Three GGG players are stuck in China, unable to cross the Pacific.

EXT. RURAL BUS STATION IN PENNSYLVANIA - DAY

SUSIE SEASHELL, 12, attractive French girl dressed in blue shorts and blue tank top, SVA player is sitting on bench outside bus station. An Amish man driving a cart rides by.

DOUGH DOUGLAS (V.O.)
Susie Seashell from the Seychelles, the
SVP player is stuck in the middle of
Pennsylvania. In Chicago she wished to go
to the Washington State so she boarded a
bus marked **Washington**. Bad boo-boo. A
thousand miles later she discovered the
bus was bound toward Washington, D.C.

INT. YACHT CABIN - DAY

ADAM walks toward DOUGH DOUGLAS and stands beside him.

ADAM
Not too smart.

DOUGH DOUGLAS
The Cooks Voyage Project player, Mark
Setgo a Kiwi from New Zealand, broke GGG
Rule 65.

ADAM
Sorry, Dough, I'm not up on all million
game rules.

DOUGH DOUGLAS
(reciting)
Any player found breaking a local or
country law will be sent back one time
zone.

CUT TO:

EXT. STREET IN CAIRO, EGYPT - DAY

MARK SETGO 12 wearing blue slacks and blue polo shirt, is
riding horse past Great Pyramid. He tosses a candy
wrapper onto the sand. A GGG Official in striped keffiyeh
drives up in a Jeep blowing whistle and pointing at Mark.

DOUGH DOUGLAS (V.O.)
Mark through a candy wrapper on the
ground near Cairo, Egypt. Littering. Bad
boo-boo. A GGG official spied him, and
hustled the player onto a LORD's jet.

INT. SMALL BUSINESS JET - DAY

MARK SETGO sits in front row on small jet. In seats behind him, various GGG producers dresses in black, pilots dressed in green, trackers dressed in yellow, and officials wearing striped keffiyehs are conversing.

DOUGH DOUGLAS (V.O.)

He was flown back one time zone to Casablanca, Morocco.

BACK TO SCENE:

ADAM

So where's Chukudifu, the TVP player from Kenya.

CUT TO:

EXT. ON BOAT DECK IN LOCK OF PANAMA CANAL - NIGHT

CHUKUDIFU, 12 Kenyan, muscular and trim, wearing blue running sweats, stands on deck of sailing boat. Panamanian officials surround him inspecting his blue smart phone and blue backpack.

DOUGH DOUGLAS

Chukudifu was stopped by Panamanian customs officials while on a boat in the Panama Canal.

EXT. PANAMANIAN JUNGLE - DAY

CHUKUDIFU runs through jungle.

DOUGH DOUGLAS (V.O.)

After a daring escape, the TVP player ran off into the jungle. Whereabouts known only to TVP.

BACK TO SCENE:

ADAM stares out window, nodding.

ADAM

But there's something about the whole Great Gooley Game I don't understand, Dough. Why do the LORD producers care who wins? The jets, referees, trackers, pilots, and detention centers must cost zillions of dollars. What do the royals get out of this?

DOUGH DOUGLAS

It's not what the producers win that matters, Blue. It's what they must forfeit if their team lose the game.

ADAM

What? What would they lose

DOUGH DOUGLAS

Something the royals cherish above anything else, Blue. Something more important than even the lands they lost. Game Rule 101 states that each losing producer--every duke, duchess, marquis, earl, empress, viscount, count, countess, caliph, chief, sultan, pasha, shah, and rajah--must surrender his or her noble title.

EXT. HILLS OUTSIDE TOKYO, JAPAN - DAY

SUPERIMPOSE: TIME ZONE 18 JAPAN STANDARD TIME

DOUGH DOUGLAS drives yellow jeep along windy road. ADAM in passenger seat. In b.g Mt. Fuji.

EXT. JAPANESE HOUSE - DAY

Jeep pulls up before front of large Japanese house.

ADAM

This will do, Dough.

DOUGH DOUGLAS

(to Adam)

You'll like this DC, Blue. It's one of the best in the entire GGG. You're lucky I didn't take you off the train farther down the line in the +10 time zone. That DC is in northern Siberia.

ADAM

Thanks for the consideration.

TWO JAPANESE GUARDS, dressed in orange jumpsuits, come out of house.

DOUGH DOUGLAS

(to guards)

Dough Douglas here, boys. I'm delivering the MVP player. The very one.

(MORE)

DOUGH DOUGLAS (CONT'D)
He's a bit pale and rundown, but that's
how I found him.

ADAM gets out of Jeep.

DOUGH DOUGLAS waves to him as he drives off.

ADAM waves back.

EXT. HILLS OUTSIDE TOKYO, JAPAN - DAY

SUPERIMPOSE: SEVENTY-TWO HOURS LATER-TWENTY-FOUR MILES
FROM +9 DETENTION CENTER

White van stops along road.

ADAM gets out carrying blue backpack. He strolls to side
of road and white van drives off.

EXT. HILLS OUTSIDE TOKYO, JAPAN - DAY

ADAM sits on guardrail. Car passes and he sticks out
thumb.

Car stops. ADAM climbs into back seat.

EXT. TOKYO - DAY

Car leaves ADAM off in busy Tokyo district. ADAM looks
around befuddled by the signs.

EXT. TOKYO PARK - DAY

ADAM is stashing blue backpack in bushes in park.

ADAM (V.O.)
So there I was in Tokyo, without a friend
and without a yen.

EXT. TOKYO HARBOR - DAY

ADAM walks along harbor looking for a ship.

ADAM (V.O.)
On the Russian train Radar told me that
sea captains sometimes look for crews,
passage on their ships in exchanged for
work.

ADAM is talking to sailors who shake heads.

He continues walking, until he comes to a medium size, rusty container ship with MOBY KING on its stern.

ADAM (V.O.)

My luck changed when I found Moby King.

ADAM overhears PAP, 70, wizened ship's cook, American, wearing stained cooks smock and checkered pants. He's talking with middle-aged JAPANESE SAILOR.

JAPANESE SAILOR

(to Pap)

Typhoon's headed northward. You'll be able to leave tomorrow for Seattle.

PAP

Aye, finally I can use my sea legs again. My land legs don't work so well.

ADAM

(to Pap)

Seattle? I gotta get to the West Coast fast.

JAPANESE SAILOR

Take a plane, kid.

ADAM

I'm a good worker. I can swab decks or whatever needs to be done on a ship.

PAP looks ADAM over.

PAP

Well you're no runaway. You're American, so you'd be running in the wrong direction.

ADAM

I'm just a boy on an adventure.

PAP

How old are you?

ADAM

Sixteen.

PAP

(rubbing chin)

It just so happen I could use help in the galley. It's hard work.

ADAM

I don't mind.

PAP points to MOBY KING.

PAP

Passage in exchange for galley duty.
That's the deal.

ADAM

(grinning)

It's a deal. How many days does it take
to sail to Seattle?

PAP

Thirteen.

ADAM

And do you know today's date?

PAP

Ninth of August. If you want the job, be
here at oh six hundred tomorrow. That's
six a.m. Sharp. Ask for Pap, the ship's
cook. That's me.

EXT. TOKYO PARK - EVENING

ADAM strolls through park at dusk.

ADAM (V.O.)

I did some quick calculating. If I left
Tokyo on the tenth, I'd arrive in Seattle
on August 22. I'd have a whole day to get
to San Francisco. Seattle wasn't far from
San Francisco, was it? Same coast at
least. I could do it. Just barely.
Despite the detention center, I could
still make it around the world in forty
days!

ADAM runs up path to bushes.

ADAM

(aloud)

Guinness Book of World Records, here I
come.

JAPANESE MAN stops ADAM on sidewalk.

JAPANESE MAN

(in English whisper)

Beware of hooded men with tubes.

ADAM
(alarmed)
Huh? What are you talking about?

JAPANESE MAN
I spied them hiding in the bushes.
They're staking out the blue backpack. If
that your gear, you're the person they're
waiting for.

ADAM
(looks toward bushes)
Stoppers. Thanks.

EXT. TOKYO - NIGHT/MORNING

ADAM without blue backpack sits on bench. He lays down
and scene changes to morning.

EXT. MOBY KING DECK - MORNING

PAP leads ADAM across deck of container ship. Containers
tower above them.

PAP
Well, well, glad you made it. What did
you say your name was?

ADAM
(beat)
Gulliver.

PAP
(smiling)
Well, Gulliver. There's plenty of KP for
you to do. Where's your gear?

ADAM shrugs.

PAP (CONT'D)
Ask no questions and I'll get no answers
I don't want to hear.

ADAM points to stacked containers.

ADAM
What's in these things?

PAP
You name it, Gulliver. Sneakers, DVD
players, sunglasses, Barbie dolls, squirt
guns, car parts, Christmas decorations.

INT. MOBY KING GALLEY - DAY

PAP leads ADAM through galley. He slaps coffee urn.

PAP

First rule of the ship's galley,
Gulliver, is to keep this big fella
filled. The crew runs on coffee.
Captain's name is Captain Chin. Good man.
But he'll be the first one on your case
if this thing runs dry.

ADAM follows PAP to dishwasher against back wall.

PAP (CONT'D)

And here's you headquarters, Gulliver.
You can begin by attacking those pots in
the sink.

INT. MOBY KING GALLEY - DAY LATER

SUPERIMPOSE: TIME ZONE 19,20,21,22

ADAM, wearing rubber apron, stands at steaming dishwasher

ADAM (V.O.)

So that was my life for the next week. I
rarely left the sink. I scrubbed pot
after pan, pot after pot. As soon as I
finished washing up for one meal, the
crew began eating another.

INT. MOBY KING GALLEY - DAY

ADAM stands before a open door overlooking the ocean.

ADAM (V.O.)

Whenever there was a break, I found fresh
air by opening a door in the side of the
ship and looking out upon the ocean.
Horizon to horizon to horizon. I knew
from the Internet that oceans cover
seventy-one percent of the Earth's
surface. As I stood there, it was hard to
believe it didn't cover the entire thing.

EXT. PACIFIC OCEAN - DAY

SUPERIMPOSE: TIME ZONE 23 HAWAII DAYLIGHT TIME

A black helicopter appears on the horizon. The helicopter, approaching Moby King, grows and grows.

ADAM (V.O.)

On the eighth day out, I was standing there when a black speck appeared on the horizon. The speck grew until I realized what it was.

ADAM watches helicopter fly overhead.

ADAM

(aloud)

Hello, Baron von Sheepsbottom.

INT. MOBY KING BRIDGE - DAY

CAPTAIN CHIN, stout Chinese man, wearing faded captain's uniform and Pap are talking with BARON VON SHEEPSBOTTOM.

ADAM enters.

BARON VON SHEEPSBOTTOM

(smiling toward Adam)

There's the youthful traveler, my young adult adventurer, our junior explorer, at last.

ADAM

What do you want, Baron?

BARON VON SHEEPSBOTTOM

(holding out arms)

I've searched the world, seven continents and five oceans, for you, my traveling tween.

ADAM

I keep getting found by the wrong people.

CAPTAIN CHIN

Gulliver, why don't you step into my cabin with your uncle.

ADAM

Uncle?

BARON VON SHEEPSBOTTOM places hand on ADAM's shoulder and leads him toward a side room.

BARON VON SHEEPSBOTTOM
Come along, young trekking nephew. Let's
have a family chat.

INT. CAPTAIN'S OFFICE - DAY

BARON and ADAM stand talking.

BARON VON SHEEPSBOTTOM
So, Mr. Story, we've come near to the
completion of our colossal cross-
continental contest. You've been a fine
player who's shown great potential, made
excellent progress, and always displayed
a positive attitude. A+ for effort. To
tell you the truth, not one GGG producer
thought you had the tiniest chance of
winning this silly game. Now
congratulations are in order. As of
yesterday, you became the final player
left in the Great Global Game.

ADAM
What happened to Meredith, the GVP
player?

BARON VON SHEEPSBOTTOM
Your former companion was the twenty-
second player eliminated. The typhoon
delayed her in Shanghai long enough for
customs officials to find her.

ADAM
Meredith's home now?

BARON VON SHEEPSBOTTOM
She was a real trooper. The GGG Daily
News gave a full account of a wild, all-
day chase through Shanghai before
authorities caught her and deported her
home to LA.

ADAM
And what about your TVP player?

BARON VON SHEEPSBOTTOM
(shakes head)
Number twenty-three to succumb. Chukudifu
caught some cockamamie jungle fever in
Panama. Confounded doctors won't release
him from their care for another
fortnight."

ADAM

If this news is true, why didn't an MVP pilot fly here to tell me?

BARON VON SHEEPSBOTTOM

The fake Adam Story tracers I planted all over Asia have kept your MVP team far off track. Your pilots searched for you everywhere except where you were.

ADAM

And the stoppers? I suppose you hired them too.

BARON VON SHEEPSBOTTOM

(shrugging)

Ninety-nine of the most willful, wily, and wild bullies from ninety-nine different countries. All eager to chase twelve-year-olds around the globe.

ADAM

But I still can win this game, baron. I just need to reach my school by noon on August 23.

BARON VON SHEEPSBOTTOM

(serious)

And I swear by my ancestors' mustaches that will never happen, Mr. Story. My great-great-great-great-great-great-great-grandfather was a great conqueror, a great hunter. The Sheepsbottom royal name won't be ended by a poor, fatherless loner, especially one employed by Prince Oh.

ADAM

So why are you here? Are you going to offer me another bribe?

BARON VON SHEEPSBOTTOM

No more deals, Mr. Story. I flew to these forlorn coordinates where the wretched GGG referees wouldn't follow me. Game rules don't matter in the middle of the Pacific Ocean. I'm taking you to the -10 Detention Center in Hawaii.

BARON takes black smart phone from pocket.

BARON VON SHEEPSBOTTOM
(CONT'D)
(into phone)
Trackers, get ready.

INT. MOBY KING BRIDGE - DAY

ADAM burst from side room onto bridge. BARON, still holding phone, follows.

ADAM
(to Captain Chin and Pap)
Captain, Pap, listen. My real name isn't Gulliver. It's Adam Story. And I'm not sixteen, I'm twelve, and I'm the only remaining player in a huge international contest called the Great Global Game. I've traveled around the world from San Francisco, alone, and if I return home by August 23, I win four million dollars. Baron von Sheepsbottom is not my uncle. He's trying to stop me from winning the game so he can remain a baron.

BARON laughs. TWO MEN TRACKERS dressed in yellow suits enter from desk. BARON grabs Adam's arm.

BARON VON SHEEPSBOTTOM
Come along, nephew. We'll be home in Hawaii in a few hours. It's only an adolescent phase he's going through, captain. Tall tales and all that.

ADAM
Captain, Pap, all I need to do is make one quick phone call. One call will convince you that everything I said is real.

CAPTAIN CHIN
(looking at phone)
Fair enough, Gulliver... or whatever. You can use Moby King's ship-to-shore phone.

ADAM
No, I must use the cell phone that my phony uncle is packing.

BARON VON SHEEPSBOTTOM releases hold on ADAM.

BARON VON SHEEPSBOTTOM

Enough nonsense, nephew. If you won't come with your uncle voluntarily, my assistants will carry you to the helicopter.

ADAM

That black phone is a special Great Global Game phone that works anywhere in the world, captain. By pressing M-V-P, I can connect to my team, the Magellan Voyage Project. Prince Oh, my producer, would be happy to talk with you.

CAPTAIN CHIN

Very well, Uncle Gunter. Let the boy use your phone.

BARON VON SHEEPSBOTTOM, infuriated, pushes TWO TRACKERS toward exit.

BARON VON SHEEPSBOTTOM

Move, move, you slackers! We're wasting our time here.

(turns toward Adam)

You're a cheeky whippersnapper, Mr. Story. By dumb luck you might make it to your final time zone. But by the time this rusty tub reaches Seattle, the docks will be crawling with trackers, hundreds of them. And don't forget my army of stoppers. They'll be hiding behind every tree and post waiting for you. By my ancestors' mustaches! By my ancestors' mustaches, Mr. Story, you won't see dear mommy again until after a long, deep sleep. Long after the Great Global Game is over.

INT. MOBY KING KITCHEN - DAY

ADAM, PAP, and CAPTAIN CHIN sit alone in Moby King's mess room.

CAPTAIN CHIN

So let me get this all straight. You're all of twelve years old and have traveled all the way around the world, all by yourself. And this is all part of a game all made up by all these kings and queens who rule over all of nothing.

ADAM

And the game's almost all over.

CAPTAIN CHIN

And that guy with the skinny legs wasn't your uncle? Instead he's some endangered baron?

ADAM nods.

PAP

You know, Gulliver, I'm beginning to believe your big fish tale.

CAPTAIN CHIN

What did the baron mean by trackers and stoppers waiting for you in Seattle?

ADAM

Every team gets twenty-four trackers. That means twenty-three times twenty-four...well, about five hundred and fifty trackers will be chasing me for the rest of the game. Baron von Sheepsbottom also hired a slew of teenagers to try and stop me.

COOK and CAPTAIN CHIN exchange looks.

CAPTAIN CHIN

Well, Gulliver, maybe we have a solution to this hitch in your journey. It just so happens that the Moby King needs to make a quick stop north of Seattle, prior to our scheduled arrival. We have some...special cargo to unload.

PAP

Top-secret imports. That means we can drop you off without a soul knowing about it.

PAP hands ADAM some old sailor clothes.

PAP (CONT'D)

Put these on, Gulliver. Somehow, that black blowhard baron tracked you way out here in the ocean. Your clothes must contain a transmitter.

EXT. MOBY KING DECK - MORNING

SUPERIMPOSE: TIME ZONE 1 PACIFIC DAYLIGHT TIME

Moby King is anchored in secluded Puget Sound bay.

PAP and ADAM stand on deck. ADAM wears sailor outfit.

On the water, MURPHY, heavily tattooed American man, motors a flat raft toward ship.

DECK HAND brings four race horses onto deck.

ADAM

(amazed)

Hey! Where'd they come from?

PAP

Gulliver, meet Clip-Clop, Flip-Flop, Hip-Hop, and Slip-Slop, four of the finest racehorses in Japan. They've been stabled in one of the containers for the past thirteen days. The crew has treated them well.

ADAM

They look in tip-top shape. So they're being smuggled into the United States?

PAP

(nodding)

Ask no questions. I imagine they're worth a fortune to some horse breeder here.

DECK HAND slips sling under a horses' belly. He lowers it by crane onto the raft.

PAP (CONT'D)

(gesturing toward Murphy)

Murphy there will drive you to the Seattle Amtrak station.

(Pap hands Adam a wad of twenty-dollar bills.)

And this should get you to San Francisco safely.

EXT. SEATTLE TRAIN STATION - DAY

MURPHY parks horse truck in front of Seattle Union Station.

ADAM, in sailor suit, gets out.

EXT. SEATTLE PARK - DAY

ADAM strolls through Seattle park, eating hot dog.

ADAM (V.O.)

The time was 8:42. The Coast Starlight left at 10:00 a.m. It would arrive in Oakland tomorrow at 6:00 a.m., Friday August 23, my fortieth day of the journey.

Quaking noise. Mother duck frantically waddling around a sewer pile.

ADAM walks over to the sewer and looks down.

INT. ROUND SEWER FILLED WITH WATER - DAY

Six baby ducks swim in sewer.

ADAM

(to mother duck)

So I see, Mom. Your babies fell through the storm grate.

EXT. STREET CURB - DAY

SEATTLE POLICEWOMAN, heavysset in uniform, issues ticket to parked car.

ADAM runs up to POLICEWOMAN.

ADAM

(points to sewer)

Over there! Some baby duckling are trapped in a sewer.

SEATTLE POLICEWOMAN

Let's go see.

EXT. SEATTLE PARK - DAY

Group of people gathered at sewer. POLICEWOMAN looks down and calls into walkie-talkie.

SEATTLE POLICEWOMAN

Help is on the way. But this sewer drains into the bay. The little ducks could be swept away by then.

SEATTLE OLD MAN, well-built and tanned, kneels beside sewer. Showing great strength, he lifts off grate.

SEATTLE OLD MAN
(looking toward Adam)
Come here, boy. We can get those chicks out.

ADAM steps backward.

SEATTLE OLD MAN (CONT'D)
Come on. Come help. Your size will come in handy.

ADAM steps forward.

SEATTLE OLD MAN (CONT'D)
Come get on your belly.

ADAM lays on belly. Seattle Old Man grabs his ankles as he slides over edge of sewer.

INT. ROUND SEWER FILLED WITH WATER - DAY

Adam's hand comes down to grab chick.

ADAM (O.S.)
Got one!

EXT. SEATTLE PARK - DAY

A chick runs toward mother.

Crowd of onlookers applaud.

EXT. SEATTLE PARK - DAY LATER

Chicks 2-3-4-5-6 run toward mother.

EXT. SEATTLE PARK-DAY

ADAM sits on grass watching chicks and mother run into brush.

SEATTLE OLD MAN sits beside him

Crowd applauds.

SEATTLE OLD MAN
(patting Adam on the back)
Well, we did our good turn for today. How
about a trip to Starbucks to celebrate?

ADAM
(starts. Checks watch)
Five to ten. I gotta go.

ADAM takes off running.

EXT. SEATTLE TRAIN STATION - DAY

ADAM charges into station.

INT. SEATTLE TRAIN STATION - DAY

ADAM runs up to door marked COAST STARLIGHT

AMTRAK CONDUCTOR, middle-aged male, in Amtrak uniform, is
closing door.

ADAM
(to attendant)
Is this the train to Oakland?

AMTRAK ATTENDANT
Twas. Train pulled out five minutes ago.
There'll be another one tomorrow.

EXT. INTERSTATE 5 ON RAMP - DAY

ADAM stands on off ramp holding cardboard sign reading **SF**

ADAM (V.O.)
Tomorrow would be too late. I called the
Greyhound Bus Station and the next bus
would also arrive in Oakland too late. My
only choice, no matter how unsafe, was to
hitchhike down Interstate 5.

Car breezes past ADAM.

ADAM (V.O.)
But hitching wasn't as easy as I thought.

Another car breezes past ADAM.

EXT. INTERSTATE 5 ON RAMP - DAY LATER

ADAM sits on guardrail holding out sign.

EXT. INTERSTATE 5 ON RAMP - EVENING

ADAM still on guard rail. Checks watch.

ADAM

(to self)

Not enough time. All this for nothing.

EXT. INTERSTATE 5 ON RAMP - NIGHT

ADAM still sitting on guard rail.

Old Honda pulls up to him. ELLE, 20, in waitress uniform, rolls down window and calls out.

ELLE

I drove by earlier. You've been here all day.

ADAM

I know.

ELLE

How about some dinner? You look like you could use a meal.

ADAM

No, thanks. What I really need is a ride to San Francisco. I gotta be there by noon on Friday.

ELLE

Well, then there's no rush. You have two whole days.

ADAM

(standing)

Two days? What do you mean? Isn't tomorrow Friday, the 23rd.

ELLE

No, it's Thursday the 22nd.

ADAM

(beat)

The International Dateline! Moby King crossed the International Dateline! I gained twenty-four hours!

ELLE looks confused.

ADAM (CONT'D)
(waving arms.)

I'm back in the game. I can win. I have a whole new day.

ELLE

Well, how about if we go a cafe nearby and you can explain the whole thing.

ADAM

(prancing toward the car)
Yes, OK. Madam, I'm Adam, and you just told me the best news I've had in a long time.

INT. SEATTLE TRUCKER'S CAFE - NIGHT

ADAM sits with ELLE in a red vinyl booth. Truckers sit in booths behind them. ADAM holds a half-eaten hamburger and takes another bite.

ADAM

(with mouth full)
I thought I'd lost the game. That's why I went nuts when you told me tomorrow is Thursday.

ELLE

(shaking head)
All this for some rich aristocrats' amusement. Any one of you kids could have gotten injured or terribly ill or captured by terrorists. I'm glad they're locking up every member of that League of Royalty without Domains. You're twelve, right? Weren't you scared being out there alone?

ADAM

Not really.

ADAM eats voraciously while ELLE looks around cafe.

ELLE

Listen, I think I know a safe and fast way for you to get to San Francisco. Come with me.

ELLE leads ADAM to the back of the café. MOM, 50, large white-haired woman, sits in back booth eating apple pie. She wears wraparound sunglasses and a denim shirt with an American flag on the back.

ELLE (CONT'D)

Martha, are you driving south tonight?
ADAM here needs a ride to San Francisco.

MOM

(looking Adam over)
Sure, he don't look too harmful. Truckers call me Mom, honey. As soon as I finish my pie we'll be on our way.

INT. SEMI-TRUCK CABIN - NIGHT

ADAM and MOM sit in cabin with red, white, and blue leather. The dashboard is striped red and white, and white stars spangled the blue roof. An American flag hangs behind them.

The truck is moving along Interstate 5.

ADAM

Thanks for the lift. This is great.

MOM

No problem, honey. Why don't you go on back and get some sleep? It's almost midnight. Pull aside Old Glory behind you.

ADAM lifts a corner of the flag revealing a small sleeping space with a narrow bed.

ADAM

(starts climbing in back)
Cool. Do you want to hear a list of all the different beds I've slept in during the past six weeks? A bus seat, a train sleeper, king-size bed at The Plaza...

The flag drapes back in place hiding ADAM. MOM pushes CD into player. Patriotic country music fills cabin.

ADAM (O.S.) (CONT'D)

Another one on the QM2. A bunk bed in a French chateau, a bed on a ferry...

INT. SEMI-TRUCK CABIN - MORNING

Truck cabin is empty. Truck is parked in a weedy field. Flag moves and ADAM looks out.

EXT. NORTHERN CALIFORNIA - DAY

ADAM climbs out of truck. Across the field stands a colorful Bedouin tent. TEN STOPPERS in red hooded sweat-shirts sit under oak tree. Tent flaps spread apart and BARON VON SHEEPSBOTTOM, dressed in black silk pajamas steps out.

BARON VON SHEEPSBOTTOM

(to Adam)

Greetings once again, Mr. Story, our last vagabond, our final wanderer, our lone remaining rover. Welcome to my, shall we say, private TVP Detention Center.

ADAM

What have you done, baron?

BARON VON SHEEPSBOTTOM

You were so, so close, Mr. Story. So close to home and victory, but, alas, so far away. Late last night my teenaged recruits...ah...waylaid your...ah...latest mode of transportation. They'll detain you only until it's impossible for you to reach home by noon tomorrow.

ADAM

Where's the driver? Where's Mom?

BARON spreads tent flaps. MOM is asleep on a pillow.

BARON VON SHEEPSBOTTOM

Miss America will snooze for a day. I believe you're acquainted with the sleeping juice my stoppers apply to the tips of their blowgun darts.

BARON claps hands twice. TWO STOPPERS spring to feet.

BARON VON SHEEPSBOTTOM

(CONT'D)

Bring our guest his breakfast. If Mr. Story can't be at home, he can at least enjoy some of its pleasures.

EXT. BARON SHEEPSBOTTOM'S CAMP - DAY

ADAM sits in shade of truck. TEN STOPPERS sit in shade of oak tree.

ADAM (V.O.)

I could feel the time pass. What the baron didn't know was that I knew where I was. Mom and I had camped in this area near Lake Shasta many times. I knew I-5 was west of here. I just had to wait until nightfall.

EXT. BARON SHEEPSBOTTOM'S CAMP - NIGHT

STOPPERS sitting around campfire.

INT. SEMI-TRUCK CABIN-NIGHT

ADAM sits in cabin listening to CD's. He drops to one side and raises dummy of self, Mom's stuffed shirt and pants, in place. He quickly opens passenger door and drops to ground.

EXT. BARON SHEEPSBOTTOM'S CAMP - NIGHT

ADAM races into brush

EXT. NORTHERN CALIFORNIA - NIGHT

ADAM runs through starry night

EXT. NORTHERN CALIFORNIA - NIGHT LATER

ADAM stands on cliff. He spots Interstate 5 below.

EXT. INTERSTATE 5 - NIGHT

ADAM climbs across Interstate 5 fence. He runs across four lands, stands on shoulder, and sticks out thumb.

Cars breeze past.

Whump of helicopter is heard. Bright light shines down on highway.

ADAM

Hello, Baron von Sheepsbutt.

ADAM leaps off shoulder and light passes spot.

EXT. INTERSTATE 5 BANK - NIGHT

ADAM scrambles down gravel bank. Climbs into culvert.

INT. CULVERT ENTRANCE - NIGHT

ADAM curls up and looks out. Helicopter light passes.

BARON VON SHEEPSBOTTOM
(O.S.)

Mr. Story, come out, come out, wherever
you are! I swear by my ancestors'
mustaches, I'll not harm you. Let's be
pals. I'm offering you four million
dollars to quit the game right now. OK,
five million! Olly-olly oxen free, Mr.
Story! Who cares about a silly little
game anyway? Six million, and that's my
final offer.

Light slides away.

A sound of something wild comes from farther in the
culvert. ADAM looks inward with alarm.

ADAM
(closing eyes)
Tomorrow, my own bed.

INT. CULVERT ENTRANCE - MORNING

ADAM wakes and climbs out.

EXT. INTERSTATE 5 SHOULDER - MORNING

ADAM stands on shoulder.

Crow sits on sign reading: SAN FRANCISCO 221 MILES.

ADAM sticks out thumb as car zooms past. He checks sky
and watch.

INSERT - ADAM'S WATCH 6:35

ADAM
(to crow)
This is it, bird.
(MORE)

ADAM (CONT'D)

If I don't get a ride within the next two hours, the game's all over, finished, kaput.

A red pickup filled with bales of hay pulls off the pavement. BOB, elderly farmer, is the driver.

INT. RED PICKUP CAB-INTERSTATE 5 - DAY

ADAM sits next to BOB. Pickup moving slowly down highway. ADAM reads speedometer 40 MPH

BOB

So, ah, where are you, ah, headed, young fella?

ADAM

San Francisco. I need to be there in a hurry.

BOB

What's, ah, your rush? You young fellas, ah, are all in a hurry these day. I suspect the, ah, chopper back there was a traffic patrol, ah, checking for speeders.

ADAM slumps in seat.

ADAM

How far are you going?

BOB

Ah, Red Bluff. About twenty miles, ah, down the road. And we'll get there soon enough.

EXT. RED BLUFF OFF RAMP - DAY

Red pickup stops on off-ramp. ADAM leaps out and runs to highway. Sticks out thumb and checks watch.

INSERT - ADAM'S WATCH 7:45

A yellow convertible, with top down, pulls over. ORO, 20 handsome Latino, is driver.

ADAM

(running up to car)

I gotta get to San Francisco fast.

ORO

I'm going to San Francisco fast, amigo.

ADAM get in car.

Car top starts opening.

ADAM

Could you leave the top up?

ORO

No offense, but you smell really bad.

ADAM slumps far down in his seat and checks the sky. Car peels out of gravel shoulder.

ORO (CONT'D)

Fasten your seatbelt, amigo. Here we go.

EXT. INTERSTATE FIVE - DAY

Yellow car speeds down freeway.

INT. YELLOW CAR-DAY

INSERT - DASHBOARD CLOCK 9:00

EXT. TURN OFF I-5 TO I-505 - DAY

A green sign reads: SAN FRANCISCO 88 MILES.

INT. YELLOW CAR - DAY

INSERT - DASHBOARD CLOCK 10:19

ADAM

If I'm not home by twelve, you wouldn't believe what I'll miss.

ORO

(smiling)

If I'm not at my girlfriends house soon, you wouldn't believe what I'll miss.

EXT. INTERSTATE 505 TURNS INTO INTERSTATE 80 - DAY

Yellow car speed by green sign reading: SAN FRANCISCO 46 MILES.

INT. YELLOW CAR - DAY

INSERT - DASHBOARD CLOCK 11:02

EXT. HIGHWAY 24 - DAY

Yellow car speeds past Exit 16

Exit 17 sign

Exit 18 sign.

INT. YELLOW CAR - DAY

ORO puts on blinkers and turns up exit ramp.

INSERT - DASHBOARD CLOCK 11:25

ADAM

(terrified)

This isn't it. I gotta go one more exit.

EXT. EXIT RAMP - DAY

The car crunched to a stop at the side of the road.

ORO

This *is* it, amigo. BART station is over there.

ADAM leaps from the car and sprints toward station. Oro looks on in amusement.

INT. BART STATION - DAY

ADAM flies up station steps.

ADAM paces the platform and keeps checking for train.

ADAM

Come, BART. Come on, come on, come on.

BART train comes into view. ADAM checks watch.

ADAM (CONT'D)

(standing impatiently)

11:43 Come on. Come on.

INT. NEXT BART STATION - DAY

BART door open and ADAM springs out. He flies down stairs.

ADAM

Go! Go! Go!

EXT. BART STATION - DAY

ADAM runs up to bike rack. SMALL GIRL, wearing a large mushroom bike helmet, stands there with girl's bike.

ADAM

(to girl)

I need your bike! It's an emergency!
Please! Please!

GIRL

Well...I guess.

ADAM rips bike from girl's grips and flies from station.

EXT. STREETS OF SUBURBAN HOUSING COMPLEX - DAY

ADAM on short bike pumping hard down street. Black helicopter appears drops down in the air behind him and gives chase.

ADAM

Go! Go! Go!

ADAM skids around corner helicopter follows. TWO STOPPERS on skateboards leap over a wall and join the chase. ADAM turns as does helicopter and STOPPER on motor scooter shoots from side street.

ADAM (CONT'D)

Go! Go! Go!

INSERT - ADAM'S WATCH 11:53

Chase continues through streets. ADAM cuts through parks, a playground, and several back yards on bicycle, outracing more STOPPERS on bikes, skateboards and scooters who appear out of nowhere.

EXT. SCHOOL PARKING LOT

ADAM skids around corner and heads toward school parking lot.

Black helicopter flies off and STOPPERS ride away.

School bus is parked by school with campers climbing down steps,

ADAM speeds by bus on bike.

MRS. STORY, waiting in Honda, sees ADAM race by.

INSERT - ADAM'S WATCH 11:57

ADAM (O.S.)
Go, go, go, go!

EXT. SCHOOL PLAYGROUND - DAY

ADAM rounds side of the school and speeds onto playground.

ADAM
The bell! The bell!

INSERT - PLAYGROUND CLOCK 11:59

EXT. SCHOOL PLAYGROUND - DAY MOMENTS LATER

ADAM leaps off bike and sprints toward picnic table.

ADAM
Don't ring! Don't ring! Don't ring!

Blurred image of man wearing a striped keffiyeh behind bush.

ADAM races to table.

ADAM (CONT'D)
Don't ring! Don't ring!

ADAM steps on the table bench and springs onto the tabletop. Regaining balance, he stands up straight, raising arms in a V.

ADAM (CONT'D)
Home!

Rinnnnnnnnng!

INT. MIDDLE SCHOOL HALLWAY-DAY

Adam walks alone down school hallway. Many teens pass him, but he looks lost.

ADAM (V.O.)

So I had made it, around the world in forty days. I'm the youngest person to ever do that, but so what? Nothing in my life has changed. I never heard from Prince Oh, or Miss J, or any MVP pilot. I started middle school, but I felt more lost and alone there than anywhere around the world. Home is where the battle lies, I guess.

EXT. SHANGHAI HARBOR-EVENING

Meredith is running along pier. Two trackers step out from behind boat and grabs her.

ADAM (V.O.)

I did receive an e-mail from Meredith Emerson. She wrote that she made it as far as Shanghai, China. She was about to embark on a ship across the Pacific when two trackers nabbed her. I never wrote back.

INT. ADAM'S APARTMENT-DAY

ADAM and MRS. STORY are eating a school left-over dinner. In b.g. TV is on.

Door bell rings and ADAM answers door. FED EX MAN hands him an envelope.

ADAM (V.O.)

But a month after my return I received a Fed Ex envelope.

ADAM tears it open envelope and dumps contents on table.

ADAM (V.O.)

But all it contained was twenty-four poker chips.

MRS. STORY

Who sent you poker chips?

ADAM
(looking in envelope)
Dunno. There's no letter.

ADAM turns envelope over and a California lottery ticket falls onto table.

ADAM (CONT'D)
(inspecting ticket)
Weird, it's a lottery ticket that someone bought this week.

TV in background suddenly shows the weekly Lotto drawing program.

MRS. STORY
Well the lottery drawing is on right now.

TELEVISION LOTTO ANNOUNCER
And now for the four million dollar California Lotto Jackpot. Can we have the first number please?

LOTTO WOMAN draws ping-pong ball from rotating barrel and hands it to LOTTO ANNOUNCER.

TELEVISION LOTTO ANNOUNCER
(CONT'D)
Number thirty-five

ADAM
(inspects lottery ticket)
Hey, first number here is thirty five

TELEVISION LOTTO ANNOUNCER
Number sixteen!

ADAM inspects ticket and stars at TV agog.

TELEVISION LOTTO ANNOUNCER
(CONT'D)
Forty-three.

ADAM grins, while studying ticket.

TELEVISION LOTTO ANNOUNCER
(CONT'D)
Seven

ADAM
(under breath)
LORDS

MVP*119.

MRS. STORY

What's that Adam? How're doing?

TELEVISION LOTTO ANNOUNCER

And sixty-three.

ADAMS

(waves ticket and smiles)

Ka-ching! Kaaaa-ching!

FADE OUT