FILM II · WORKING SCREENPLAY

QUANTUM ROAD TRIP

A six-act cinematic story overview. The full screenplay is available separately on the website.

ACT 1 / THE WAVE AND THE QUESTION

Tom and Charlie are enjoying the surf off Oahu when a coastal landslide sends a towering wave outward toward them. They survive by surfing together into deeper water; their small living LUMMA companion arrives only after the danger has passed. Back at the observatory, Charlie’s hope for cleaner energy clashes with Tom’s fear of repeating the mistakes of their first adventure. To investigate Earth’s possible future, they need a real signature, not a date chosen from thin air.

ACT 2 / PARIS TO THE ANCIENT WORLD

A genuine ancient artifact in the Louvre provides the signature for a journey into Mesopotamia. Mason arranges legitimate access, and the team scans rather than steals the object. After comic misadventures in Paris, they travel into the distant past. There they encounter the Tweed brothers, Soren and Darius, and discover a society built on exploitation. A small act of kindness by Patch leads to a chain of trouble, and several members of the party are imprisoned as supposed runaway labourers.

ACT 3 / THE CYLINDER AND THE ESCAPE

Mason, the young local boy and the living LUMMA companions help engineer a rescue. The team learns that the Tweeds travel with another intelligent LUMMA extension, one whose long relationship with the family has kept her unaware of much of the suffering around her. In the royal warehouse, Tom and Charlie identify a manufactured cylinder that serves as her resting place. Once she leaves it voluntarily, they take the empty, gold-free cylinder aboard White LUMMA. Its material signature points not to the past, but to the future.

ACT 4 / A WORLD BEHIND GLASS

The travellers reach a devastated Earth roughly two centuries ahead. Outside protected domes, families and children struggle with pollution and shortages; inside, a privileged society enjoys engineered comfort. Tom, Charlie and Mason realize the mission can no longer be simple sightseeing. They need evidence of how this future was built. With careful disguises and an audacious plan involving White LUMMA, they enter the Tweed-controlled complex and confront the distance between wealth and responsibility.

ACT 5 / THE EMPIRE AND THE TWO SHIPS

The group traces the Tweed dynasty’s rise through generations of time-informed investments, property claims and accumulating control over essential resources. Charlie and Mason pursue verifiable records rather than an easy act of sabotage. In the hangar, White LUMMA reaches out wordlessly to the long-separated Black LUMMA, showing her the possibilities of affection without possession. Black makes her own decision to reunite. The Tweeds, discovering their familiar vessel gone, mistakenly believe she is hidden inside the cylinder.

ACT 6 / THE SMALLEST TYRANTS

The brothers secretly board White LUMMA, seize the empty cylinder and confront the travellers. Their impatience becomes their undoing when they choose a physical hatch rather than LUMMA’s restorative exit. Reduced to tiny adult figures, they emerge near the very children who witnessed the ship’s arrival. The heroes leave with evidence and a plan, not an instant cure for Earth. Back in the present, Mr. Mojo returns with a silver bag and one gold bar marked TWEED INC.—a comic discovery that points directly toward the trilogy’s final adventure.