

I. ACT ONE : JOURNEY HOME

1. Pilot Episode : Introducing Max

- (1) Max resents his dad's workaholicism.
- (2) Amy, Ethan, and Hawthorne introduced in high school scene
- (3) Max deals with bullying at school (courage theme of the series)
- (4) Max Enters the imaginary world for the first time
- (5) Max's dad (Marcus) loses his son, overwhelmed by mysterious disappearance. Arrests Reagan (Ethan's dad) for not cooperating after questioning.
- (6) Sailor traps Max in a fishing net
- (7) Ogres appear while Max hides in a cave, they chase him
- (8) Max defeats a sea monster with Sailor's help, he has a lot to learn to survive

2. Survivor

- (1) Max learns the rules of survival in an unfamiliar world.
- (2) Ogres retreat, summoned by an unseen force
- (3) Police deal with Marcus taking Reagan into custody
- (4) Sailor helps Max get acquainted with details of the Imaginary world, he explains Ogres and stone powers.
- (5) Dad Investigates missing children
- (6) Reagan (Ethan's dad) retaliates against Marcus for his arrest

3. Impossible to Escape the Imaginary World (turning point)

- (1) Sailor helps Max look for way out
- (2) Max sails away from the islands, but returns no matter how far he goes.
- (3) Introduction to the King and his advisor Kid Zero. Their relationship Frictions.
- (4) Max's compass starts working when all hope is lost
- (5) Police Chief warns Marcus, Reagan's political influence is dangerous

4. Enter Ethan

- (1) Ethan teleported into the Imaginary world
- (2) Reagan (Ethan's dad) gets hysterical when his son disappears
- (3) Max and the Sailor join a group of kids, they meet for a mission
- (4) Dad (Marcus) defends himself from all-out war with Reagan

5. Ethan meet Macchio's group

- (1) Macchio meets Ethan, offers to teach him the ropes

(2) Ethan agrees to join Macchio's rebel gang. They're one of the most influential in the land.

(3) Kid Zero notices Macchio's leadership potential, keeps an eye on him.

6. Max finds his stone

(1) Reagan's influence worsens, using political power against Marcus and the Police

(2) Max struggles to learn his powers using stones

(3) Police arrest suspects in connection to missing children

(4) Sentinels take orders from Kid Zero, the King is powerless

7. Ogres origin (Middle Turn)

(1) Ethan and Macchio's gang run into Max. Their groups don't get along

(2) Reagan's marriage strained, Amy's torn between her parents fighting and her brother missing

(3) A kid in Max's group refuses to listen, ignores warnings, and abuses his powers. He morphs into an Ogre. Harsh lesson : power comes with a price.

8. Ethan's stone

(1) Ethan inherits his stone power : controls fire

(2) Reagan pressures police to boost their investigation, threatening lawsuit

(3) Kid Zero councils the King of the Imaginary World but he's becoming Negligent

9. Hawthorne's Missing in the Real World

(1) Hawthorne wakes up in the imaginary world, meets a group of crazy stone powered kids

(2) Reagan rallies other parents from Ethan's school to protest against police mishandling of missing children's case (possibly leads to the FBI getting involved)

(3) Kid Zero threatens the King. He will lose his place if he doesn't strengthen his forces against stone user attacks. The King ignores it.

10. Rival gangs merge

(1) Macchio, Max, and Ethan's groups merge but thanks to the power of the compass, Max becomes the leader. Macchio and Ethan take second-in-Command

(2) Kid Zero approaches Macchio in secret with an offer to partner up and lead the world

(3) Sailor leaves, feels he's way in over his head. Says goodbye.

11. Heading to exit Island

- (1) Max and gang head to Mysterious Island pointed by the compass. In theory, it leads to the real world.
- (2) Sailor returns to help guide Max and gang
- (3) Police call a huge manhunt for a suspected kidnapper but it leads nowhere
- (4) The King defends his castle from Hawthorne's overwhelming group of stone users. Kid Zero(betrayal) finishes him off before the invasion. Huge armies of Ogres are summoned for a counter-attack. Hawthorne witnesses the event.

12. Into mouth of madness (Climax)

- (1) Ogre Army wins the war. Kid Zero summons an albatross with a message for Macchio "It's time to take your place as our new leader"
- (2) Max, Ethan, Macchio and gang find a stone at the heart of an ancient temple hidden on the island. A cyclops (guardian of the stone) attacks them from Behind.
- (3) Macchio joins the fight, throws the stone into the cyclop's mouth, escapes, and uses his power to trap everyone inside. He's a traitor! Hope for escape to the real world lost.

13. Gone Home(Finale)

- (1) Max and company risk jumping into the Cyclops mouth to get home. They appear in the real world.
- (2) Ethan Escapes, reunited with his family
- (3) Dad Reunited with Max in tears
- (4) Macchio crowned King by Kid Zero as his advisor. Ogre army swear allegiance. Hawthorne escapes wounded.

II. ACT TWO : RISE OF KING MACCHIO

1. Kidnapped by sentinels

- (1) Max readjusting to life in the real world.
- (2) Dad struggles to protect his son from the media and police interrogation.
- (3) Kids start disappearing, taken by Sentinels
- (4) FBI joins the police in missing children's investigation. Tensions rise between their departments

2. Enter Amy

- (1) Sentinels kidnap Max, Ethan, and many others back into the imaginary world
- (2) Max imprisoned, learns Macchio is King
- (3) Marcus infuriated with losing Max again
- (4) Reagan in shock when he gets raided by Sentinels
- (5) Amy kidnapped into the imaginary world with Ethan
- (6) Max escapes captivity, thanks to the sailor. His group re-emerges, they need a plan. They deduce who's remaining in the real world and gather.

3. Summoning Mokujin (first turning point)

- (1) Max discovers Mokujin's stone, doesn't know how to use it
- (2) Marcus (Max's Dad) promoted to detective
- (3) Amy follows Ethan to find Max and reunites with the group
- (4) Reagan grieves losing Ethan and Amy
- (5) Macchio discovers Max and gang escaped, he places a huge bounty. Every kid with stone powers goes after them.

4. Amy finds a stone, freaks out at the result

- (1) Amy's stone raises the dead. She's oblivious and believes she's cursed
- (2) Max battles by summoning pillars with his stone
- (3) Marcus invited to work with the FBI, putting him at odds with his co-Workers
- (4) Police overwhelmed by media blitz regarding the missing children's case and FBI involvement

5. Quenching the rebellion

- (1) Macchio promises a new world, giving out stones for kids who don't have any. To quench a rebellion of users who want to take his place, popularity Boosts.
- (3) Macchio joins the fight, throws the stone into the cyclop's mouth, escapes, and uses his power to trap everyone inside. He's a traitor! Hope for escape to the real world lost.
- (2) Amy learns to summon Zombies, her curse is a blessing in disguise
- (3) FBI investigates by hiring experts. The police refuse to work with them to focus on getting the kids back
- (4) Sailor's past revealed, tells his backstory

6. Hawthorne discovered, new powers

- (1) Hawthorne meets Max again, an awkward reunion, and is invited to join the Group.

- (2) Reagan announces he wants to run for office, using police incompetency as his campaign platform
- (3) FBI suspect a terrorist group known as the "Albatross", from their most wanted list as responsible for the kidnappings. They have photos and videos of sentinels
- (4) Sailor parts ways

7. There's a traitor among us (Middle turning point)_

- (1) Hawthorne becomes a messenger for the team, but believes there's a traitor among them
- (2) Macchio declares war on any stone user who defies him, increases bounty.
- (3) Hawthorne reports expansion projects of castles, settlements, and Ogres building an ultimate surrounding wall on empty land.
- (4) Max's pillars become a hand while fighting a small group of stone users and their leader: The Wind Devil

8. Meet the Wind Devil

- (1) Max has to learn courage, can't keep running
- (2) Mokujin's head, arms, and shoulders rise from underground in the heat of an intense battle that almost ends Max's life, defeats the Wind Devil
- (3) Marcus learns there's more going on than the FBI is leading
- (4) Macchio commissions the building of "Central Throne" inside the ultimate wall. Stone users for hire work together with Ogres to build it
- (5) Hawthorne warns Max of danger from Macchio and someone higher up

9. The Science of Magic

- (1) Marcus meets a conspiracy theorist on FBI's radar who traded with the antique dealer. He learns about the imaginary world, magic, sentinels and the gateway. Tells him about a scientist who can prove it.
- (2) Mokujin's full summon occurs in a heated battle
- (3) Police have a hard time dealing with FBI interference
- (4) Macchio orders the machine creation and assembly inside a volcanic cave. Kid Zero uses an Ogre as test subject to demonstrate its purpose
- (5) Mokujin doesn't disappear or listen to Max. He behaves on his own, a rare behavior for summoned entities

10. Loyalty Grows for the King

- (1) More stone user groups appear, swearing loyalty to Macchio. They're promised union, citizenship, benefits, and security. They earn key positions to

hunt down Max and the gang

- (2) Mokujin retreats on his own into the stone, Max can't figure why
- (3) Marcus is pressured to play diplomat, none of his police teammates like cooperating with FBI
- (4) Kid Zero disciplines Macchio for disobeying his orders
- (5) Ogres and stone users complete the machine. Inside the volcano, Kid Zero dismisses them, asking everyone to leave.

11. Battle of the Elites

- (1) Max rallies an army of stone users into battle but many quit on him.
- (2) Mokujin summoned, he grows stronger
- (3) Marcus gets police warning, discovers other missing children's cases dropped in towns and cities where the FBI is involved
 - (4) Amy develops a warrior attitude in the final battle, she learns to let go of her reluctance
- (5) Macchio's army of stone users and Ogres overwhelm, Max, Ethan, and the rest of the group
- (6) Kid Zero uses the machine to produce an artificial stone

12. Castle Crashers (Climax)

- (1) Max and the gang storm the castle, and take the throne by force
- (2) Mokujin refuses to listen or fight, until Max's life is on the line.
- (3) Marcus tracks down a scientist who on FBI's hidden list who may hold the key to unlocking the gateway between the imaginary world and the real one
- (4) Ogre used in experiment, becomes a gorilla sized powerful creature. He's difficult to defeat with everyone's effort.
- (5) Ethan pushes himself to the limit, almost burning himself out and becoming an Ogre.
- (6) Mokujin takes on the giant Ogre head-to-head

13. Finale, Defeating King Macchio

- (1) Macchio loses the war, becomes an Ogre fighting, using his last super-move. He gets turned to dust by Kid Zero
- (2) Max and his team find Macchio turned into an Ogre, his mysterious advisor (Kid Zero reveal) steps forward and nearly takes them out using sentinels, Mokujin protects everyone
- (3) Mokujin almost destroyed in battle.
- (4) Marcus meets the scientist on FBI's hidden list but risks his life and career
- (5) Ethan has a falling out with Max

- (6) Reagan gets elected Mayor
- (7) Macchio's throne is taken by Kid Zero

III. ACT THREE : KID ZERO SAGA

1. Origin of the world

- (1) Max learns Mokujin's origin and the story behind the first group of kids in the imaginary world
- (2) Marcus also learns more about the imaginary world
- (3) Reagan sets up his new office, but his first day becomes what he least expects.
- (4) FBI looks deeper into the case and takes evidence from Police inventory
- (5) Kid Zero takes the throne, issues his first orders as official king

2. Introducing Kid Zero

- (1) Victory and escape seems impossible, Max ready to give up and go home.
- (2) Marcus discovers there's someone connected (Kid Zero threatening Key Figures) to the case who is powerful enough to influence higher levels of government. He's warned to keep his distance if he values his life.
- (3) Reagan marshalls his forces against the police and FBI investigation
- (4) Sailor returns to help

3. Kid Zero takes throne (First turn)

- (1) Kid Zero uses sentinels to look for Max and the gang. Sends every Ogre throughout the imaginary world to join them
- (2) Inciting incident drives Max to fight for his life and his friends
- (3) Marcus Councils parents who lost their children in a recent kidnapping. It's a false lead. The FBI is giving him a dead end.
- (4) Hawthorne aids in prepping for Zero's battle, gathers intel
- (5) Kid Zero gets attacked by an elite group of powerful stone users. He buries them alive using his own powers, known as the Battle of Grey Deep

4. Heart of Darkness

- (1) Max gathers intel to defeat Kid Zero but feels ready to give up
- (2) Mokujin is rebuilt by stone users help, grows more powerful.
- (3) Marcus tries to reconcile with wife but fails
- (4) FBI relieves Marcus of his duties

5. Mokujin Fully Loaded

- (1) Max trains with Mokujin for the final fight

- (2) Reagan's life saved by Marcus when another sentinel raid turns into a violent hostage situation
- (3) Hawthorne reports defeat regarding the Battle of Grey Deep

6. Making a Stone

- (1) Kid Zero uses the machine to produce another stone but it breaks down
- (2) Amy kisses Max
- (3) Police lose more evidence to the FBI, Marcus considers quitting the force

7. Controlling the Real World (Middle Turn)

- (1) Ethan reunites with Max
- (2) Kid Zero visits a world leader and threatens his life. (Red phone incident).
- (3) Marcus reconsiders quitting, he learns Kid Zero is the leader of FBI's most wanted terrorist organization "Albatross" and it's connected to the imaginary World.

8. Where all the wild kids are

- (1) Marcus visited by an eccentric physicist asking for protection. The FBI threaten him to give up custody
- (2) Hawthorne calls other kids, uniting forces for Max, most of them are reluctant to fight
- (3) Some of Macchio's old crew join the group to get revenge on his behalf

9. Gathering Intel

- (1) Physicist tells Marcus about a particle discovery, explaining the laws of nature for the imaginary world. Reveals a stone to demonstrate.
- (2) Kid Zero fixes the machine and creates a stone from scratch, keeps it in his Hands
- (3) Ethan and Max argue about strategy : Max wants to wait for the right moment, Ethan believes waiting will make things worse
- (4) Marcus tries to contact Max
- (5) Hawthorne reveals Kid Zero's location

10. Training Day

- (1) Max learns to communicate with Mokujin
- (2) Reagan calls a truce with Marcus, they work together to uncover the conspiracy behind the FBI's coverup
- (3) Kid Zero sends his four top elites after Max and the gang

11. A team divided

- (1) Max and Ethan disagree on leadership and whether they can win against Kid Zero.
- (2) Amy summons undead army of stone users from lost battle Battle of Grey Deep
- (3) FBI leaves town, taking everything with them
- (4) The Sailor returns with a plan

12. (Climax) Final Battle with Kid Zero

- (1) Max, Ethan, Hawthorne and the gang launch everything they have against Kid Zero at Grey Deep
- (2) Mokujin battles Kid Zero, he's very powerful and fighting alongside Max.
- (3) Police grateful FBI leaves but anguish losing their evidence
- (4) Ogres gather to fight alongside Kid Zero's forces. He mutates all of them to gorilla-sized creatures
- (5) Max, Ethan, Amy, and the gang use every power they have. Hawthorne gathers reinforcements to defeat the Ogres, Elites, and Sentinels
- (6) Max finishes off Kid Zero, turning him to ash and takes his unused stone. It has the ability to grant any power he wishes once.

13. Finale, gone home, world ends

- (1) Everyone in the imaginary world celebrates victory
- (2) Max wields the unused stone from Zero to teleport kids home but some of them want to stay. He closes every rift so no one can re-enter when they Leave.
- (3) Gorilla-Ogres are allowed to roam free, but they can't be restored to human, only back to their original state
- (4) Hawthorne and the Sailor refuse to leave, feeling at home in the imaginary world. They work out a democratic government with the kids that want to Stay.
- (5) Marcus reunites with Max in the real world, father and son together again
- (6) Amy goes home with Ethan
- (7) Reagan in tears, reunited with his kids
- (8) Police interrogate missing kids found. They can't do much about it and throw out the investigation.
- (9) Mokujin's runs free thanks to Max's help, into the double-sunset

THE END