

Episode # 12

TRANSFORMERS

"The Ultimate Doom"

(PART TWO - "Search")

(MP# 700-09)

FINAL

7/27/84

Teleplay by:

Earl Kress

Story by:

Dick Robbins  
Bryce Malek  
Douglas Booth  
Earl Kress

7/16/84

MARVEL PRODUCTIONS, LTD.

REVISED BY  
Ron Friedman  
7/25/84

TRANSFORMERS  
"Search"

FADE IN:

EXT. MOUNTAIN SITE DAY (SEE EPISODE #8 FOR DESCRIPTION)

As a row of mind-controlled humans keep the Autobots away, SPARKPLUG fires the first of the three energy "gun-like" devices (SFX: POWERFUL ENERGY), sending a beam of energy up o.s.

NARRATOR (VO)

~~The mechanized planet of Cybertron prepares to use its remaining energy to teleport itself into Earth's orbit.~~

ACTING ON MEGATRON'S ORDERS, THE DECEPTICONS HAVE ERECTED ENERGY PYLON BEAMS WHICH WILL BRING THE PLANET OF CYBERTRON INTO EARTH'S ORBIT....

ANGLE ON THE SECOND GUN

MEGATRON himself fires the second "gun". (SFX: ENERGY BURST) Megatron looks to the third "gun".

MEGATRON

U WILL ACTIVATE THE LAST PYLON BEAM, OPTIMUS PRIME. IF YOU DO NOT.....

MEGATRON (VO)

...CYBERTRON WILL SPIN INTO AN ORBIT OF SELF-DESTRUCTION....

ANGLE ON PRIME

As he realizes the gravity of this situation, the CAMERA PUSHES IN...

MEGATRON (VO) (CONT'D)

...WHICH WILL DESTROY EVERY BEING ON THE PLANET!

Prime has only moments to ponder this cataclysmic decision.

ANGLE ON SPIKE

Who watches tensely from the sideline.

ANGLE ON PRIME

He turns and looks toward Spike, then turns back, knowing what he must do. PULL BACK AS HE QUICKLY RESETS THE GUN AND FIRES IT, (SFX: ENERGY BURST) sending a ray shooting up and o.s.

WIDE ANGLE ABOVE EARTH

\*NOTE: This Opening Sequence will be replaced by a traditional Recap just like 1<sup>st</sup> Mini Se

As the three glowing beams of energy CRACKLE from the guns. PAN UP to the sky where they converge, creating a light grid. Slowly, Cybertron fades into view in a series of special effects...

ON SPIKE AND SEVERAL AUTOBOTS

INCLUDING IRONSIDE and WHEELJACK. As the planet appears, it blocks out the sun, causing darkness to fall over them.

IRONHIDE

(with awe)

BE THIS SAD

TO SEE

Cybertron!

I NEVER THOUGHT I'D

ANGLE ON SPARKPLUG

As he watches the sky, the wind begins to blow. Spike ENTERS SCENE, staring at his father with disbelief.

Sparkplug motions toward Cybertron in the sky.

SPARKPLUG

The Decepticons

WILL TRIUMPH...

CLOSE ON SPIKE

He listens to these words with horror. All sorts of confused emotions are welling up inside of him.

SPARKPLUG (CONT'D)

Join me Spike -- join the

CONQUERERS!

SPIKE

But, Dad...!

WIDER ANGLE

SPARKPLUG

Don't call me that -- never again!

Sparkplug turns his back on his son and walks o.s. leaving Spike feeling lost and alone.

ANGLE ON IRONHIDE

Optimus Prime ENTERS SHOT.



OPTIMUS (TO IRONHIDE)  
~~As the crisis of the war has I have~~ MY ACTIONS MAY HAVE  
~~PAID UP TO THE~~ COST EARTH ITS FREEDOM. FUTURE,  
 Ironhide looks at him thoughtfully.

IRONHIDE  
 IN SPIKE AND ST... You did what you had to do, PRIME.....  
 what any of us would have done.  
 INCLUDING IRONHIDE AND MEGATRON AS THE PRIME...  
 ON MEGATRON

As Sparkplug joins him.

MEGATRON  
 (gloating)  
~~Now you will see the TRUE POWER~~ NOW THERE WILL BE  
~~of the Decepticons!~~ NO POWER IN THE UNIVERSE  
 (EVIL LAUGH) TO RESIST ME!  
 (SHOUTS)  
 DECEPTION FOREVER! RULE!  
 FOREVER! (EVIL LAUGH)

He turns his back and starts to go.  
 ON THE FIRST "GUN"

Spike can barely contain his rage. He cranks the big energy  
 "gun" around, aiming toward Megatron o.s..

SPIKE  
~~FOREVER'S~~ "FOREVER'S" SHORTER THAN YOU THINK...

...and fires an energy beam o.s.

ANGLE ON MEGATRON

Sparkplug, next to him, looks back and quickly reacts.

SPARKPLUG  
 Megatron! Look out!

Megatron leans off balance just enough so that the green  
 energy bolt WHIZZES THROUGH SCENE just past him.

ANGLE ON THIRD "GUN"

The energy beam strikes the third gun, which EXPLODES with  
 a spectacular light show.

ANGLE ON STARSCREAM

At the bottom of the third peak. He shields himself as  
 debris from the exploded gun showers down on him. He turns  
 to Megatron.



STARSCREAM  
(sneers)

~~STARSCREAM (CONT'D)~~ **PATHETIC FLESH**  
~~STARSCREAM (CONT'D)~~ **CREATURE ... CAN'T YOU SEE**  
**WE'RE INVINCIBLE?**

He raises his fist in a power gesture.

STARSCREAM (CONT'D)  
Come, Decepticons...follow me to  
victory!

He fires off one of his cluster bombs (SFX: FIRING BOMB)

ANGLE ON AUTOBOTS

JAZZ manages to transform and roll-out, but BUMBLEBEE is taken by surprise as the cluster bomb strikes him square in the chest, knocking him off his feet.

ANGLE ON PRIME

He raises his laser rifle to fire, when suddenly, he is jumped from behind by RAVAGE, knocking him to the ground.

ANGLE ON THE TREETOPS

The wind is getting stronger and whips through the trees. A huge tree limb is torn loose. (SFX: TREE BREAKING; WIND) The CAMERA PANS as the limb lands on some power lines, SNAPPING them.

ON PRIME

Fighting on the ground with Ravage on top of him. Just then, the electrical wires land on top of Ravage, shooting sparks in all directions. (SFX:ELECTRICAL SPARKS) Ravage leaps off Prime and OUT OF FRAME.

RAVAGE  
(surprised roar!)

CORNER OF THE FIELD

Starscream and THUNDERCRACKER transform to their jet modes and take to the air.

ANGLE ON THUNDERCRACKER AND STARSCREAM (PAN B.G.)

They are now flying against the wind.

STARSCREAM (VO)  
 PREPARE ~~to fire~~ THUNDERCRACKER!

THUNDERCRACKER (VO)  
 But, ~~the~~ THE WIND IS AGAINST US!

STARSCREAM (VO)  
 (angered)  
~~Fire~~ Fire, I say!

Thundercracker fires his incendiary gun and a flame jet spews out the front, only to be blown back across his nose, scorching himself. (SFX: FLAME THROWER)

ANGLE ON JAZZZ AND TRAILBREAKER

Watching from the ground.

JAZZZ THAT'LL TEACH YOU TO PLAY  
~~WITH FIRE, BLUNDER-~~  
 CRACKER!

TRAILBREAKER

YEAH ~~I HEARD OF~~  
 They both laugh. A HOT-FOOT BUT THAT'S THE FIRST HOT-NOSE  
 I EVER SAW.

~~ANGLE ON SIDESWIPE~~

SIDESWIPE

LET'S SEE IF THIS STRIKES YOU  
 FUNNY...

He fires up his rocket back-pack, lifts off the ground for a moment, then is swept backward O.S. by a huge gust of wind. There is a CRASH and a CAMERA SHAKE. PAN over to find a long ditch at the end of which is Sideswipe, stuck head first in the ground, his rocket pack still FIZZLING. (SFX: ROCKET BACK-PACK)

ANGLE ON GUNNERY PEAK

RUMBLE is atop the peak.

RUMBLE  
 This'll shake ~~up~~ UP THOSE AUTO-BOZOS!

He is about to pound his fists down, when the ground starts to RUMBLE on it's own.

RUMBLE (CONT'D)  
 Hey, ~~I~~ I DIDN'T DO ANYTHING YET!



6  
He fires up his rocket back-pack, lifts off the ground for a moment, then is swept backward o.s. by a huge gust of wind. There is a CRASH and a CAMERA SHAKE. PAN over to find a long ditch at the end of which is Sideswipe, stuck head-first in the ground, his rocket pack still FIZZLING.  
(SFX: ROCKET BACK-PACK)  
ANGLE ON GUNNERY PEAK

RUMBLE is atop the peak.

RUMBLE

This'll shake those Auto-clods up!

He is about to pound his fists down, when the ground starts to RUMBLE on it's own.

RUMBLE (CONT)

Hey, what gives??

There is a CAMERA SHAKE as the entire ground peak CRUMBLES right out from underneath Rumble, who drops OUT OF FRAME with the rest of it.

ANGLE ON SOUNDWAVE

Megatron stomps into FRAME, furious.

MEGATRON

Soundwave

...THIS AREA MUST BE CLEARED TO  
BEGIN OUR WORK.  
BEGIN GENERATING THE  
AUDIO DISRUPTER WAVES  
AT ONCE!

Soundwave nods, obeying.

SOUNDWAVE

Yes, Megatron!

PUSH IN on Soundwave as he adjusts some controls on himself. Visual soundwaves emanate from his body, emitting a piercing, shattering sound. (Cont. SFX thru scene)

ON THE SKY (PAN B.G.)

With Starscream, Thundercracker and Skywarp. As the soundwaves ENTER SCENE, the three jets become wobbly, losing control and finally dropping OUT OF FRAME.

ANGLE ON JAZZZ WITH PRIME

As the soundwaves ENTER SCENE, Prime grimaces and puts his hands over his sound circuits.

OPTIMUS PRIME

(shouting)

~~THESE ARE THE~~ AUDIO DISRUPTER WAVES!

Jazzz cocks his head, listening, then wincing...

JAZZZ

Talk about "bad vibes..."

CONTINUED:



7  
The level of the ground is low, the Autobots are still in the ground. There is a CRASH and  
JARRA SLAM. The camera is still a little higher at the end of which is  
Sideswipe. Side Sideswipe is still in the ground, his hands are still trailing.  
CONTINUED

ANGLE ON SKYWARD  
ON THE HUMAN SLAVES

As we see the waves PASS THROUGH SCENE, the humans "come to  
life" cover their ears in pain, and run o.s.

HUMANS  
(various screams)

Aaaaaggghh!!

ANGLE ON THE AUTOBOTS - FEATURE PRIME

OPTIMUS PRIME  
(painfully)

There is Autobots...transform!... CRUMPLES right.  
PAN across the line as they transform to auto mode. (CONT.  
SFX)

OPTIMUS PRIME (VO-CONT)  
And retreat!

STOP PAN as each car rolls THROUGH SCENE.

ON BUMBLEBEE AND SPIKE

Spike helps Bumblebee to his feet. He's still a little shaky.

SPIKE  
Are you okay, BUMBLEBEE?

BUMBLEBEE  
Yeah... ~~just a little dizzy~~ EXCEPT FOR A BUZZING  
~~in my battery circuit~~ IN MY BATTERY CIRCUIT.....

Spike becomes distracted, looking o.s.

HIS POV - SKYWARP

Sparkplug is climbing into Skywarp's cockpit...

BACK TO SCENE

Bumblebee transforms to the VW, but Spike just stands there  
staring o.s.

BUMBLEBEE  
~~How about you, Spike?~~ How ABOUT YOU, SPIKE? OKAY?

ON WHEELJACK AND BRAWN

Wheeljack and Brawn watch as the humans run THROUGH SCENE in  
front of them, holding their ears.

CONTINUED:

CONTINUED (2)

WHEELJACK WHAT'S WITH THEM?  
~~THEY LOOK LIKE THEY~~  
 just woke up ~~IN THE MIDDLE OF A~~  
~~BAD DREAM.~~

CUT TO:

INT. - DECEPTICON HEADQUARTERS

Dr. Arkeville is seated at the control panel of the Decepticon computer, watching the humans running on his monitor.

ARKEVILLE (VO)  
 (to himself)  
 THE AUDIO DISRUPT<sup>ER</sup>ION WAVES HAVE COUNTERACTED THE EFFECTS OF MY HYPNOCHIPS!  
 CLOSE ON ARKEVILLE

CLOSE ON ARKEVILLE

He shrugs with a little evil smile...

Oh, well-- ARKEVILLE (CONT) *I'll just have to* **CREATE MORE**  
~~\_\_\_\_\_ I'll just \_\_\_\_\_~~  
~~\_\_\_\_\_ world SLAVES WHENEVER I LIKE~~  
~~AS SOON AS MEGATON TURNS THE EARTH~~  
CUT TO: ~~OVER TO ME!~~

CUT TO:

Spike snaps out of it...sort of.

SPIKE  
(distracted)  
~~WHAT'D YOU SAY, BUMBLEBEE?~~ AM I OKAY, HUH?  
(falsely)  
~~Oh, yeah, I'm just fine....~~

He climbs slowly into Bumblebee, all the time watching his father go. Bumblebee zips OUT OF SCENE. (SFX: BUMBLEBEE ENGINE)

## ANGLE ON THE SKY

Tremendous lightning bolts flash in the sky as loud THUNDER  
RINGS OUT. A downpour begins. (SFX: RAIN)

ON SOUNDWAVE

Soundwave presses a control on himself and the waves stop.  
(Stop SFX) (It continues to rain through the rest of this  
sequence.)

CONTINUED:

CONTINUED

ANGLE ON THUNDERCRACKER

Megatron comes INTO SCENE and is about to give him instructions.

MEGATRON

~~\_\_\_\_\_~~ HERE ARE YOUR ORDERS,  
~~\_\_\_\_\_~~ THUNDERCRACKER....

STARSCREAM (VO)

~~\_\_\_\_\_~~ (ANGRILY)  
~~\_\_\_\_\_~~ WHAT IS YOUR EXCUSE, MEGATRON?

The camera pulls back to include Starscream as he interrupts Megatron.

STARSCREAM (CONT)

~~\_\_\_\_\_~~  
...you let the enemy get  
away!

Without even turning to look at him, Megatron pulls a laser rifle and BLASTS Starscream OUT OF FRAME.

ON THE GROUND

Starscream flies INTO FRAME, landing on the ground with a THUD.

STARSCREAM

Oooooooff!!

Megatron ENTERS SCENE and leans over Starscream menacingly.

MEGATRON

~~I would deactivate you right now if I didn't need~~ CROSS ME AGAIN, STARSCREAM,  
~~\_\_\_\_\_~~ AND I'LL REDUCE YOU  
~~\_\_\_\_\_~~ TO TITANIUM FRAGMENTS!

STARSCREAM

~~The Autobots were and~~ BUT WE HAD THE AUTOBOTS  
~~\_\_\_\_\_~~ DISORIENTED! WE  
~~\_\_\_\_\_~~ COULD HAVE ELIMINATED  
THEM!

CLOSER

Megatron hauls Starscream bodily to his feet.

MEGATRON

~~We have more important work~~ WE'LL DO THAT AT OUR LEISURE,  
~~\_\_\_\_\_~~ WHEN OUR <sup>MORE</sup> IMPORTANT  
~~\_\_\_\_\_~~ WORK IS DONE!

Megatron drops him, turns to go, then turns back.

CONTINUED:



CONTINUED (2)

CLOSE ON MEGATRON

MEGATRON (CONT)

~~And I have a message for you...~~  
~~YOU HAVE HAD THE ONLY WARNING I~~  
~~INTEND TO GIVE!~~

A lightning flash lights up an evil, frightening face.

CLOSE ON STARSCREAM

He returns a contemptuous look. (SFX: THUNDER)

~~He returns a contemptuous look. (SFX: THUNDER)~~  
~~WIPE TO:~~

EXT. OCEAN

Very choppy as whitecaps cover the surface and dark menacing clouds hover overhead. Cybertron can be seen in the sky. The CAMERA PANS down to the ocean...

DISSOLVE TO:

EXT. - DECEPTICON HEADQUARTERS

PUSH IN on the underwater Decepticon cruiser.

CUT TO:

INT. DR. ARKEVILLE'S LAB

A man is strapped face down on a long table. Dr. Arkeville stands over him and Rumble stands nearby as a guard.

ARKEVILLE

~~the operation itself is fairly~~  
~~simple~~ CREATING A MINDLESS SLAVE IS SIMPLICITY  
ITSELF...

ANOTHER ANGLE - ARKEVILLE

He picks up a tiny chip with a futuristic clamp and sets it gently on the human's neck.

ARKEVILLE (CONT)

~~It's the mind control element~~  
~~that's the work of genius~~ THANKS TO THE BRILLIANT  
COMPLEXITY OF MY  
HYPNO-CHIP.

CLOSE ON NECK

A tiny, red laser beam ENTERS SCENE from o.s. and outlines the chip, sealing it on the victim. PULL BACK and we see this person now has a glassy-eyed, zombie-like stare.

CONTINUED.

11  
CONTINUED

WIDE ANGLE

Dr. Arkeville unstraps the human. SFX: BUZZER. Arkeville looks o.s.

ARKEVILLE

Rumble--take this slave to the holding chamber...

ANGLE ON COMPUTER CONSOLE

Arkeville ENTERS SCENE, sitting at the console, where a light flashes with the buzzer.

Arkeville throws a switch on the console... (SFX: CLICK)

ARKEVILLE

(officially)

YOU HAVE REACHED DR. Arkeville!

ANOTHER ANGLE - OVER ARKEVILLE'S SHOULDER

The viewscreen lights up with Megatron's image.

MEGATRON

~~██████████~~ SPARE ME YOUR POMPOSITY AND REPORT!

YOUR CAPTIVES - ARKEVILLE (VO)

~~██████████~~ have been fitted WITH MY HYPNO-CHIPS  
~~with the mind-controlling device~~ AND ARE NOW COMPLETELY  
~~and are functioning properly~~ UNDER MY CONTROL.

Megatron is pleased.

MEGATRON

THEN YOU WILL BE PROVIDED WITH MORE "RAW MATERIAL".....

~~██████████~~ I shall arrive shortly ~~██████████~~

TO OVERSEE ACTIVITIES!

WIPE TO:

EXT. ARMY CAMP - HIGH ANGLE

Two GUARDS are on duty at the front gate. Suddenly, they look up o.s. and react with surprise.

ANOTHER ANGLE

REVEALS LASERBEAK flying toward them. He swoops down on them, causing them to hit the dirt. Laserbeak continues OUT OF SCENE.

CONTINUED:

CONTINUED  
CONTINUED

GUARD SHACK

One of them runs in and is trying to contact help. Laserbeak pauses overhead, shooting his laser cannon at the shack. The guard dives out and o.s. and the shack EXPLODES to dust!

CLOSE ON THE GUARD

Laserbeak's metallic talon lowers INTO SCENE and closes around the helpless soldier. He is lifted up and OUT OF FRAME.

GUARD

Help! Help! Help!

THE OTHER GUARD (PAN B.G.)

As he tries to make a run for it. Laserbeak glides in and plucks him up with ease and grace.

LASERBEAK

(menacing shriek!)

WIPE TO:

EXT. OCEAN

The sea is getting even rougher now. Laserbeak flies INTO SCENE holding the two men and circles as the Decepticon tower breaks the surface, water pouring off it.

CLOSER ON TOWER

As the entrance appears, it opens, allowing Laserbeak to pass through with his catch. Once inside, the entrance closes and the tower lowers back into the water.

INT. ROOM

An empty-appearing room. Laserbeak flies INTO SCENE, dropping the soldiers in the middle of the room.

ANGLE ON A WALL

A large panel slides open in the upper portion of the wall. Laserbeak flies INTO SCENE and disappears through the opening, which slides closed behind him.



## INT. CONTROL ROOM

Where Megatron, Dr. Arkeville and Soundwave watch the action on a monitor. Laserbeak flies INTO SCENE and transforms into cassette form in mid-air, popping into the opening in Soundwave's chest.

MEGATRON

~~Close on Megatron's face as he speaks.~~ MORE "RAW MATERIAL" FOR YOU  
DOCTOR.... CONVERT THEM  
INTO MY SLAVES!

## INT. ROOM

The soldiers are frantically scraping at the walls, looking for a way out.

GUARD

Help! Somebody get us outta here!

The outer edges of the room begin to glow with a bright, blue light. The lines of blue light slowly move together creating a force-field cage, pushing the soldiers together in a tight clump in the center of the room. (SFX: FORCE-FIELD ENERGY)

## ANOTHER ANGLE

Rumble comes up to the edge of the "cage".

RUMBLE

OKAY, WHO'S first? How about you?!

Rumble reaches into the cage, the energy CRACKLING AND SPARKING around his arm, then quickly pulls the man through the force field. The man's body glows brightly as it breaks through the energy, then he crumbles in a heap on the floor, unconscious.

RUMBLE

(laughs)

~~YOU~~ YOU HUMANS SURE CAN'T TAKE IT!

Rumble lifts the man like a rag doll and starts to carry him off.

## INT. CONTROL ROOM

Soundwave is working at a panel. He turns around suddenly.

SOUNDWAVE

MEGATRON... ~~SHOCKWAVE ON~~  
EMERGENCY BULLETIN FROM CYBERTRON...  
Megatron moves INTO SCENE next to him...

CONTINUED:

14  
CONTINUED

WARRIOR: ~~They only have enough energy left to keep themselves running!~~  
SOUNDWAVE (CONT.): ~~That's right!~~

ENERGY LEVEL CRITICAL  
~~THERE IS ONLY ENOUGH ENERGY TO OPERATE THE PLANET AT ONE-QUARTER POWER.~~

ANOTHER ANGLE

Megatron straightens up, coming toward CAMERA, his evil face glowing with the pleasure of power.

MEGATRON  
(almost maniacally)

Tell Shockwave ~~that~~ he <sup>ENOUGH</sup> WILL SOON HAVE ENERGY <sup>ENOUGH TO</sup> POWER CYBERTRON FOR ETERNITY!

By this point, his face fills the SCREEN.

WIPE TO:

EXT. SKY

The most incredible lightning shows are taking place in the dark skies. (SFX: DEAFENING THUNDER!) Rain and hail pour from the clouds in torrents...

THE CONVOY OF AUTOBOTS - HIGH ANGLE

They are fighting ninety-mile-an-hour winds. (CONT. SFX THRU SCENE)

ANGLE ON PRIME

In the lead. His windshield wipers are going furiously...

OPTIMUS PRIME (VO)  
Ironhide, ~~where are you?~~ WHERE ARE YOU?

ON IRONHIDE

Right on Prime's tail.

IRONHIDE (VO)  
~~I'm right on your tail!~~ RIGHT ON YOUR CABOOSE,  
but I can't even see your tail lights!

ANGLE ON PRIME (PAN B.G.)

Hailstones the size of golf balls start bouncing off the huge cab.

CONTINUED:



CONTINUED

~~even~~ OPTIMUS PRIME (VO)  
I can't see the road, ~~there!~~  
PRIME'S POV

Nothing but the rain and hail and two feeble circles of light,  
not able to penetrate.

OPTIMUS PRIME (VO)  
I'm going to reverse the  
polarity of my windshield to  
repel all ~~particles~~ RAIN AND HAIL MOLECULES...

ANGLE ON IRONHIDE AND PRIME

Ironhide drops back a little farther.

IRONHIDE  
Roger! ~~\_\_\_\_\_~~ I'LL HANG BACK....

ON JAZZZ

Playing his stereo. (SFX: LOUD MUSIC)

JAZZZ  
~~\_\_\_\_\_~~ EVERYTHING'S COOL WITH ME, ~~IN~~  
IRONHIDE,.....

PAN ahead to find two magnetic beams coming out of Jazzz's  
headlights and hooked on Ironhide's bumper...He's being towed!

JAZZZ (VO-CONT)  
~~\_\_\_\_\_~~ Long as I ~~\_\_\_\_\_~~ GOT MY MAGNET BEAMS  
~~\_\_\_\_\_~~ LOCKED ON YOUR BUMPER  
I CAN ~~\_\_\_\_\_~~ JUST LAY BACK AND LEAVE THE DRIVING  
TO YOU!

ANGLE ON PRIME

OPTIMUS PRIME  
Polarity switch -- on!

HI windshield starts to glow, then as if by magic, a clear path  
is cut through the storm.

PRIME'S POV

The rain and hail clears in front of his windshield and you can  
make out the road ahead. All around it is still raining.

OPTIMUS PRIME (VO-CONT)  
Ahh! Much better!

CONTINUED:





CONTINUED

THROUGH BUMBLEBEE'S WINDSHIELD

Spike sits up.

ON THE HILL - Bumblebee is still very close. Bumblebee (VO) ~~on the hill~~ I've got a flat. ~~and~~ **I'll need your help,**

Spike nods and climbs out of the car. --

ANGLE ON THE HOOD

Spike ENTERS SCENE as the hood pops open and the spare tire rolls out. Spike catches it. PAN with him as he rolls it to the back of the car. The wind and rain are blowing him around.

ON THE BACK OF THE CAR

A small platform extends down from the bumper, raising the back of the car off the ground.

ON THE TIRE

Spike is kneeling by it. The hubcap pops off and Spike catches it. Then, as each nut unscrews itself, he catches that in the hubcap.

CLOSE ON THE NUTS

As we see them unscrewing themselves and falling into the hubcap...

BUMBLEBEE (VO)  
(yelling over the storm)

~~JUST A FEW MICRO-MINUTES~~ **ASTRO-SECONDS**  
**MORE AND I'LL BE FINE....**

WIPE TO:

EXT. DECEPTICON HEADQUARTER

PUSH IN on the underwater structure.

MEGATRON (VO)  
Show me the progress of ~~the~~ **MY SLAVES, DOCTOR.**

INT. DECEPTICON HEADQUARTERS

Dr. Arkeville is seated at his control console with Megatron standing nearby...He flips a switch and a viewscreen lights up.

CONTINUED:

CONTINUED

CLOSE ON THE SCREEN

A human slave holds up a futuristic vacuum device. As lightning flashes, the bolts are "sucked" right into the opening of the vacuum device. The CAMERA PANS from the machine which is connected by a tube to an energon cube, which fills with glowing, pulsing energy.

ANOTHER SCENE ON MONITOR

PAN across the field to see that there are many of these "collections" taking place simultaneously. STOP PAN on Skywarp in his jet transform. The filled energon cubes are being loaded into his cargo hold by the humans.

MEGATRON (VO)

Excellent!

ANGLE ON MEGATRON

MEGATRON (CONT)

THE FURIOUS POWERS  
UNLEASHED BY CYBERTRON'S  
PROXIMITY TO EARTH WILL  
SOON PROVIDE ALL THE  
ENERGON CUBES  
CYBERTRON WILL EVER NEED!  
WIPE TO: We

ANGLE ON BUMBLEBEE

The tire repaired, Spike climbs back in and shuts the door.  
(It is no longer raining.)

CLOSER ANGLE - BUMBLEBEE

BUMBLEBEE (VO)

~~Thanks for the hand, Spike,~~  
~~LET'S ROLL~~

Spike smiles. A low RUMBLE starts in the distant, then builds.

SPIKE

Hey! ~~Something's happening...~~ SOMETHING'S HAPPENING....

WIDER ON BUMBLEBEE AND SPIKE

The SOUND is fairly loud now. (CAMERA SHAKES)

SPIKE (CONT)

~~What's that noise?~~ WHAT'S THAT NOISE?!  
~~We're moving!~~

The car starts bouncing around.

CONTINUED:



CONTINUED (2)

THROUGH THE WINDSHIELD - SPIKE'S POV

Suddenly, the ground ahead of them splits and starts to open. The crevice is headed for the car! Bumblebee (VO) DUNE, which fills with glowing. Earthquake!

WIDER ANGLE

The crevice moves right under Bumblebee, and the ground widens under the little car. Spike climbs out through the window and scrambles across the hood, making to one side of the crevice. There is very little holding the car up now as it balance precariously on the edges of the chasm.

SPIKE  
Roll for it!

BUMBLEBEE  
No! I'll fall in!

ON SPIKE

Cupping his hands around his mouth and shouting.

SPIKE  
Can you transform!?

ON BUMBLEBEE

He puts forth a great effort and manages to transform back into humanoid form. Spike grabs Bumblebee's hand as he is about to drop into the chasm. Spike is straining, trying desperately to keep his small friend from falling. Suddenly, Bumblebee looks up. He reacts, worried.

OH OH! ~~XXXXXXXXXX~~ BUMBLEBEE  
Company!

Spike looks up and reacts.

THEIR POV

Laserbeak is circling overhead.

BACK TO SCENE

Spike is trying valiantly to pull Bumblebee to safety as we...

~~END OF ACT ONE~~

~~PAGE FIVE~~ CUT TO

CONTINUED:

CONTINUED (3)

THESEAL OF THE CHASM ACT TWO

~~FADE IN:~~ The scene is a dark, cavernous space with a large chasm in the center.

WIDE ANGLE ON THE CHASM

Spike is still holding onto Bumblebee, while Laserbeak circles overhead.

LASERBEAK

(shrieks!) The sound of the shrieks is a high-pitched, screeching noise.

ANGLE IN THE PIT As Bumblebee is on the edge of the chasm, there is very little holding the car up now as it balance Bumblebee gets a foothold on a little shelf of dirt and starts to hoist himself up.

BUMBLEBEE

Hang on, Spike! I think I can make it!

ANGLE ON SPIKE

Bumblebee is almost safe, when Laserbeak's talon lowers INTO SCENE, plucking up Spike. There is a struggle...

SPIKE

Lemme go, you ~~bug~~ buzzard! **BERYLLIUM**

...and Spike loses his grip on Bumblebee, who tumbles into the chasm.

SPIKE (CONT)

Bumblebee!

BUMBLEBEE

Yooowwww!

FADE OUT - END ACT I

WIDER ANGLE

FADE IN - ACT II

With lightning flashing in the distance, Laserbeak starts to fly off with Spike. He makes a big circle, then PAN with him as he heads away. Suddenly, Laserbeak is struck by a piercing lightning bolt that streaks into scene from below.

ANGLE ON THE GROUND

Standing there watching are HOUND, WINDCHARGER AND BLUESTREAK, the latter of which is firing his lightning ray, producing the bolts that shoot o.s. (SFX: LIGHTNING RAY)

BLUESTREAK

Take that, birdbrain!

CONTINUED:

CONTINUED (4)

ON LASERBEAK

He is hit by another one of Bluestreak's bolts...

WIDE ANGLE OF LASERBEAK  
(painful shrieks!)

...and drops Spike OUT OF FRAME.

ANOTHER ANGLE

Hound SKIDS INTO SCENE just in time to catch Spike in his seat as he drops INTO FRAME.

Hound HOUND Gotcha!

ON LASERBEAK

The lightning bolt ray stops and he turns back toward the group angrily. One more short blast from below and Laserbeak turns tail and flies away.

LASERBEAK  
(shriek)

ON WINDCHARGER AND BLUESTREAK

Bluestreak lowers his smoking lightning-volt gun. The two are laughing.

BLUESTREAK  
That oughta' cook that tinfoil turkey!

Hound pulls INTO SCENE and stops. Spike climbs out and Hound transforms back to humanoid form.

SPIKE  
Boy, am I glad to see you guys!

WINDCHARGER  
Optimus Prime sent us back when we lost ~~Bumblebee's signal~~ CONTACT WITH BUMBLEBEE,

CLOSE ON SPIKE

He gets excited when he remembers what has transpired.

SPIKE  
(remembering)  
Bumblebee! We've gotta save him! Hurry!

CONTINUED:



CONTINUED (5)

He exits SCENE.

ANGLE FROM THE CHASM - UPSHOT

The faces of the four peer over the edge.

SPIKE (CONT)

He's down there somewhere!

ANOTHER ANGLE

As the others are leaning over looking in, Hound stands up.

HOUND

Don't worry.. We'll find the  
little guy...

He pulls out his radar scope turret gun.

ON WINDCHARGER AND BLUESTREAK

Silently watching his preparations. Lightning flashes behind  
them. (SFX: DISTANT THUNDER)

LOW ANGLE - HOUND AND SPIKE (PAN B.G.)

Hound is scanning with the radar scope as they walk along the  
edge of the crevice. They reach the end. (STOP PAN)

SPIKE

Anything?

HOUND

Nothing. I don't get it.

CLOSE ON WINDCHARGER

Getting spooked. The wind is beginning to pick up again.

WINDCHARGER

Hurry it up, Hound. ~~THAT KILLER WIND'S~~  
~~getting into the~~ **PICKING UP AGAIN.**

ON HOUND (PAN B.G.)

He is walking back the other way, scanning again. He stops  
suddenly. (STOP PAN)

HOUND

Wait! It's very faint, but... **YES!**

CONTINUED:

CONTINUED (6)

UPSHOT

He bends down over the opening and calls in.

The face of the HOUND-(CONT) is seen  
(shouting)  
Bumblebee!

INT. CHASM

PAN down into the inky blackness as Hounds voice ECHOES off the dark walls.

HE SAID HIS SPIKE (VO)  
~~energy~~ energy was ~~low~~ low...  
running →

ON WINDCHARGER

Lying down on the ground, he extends his arm out over the chasm.

WINDCHARGER  
If he's down there, my ~~field~~ **TRACTOR BEAM**  
~~will get~~ him out!

ANGLE ON HOUND

Holding out his radar scope. We hear a FAINT BEEPING.

**HERE!** HOUND  
I'm sure this is the spot!

ON WINDCHARGER

WINDCHARGER  
I'll increase the pull, but I **DON'T HAVE THE POWER**  
~~won't be able to keep it up for long.~~ **TO KEEP IT UP FOR LONG.**

His arm glows brighter and BUZZ gets louder. Several pieces of scrap metal rise up and CLANK onto his arm.

ON SPIKE AND BLUESTREAK

Looking worried. The BEEPING of Hound's radar scope get louder and faster.

WINDCHARGER (VO-cont)  
(straining)  
That's it...I'm out of energy!

CONTINUED:

CONTINUED

ON WINDCHARGER

Just as the blue glow disappears, Bumblebee pops up above the surface and was about to be drawn to the magnetic arm. He hangs in mid-air for a moment, then starts to fall back down.

SPIKE (VO)  
Hey!!

Windcharger notices just in time, grabbing Bumblebee by the arm and yanking him up OUT OF FRAME.

WIDE ANGLE

Windcharger sets Bumblebee down in the middle of the group. They are all patting him on the back.

ALL (EXCEPT BLUESTREAK)  
(various)  
Bumblebee! What a relief!  
Boy, it's good to see you!

BLUESTREAK  
~~YOU LOOK LIKE SOMEBODY MUGGED~~  
ALL  
(laugh) ~~YOUR MANIFOLD!~~

ON BUMBLEBEE

SPIKE (VO)  
~~...are you all right~~, BUMBLEBEE

Bumblebee shrugs weakly...he's a little dented up, but not so bad.

BUMBLEBEE  
(weakly)  
Outta gas...but ~~NOT~~ NOT OUTTA LUCK.

WIDER

Hound transforms to his auto-mode.

HOUND  
THEN Let's roll out for ~~CRATER MOUNTAIN!~~ Autobot Head-quarters

Windcharger and Bluestreak transform and speed OUT OF SCENE.  
Spike and Bumblebee climb into Hound and he takes off as we...

WIPE TO:



EXT. DECEPTICON HEADQUARTERS

PUSH IN on the underwater structure.

SKYWARP (VO) The first shipment of energon cubes ~~is ready for shuttle transport~~ TO CYBERTRON IS READY.

CUT TO:

INT. LOADING BAY

Skywarp, in his jet trans-form, is filled with energon cubes...and Sparkplug! Megatron is looking over the cargo as Dr. Arkeville angrily enters.

WHY ARE YOU SENDING ARKEVILLE  
~~one of my~~ slaves  
~~to~~ to Cybertron?

BECAUSE MEGATRON  
the autobots will not take AGGRESSIVE  
action against Cybertron with A  
human present.

ANGLE ON ARKEVILLE

As he moves into the room, confronting Megatron...

ARKEVILLE  
~~I must control my slaves from my computer here!~~ BUT I CAN ONLY  
CONTROL MY SLAVES FROM MY COMPUTER HERE!

MEGATRON  
We have duplicated your  
computer ~~on~~ on Cybertron. IT IS NO LONGER YOUR  
CONCERN.

DOWNSHOT PAST MEGATRON

Arkeville goes out the door to the loading bay looking dubiously back at Megatron...

ARKEVILLE  
Remember our agreement, ~~MEGATRON~~ MEGATRON... THE  
Earth is to ~~be~~ mine when you  
are through WITH IT.

MEGATRON (VO)  
It will be.

The door slides closed over Arkeville.

CONTINUED:

CONTINUED

CLOSE ON MEGATRON.

MEGATRON (CONT)

What's left of it!

(EVIL LAUGH)

CUT TO:

EXT. OCEAN

The docking bay rises out of the water. Waves are now CRASHING against it as the sea is becoming increasingly unstable. The entrance opens and Skywarp ZOOMS out and continues OUT OF SCENE, then back IN as he soars to Cybertron, seen in the distance.

WIPE TO:

EXT. VOLCANO

PUSH IN on the familiar Autobot headquarters.

CUT TO:

INT. AUTOBOT HEADQUARTERS

Optimus Prime, Wheeljack and Ratchet are watching the ongoing destruction of planet Earth on Teletraan I's's viewscreen.

ON THE SCREEN

A huge tidal wave SMASHES a deserted seaside community. The picture changes to a RUMBLING EARTHQUAKE which uproots trees and CRUMBLES buildings.

OPTIMUS PRIME (VO)

We can't ~~stand by and~~ watch the destruction of this planet!

STAND BY and BEAUTIFUL

ON PRIME, RATCHET AND WHEELJACK

They turn away from the screen.

BUT HOW CAN ~~WE~~ RATCHET

~~and we~~ battle the elements...?

Wheeljack suddenly gets an idea and moves o.s.

WHEELJACK

But I know who can!

WE CAN'T —

CONTINUED:





CONTINUED (2)

GRIMLOCK (CONT)

~~Whole~~ <sup>W</sup>hole planet can fall  
apart, ~~and~~ <sup>MAKE</sup>

NO DIFFERENCE TO ME,  
GRIMLOCK

Wheeljack leans INTO SCENE.

Wheeljack and Grimlock's bodies are a huge panel in the air. Sides

WHEELJACK: "With you on it?"

This revelation slowly sinks into Grimlock's pea brain.

GRIMLOCK

~~Never~~ <sup>N</sup>ever thought of that!  
Dinobots, transform!

ANGLE ON SLAG AND SLUDGE

As they transform to dinosaur mode.

SLAG/SLUDGE

(dinosaur ROARS)

ON GRIMLOCK

As he, too, transforms into his prehistoric trans-form...

GRIMLOCK

(ROARS)

WIPE TO:

INT. DECEPTICON HEADQUARTERS - LOADING BAY

Through the open hatch doors on the jet plane, we can see  
Thundercracker is filled with energon cubes, all glowing  
sparkling energy. (SFX: ENERGY CRACKLING)

EXT. OCEAN

A huge tidal wave is building itself up and SLAMS down on the  
ocean surface.

INT. LOADING BAY

Decepticon headquarters is rocked by the tidal wave. (CAMERA  
SHAKE). THE ENERCON CUBES SCATTER EVERYWHERE, BURSTING OPEN  
WITH BRILLIANT explosions.

CONTINUED:

CONTINUED

ON MEGATRON AND STARScream

An energon cube flies INTO FRAME, EXPLODING and knocking them off their feet.

~~MEGATRON AND STARScream~~

CLOSE ON STARScream

~~MEGATRON AND STARScream~~

Pulling himself up.

STARScream

(sarcastic)

YOUR PLAN WAS

Brilliant, ~~MEGATRON~~ Megatron. We

~~collect millions of~~

~~of energon cubes~~

~~and we can get them to~~

~~Cybertron~~

BUT  
ENERGON CUBES  
THEY'RE ALL WORTHLESS  
BECAUSE WE CAN'T GET  
THEM TO CYBERTRON!

CUT TO:

EXT. SKY - SKYWARP (PAN B.G.)

He is returning from Cybertron.

SKYWARP (VO)

THIS IS ~~MEGATRON~~ Skywarp.

~~REQUEST CLEARANCE TO LAND.~~

ANGLE ON THE WATER

As the docking bay head is rising up, so is another tidal wave. The wave SMASHES against the turret, RIPPING it off like an empty soda can.

INT. DECEPTICON HEADQUARTERS

Water is pouring in, SPARKS shooting off of everything...

ANOTHER ROOM

As the water level rises, Soundwave is trying to open an electronic door that is shorted out.

SOUNDWAVE

Mayday! Mayday!

Megatron and Starscream ENTER.

MEGATRON

Get back!

Without losing a beat, Megatron BLASTS the door open with his weapon and they fight their way out against the onslaught.

WIPE TO:

EXT. AUTOBOT HEADQUARTERS

to establish... (FADE IN)

CUT TO: A QUIET CORNER

A QUIET CORNER

CLOSE ON SPIKE

Spike is sitting alone looking at his father's wrench.

OPTIMUS PRIME (VO)

What's that, Spike?

UPSHOT TO INCLUDE OPTIMUS PRIME

Spike turns around, surprised, speechless

SPIKE

Oh, hi. Just a wrench. (pause)

CLOSE ON SPIKE

He holds out the wrench for Prime to see.

SPIKE (CONT)

It was my Dad's...

Spike looks up questioningly at Prime o.s.

SPIKE

Why are ~~the~~ humans ~~working for~~ Megatron ~~?~~ ~~they're~~ supposed to be on our side.

CLOSE ON OPTIMUS PRIME

OPTIMUS PRIME

It's puzzling ~~that~~ ~~we~~ ~~can't~~ ~~deal~~ ~~with~~ ~~human~~ ~~beings~~ ~~as~~ ~~we~~ ~~do~~ ~~with~~ ~~Decepticons~~... AND WE CAN'T DEAL WITH HUMAN BEINGS AS WE

Suddenly, the room starts RUMBLING. (CAMERA SHAKES) Prime looks up...startled.

WIDE ON ROOM

Various Autobots stop what they are doing as the SHAKING becomes worse. (SFX: CONT RUMBLE THRU SCENE)

ANGLE ON TELETRAAN I

With Wheeljack watching the monitor o.s. Prime runs INTO SCENE.

OPTIMUS PRIME

~~Report~~, Wheeljack

REPORT,

CONTINUED:



20 31  
CONTINUED

TO END OF SCENE WHEELJACK  
Amazing!

ANOTHER ANGLE

WHEELJACK (CONT)

This volcano is becoming  
active again!

Prime and Wheeljack exchange looks.

OPTIMUS PRIME  
Autobots...

AUTOBOTS

OPTIMUS PRIME (CONT)  
...transform!

PAN across the Autobots as they transform.

CUT TO:

EXT. - WIDE ANGLE ON VOLCANO

The Autobots come speeding out the side entrance (some of them  
-- including Jetfire - run out as robots) just as the volcano  
ERUPTS with a stream of ash and rock...

ON THE AUTOBOTS

Those who are cars transform back to humanoid form and look into  
the sky.

THEIR POV- TOP OF VOLCANO

Along with the ash and rock spewed up into the air hurtles  
Ratchet, Windcharger, and Huffer!

ON JETFIRE

JETFIRE  
~~HE~~ HOLY HALOGEN LUMINATORS!

He transforms into his jet mode and soars OUT OF FRAME. (SFX:  
JET)

ANGLE ON THE SKY

As Jetfire flies into scene through the ash and rock, he scoops  
up all three Autobots in mid-air!

CONTINUED:

CONTINUED

**HAVE NO FEAR** — JETFIRE (VO)

~~Get back and~~ Jetfire's  
here!

~~ANGLE ON~~

ANGLE ON IRONHIDE, PRIME, SPIKE AND BUMBLEBEE

Proudly watching the sky. ~~becoming~~

IRONHIDE

That's one ~~mission~~ **problem we don't have**  
**to worry about...**

Ironhide transforms into his vanette mode...

IRONHIDE (CONT)

But somebody's gotta turn ~~down~~ **off that**  
~~the burners in our~~ **Volcano**  
~~headquarters!~~

...and speeds OUT OF SCENE.

SPIKE

Ironhide...come back!

ON THE VOLCANO

Spewing smoke and ash miles into the sky. Ironhide rolls back  
into the side entrance.

ON OPTIMUS PRIME, BUMBLEBEE AND SPIKE

Watching in horror.

BUMBLEBEE

~~never~~ never make it!

**IRONHIDE will**

FADE OUT

END OF ACT TWO

ACT THREE

FADE IN:

WIDE ON VOLCANO

It continues to spit ash and rock into the air.

ON PRIME, SPIKE AND SEVERAL AUTOBOTS

Watching quietly from a safe distance away.

SPIKE

What good can Ironhide do, IN THE MIDDLE OF  
A VOLCANO?

I DON'T KNOW. I OPTIMUS just hope he comes out IN OPERATIONAL  
CONDITION!

CUT TO:

The ash and rock are being catapulted out of a large crevice in the floor of the volcano's interior. Ironhide is trying to maneuver himself around and must keep dodging rocks that are falling back into the cavernous interior.

CLOSER ON IRONHIDE

Ironhide leans out, firing his laser rifle toward the the ceiling.

ANGLE ON OVERHANG

The laser beam strikes it, causing a large section of the wall to crumble and come crashing down! (SFX: LASER, CRASHING ROCKS)

THE VOLCANO "SPOUT"

The rocks CRASH down, covering the hole and stopping the eruption. The CAMERA PANS over to Ironhide, who blows on the end of his weapon like a gunfighter.

IRONHIDE

WHEN YOU GOT IT, USE IT!

CUT TO:

EXT. VOLCANO



As the ash trickles and stops, a cry goes up among the Autobots, in the foreground.

AUTOBOTS (VO)  
(various)  
He did it! Hooray for Ironhide!

ON PRIME  
Wheeljack ENTERS SCENE, coming up to Prime.

**NOW, IF ONLY** ~~WHEELJACK~~ **DO HALF**  
~~the Dinobots~~  
~~as well.....~~

ANGLE ON THE COUNTRYSIDE

Sludge roams INTO SCENE, looking around. There is a CAMERA SHAKE as an Earthquake begins to build.

ON THE GROUND

It begins to crack and split open. Sludge's huge foot tromps down into SCENE across the fissure, containing it.

WIDER ANGLE

The CAMERA SHAKE stops, along with the earthquake.

SLUDGE  
(LOUD ROAR!)

ANGLE ON THE BEACH

Slag and Grimlock step INTO SCENE as a huge tidal wave is building.

CLOSER ANGLE - GRIMLOCK

He sets his massive jaw to work, and begins digging a deep trench across the beach.

ON SLUDGE

A little farther up on the shore. He uproots huge trees and chucks them OUT OF SCENE.

ON SLAG

On the beach. The trees land by his feet. He picks one up, CHOMPS the end of it to a point and jams it in the sand like a beach umbrella, alongside some others, creating a wall.

PAN across the long, deep channel. STOP PAN at the end as Grimlock climbs out.

A SMALL BLUFF

Overlooking the scene. Grimlock comes INTO SCENE, joining the other two as they watch their handiwork.

ON THE BEACH

As the tidal wave SMASHES on the ground, most of it is contained by the trench and the spillover by the retaining wall.

ON THE DINOBOOTS

As they roar their approval.

DINOBOOTS  
(Triumphant Roars!)

WIPE TO:

INT. VOLCANO

As clean-up operations are going on in the background, Spike approaches Optimus Prime, who is consulting with Ironhide and Wheeljack.

OPTIMUS  
We must not let the boy  
find out...

Spike, puzzled, steps up into their view. They react, startled.

SPIKE  
Find out what?

ON OPTIMUS PRIME

He leans down, the CAMERA FOLLOWING, to talk to Spike closer.

OPTIMUS  
We have information that  
Sparkplug has been taken  
to Cybertron...

SPIKE  
Dad? On Cybertron?

Spike pauses momentarily, then looks directly at Prime O.S.

PRIME reaches the door, leans on SPIKE. STOP PAN at the end  
of the door. Let me take Jetfire to ~~the door~~ ... WE'LL  
~~get~~ get him back!!

UPSHOT - - PAST SPIKE

Optimus smiles warmly at Spike, almost in a fatherly way.

OPTIMUS *I can't let you, Spike.*  
~~It is a noble sentiment, Spike. It's too dangerous,~~  
~~but, in this case, unwise and dangerous.~~

*BUT IF WE CAN SAVE DAD  
HE MIGHT TELL US WHAT  
HOLD MEGATRON HAS  
OVER HIM AND OTHER EARTH  
PEOPLE!*

SPIKE (VO)  
~~I'm not a noble sentiment, I'm a~~  
~~man who's got to figure it out.~~  
~~Working for the Decepticons in the first place.~~  
~~AND OTHER PEOPLE~~

Bumblebee ENTERS SCENE, in the background. He stops, watching the group.

WHEELJACK  
~~I'm not a noble sentiment, I'm a~~  
~~man who's got to figure it out.~~  
*MAKES SENSE TO ME!  
I'LL GO WITH SPIKE!*

Bumblebee runs up to the group excitedly.

BUMBLEBEE  
Me, too! ~~I'll go with you.~~

ANOTHER ANGLE - WIDER

Reveals that more of the Autobots have gathered around and are listening, including Jetfire.

JETFIRE  
Count me in!

SPIKE  
Please, Optimus **PRIME!**

CLOSE ON PRIME

As he solemnly looks around. He pauses.. then...

OPTIMUS  
(quietly)  
~~VERY~~ **VERY WELL**

A cheer goes up throughout the room.

ALL (VO)  
Hooray!



SPINE

WIPE TO:

EXT. VOLCANO

Jetfire -- in his plane trans-form, begins rolling. PAN with him as he picks up speed and takes off. TILT up to show their destination, Cybertron, hanging like an oversized moon in the sky.

DISSOLVE TO:

SPACE

Jetfire continues on his silent journey.

CUT TO:

INT. JETFIRE

Our friends sit in anxious anticipation.

TRAILBREAKER

~~Jetfire~~, Let me see the trajectory map, **JETFIRE**.

JETFIRE (VO)

~~Right~~ **COMING UP!**

ANGLE ON "WINDSHIELD"

A 3-D holographic map is projected INTO SCENE from the console, Jetfire's position represented by a flashing dot.

TRAILBREAKER (VO)

**HERE WE ARE NOW...** When we reach this point...

A second dot starts flashing closer to Cybertron on the map.

TRAILBREAKER (VO CONT'D)

...I'll activate ~~the jammer~~ **A JAMMER BEAM**  
~~to mess up their~~ **SCANNERS...**  
**TO MESS UP THEIR**

ANGLE ON BUMBLEBEE

LOOKING OUT WINDOW.

BUMBLEBEE

I think it's too late! Look!

CYBERTRON - BUMBLEBEE'S POV

A cluster of missiles from the planet's surface is heading right for them.

INT. JETFIRE - ON WHEELJACK

WHEELJACK

Jetfire, shields up!

ANGLE ON JETFIRE (PAN B.G.)

JETFIRE (VO)

Can't waste the energy!

Hang on...

**WE'LL OUTFLY 'EM!**

He does some fancy flying as the missiles streak THROUGH SCENE, barely missing them...

ANGLE ON WHEELJACK

Looking concerned

WHEELJACK

**MAN, THAT'S FLYING!**

WIPE TO:

WIDE ANGLE ON CYBERTRON

Spike, Trailbreaker, Wheeljack and Bumblebee are looking around. In the background, Brawn is climbing out of Jetfire.

CLOSER ON JETFIRE

Before Brawn reaches the ground, Jetfire transforms back into humanoid form, causing Brawn to drop to the ground with a metallic CLANG!

BRAWN

Hey! Watch it!

ANOTHER ANGLE

Jetfire reaches down and helps Brawn up.

JETFIRE

Sorry, Just

**A FEW JITTERS IN MY NERVE TERMINALS, I GUESS.**

Brawn gives him a dirty look.

ANGLE ON SPIKE AND BUMBLEBEE

They are standing on the edge of a level -- with structures above and below them. Spike is awed by the mechanized planet.

SPIKE  
It sure is different!

SPIKE'S POV

The CAMERA PANS across the totally-mechanized landscape.

BUMBLEBEE (VO) *me*  
That's funny. To ~~us~~ it's just  
home!

ON TRAILBREAKER, WHEELJACK AND BRAWN

Looking at a holographic diagram of Cybertron that Jetfire  
is projecting.

*I THINK WE could* WHEELJACK  
~~enter~~ enter Decepticon  
headquarters here...

ON SPIKE

As he continues exploring. He doesn't notice a thin beam  
of light shooting THROUGH SCENE, a few inches above.

BUMBLEBEE (VO)  
Spike! ~~Follow~~ The beam!

Spike turns.

SPIKE  
Whaaa....?!

He breaks the beam with his feet and a trap door slides  
open under him and he drops out of sight through the opening.  
Bumblebee SKIDS INTO SCENE and jumps down after Spike.

BUMBLEBEE  
I'm coming with you!

ANOTHER ANGLE

As the others arrive on the SCENE.

WHEELJACK  
~~Follow~~ Follow *THEM, BRAWN. WE*  
~~Follow~~ *WON'T FIT.*

BRAWN  
Got you Wheeljack!

Brawn jumps down the opening.



INT. SMALL ROOM

Spike and Bumblebee are already there. It is a small room with no windows or doors. A panel in the wall slides open and Brawn slides out, the panel closing behind him.

**I BLEW IT, SPIKE**  
~~guy~~ guys: ~~we're~~ We're  
sunk now!

Brawn notices something.

**BRAWN**  
Not yet **WE AREN'T!**

BRAWN'S POV

It is a ventilation grate on the wall.

**BUMBLEBEE (VO)**  
What is it?

**BRAWN (VO)**  
A ventilator shaft, ~~it might~~ **BE A WAY OUT.**

ANOTHER ANGLE

Brawn has climbed on top of Bumblebee's shoulders. He easily yanks the cover off and scrambles into the ventilator shaft.

**BUMBLEBEE**  
~~It's not a way out.~~  
**YOU REALLY THINK SO?**

CLOSER ANGLE

**BRAWN (VO)**  
~~Got~~ Got any better ideas?!

He pulls Bumblebee up into the shaft, then Spike.

INT. VENTILATOR SHAFT

They come INTO SCENE, stopping in front of a three-way intersection.

**SPIKE**  
Which way? ~~we're~~

ON SPIKE AND BRAWN

Suddenly, a panel drops down behind them, sealing the way they came from. The two of them react to the noise. (SFX: CLANG)

INT. SPIKE'S CHAMBER

BRAWN  
(grimly)

**FORWARD!**

ANOTHER ANGLE - FEATURE SPIKE

As they move INTO SCENE, Spike wipes his brow with the back of his hand.

SPIKE

It's getting hot in here!

The metal around them begins to glow red. Spike lifts one foot, then the other in discomfort.

SPIKE (CONT'D)

Ow! Ow!

**This metal's HOT AS AN OVEN.**

ON BRAWN

**CLIMB** BRAWN  
on

Spike quickly ENTERS SCENE and climbs on Brawn's back so that no part of him is touching the metal duct.

BRAWN (CONT'D)

Must be some kind of automatic  
system.

**SECURITY THE HEAT'S SUPPOSED TO BURN OUT ANY FOREIGN SUBSTANCES--- LIKE US!**

ON BUMBLEBEE

As a panel SLAMS shut behind them sealing them in.

BUMBLEBEE

I'm not a foreign **SUBSTANCE. THIS**  
is my home planet!

ANGLE ON SPIKE, BRAWN AND BUMBLEBEE

Locked in their chamber, Spike has about had it and he almost passes out.

SPIKE

(weakly)

Can't...take...much more...

BRAWN

You won't have to!

Brawn raises his foot and SMASHES the floor several times.  
(SFX: METALLIC CRASHES)

INT. LABORATORY - ON CEILING

The duct going across the ceiling breaks in the middle  
(SFX: CRASH) and our friends tumble out falling O.S. (SFX:  
(O.S. CRASH!)

ANGLE ON THE FLOOR

Bumblebee and Brawn are obviously okay. They help Spike  
to his feet.

~~the other sound then begins to echo. Bumblebee and Brawn~~  
~~look at the sound in confusion.~~

BUMBLEBEE

You okay, Spike?

SPIKE

~~\_\_\_\_\_~~  
FINE...

CLOSER ON SPIKE

His eyes begin to focus as he looks around.

SPIKE (CONT'D)

Hey, where are we?

THEIR POV

A futuristic science lab. Decepticon symbols are prominent.

BUMBLEBEE (VO)

~~\_\_\_\_\_~~ Decepticon Headquarters!

BRAWN (VO)

And look at this!

ANGLE ON COMPUTER CONSOLE - BRAWN

Spike and Bumblebee ENTER SCENE as Brawn looks at a schematic  
with the legend "~~\_\_\_\_\_~~" projected on a large, overhead  
viewscreen. "HYPNO-CHIP CONTROL"

BUMBLEBEE

(puzzled)

~~\_\_\_\_\_~~ HYPNO-CHIP CONTROL?

The picture on the screen changes to a human head. The  
head turns around and ZOOMS IN on the chip behind the ear,  
which is flashing. Spike turns away from the screen.

CLOSE ON SPIKE



Hit with the realization of the truth...

Brawn raises his foot and SMASHES the floor several times.

THAT'S WHAT SPIKE ~~THEY'VE DONE TO DAD!~~  
~~THEY'RE CONTROLLING HIS MIND!~~

ON BUMBLEBEE AND BRAWN  
 Brawn is getting out a communications device.

BRAWN  
 We've got to get this information  
 to Wheeljack right away!  
 Brawn works the device.

BRAWN (CONT'D)  
 Wheeljack, come in...!

ANGLE ON CYBERTRON

Where we last left Wheeljack, Jetfire and Trailbreaker.

BRAWN (VO CONT'D)  
 (filtered)  
~~Wheeljack, are you there?~~ Do you READ ME?

Wheeljack quickly gets out his communication device.

WHEELJACK  
 This is Wheeljack! Where are  
 you?

BRAWN (VO)  
 In the Decepticon lab.

INT. LAB

The three of them are gathered around the communicator.

BRAWN  
 We found out how the humans  
 are being controlled!

(SFX: APPROACHING FOOTSTEPS)

Bumblebee suddenly looks up.

BUMBLEBEE  
 Someone's coming! Hide!

WIDER

The three of them scatter, hiding behind tables.

ANGLE ON A DOOR

It opens and Sparkplug enters.

ON A COUNTER

SPIKE

(shocked whisper)  
Dad!

We see Spike's eyes peeking out over the top of the counter. They light up when he sees his father. He carefully slips Sparkplug's wrench on the tabletop, being careful not to be seen.

ANOTHER ANGLE

Sparkplug comes over to the table (in the foreground) then notices the wrench.

CLOSE ON WRENCH

As Sparkplug's hand comes INTO SCENE and picks it up, we can see Spike peeking out of the shadows.

CLOSE ON SPARKPLUG

He turns the wrench over in his hands and a warm smile of recognition comes over his face.

SPARKPLUG

...my favorite wrench!  
Where...?

OVER SPARKPLUG'S SHOULDER - ON SPIKE

Spike stands up, revealing himself. The little chip behind Sparkplug's ear is noticeable.

SPIKE

Hi, Dad!

SPARKPLUG

Spike! What are you...?

ANOTHER ANGLE

The chip flashes and Sparkplug grabs his neck in pain.

**INVADER!**

SPARKPLUG

The Decepticons must be alerted!

Sparkplug backs OUT OF SCENE as a very upset Spike just stands there, unable to do anything.

ANGLE ON A DOOR

SPIKE

Dad...! (choking)

Dad...! Don't --

ON A DOOR

ANGLE ON THE WALL

(S.P.)

"SPARKPLUG"

Must...sound...alarm!

Sparkplug is by the wall. He looks at his son for a brief moment, then turns and presses a button on the wall. A loud ALARM rings out.

ON SPIKE

As the ALARM ECHOES through the building, the CAMERA PUSHES IN on Spike, who has a tear in his eye.

SPIKE

No!

END OF PART TWO