

TRANSFORMERS

"Desertion of the Dinobots" - (PART TWO)

(MP#700-37)

(SCRIPT)

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TRANSFORMERS
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CAST LIST

AUTOBOTS:

OPTIMUS PRIME

DINOBOOTS:

GRIMLOCK
SLUDGE
SNARL
SWOOP
SLAG

DECEPTICONS:

MEGATRON
SHOCKWAVE
GUARD

HUMANS AND OTHERS:

SPARKPLUG
SPIKE
CARLY
NARRATOR (not the same as regular NARRATOR for series)

LOCATIONS

INT. - DECEPTICON HQ ON CYBERTRON
INT. - DECEPTICON COMPUTER
INT. AND EXT. - AUTOBOT HQ
INT. - POWER ROOM
EXT. - DECEPTICON HQ ON CYBERTRON
EXT. - CYBERTRON STREETS
INT. AND EXT. - WHEELJACK'S LAB ON CYBERTRON
EXT. CYBERTRON STATION
INT. - ROBOT ROOM
EXT. - RUINED CYBERTRON CIVILIZATION
INT. - BROKEN DOWN CHAMBER
INT. - CYBERTONIUM SALVAGE PITS
EXT. - SPACE BRIDGE - ON EARTH

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ACT ONE

FADE IN:

(NOTE: This episode begins with a brief recap of PART ONE, ending with Spike and Carly driving into the space bridge, headed for Cybertron.)

INT. - DECEPTICON HEADQUARTERS ON CYBERTRON

As in the end of PART ONE, the space bridge doors open and the CAMERA PULLS BACK to reveal SHOCKWAVE standing in front of them with his disintegrator ray aimed and ready. He FIRES into the chamber.

ANOTHER ANGLE - INSIDE THE CHAMBER

to reveal the ray hitting Carly's vehicle, with SPIKE and CARLY sitting inside. The car is surrounded by CRACKLING blue energy which subsides as the car disintegrates into nothing--leaving Spike and Carly suspended in mid-air. The two kids find themselves falling the short distance to the floor. (SFX: THUDS)

CLOSER ON SPIKE AND CARLY

They look around, surprised by the car's disappearance. Carly becomes livid and screams at Shockwave o.s.

CARLY

Why, you big, stupid, mechanical moron! That was my car!

Spike, on his hands and knees, looks up at the o.s. Shockwave with a great deal of alarm. He scrambles to his feet.

WIDER ANGLE

Spike grabs Carly's hand and yanks her up...

SPIKE

I don't think he really cares, Carly...!

--and pulls her out of the chamber just as Shockwave FIRES into it again.

ANOTHER ANGLE

They duck behind an electronic pillar of equipment. It lights up with the flash, CRACKLES with the blue energy and disappears. The CAMERA PANS with Spike and Carly as they rush behind a huge robot guard, the SENTINEL. (He should not look too humanoid or show any personality.)

ON SPIKE AND CARLY

huddled together behind the guard.

SPIKE

He won't blast one of his own robots!

With that, the robot guard CRACKLES and disappears, revealing Shockwave in the background, with a clear shot once again.

SPIKE (CONT)

Uh...I could be wrong!

They race OUT OF SCENE as Shockwave FIRES at CAMERA.

ANGLE ON A CONTROL CONSOLE

Spike and Carly ENTER SCENE, looking around frantically for some shelter. Spike spots a small, open panel under the console.

SPIKE

Quick! Under here!

He hits the floor and rolls into the opening, with Carly right behind him. Shockwave ENTERS SCENE, bending over to peer into the opening, which is much too small for him to fit through and follow.

CLOSE ON SPIKE AND CARLY

They are inside a dark room, sitting on the floor and trying to catch their breath. Carly sits up, listening...

CARLY

Hear that?

Spike strains to hear, but doesn't.

SPIKE

No.

CARLY

That's just it. He didn't fire after us!

SPIKE
I wonder why...?

But before they can wonder much, they start to look around them. Their mouths hang open.

THEIR P.O.V. - (PAN BG)

They are in a huge, dark room with a funnel-shaped floor. (They are sitting on the narrow rim of the funnel.) The only illumination is from thousands of blinking lights that zip along many conduits around the walls--and from a pool of some unknown, glowing substance swirling around at the bottom of the "funnel."

CARLY (VO)
I think he didn't want to damage anything in here.

ON THE KIDS

Carly is examining one of the conduits with the blinking lights running across it. She reaches out to touch it and a spark jumps off it, shocking her.

CARLY (CONT)
Oww!

SPIKE
What's the matter?!

She shakes out her injured hand.

CARLY
Don't touch the conduits--it's coursing electricity!

CLOSER ON CARLY

Carly looks around some more, then smiles.

CARLY (CONT)
You know what we're in?

SPIKE (VO)
(guessing)
Trouble?

CARLY
No! I think we're inside the Decepticons' master computer terminal!

WIDER

While Carly examines the area around them some more, Spike holds up his thumb.

SPIKE

Maybe I can contact Teletraan I
-- and find out how to get outta
here!

CLOSE ON SPIKE'S THUMB

He peels off the little mylar piece with the thumbprint on it.

SPIKE (CONT-VO)

I hope this communication device
is still working!

He presses it back onto his thumb and it blends in again.

WIDER ANGLE

Spike speaks into his thumb.

SPIKE (CONT)

Spike calling Teletraan I...

FLIP TO:

EXT. - AUTOBOT HQ - DAY

The low moaning of the Autobots can be heard coming from inside the volcano.

AUTOBOTS (VO)

(MOANING)

INT. - AUTOBOT HQ

The CAMERA PANS across what looks like the carnage of the worst robot war ever, but in reality it is the effects of the deteriorating Cybertronium inside the Autobots. They are sprawled all over, low on energy and falling apart. A wheel falls off of BUMBLEBEE, CLATTERING to the floor. STOP PAN on SPARKPLUG, at the controls of Teletraan I.

SPIKE (VO)

(filter)

Come in! Spike calling Teletraan
I!

Sparkplug moves some controls.

SPARKPLUG

Spike...

ON CARLY AND SPIKE

They perk up at hearing a friendly voice.

SPARKPLUG (CONT-VO)

(filter)

--this is Dad at Autobot
headquarters!

SPIKE

Boy, am I glad to hear you!

ON SPARKPLUG

He is manipulating other controls on Teletraan I.

SPARKPLUG

Where are you?

TELETRAAN'S SCREEN

As they speak, a moving image appears to draw itself on the
screen. It is Spike, Carly, and the area they are in.

SPIKE

On Cybertron... We think we're
inside the master computer!

SPARKPLUG (VO)

I see you now.

ON THE REAL SPIKE AND CARLY

SPIKE

(confused)

You can? How?

SPARKPLUG (VO)

By using sonar soundings through
your transmission...

ON SPARKPLUG

watching the screen.

SPARKPLUG (CONT)

--Teletraan is constructing a
simulated picture of you.

The picture of the kids is partially obliterated by some data
flashing across the screen.

SPARKPLUG (CONT)

Hang on... I'm getting a read
out... Teletraan confirms --
You're inside the computer
brain...

IN THE DECEPTICONS' COMPUTER

The CAMERA PANS across the SPARKING conduits...

SPARKPLUG (CONT-VO)

--that runs most of what is still
functioning up there.

STOP PAN on the glowing pool at the bottom of the room.

SPARKPLUG (CONT-VO)

You should be able to see the
computer's power source at the
bottom of the room.

ON SPIKE AND CARLY

Carly jimmies off a small panel near one of the conduits. Spike
turns to look at her, a bit shocked.

SPIKE

What are you doing?!

CARLY

Maybe if I can tie into the
computer, we can control the space
bridge from here...

She begins fiddling inside, pulling out some wires.

WIDER

Spike notices an electrical SPARK travelling quickly along a
conduit, headed right toward the panel Carly is working with.

SPIKE

Hey -- wait!!

ANOTHER ANGLE

He tries to pull her off, but the SPARK runs into the panel and
EXPLODES, knocking Carly backwards o.s.!

CARLY

(GASP!)

ANGLE ON THE SLOPED WALL

Carly slides helplessly away down the sloped side of the bowl-shaped room, stopping just inches away from the glowing pool of energy in the center.

SPIKE (VO)

Carly!!

ON SPIKE

He reacts as a chain reaction is set off, and small EXPLOSIONS along the conduits light up the room on all sides.

WIDE ON THE COMPUTER

Brilliant, multi-colored fireworks spew out of the computer's memory banks, and then it suddenly gives up and blacks out. (APPROPRIATE SFX)

ANGLE ON CARLY

She's at the bottom of the slope, just above the glowing pool. It swells brightly, then it, too, blacks out. They are left in complete darkness.

SPIKE (VO)

Carly?

CARLY (VO)

Yeah?

SPIKE (VO)

You all right?

CARLY (VO)

I'm okay, I guess.

Suddenly, she is lit from above, almost like a spotlight. She shades her eyes from it.

CARLY (CONT)

Hey, what's that?!

PAN UP to Spike, who is holding a rather small flashlight that is producing this incredibly bright spot which he has aimed on her.

SPIKE

It's my photon light -- Wheeljack gave it to me. Brighter than any flashlight on Earth.

ON CARLY

She is sitting on the floor.

SPIKE (VO-CONT)
Can you stand up?

CARLY
I think so.

She tries to get up, then recoils, wincing with pain.

CARLY (CONT)
Oooh!

SPIKE (VO)
What's wrong?

CARLY
I must have twisted my ankle!

She tries hobbling around a few steps, but can't put any pressure on it.

ANGLE LOOKING UP AT SPIKE

He hooks the flashlight onto his belt.

SPIKE
Wait there!

CARLY (VO)
Spike--no!

Too late -- Spike slides down the slope INTO CAMERA.

ANGLE DOWN BELOW

He slides INTO SCENE, landing next to her. She glares at him. He gets the idea he might have done something wrong.

CARLY (CONT)
(upset)
Now how do we get out?!

ANOTHER ANGLE

He attempts to scale the steep incline, but his feet start slipping, and there's nothing for him to grab. He slides back down OUT OF FRAME.

ON SPARKPLUG

He watches the simulation on Teletraan I's viewscreen.

SPARKPLUG

Spike...

On the monitor, Spike looks around for a quick second, then realizes where the sound is coming from and holds up his thumb.

SPIKE

(filter)

Yeah, Dad?

ON SPIKE AND CARLY

SPARKPLUG (VO)

(filter)

There must be an exit at the bottom of the room--now that the power supply has been cut off.

Spike gets up and moves toward the center of the room, o.s.

ANGLE AT HOLE IN CENTER OF ROOM

Carly joins Spike INTO SCENE as they stare down the hole.

SPIKE

Right, Dad -- and there's some kind of ladder here!

Spike climbs in, then extends his hand back up to help Carly ease herself through the large opening in the middle of the floor.

INT. POWER ROOM

Spike helps Carly off the last rung of the vertical ladder. PULL BACK as they discover they are in a huge power room containing several energon cubes, all glowing brightly.

CLOSER ON SPIKE AND CARLY

As they make their way very slowly across the room, Spike talks to his thumb.

SPIKE

Where did these energon cubes come from? I thought the planet was all out of energy.

ON SPARKPLUG

watching Teletraan's screen, as Spike and Carly continue their slow movement through the power room.

SPARKPLUG

Leave the energon cubes -- it's Cybertonium that the Autobots need! You must find it... and the Dinobots, too!

CUT TO:

INT. - DECEPTICON CONTROL ROOM

Shockwave stands in the darkened room, trying to restore power. The screen lights up and flickers with static. He makes a few more adjustments and MEGATRON's face appears. Megatron is almost powerless. It's quite unusual to see the Decepticon leader in this uncharacteristically weak position.

MEGATRON

(very weak)

Shockwave! When can you transmit the Cybertonium?

SHOCKWAVE

The space bridge cannot be reopened until the computer is completely repaired, Megatron!

CLOSE ON SHOCKWAVE

MEGATRON (VO)

And what of the human stowaways?

SHOCKWAVE

(nervously)

They... they managed to escape, Megatron!

CLOSE ON MEGATRON'S IMAGE

He is furious, mustering all the anger he can express.

MEGATRON

Find them before they reach the Cybertonium supplies or I'll have you reprogrammed to do maintenance!

ON SHOCKWAVE

He operates some more controls.

SHOCKWAVE

I've dispatched the Sentinel to
take care of the humans!

CUT TO:

INT. - ENERGY STORAGE ROOM

Because of Carly's injury, Spike is helping her as they slowly move through the room. Hearing a MECHANICAL NOISE, they turn and react with fear.

CARLY

What's that--?!

THEIR POV

A huge robot machine, another Sentinel like the one they hid behind earlier, is rolling toward them.

ON THE KIDS

SPIKE

I don't know, but I don't like
the looks of it! Let's move!

They run, the CAMERA PANNING with them, and quickly reach the doorway, with Carly in considerable pain. She presses a button which opens a sliding door.

CARLY

(urgently)
Spike--wedge yourself in the
doorway and hold the door open!
Hurry!

He complies, pressing both hands against the open door and his backside against the opposite end of the doorway, as Carly looks back o.s. in fear.

HER POV - THE SENTINEL

It continues advancing INTO CAMERA, toward the two humans!

CLOSE ON CARLY

She tears the cover off the control panel and sticks a coin inside, shorting it out. (SFX: ELECTRICAL SHORT)

WIDER ANGLE

With the door trying to close, Spike strains to keep it open as Carly ducks under his arms and gets out.

CARLY (VO)
I shorted the controls so he won't
be able to open it again. Move
it, Spike!

Spike looks back into the room and his eyes grow wide.

POV - THE SENTINEL

It can't get much closer than this!!

BACK TO SPIKE

He lets go of the door, throwing himself out and the door SLAMS
shut just as the Sentinel robot rolls INTO SCENE.

CUT TO:

EXT. - DECEPTICON HQ ON CYBERTRON - ALLEYWAY

Spike stops to catch his breath while he speaks to his thumb.

SPIKE
Where do we go from here, Dad?

SPARKPLUG (VO)
(filter)
According to Teletraan I...

ANGLE ON SPARKPLUG

There is a map of the area of Cybertron on the viewscreen
showing the position of Spike and Carly.

SPARKPLUG (CONT)
--Wheeljack's old laboratory is
nearby, and there's a small stash
of Cybertronium stored there.

ANGLE ON SPIKE AND CARLY

SPARKPLUG (CONT-VO)
(filter)
I'll lead you from here.

Spike looks to Carly.

SPIKE
Ready?

CARLY
As I'll ever be.

She tries to walk, but it's still much too painful to put her weight on her ankle.

CARLY (CONT)

Let me lean on your shoulder.

ANOTHER ANGLE

Spike puts his arm around her waist and she leans on his shoulder, but it's still slow going. Suddenly, Spike scoops her up in his arms.

CARLY

Hey, what's the idea?!

SPIKE

Look, we don't have time for you to hobble along and I'm not gonna leave you here!

She thinks for a moment, then realizes it's the best solution at this point.

CARLY

Okay...but watch it!

They EXIT SCENE.

END OF ALLEYWAY

They emerge at the alley entrance.

SPARKPLUG (VO)

(filter)

Okay, Spike, make a right, then continue straight for a while.

SPIKE

Gotcha, Dad!

He goes to his right and carries Carly o.s.

HIGH ANGLE ON CYBERTRON STREET

As Spike makes his way down the deserted street, Carly is nearly overcome by the majesty of Cybertron's structures.

CARLY (VO)

(really excited)

I can't believe this planet! It's absolutely incredible!

CARLY'S POV - CYBERTRON SKYLINE

The CAMERA PANS across the ultra-modern skyline...

CARLY (CONT-VO)
How they could have ever left
this...

Suddenly a huge, shadowy figure peeks out from behind a tower.

ON SPIKE AND CARLY

CARLY (CONT)
(suddenly sotto)
Spike--stop! There's somebody,
or something following us!

Spike stops and looks where Carly points.

THEIR POV - WHERE THE SHADOW WAS

Nothing but buildings.

SPIKE (VO)
It's not there now.

BACK TO SHOT

Spike looks at Carly, and Carly looks back earnestly.

CARLY
(determined)
I saw something! It was like a
huge shadow...

SPARKPLUG (VO)
(fliter)
Hang on, kids! You're almost at
Wheeljack's lab!

ANGLE ON THE ENTRANCE TO WHEELJACK'S LAB (STOCK)

Spike carries Carly INTO SCENE and sets her down gently, being careful not to put pressure on her injured ankle. She leans over and taps out a code on the big keypad at the side of the door. The large metal doors slide open, much to Spike's surprise.

SPIKE
(surprised)
I'm certainly glad you came along!

WIDER

She hops into the lab. Spike pauses for a moment, then follows her inside, and the big doors slide closed behind him.

INT. WHEELJACK'S LAB

Everything in it is huge--Autobot-sized. Carly slides down the wall, resting on the floor.

SPIKE

Now, if I were an Autobot, where would I keep my Cybertronium?

ANOTHER ANGLE

Spike starts searching the strange-looking lab.

SPARKPLUG (VO)

(filter)

Wheeljack is too weak to tell me...

ANGLE ON WALL OF STORAGE UNITS

Spike scans the wall.

SPARKPLUG (CONT-VO)

-- but there should be some storage bins somewhere.

SPIKE

I found 'em, Dad.

UPSHOT - LOOKING UP PAST SPIKE

Near the top is a storage unit marked "Cybertronium." Spike reaches up, but can't come close.

SPIKE (CONT)

How'm I gonna get up there?!

He looks o.s.

SPIKE (CONT)

Carly -- come here!

He motions her to come over.

ANOTHER ANGLE

Spike hoists Carly up on his shoulders.

SPIKE (CONT)
Can you reach it?

Carly strains, but still can't quite reach.

CARLY
Just a little higher!

He hoists her up higher, so she is standing on his shoulders. They wobble around as Spike struggles to steady her. She gets the bin open.

CLOSER ON CARLY

Carly peers inside -- it's empty!

CARLY
Spike, it's empty!

SPIKE
Empty??

WIDE ANGLE

CARLY
The Decepticons must have stolen it!

Suddenly the whole building is rocked by BLASTS from outside. As the CAMERA SHAKES, Spike loses his footing and Carly tumbles to the floor. Another BLAST hits the ceiling with a CAMERA SHAKE!

CARLY
(panicked)
Something's attacking from outside!

Spike scrambles to his feet and races OUT OF SCENE.

ANOTHER ANGLE

Spike searches furiously.

CARLY (VO)
What are you looking for?

SPIKE
Something to defend ourselves with!

He presses a button and a door slides open to a large storage area as a BLAST and CAMERA SHAKE rock the building again. Spike runs into the storage area.

ANGLE ON CARLY

on the floor with a terrified expression as the BLASTS continue.

CARLY
Hurry, Spike--hurry!!

ANGLE ON SPARKPLUG

The door to the storage area is on Teletraan's screen.

SPARKPLUG
(worried, to himself)
Please let there be something in
there!

INT. - STORAGE AREA

Spike finds a discarded laser rifle. He struggles to handle it because of its huge size.

SPIKE
(GRUNT OF EFFORT) This'll hold
'em off!

WIDE ANGLE ON LAB INTERIOR

Another BLAST SHAKES the building. Spike stands poised and ready with the laser rifle. Without warning, the roof caves in with a shower of rubble. (SFX: CRASH!!)

CLOSE ON SPIKE

He FIRES the laser weapon, but the concussion throws him backward, onto the floor. Rubble falls in over him as we...

FADE OUT

END OF ACT ONE

ACT TWO

FADE IN:

INT. WHEELJACK'S LAB

The last of the dust and rubble falls from the ceiling on Spike. He climbs out unhurt, but the laser weapon is wedged in amongst the debris. Spike tugs at the unwieldy object, all the time looking over his shoulder at the intruder above.

SPIKE

Carly, help--before it gets in!

SPIKE'S POV - THROUGH THE ROOF

Outside the hole, Spike can now see the shadowy figure. The hole is apparently too small and it SHOOTs a laser BEAM at it, widening it.

ANGLE ON SPARKPLUG

From Teletraan's simulation, he can see Carly and Spike struggling to free the weapon. He presses a few buttons and some new data appears on the screen.

SPARKPLUG

Carly...Spike...according to Teletraan, if the electronic entrance doors are still operable...

ANGLE ON CARLY

With fear in her eyes, she listens carefully to Sparkplug.

SPARKPLUG (VO-CONT)

--there should be a force field that can be activated!

With her adrenalin pumping, Carly looks for the force field control.

ANGLE ON SPIKE

Unable to just pull the gun loose, he is now "digging" it out, throwing off the heavy ceiling pieces as fast as he can.

SPARKPLUG (VO-CONT)

The control should be in a panel on one of the walls!

ANGLE THROUGH THE ROOF

The shadow continues to FIRE, and the hole is much larger now.

ANGLE ON CARLY

Carly discovers the panel...

CARLY

I found the control panel!

She scans it, looking for the right control.

ANGLE ON SPIKE

He has the weapon free and is trying to lift it.

ON CARLY

CARLY (CONT)

Here is it!

She is about to press it when laser fire ENTERS SCENE, striking the control and blowing it to bits. (SFX: LASERS, EXPLOSION)

ON THE ROOF

The shadow of the robot is leaning through the hole with his laser weapon, the end smoking, pointed toward the O.S. panel.

WIDE ANGLE

Spike fires his weapon at the robot, hitting it. It tumbles into the room and lands with a CRASH on the floor. Spike aims the laser at him again and he speaks.

SWOOP

No shoot!

CLOSER ANGLE

Spike and Carly rush INTO SCENE as Swoop sits up and we see him clearly for the first time.

SPIKE

(surprised)

Swoop!

CARLY

Why did you scare us like that?

SWOOP

Had to be sure me, Swoop, not followed!

The CAMERA PUSHES IN on Swoop...

SPIKE
Who would follow you?

SWOOP
When Dinobots come here...

RIPPLE DISSOLVE TO:

INT. DECEPTICON HEADQUARTERS - (FLASHBACK)

The Dinobots are holding Shockwave prisoner.

SWOOP (CONT-VO)
--us capture Decepticon.

ANOTHER ANGLE

A troop of Sentinel robots rolls THROUGH SCENE.

ON THE DINOBOOTS

Surrounded by the robot guards, they transform to dinosaur mode.

SWOOP (VO-CONT)
Guards come. Big fight happen.

The guards start firing laser rifles as the Dinobots attempt to defend themselves. (SFX: LASER FIRE)

ON GRIMLOCK

He bats away two robots.

ON SLUDGE

He CRUSHES a robot under his foot.

WIDE ANGLE

As the big melee continues, the Dinobots are overwhelmed by superior numbers of Sentinel robots. (SFX: BATTLE)

SWOOP (VO-CONT)
Soon Dinobots captured.

DISSOLVE TO:

EXT. - ANGLE ON A DECEPTICON STREET

The Dinobots are in robot mode and are being led down the street by the Sentinel robots. Swoop suddenly TRANSFORMS and flies off OUT OF SCENE. The guards turn and FIRE after him.

SWOOP (VO-CONT)

But me get away!

ON SWOOP - PAN B.G.

As he flies away over the skyline.

RIPPLE DISSOLVE TO:

INT. WHEELJACK'S LAB - CLOSE ON SWOOP

The CAMERA PULLS BACK to include Spike and Carly.

SWOOP

Other Dinobots taken to
Cybertronium pits. Decepticons
still look for Swoop!

CARLY

We've got to free the Dinobots!

SPIKE

First we've got to find them!

He speaks into his thumb communicator.

SPIKE (CONT)

Dad?

ANGLE ON SPARKPLUG

Watching the scene on Teletraan's screen.

SPARKPLUG

Go ahead, Spike.

SPIKE

(filtered)

Can Teletraan I lead us to the
Cybertronium pits?

Sparkplug presses some controls. The screen changes to a cutaway view of Cybertron showing a myriad of mazes inside the mechanical planet. A red dot flashes showing the location of the pits, deep inside the planet.

SPARKPLUG (VO)

Sure can! I'll lead you from here again!

ON SPIKE, CARLY AND SWOOP

As they start to go, Spike notices that Carly is no longer limping. He points at it...

SPIKE

Carly...your ankle!

CARLY

(realizing)

Oh, yeah! I guess in all the commotion I forgot about it. It's a lot better.

FLIP TO:

EXT. STATION - DAY - ESTABLISHING

It is a platform that remotely resembles a high tech train station.

CARLY (VO)

(impressed)

The more I see of this planet, the more I like it!

ANGLE ON A STAIRWAY

A beautiful, metal stairway leading up to the platform. The stairs themselves are almost bigger than Spike and Carly.

SPIKE

The more I see of it, the more tired I get!

He starts to climb up the first step. PULL BACK as Swoop comes up from behind them, lifts them up, and carries them up the stairs and o.s.

ON THE PLATFORM

Swoop ENTERS and puts the two kids down.

SPIKE

Hey, thanks for the lift, Swoop!

Instead of railroad tracks in front of the platform, there is a long glass tube with openings near the platform side. Inside one opening is a capsule-shaped vehicle.

Spike and Carly go to investigate.

CARLY
Take a look at this, Spike!

ANOTHER ANGLE

The glass tube disappears off over the horizon.

SPIKE (VO)
I guess it's a Cybertronic
mass-transit system!

ANOTHER ANGLE

The three of them climb into the capsule. Swoop sits in the rear seat and fits fine...

INT. OF VEHICLE - ON CARLY AND SPIKE

-- but Carly and Spike in the front seat are dwarfed by its enormous size! The seat belts, covering almost half their bodies, automatically strap them in.

OVER SWOOP'S SHOULDER

On the back of the front seat is a control panel.

SPARKPLUG (VO)
Teletraan says the coordinates
are 3-5-4 Zeta-Alpha-Mark 7.

Swoop inputs the coordinates into the car's controls.

WIDER ANGLE

The overhead door slides shut. The car shoots along the tube and OUT OF FRAME.

ON THE CAR - PAN B.G.

The car continues along the lengthy glass tube, much like a letter carrier through a pneumatic tube system.

CLOSER ON CARLY AND SPIKE

The G-forces have them pressed against the seat.

CARLY
Now I know what Jack felt like
when he went up the beanstalk!

SPIKE

As long as Swoop doesn't start
saying "Fee-Fi-Fo-Fum", I'll be
fine!

ANGLE ON A SECTION OF TUBE

The car zips toward CAMERA. As it fills the frame, CAMERA
SWIVELS as the car continues on away FROM CAMERA.

ANGLE ON THE CAR

It slows and comes to a halt...

SPIKE

Are we there?

CARLY

Where's there?

At the moment, a section of the glass tube pivots until it and
the car they are in, are vertical.

CLOSE ON CARLY AND SPIKE

They look like astronauts about to take off.

SPIKE

(playing)

Roger, Houston, this is Astronaut
Spike, ready for lift-off!

CARLY

(not amused)

Very funny....

WIDE ON THE CAR

CARLY (CONT)

--but I wonder what is going...

Just then, they take off, but in the opposite direction than
Spike thought! The car drops straight OUT OF FRAME!

CARLY (CONT-VO)

(dropping away)

...o-o-o-o-o-o-o-o-o-n-n-n!!!!

ON THE CAR - (PAN B.G.)

Like a falling object, they are diving into the inner layers of
Cybertron. The incredible drop isn't affecting Swoop, but to
Spike and Carly, it's like free-falling from an airplane!

SPIKE/CARLY
(screams)
Aaaaaaggggghhhh!!

CLOSER ON SWOOP, CARLY AND SPIKE - (PAN B.G.)

SWOOP
Why you make that noise?

SPIKE
(groaning)
Because we left our stomachs back
up there...
(screams)
Whoaaaaaaal

CLOSER ON SWOOP

SWOOP
Me glad me not have stomach to
leave!

ANGLE ON THE TUBE

As the car ENTERS SCENE, it slows and stops. The section of the tube they are in rotates, putting them back on a horizontal path. It zips OUT OF SCENE.

ANGLE AT AN INTERSECTION - OVERHEAD VIEW

The ends of twenty different tubes form a circle around the outside. Between two of the tubes opposite each other is a beam of light connecting them.

ON THE CAR - PAN B.G.

They emerge out of the glass tube and are riding on the beam of light.

ON THE INTERSECTION - OVERHEAD VIEW

A second beam lights up, crossing theirs. When the car reaches the mid-point where the two beams cross, it is stopped. The light wave they were on goes out and the car is turned in the direction of the new beam and is sucked into the glass tube where it continues its journey o.s.

ON THE CAR - (PAN B.G.)

The car begins to slow again and stops, but this time, nothing happens. A soft warning sound BEEPS.

SPIKE
What's happening? Are we at the
Cybertonium pits?

ON SWOOP

Carly and Spike lean around the seat to see. A light on the
control panel is blinking. (SFX: BEEPS)

SWOOP
Me no think so...look!

He points toward the front of the car. They turn back to look.

THEIR POV - IN FRONT OF THE CAR

They are at a dead end. The tube has been crushed and cut-off
by a fallen building.

CARLY (VO)
Well, I guess we're walking the
rest of the way.

ON THE CAR

As they climb out, Spike tries to contact Sparkplug.

SPIKE
Dad, can you read us?

The answer is only CRACKLY STATIC.

ON SPIKE, CARLY AND SWOOP

They exchange looks.

SPIKE (CONT)
I guess we're too far into the
planet's core to maintain
communication!

CARLY
So we're on our own. Which way
do we go?

They look around in the different directions. Swoop points one
way.

SWOOP
Me, Swoop, go this way!

CARLY
(shrugs)
Okay with me.

They start OFF.

ANOTHER ANGLE

As the three ENTER SCENE, the CAMERA PANS with them. Now deep inside the core of Cybertron, the architecture is much more primitive, somewhat resembling the inside of a giant old computer or radio, with many more wires, cables, and structures. Everything is old and falling apart. The three look around with wonder.

ON A CROSSROAD

They stop. This time Spike picks a direction, and points.

SPIKE

Let's try this way.

They turn the corner and the CAMERA PANS with them to show they are at an entrance to another area.

REVERSE ANGLE ON ENTRANCE

If there was a door, it has fallen off. Carly peers in.

CARLY

(amazed)

Wow!!

HER POV - INT. ROBOT ROOM

The room is crammed full of deactivated robots. There are all different shapes and sizes, but none are as big as or resembles either the Autobots or the Decepticons. Carly moves INTO SCENE and examines one of them.

SPIKE

What are all these old robots doing down here?

CARLY

I'll bet'cha these were the forerunners of the Autobots!

ON SWOOP

examining a robot. He's completely baffled by the whole thing.

CARLY (VO-CONT)

Just like on Earth, an evolution had to take place until they became as sophisticated as they are today.

WIDER ANGLE

SPIKE
It's all really interesting, but
we better keep searching for the
Cybertonium pits.

DISSOLVE TO:

ANGLE ON CORRIDOR

The three of them continue moving down a strange corridor.
Swoop looks O.S. and reacts...

SWOOP'S POV

A long pendulum with a large blade on the end of it is swinging
straight INTO CAMERA at them!

BACK TO SCENE

Swoop shoves the two kids out of the way and o.s. just in time,
but the bladed end of the pendulum strikes him on the wing and
sends him SMASHING against the wall.

ANOTHER ANGLE

Spike and Carly scramble over to help Swoop. Spike pulls the
bladed end out of the wall, and it swings back o.s.

CARLY
Swoop!! Are you okay?!

SWOOP
Me okay.

Spike examines him. His wing has been damaged, and Swoop tests
it gingerly.

SPIKE
How's your wing?

SWOOP
Little stiff...but it okay.

WIDER ANGLE

Spike turns back to look at the pendulum blade o.s.

SPIKE
Where did that thing come from?

CARLY
Probably some old automatic
defense system that was never
deactivated.

ANOTHER ANGLE - PAN B.G.

They continue on down the corridor.

SWOOP
Must have triggered switch.

CARLY
Then let's not trigger any more!

CLOSER ON CARLY AND SPIKE - (PAN B.G.)

Carly, by virtue of her more curious nature, is in the lead.

SPIKE
How did we set that one off?

STOP PAN as Carly stops and faces Spike.

CARLY
I don't know.

SPIKE
Then how are we supposed to avoid
them?!

CARLY
Good point.

And just as Carly turns back, a large metal doorway CLANGS shut
in front of her, completely blocking the passage.

ON SWOOP'

A similar door CLANGS shut behind him, trapping them in the
middle.

SPIKE (VO)
I think we set off another one!

ON THE THREE

The metal doorways begin closing in on them in the old
squeeze-play. Swoop tries to hold them apart--without
success--and they continue to press inward.

ANOTHER ANGLE

Suddenly, Swoop just uses his brute strength and BANGS a large hole through the wall with his fist.

OTHER SIDE OF THE WALL

They clamber out through the hole just as the two walls come together with a RESOUNDING CLANK! Swoop grins.

SWOOP

Metal of good old days not so good!

ANOTHER ANGLE

They find themselves at the end of the corridor in a large open space. They hear a WHISTLING SOUND and look O.S.

THEIR POV

Several missiles are flying straight at them!

SPIKE (VO)

Missiles!

ON THE THREE

SPIKE (CONT)

Hit the deck!

The three of them dive to the floor and the missiles zoom THROUGH SCENE overhead. They start to get up.

CARLY

That was too close!

ON THE MISSILES - (PAN B.G.)

The missiles swing around and head back toward Spike, Carly and Swoop.

ON SPIKE, CARLY AND SWOOP

Spotting the missiles o.s.

SPIKE

Here come some more!

SWOOP

No, same missiles. Heat-seeking missiles. They not give up!

Swoop TRANSFORMS to his flying dinobot mode, scoops up Carly and Spike and takes off OUT OF SCENE.

ON SWOOP - (PAN B.G.)

The missiles GAIN INTO SCENE behind them. Swoop veers off sharply, flying out of range and o.s., and the missiles turn to follow.

ON SWOOP - (PAN B.G.)

SWOOP

Me, Swoop, do fancy flying now!

He tries to maneuver, flapping his wings, but suddenly goes into a dive.

CARLY

Swoop! What's wrong?!

CLOSE ON SWOOP'S WING

revealing that it has been more seriously damaged by the blade that hit it earlier than any of them realized.

SWOOP (VO)

Wing more damaged...lost control!

ON THE GROUND

Swoop tumbles to the floor with Spike and Carly. They look up and o.s. with horrified expressions.

THEIR POV

The missiles are once again, heading straight for them!

SPIKE (VO)

(shock)

We're gonners for sure!

FADE OUT

END OF ACT TWO

ACT THREE

FADE IN:

ON THE MISSILES

Heading straight TOWARD CAMERA.

ON CARLY, SPIKE AND SWOOP

sprawled out on the floor. Swoop jumps up...

SWOOP

Better not to forget... Swoop can
transform!

--TRANSFORMS to robot mode and quickly launches his own missiles
OUT OF FRAME.

ANGLE IN THE AIR

The two sets of missiles collide in mid-air, destroying each
other. (SFX: EXPLOSIONS!)

ON THE THREE

gathering themselves together.

CARLY

I sure hope we find the
Cybertronium pits soon!

SPIKE

Me, too! I'm getting tired of
being almost destroyed!

FLIP TO:

EXT. CYBERTRON'S ANCIENT RUINS

The CAMERA PANS across the ruins of an ancient Cybertron
civilization--curiously reminiscent of high-tech Earth--and
STOPS on Spike and Swoop, climbing over the litter in the
streets.

SPIKE

I wonder what this place used to
be.

CARLY (VO)

(calls)
Over here, guys!

ANGLE ON A SEMI-DESTROYED BUILDING

Swoop and Spike make their way inside.

INT. BROKEN DOWN CIRCULAR CHAMBER

Carly is seated at a wide, high-tech desk which features a sophisticated control board--not as modern looking or as large as Teletraan I's console, but somewhat similar to an Earth recording booth.

CARLY

I'm not sure, but I think I found
some sort of viewing room...

CLOSER

A few small dots here and there are now lit on the control board.

CARLY (CONT-VO)

--and I think this is a viewer
of some sort!

Carly's hand pushes a button...

ANGLE SHOOTING PAST CARLY

to the board as nothing happens.

CARLY (CONT-VO)

Nothing there...

She pushes another button. A protruding section of the board, flat and circular, swirls around and slides into a slot, as pencil sized columns of light from another section of the board play over the disc. (SFX: SOFT WHIRR)

CARLY (CONT-VO)

It's showtime!

WIDER

The circular wall behind the board lights up and reveals a moving dimensional panoramic projection. It is an image of a busy, thriving city with traffic coursing the highways. An exit ramp telescopes out to let a line of traffic exit, then retracts after the last vehicle has exited. The IMAGE PANS over to a busy square as the early civilization of robots (examples of which we saw in the "Robot Room" earlier) goes about its business in a leisurely fashion. The scene has an idyllic feeling about it...

NARRATOR (VO)

This was the first millenium of Cybertron, a peaceful and thriving time. But it was not to last. Our benevolent society of robots...

IMAGE CHANGES TO ANOTHER ANGLE

A different, primitive race of machines--early forms of the Decepticons--fly INTO FRAME, landing in the middle of the square. They immediately open fire on the peace-loving robots, who scatter, several sustaining hits. (SFX: WEAPON FIRE)

NARRATOR (CONT-VO)

--was overwhelmed by evil machines from another world.

The robots EXPLODE from shell-fire, fall apart, are smashed into walls, and just stop functioning.

NARRATOR (CONT-VO)

Being peaceful robots, we were not programmed to defend ourselves.

IMAGE - ANGLE ON THE EVIL ROBOTS

They begin to transform, slowly, to strange vehicles and weapons.

NARRATOR (VO-CONT)

Their ability to fly and transform made the First Galactic Machine War almost our last.

ON CARLY AND SPIKE

They exchange tense glances, reacting.

BACK TO WIDE SHOT

as the panoramic image on the circular wall now reveals the city in ruins.

NARRATOR (CONT-VO)

Our idyllic world was almost totally destroyed...and all but a few of our citizens survived. Yet we were not defeated!

CLOSER ON IMAGE

It PANS to a building and CUTS TO the INTERIOR: a cross between a scientific lab and a machine shop, where a few of the original robots, now scarred and dented, are working on bigger and more sophisticated robots.

NARRATOR (CONT-VO)

We began to rebuild a new society
of highly-sophisticated robots...

One of the robots TRANSFORMS to a Cybertron vehicle.

NARRATOR (VO-CONT)

--and we called ourselves...
Autobots!

IMAGE - EXT. OF CITY - (PAN BG)

The powerful evil robots fly down INTO SCENE...

NARRATOR (VO-CONT)

But we had not heard the last from
the robots known as...the
Decepticons!

The IMAGE BLACKS OUT.

ON CARLY, SPIKE AND SWOOP

Swoop is quite impressed.

SWOOP

Me not know that before!

SPIKE

Even Optimus Prime would probably
find it ironic that his powers
of transformation were motivated
by the Decepticons!

Suddenly they react to SFX: LASER EXPLOSION from o.s.

ANGLE ON OPPOSITE CHAMBER WALL

A huge, smoking hole is left by the explosion, and behind it stands three DECEPTICON GUARDS, weapons ready! One guard quickly fires a device at them o.s. (SFX: MISSILE)

ON OUR THREE - FEATURE SWOOP

The device shoots INTO SCENE and sticks to Swoop's chest, draining him of his power. He slumps to the ground in a heap.

CARLY

Swoop!!

ON HEAD DECEPTICON GUARD

A panel on his chest swings open and swivels up.

HEAD GUARD

Shockwave, we have captured the humans!

OVER THE GUARD'S SHOULDER

The panel on his chest is actually a viewscreen which has swiveled up for his viewing. Shockwave appears on it.

SHOCKWAVE

Take them to the salvage pits...along with the foreign robot!

WIDE ANGLE

As the guard motions for them to follow, Spike and Carly move behind him o.s. Two of the guards lift Swoop by the arms and drag his limp body OUT.

FLIP TO:

ANGLE ON A CHECK POINT

The group approaches some electronic beams which make BEEPING SFX as they pass. Spike and Carly are led THROUGH SCENE.

CLOSE ON SPIKE AND CARLY - (PAN B.G.)

SPIKE

(whispers)

Look there!

Carly looks ahead o.s.

THEIR POV - THE SALVAGE PITS

The other four Dinobots, in robot mode, are picking up large chunks of glowing Cybertronium and dumping them into carts. They are surrounded by a force field to keep them from escaping. (SFX: SOFT, STEADY BUZZ OF FORCEFIELD)

ANGLE ON A GUARD AT CONTROLS

Spike, Carly and Swoop are lead up to the guard, who turns off the force field using a control on the wall.

(SFX: BUZZ OUT) The CAMERA PANS with them as they are pushed into the pit with the Dinobots. Swoop is also thrown INTO SCENE. Then the force field comes right back on. (SFX: BUZZ ON)

ON HEAD GUARD

The panel in his chest opens and swivels as before, as he reports to Shockwave.

HEAD GUARD

The prisoners are in the pit as you ordered, and are now Decepticon slaves!

OVER THE GUARD'S SHOULDER

to the screen in his chest panel which shows Shockwave's image.

SHOCKWAVE

Good! The computer repairs are nearly complete. We can ship the next load of Cybertronium to Megatron!

ANGLE ON SPIKE AND CARLY

working listlessly. Spike is desperately trying to reach Sparkplug by speaking to his thumb communicator.

SPIKE

(quietly)

Dad...come in, Dad...can you read us?

(SFX: STATIC) No other sound comes back.

CARLY

It's no use. We're too deep in the planet to get a signal through!

ANOTHER ANGLE

Spike sidles up to Grimlock, who is mindlessly working.

SPIKE

Grimlock, why don't you transform, and we'll break out of here!

GRIMLOCK

Me, Grimlock, cannot transform.

ON SLAG AND SLUDGE

also mindlessly working away.

SLAG
No want to leave.

SLUDGE
Us work for Decepticons!

ON SPIKE, CARLY AND SWOOP

Even Swoop knows there's something rotten going on.

SWOOP
Something wrong. Dinobots not
like working for anyone!

CLOSER ON CARLY

Being careful not to be seen, she slips around in front of Snarl and opens a chest panel. She studies it for a moment.

ANGLE ON SWOOP

Carly sneaks around in front of him.

CARLY
Swoop, let me check your circuits
for a moment.

She opens up Swoop as she did Snarl, and peers inside.

CARLY (CONT)
Just as I thought...

ANOTHER ANGLE - WIDER

to include Spike, looking over her shoulder.

CARLY (CONT)
All they've done is a slight
re-wiring. They by-passed their
memory circuits!

SPIKE
Can you fix them?

She pats him on the cheek and smiles.

CARLY
(kiddingly)
Silly boy!

ANGLE ON THE GUARDS

They have their backs turned to the pit, standing there stone still.

ON GRIMLOCK

Carly slips in front of him and opens up his chest panel, fixing his circuit and then closing it again. She slips to the next Dinobot and begins doing the same.

ON SPIKE AND SWOOP

continuing to pick up pieces of Cybertonium, while watching Carly out of the corners of their eyes.

ON SLAG

Carly finishes altering his circuits and closes the door on his chest.

ON SPIKE AND SWOOP

Carly ENTERS SCENE.

CARLY

That's it. They should be back to normal.

SWOOP

Me want to thank Carly for fixing Dinobots!

ON THE OTHER DINOBOOTS

No longer slaves, they have stopped working but the guards have yet to notice.

SLUDGE

Me, Sludge, thank you, too.

There is an awkward pause, then Grimlock steps forward.

GRIMLOCK

Me, Grimlock, guess helping others okay.

ON SPIKE AND CARLY

CARLY

Okay! So how do we get out of here?!

Spike motions the others o.s. to gather in...

SPIKE
I've got an idea!

WIDE ANGLE

The big monsters must nearly double over to bend down to the human level for a "huddle" with Spike and Carly. Then they all nod affirmatively.

GRIMLOCK
No--me hate you!

ANGLE ON THE GUARDS

They spin around when they hear a big commotion from the pit behind them.

SPIKE (VO)
Well, I'm not so fond of you,
either!

ANGLE ON THE PIT

Grimlock and Spike are having a big argument, while the others watch, bristling.

GRIMLOCK
Me not do what you say!

SPIKE
You lumpy bag of bolts! You can't
do anything!

The guards rush INTO SCENE, aiming their weapons into the pit.

HEAD GUARD
(sternly)
Keep working!!

CLOSER ON GRIMLOCK

His eyes flash angrily.

GRIMLOCK
Dinobot no work with human scum!

ON HEAD GUARD

His chest panel swivels up to communicate with Shockwave.

HEAD GUARD
Shockwave, the Dinobots are
refusing to work with the humans!

OVER THE GUARD'S SHOULDER

to Shockwave on the screen.

SHOCKWAVE

Then remove the humans! We need
that Cybertonium immediately!

ANGLE ON FORCE FIELD CONTROLS

The guard shuts off the force field controls. (SFX: BUZZ OUT)

ANGLE ON PIT - FEATURE GRIMLOCK

The Dinobots quickly TRANSFORM to dinosaur mode. Grimlock
knocks several guards (including the Head Guard) out of the way
with one swipe of his tail.

HEAD GUARD

What--?! Ooof!!

ON SLAG

He knocks out the rest of the guards with his flame-thrower
breath (SFX: FLAME THROWER) as the others rush o.s.

WIDE ANGLE ON CHECK POINT

They all run out into view, stopping at the checkpoint. The
Dinobots TRANSFORM back to robot mode.

SPIKE

Now which way?

CARLY

It's too far to go back the way
we came!

ON GRIMLOCK

GRIMLOCK

Me, Grimlock, know way!

He EXITS SCENE. The others follow, passing quickly THROUGH
SCENE.

ON A GLASS TRANSPORT TUBE

Like the one they traveled along earlier. This one is vertical
and has no car in it. They all ENTER SCENE and stop.

SPIKE

Another tube?! But there's no
car!

ANGLE ON GRIMLOCK

He picks up Spike and Carly.

GRIMLOCK
Grimlock need no car!

He steps under the tube and is sucked up o.s. inside the tube. The other Dinobots start to follow, each being sucked up the tube. (SFX: WHOOSH!)

ON THE DINOBOOTS - PAN B.G.

As they fly up the tube, being propelled by the air pressure that operated the car. (SFX: WHOOSH!!)

FLIP TO:

INT. AUTOBOT HEADQUARTERS

Sparkplug is trying to contact Spike through Teletraan I.

SPARKPLUG
Spike, do you read me? We've
linked into the Decepticon
computer...

CLOSE ON TELETRAAN'S SCREEN

Numbers flash across the screen and then are replaced by a picture of the new space bridge location, just outside Autobot headquarters.

SPARKPLUG (VO-CONT)
--and have reset the space bridge
to open near Autobot headquarters!

CLOSE ON SPARKPLUG

With a worried look on his face. Time is running out.

SPARKPLUG (CONT)
(gravely)
You will only have this one chance
to escape! Hurry!

He listens for a moment, but all that comes back is STATIC. He lays his head down in despair.

FLIP TO:

THE DINOBOTS - PAN B.G.

continuing up the tube. Swoop TRANSFORMS and flies up ahead of the others o.s.

ANGLE ON THE TOP OF THE TUBE

Swoop flies up into view and hovers in the opening of the tube. He peeks carefully out of the opening.

HIS POV

The tube opens right into Decepticon headquarters! Shockwave, with his back TO CAMERA, is busy trying to regain control of the computer.

SHOCKWAVE

The Cybertonium is ready for shipment, Megatron...

BACK TO SHOT

The Dinobots come scrambling out. Grimlock sets Carly and Spike down and they run on their own o.s.

SHOCKWAVE (CONT-VO)

But I have lost control of the space bridge destin...

ON SHOCKWAVE

Hearing the noise, he spins around, raising his disintegrator.

SHOCKWAVE (CONT)

Intruders!

ANGLE ON SPACE BRIDGE CHAMBER

The chamber doors are open, with a supply of Cybertonium waiting inside. The Dinobots (except for Swoop) and the humans rush into the chamber.

ANGLE ON SHOCKWAVE

Swoop flies INTO SCENE over Shockwave's head, drawing his fire away. Swoop is hit, disintegrating his injured wing. (SFX: DISINTEGRATOR RAY)

ANOTHER ANGLE - SPACE BRIDGE CHAMBER

Swoop loses control and crashes to the floor, sliding into the chamber doors just as they are closing!

FLIP TO:

EXT. - AUTOBOT HQ

The CAMERA PANS away from the volcano to another area, and PUSHES IN on the small form of Sparkplug.

CLOSER ON SPARKPLUG

He paces nervously, waiting to see if anything will happen. As the teleport commences, Sparkplug turns and looks up at the swirling sky of dark clouds.

ON THE SKY

The swirling clouds open, and the Dinobots, the two kids, and the Cybertronium fall to the ground o.s. below.

ON SPARKPLUG

Spike and Carly run INTO SCENE and into his arms.

SPARKPLUG
(all choked up)
You made it! You're back!!

SPIKE
And with the help of the
Dinobots...

ANGLE ON DINOBOOTS

They are gathered around the supply of Cybertronium which was in the chamber when the transport began. They TRANSFORM to dinosaur mode...

SPIKE (CONT-VO)
--we brought back enough
Cybertronium to repair all the
Autobots!

DINOBOOTS
(TRIUMPHANT ROAR!)

FLIP TO:

INT. AUTOBOT HEADQUARTERS

WHEELJACK and RATCHET are working on SWOOP, who is on the workbench. Swoop leans over, talking to MIRAGE.

SWOOP
You forget Cybertron, Mirage.
Cybertron not nice anymore!

ON SPARKPLUG, SPIKE AND CARLY

They are looking at the Dinobots, o.s.

SPIKE

You guys should be happy you have
a place like the Earth to live!

ON GRIMLOCK

Surprisingly, even gruff old Grimlock agrees.

GRIMLOCK

Me, Grimlock, agree!

ON OPTIMUS PRIME

OPTIMUS

(sincerely)

Spike, Carly... We owe you our
lives! And to show our
appreciation...

ANGLE ON SPIKE AND CARLY

Optimus hangs medallions around their necks with the Autobot
symbol on them.

OPTIMUS (CONT)

--we'd like to make you honorary
Autobots!

CARLY

Thanks, Optimus Prime. But Spike
deserves it more than me!

Carly leans over and gives Spike a big kiss on the cheek,
surprising him. Spike blushes.

ON OPTIMUS PRIME

He turns to the Dinobots.

OPTIMUS

(sternly)

And as for you Dinobots...

ON THE DINOBOTS

They think a reprimand for running away is coming. Optimus
ENTERS SCENE.

OPTIMUS (CONT)
(laughs)
--excellent job!

ALL (VO)
(CHEERS)

GRIMLOCK
Even though Dinobots not like it,
we take orders from you now!

CLOSE ON GRIMLOCK

with a sly expression...

GRIMLOCK (CONT)
For time being!

FADE OUT

THE END