

TRANSFORMERS

"Kremzeek!"

(MP# 700-47)

(SCRIPT)

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TRANSFORMERS

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CAST LIST

AUTOBOTS:

OPTIMUS PRIME
HOIST
JAZZ
SMOKESCREEN
RATCHET
INFERNO
BUMBLEBEE
BLASTER
OMEGA SUPREME
TELETRAAN I

DECEPTICONS:

STARSCREAM
MEGATRON
SOUNDWAVE
THRUST

HUMANS AND OTHERS:

KREMZEEK - an electrical gremlin-like creature
SPARKPLUG
SOJI YOSHIKAWA - a Japanese man of forty
JAPANESE WOMAN - one line in Japanese
BUSINESSMAN - " "
MALE MOVIE PATRON - " "
PILOT - one or two lines in English
CAPTAIN - " "
RADIOMAN - " "
OFFICER - " "

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ACT ONE

FADE IN:

INT. DECEPTICON H.Q. - LABORATORY - WIDE

We see the looming figure of MEGATRON, his back toward us, silhouetted in blazing, CRACKLING light from two large gunbarrel electrodes in front of him as he operates the electrodes' controls.

CLOSE ANGLE - MEGATRON

leaning over the still-unseen worktable, his face aglow with the strobing light from the electrodes. PUSH IN on his face to EXTREME TIGHT C.U. of his right eye, in which we see the reflected pattern of CRACKLING electricity.

ANGLE - WORKTABLE

A small round platform, ablaze with blinding electrical power, pouring down in a continuous stream from the two electrodes.

ANGLE - LAB ENTRYWAY

STARSCREAM ENTERS, looking off angrily at Megatron.

STARSCREAM
Aren't you finished yet? We need
those electrodes for the power
magnet -- !

WIDE - MEGATRON AND THE ELECTRODES

MEGATRON
(throws up a hand)
Silence!

Starscream ENTERS at his side, regarding the worktable in surprise.

CLOSE ANGLE - THE SHOWER OF ELECTRICITY

In the nexus of exploding power on the center of the platform, something is starting to take shape: two long arms, a pair of short, stumpy, frog-like legs, and a squat domed head --
KREMZEEK!

It suddenly leaps out of the blaze of golden electricity, onto the edge of the platform, a tiny demon made of glowing, supercharged electricity, with red-hot eyes and a wide, leering mouth filled with lightning-bolt teeth, it cries out defiantly:

KREMZEEK
(high-pitched, metallic
voice)

Kremzeek!!

UPSHOT - MEGATRON AND STARSCREAM

Starscream lurches back reflexively, but Megatron merely stares at his creation with increasing interest.

ANGLE - KREMZEEK

He leaps off the platform!

WIDE - STARSCREAM

jumping back as Kremzeek bounds past him across the floor.

STARSCREAM

Yii!

WIDE - COMMUNICATIONS PANEL

Kremzeek leaps IN and up onto the surface of the panel, clinging to it like a fly.

CLOSER

Kremzek's mouth opens wide and bites a hole in the panel's metal surface. He looks inside and licks his chops.

KREMZEEK

Yummy!

He sticks his entire body halfway into the hole. The lights on the panel all begin blinking on and off like mad.

WIDE - MEGATRON AND STARSCREAM

The lights in the room all suddenly go crazy, strobing on and off in different colors as SIRENS WAIL and CLAXONS SOUND.

INT. COMMUNICATIONS ROOM - SOUNDWAVE

The strobing lights, SIRENS and CLAXONS CARRY OVER as the array of telescreens before him flash with jillions of scrambled images. Soundwave speaks into a mike:

SOUNDWAVE
Attention! Attention!

INT. LABORATORY - MEGATRON AND SOUNDWAVE

The SOUND-and-light-show continues as Megatron approaches the communications panel.

SOUNDWAVE (VO-CONT)
All communications systems
malfunctioning!

CLOSE - THE COMMUNICATION PANEL

Kremzeek is still half-inside the panel as Megatron leans IN, staring intently at him.

MEGATRON
Fascinating...

Starscream suddenly rushes IN at his side.

STARSCREAM
Fascinating?! You'd better do
something before he -- !

Megatron extends his index finger and Kremzeek alights on it like a bird, looking up at him.

KREMZEEK
Kremzeek!

MEGATRON
Yes...Kremzeek! You will be my
ultimate weapon against the
Autobots!

Kremzeek looks at him, hands on his hips, and cocks his head.

KREMZEEK
Kremzeek!

Suddenly he leaps, vanishing into the hole in the panel.

KREMZEEK (O.S.)
(echoed)
Kremzeek!

PAN OVER FAST to a video terminal as it suddenly comes to life, displaying the little demon's face.

KREMZEEK
Kremzeek!

And then then face becomes Kremzeek as he bounds straight out of the video screen!

FOLLOWING KREMZEK

as he darts from the monitor to the chair facing it, up onto the back of the chair -- then PULL FAST TO WIDE as Megatron ENTERS, holding a small box, open in front, covered with glowing circuit-paths. Kremzeek leaps into the box --

KREMZEK

Kremzeek!

-- and Megatron slams the hatch shut, trapping him inside.

CLOSER - THE BOX

Megatron flicks a switch on the side of the box, and the shimmering light traversing the circuit-paths ceases as the box goes dark. The box jounces in his hands as we hear POUNDING and angry, muffled cries of:

KREMZEK (O.S.)

Kremzeek!! Kremzeek!!

WIDE - MEGATRON AND SOUNDWAVE

as the SIRENS CEASE and the lights go back to normal.

MEGATRON

This circuit-trap should hold him for a while...

(leaning toward video terminal)

Thrust! Prepare for flight!

FLIP TO:

EXT. SKY - THRUST IN FLIGHT - DAY

speeding over the high desert.

INT. THRUST'S CARGO BAY

Megatron carries the circuit-box. Inside, Kremzeek is growing increasingly unhappy, CRYING, WAILING, SHRIEKING and POUNDING on the box, held tightly by Megatron.

MEGATRON

Soon, my little friend! Soon you will be released -- and the Autobots will never know what hit them!

THRUST (VO)

Autobot headquarters dead ahead!

EXTREME WIDE - THE AUTOBOT VOLCANO

as Thrust ROARS IN from over and behind CAMERA, heading toward it.

WIDE - VOLCANO ENTRANCE

Thrust swoops down INTO SHOT, as the tiny circuit box is jettisoned, then climbs up and OFF.

CLOSE - THE MAIN ENTRANCE

The box lands with a small THUD, bounces once, and then is still. After a long moment:

KREMZEEK (O.S.)

(tentatively)

Kremzeek...?

UPSHOT - THRUST - FOLLOWING

MEGATRON (O.S.)

Back to our headquarters on the double!

INT. CARGO BAY - MEGATRON

MEGATRON

While my amazing little creature makes life miserable for the Autobots, I'll have time to activate my new energy magnet...

EXT. SKY

Thrust ROARS away from CAMERA.

MEGATRON (CONT-O.S.)

--and suck this planet dry of all power!

CUT TO:

EXT. AUTOBOT H.Q. - MAIN ENTRANCE

The box containing Kremzeek bounces and jumps as the little demon struggles inside.

KREMZEK (O.S.)
Kremzeek! Kremzeek!!

INT. AUTOBOT H.Q. - TELETRAAN I CONSOLE

A warning light and BEEPER SOUND as OPTIMUS PRIME ENTERS.

TELETRAAN I (VO)
Alert. Sensors detect intruder
at main entrance.

OPTIMUS PRIME
Give me a visual, Teletraan I.

UPSHOT - SCREEN

It comes to life, displaying the image of the bouncing circuit box.

OPTIMUS PRIME (O.S.)
What in the world...?

The box starts breaking open!

EXT. H.Q. ENTRANCE - THE BOX

--continues CRACKING OPEN -- and suddenly EXPLODES away as Kremzeek throws out his arms with a cry of --

KREMZEK
Kremzeek!!

ANOTHER ANGLE

He looks around, nose in the air, SNIFFING -- then sees:

UPSHOT - SURVEILLANCE VIDEOCAMERA

by the corner of the steel door, trained downward on him.

KREMZEK (O.S.)
Yum!

RESUME - KREMZEK

He leaps up and OFF --

INT. H.Q. - TELETRAAN I SCREEN

On the screen, Kremzeek is seen to leap straight into CAMERA!

TIGHT - OPTIMUS PRIME

His eyes widen in surprise.

EXT. H.Q. ENTRANCE - VIDEO CAMERA

-- as Kremzeek concludes his leap...diving straight into the camera's lens!

INT. H.Q. - WIDE - TELETRAAN I CONSOLE

Prime jerks back as Kremzeek comes flying out of the screen and streaks past him!

ANGLE - DOORWAY

Kremzeek leaps into a switch-template set in the wall beside the door, vanishing.

ELSEWHERE - ANOTHER DOOR SWITCH

Kremzeek comes flying out, and as we PULL OUT we see that we are in the...

MAINTENANCE ROOM

--where SMOKESCREEN, HOIST, JAZZ, SPARKPLUG all look up in shock as the little energy-creature comes bounding THROUGH!

HOIST

What the heck's that!?

ANGLE - JAZZ

He raises his blaster...

JAZZ

I dunno, but maybe this'll slow it down so we can find out!

--and FIRES.

ANGLE - KREMZEK ON THE FLOOR

The beam STRIKES the floor in front of him -- and he jumps on it, running up the beam's path!

ANGLE - JAZZ

as Kremzeek runs IN and alights on his gun!

JAZZ
Hey! Buzz off!

CLOSER - THE GUN

Kremzeek SNIFFS it, then grabs the barrel and bends it upward like a flexi-straw!

KREMZEEK
Yum!!

He starts sucking on the bent barrel, "drinking" the power out of it!

WIDER

Jazz shakes the gun, trying to get Kremzeek to let go.

JAZZ
Let -- go'a -- my -- GUN!

CLOSE - KREMZEEK

He looks up with a hungry grin and leaps OFF into CAMERA!

CLOSE - JAZZ

Kremzeek leaps straight into his left eye-lens, vanishing inside him!

JAZZ
Hey -- !!

WIDER

Sparks begin flying from the seams in his body as he spins around, arms flailing, "possessed" by the mischevious demon.

JAZZ
Hey! No!
(electrically filtered)
Kremzeek!!!

And with that, he pirouettes three times and collapses to the floor in a tangled heap! An instant later, Kremzeek pops out of his ear. PUSH IN as he looks around and sees the others.

WIDE - SMOKESCREEN, HOIST, SPARKPLUG

The two robots begin backing away, worriedly.

SMOKESCREEN

Uh-oh...!

ANGLE - HOIST

Kremzeek leaps IN, vanishing into his "belt."

ANOTHER ANGLE

Hoist's whole body goes as rigid as a post, and he begins bouncing straight up and down like a pogo stick --

HOIST

(incoherent jabbering)

-- then topples over sideways, hitting the floor with a CLUNK and remaining motionless as Kremzeek emerges.

ANGLE - SMOKESCREEN AND SPARKPLUG

SPARKPLUG

That thing's scrambled their circuits!

SMOKESCREEN

(backing off)

Just keep it away from me!

Suddenly Sparkplug lunges forward.

ANGLE - KREMZEEK IN MIDAIR

leaping. Sparkplug throws himself IN and nabs the little demon with both hands.

CLOSER

Kremzeek glowers up at Sparkplug --

KREMZEEK

Leggo!

-- and suddenly glows hot with CRACKLING electricity!

SPARKPLUG

(CRY OF PAIN!)

Sparkplug lets go of him, and wrings his hands as it bounds OFF.

SPARKPLUG (CONT)

Boy! Never fool around with electricity!

PUSH IN FAST on him as he SNAPS his fingers, realizing:

SPARKPLUG (CONT)

That's it!

He leaps up and runs OFF.

ANGLE - SMOKESCREEN

holding up a small metal worktable, ready to throw it.

SMOKESCREEN

Get back!!

Kremzeek runs IN on the floor and Smokescreen chucks the table at him, which lands on him top-down, legs in the air.

KREMZEK (O.S.)

(muffled; miffed)

Kremzeek!

ANOTHER ANGLE - THE TABLE

The tips of its four legs begin glowing, and suddenly four bolts of electricity ZAP upward out of them, meeting in midair -- and becoming Kremzeek.

KREMZEK

Kremzeek!!

He cocks his whole body to run -- then ZAPS OUT OF SHOT like the Road Runner!

ANGLE - SMOKESCREEN

as Kremzeek ZAPS into him!

SMOKESCREEN

No!

WIDER

Smokescreen suddenly TRANSFORMS into auto mode. His engine REVVS UP, then BACKFIRES LOUDLY -- and he TRANSFORMS back to robot mode -- in a tangled knot, as through he were pinned in a full-nelson by an invisible wrestling opponent!

SMOKESCREEN

Arrgh!

(GRUNTS, struggling)

ANOTHER ANGLE

He starts TRANSFORMING once more into vehicular mode --

KREMZEK (O.S.)

Kremzeek!

-- then stops halfway, TRANSFORMS back to robot mode in another ridiculous pose...and then begins TRANSFORMING in and out of auto-mode at lightning speed!

SMOKESCREEN

Cut -- it -- OUT!!

ANOTHER ANGLE

Smokescreen at last TRANSFORMS fully into vehicular mode; his engine ROARS to life and he begins cutting tight SQUEALING circles around the room!

SMOKESCREEN (CONT-VO)

Get -- outta -- my circuits!!

KREMZEK (O.S.)

Kremzeek!!

ANGLE - DOOR

A group of AUTOBOTS, led by RATCHET, ENTER, see what's happening, and charge into the room, followed by more AUTOBOTS. (NOTE: These can be any and every member of our merry band -- except Prime, Blaster, Inferno, Bumblebee and Omega Supreme.)

RESUME - WIDE ON SMOKESCREEN

as he SQUEALS round and round the room -- and suddenly starts pouring out thick black clouds of his cloaking-smoke!

ANGLE - RATCHET AND THE OTHER AUTOBOTS

as clouds of smoke drift IN.

RATCHET

Hey, Smokescreen -- cool it with the smoke!

RESUME SMOKESCREEN

still wheeling around. As the smoke fills the FRAME:

SMOKESCREEN (VO)

It's not me -- it's him!!

(suddenly:)

Arrgh!!!

There is an O.S. SQUEAL OF TIRES, followed by a CAR-CRASH SOUND!

RATCHET - WITHIN THE SMOKE

RATCHET

Him? Him who?!

Suddenly Kremzeek leaps up from behind onto his shoulder, grinning from ear to ear:

KREMZEEK

Kremzeek!

He dives inside Ratchet -- who at once spins like a top and pitches down OUT OF SHOT!

THE HALLWAY OUTSIDE - WIDE

as Optimus Prime runs up to the closed door of the maintenance room and stops, hearing SOUNDS of CRASHES, CRIES of the various Autobots, and gleeful SHOUTS of "Kremzeek!!"

OPTIMUS PRIME

Oh, no...!

He starts to open the door, but:

SPARKPLUG (O.S.)

Prime!

REVERSE ANGLE

Optimus Prime whirls to see Sparkplug beside him, whipping up a hose from a large cannister he's carrying under one arm -- and SPRAYING him from head-to-toe with a clear liquid!

CLOSER - OPTIMUS PRIME

SPUTTERING as Sparkplug finishes SPRAYING him.

OPTIMUS PRIME

(angrily)

This isn't the time for jokes,
Sparkplug!

WIDER

The liquid becomes completely invisible as it dries.

SPARKPLUG

What joke!? I'm saving you!

He holds up the cannister.

SPARKPLUG (CONT)

This is an insulating compound
me'n Wheeljack were working on.
It'll keep that little creep out
of your circuits!

Prime turns to the door. It slides open --

OPTIMUS PRIME

Let's see how well it --

-- and Kremzeek comes flying out from the smoke-filled room,
bouncing off Prime's chest with a BOIIING!

OPTIMUS PRIME (CONT)

-- works!

ANGLE - KREMZEK ON THE FLOOR

Pulling himself up, he angrily jams his hands on his hips --
then leaps up and OFF.

ANGLE - OPTIMUS PRIME

Kremzeek BOINGS repeatedly against him with angry cries of:

KREMZEK

Kremzeek! Kremzeek!! Kremzeek!!!

PUSH IN as Prime grabs him on his last BOING.

OPTIMUS PRIME

Got you!

Kremzeek blows a RASPBERRY at him -- and elongates, sliding up
and out from between Prime's fingers. FOLLOW as he ZAPS over to
a control panel beside the door.

TWO - OPTIMUS PRIME AND SPARKPLUG

blinking in surprise at the control panel as Kremzeek vanishes
into it.

SPARKPLUG

How're we ever gonna catch that
guy?

OPTIMUS PRIME

Worry about it later.

As he EXITS through the door:

OPTIMUS PRIME (CONT)
First we've got to insulate the
other Autobots!

INT. MAINTENANCE ROOM

as the smoke clears we see all of the Autobots who entered the
room, lying motionless in a tumbled heap!

REACTION - OPTIMUS PRIME AND SPARKPLUG

SPARKPLUG
What other Autobots!?

As the two look at each other worriedly...

FLIP TO:

INT. AUTOBOT H.Q. - LAB

PANNING from BUMBLEBEE to INFERNO to BLASTER, each squinting as
they're SPRAYED with Sparkplug's insulating liquid.

WIDER - TO INCLUDE OPTIMUS PRIME AND SPARKPLUG

OPTIMUS PRIME
Bumblebee, Blaster, Inferno --
we're the only ones left to stop
that thing -- whatever it is!

EXT. CORRIDOR OUTSIDE LAB

The five exit the lab and head off in different directions.

OPTIMUS PRIME (CONT-VO)
Spread out and search the whole
compound! It's here somewhere.
And remember -- it likes
electricity!

FOLLOWING BUMBLEBEE AND INFERNO DOWN THE CORRIDOR

BUMBLEBEE
What I wanna know is, where'd it
come from?

INFERNO
Are you kidding? It's practically
got Megatron's fingerprints all
over it!

They both suddenly freeze at the SOUND of:

KREMZEEK (O.S.)

Kremzeek!!

They exchange a quick glance and dash inside an open doorway.

INT. CONSTRUCTION ROOM

filled with worktables, heavy equipment, and several robotic arms and booms -- almost all of them utterly wrecked and smoking! But in the center of the room is a carousel-like contraption which sprouts a cluster of dozen-or-so arms and booms, still intact. Kremzeek dives inside the base of the machine -- and all of its arms and booms start moving.

ANGLE - DOORWAY

Inferno rushes IN -- and is immediately hit square in the chest as one of the robotic booms swipes THROUGH, carrying him OFF!

WIDER

The momentum of the swinging boom carries him with it into the air, flinging him around the room!

BY THE DOOR

Bumblebee runs IN, seeing this angrily.

BUMBLEBEE

Hey! What the heck -- !?

A robotic arm -- balled in a "fist" -- drops down and CLONKS him on the head! He staggers OFF.

FOLLOWING INFERNO

as the boom flings him against a wall with a THUD. He shakes his head -- then whips out his blaster!

INFERNO

Come out, come out, wherever you are...!

He FIRES!

ANGLE - BASE OF THE ROBOTIC MACHINE

The beam EXPLODES, toppling it away -- revealing Kremzeek as having been standing inside of it. He grins sheepishly --

KREMZEEK
(meekly)
Kremzeek...?

-- and bounds off! FOLLOW as he leaps on a small electric cart, vanishing inside. The cart's tiny wheels SQUEAL as it tears OFF!

ANGLE - INFERNO AND BUMBLEBEE

as Optimus Prime, Sparkplug and Blaster ENTER behind them.

INFERNO
Aw, what's the use! You can't catch that thing -- you can't hold it -- you can't shoot it!

SPARKPLUG
And it's wrecked just about all our gear!

BLASTER
At least we've still got...

Suddenly everyone's eyes go wide in dread.

ALL
--Teletraan I!!

As one, they all tear OFF!

INT. TELETRAAN I CONSOLE - WIDE

Kremzeek is popping in and out of every button, port, and slot in the console, while the array of screens flash and strobe with psychedelic colors and patterns!

TELETRAAN I (VO)
(voice speeding up and slowing down alternately)
Two-point-nine-nine equals pi-R squared plus two blueberry muffins!

PAN OVER FAST to the door as Prime and the others ENTER.

OPTIMUS PRIME
Shut it down!

ANGLE - TELETRAAN I MASTER CONTROL

Sparkplug runs IN and hits a large red button -- but nothing happens.

RESUME - TELETRAAN I

as Kremzeek continues popping in and out of its control panel.

TELETRAAN I (VO)
Alert! Alert! Evil Martian
Phlengoes have invaded
supermarkets across the planet...!

CUT TO:

EXT. ARMED FORCES COMMUNICATION CENTER - DAY

A compound of buildings situated on the California coast. We PAN from a huge dish-antenna to the main building.

TELETRAAN I (CONT-V.O.)
(filtered)
--They have come to steal Earth's
ammonia!

INT. COMPOUND - RADIO CONSOLE

A RADIOMAN wearing headphones is seated at the console, and his commanding OFFICER stands behind them. Both listen in bewilderment.

RADIOMAN
What in the world -- ?

TELETRAAN I (VO)
(filtered)
Choco-rations down two grams!
Double-plus un-good!

OFFICER
Where's it coming from?

The Radioman checks the controls.

RADIOMAN
It's on the Autobots' wavelength!

OFFICER
Have they all gone nuts...?

CUT TO:

INT. TELETRAAN I CONSOLE - AS BEFORE

Kremzeek continues popping in and out of openings in the console as several of the videoscreens EXPLODE and sparks begin flying out of every seam in the console.

TELETRAAN I (VO)
(singing, voice SLOWING
to a crawl)
Daisy, Daisy, tell me your answer
true...

Kremzeek pops out of the console, looks up, and sees:

UPSHOT - VIDEO SCREEN

The only one not displaying Picassoesque images. It shows a coastal town, whose signs and architecture indicate Japan. Kremzeek suddenly leaps IN -- zapping into the screen and landing on the beach! He looks around, then runs OFFSCREEN.

KREMZEЕК
Kremzeek!

TELETRAAN I (VO)
--I'm half-crazy, all for the love
of you...

ANGLE - BUMBLEBEE

seeing this.

BUMBLEBEE
Oh, no!

ANGLE - SPARKPLUG, BLASTER AND OPTIMUS PRIME - BY THE WALL

where Sparkplug is unscrewing a huge electrical conduit from its outlet.

OPTIMUS PRIME
Hurry before it blows its
circuits!

PUSH IN as Sparkplug disconnects the conduit.

ANGLE - TELETRAAN I

The computer and all its screens go dead. Blaster, Prime and Sparkplug ENTER, regarding it.

OPTIMUS PRIME

Where is he...?

PULL OUT to include the still-shocked Bumblebee, who points to the screens.

BUMBLEBEE

He jumped into the screen -- and it was like he just went there!

BLASTER

Say what?

SPARKPLUG

He could have ridden Sky Spy's transmission beam straight to whatever place it's observing!

OPTIMUS PRIME

So where did he go?

CLOSE - BUMBLEBEE

looking up at him worriedly.

BUMBLEBEE

Offhand, I'd say -- Japan!

FADE OUT

END OF ACT ONE

ACT TWO

FADE IN:

EXT. AUTOBOT VOLCANO

OMEGA SUPREME strides toward the entrance as it opens and Optimus Prime, Blaster, Inferno, Bumblebee and Sparkplug come running out.

OPTIMUS PRIME
Rocket mode, Omega Supreme!

ANGLE - OMEGA SUPREME

He TRANSFORMS into rocket mode.

OMEGA SUPREME (VO)
Rocket mode: ready.

CLOSER - BASE OF THE ROCKET

A hatch opens. Prime turns to Sparkplug.

OPTIMUS PRIME
We'll handle this. You see if
you can get any of the Autobots
reactivated.

He turns back to the volcano as Prime and the others EXIT into the rocket.

WIDE - THE ROCKET

OPTIMUS PRIME (CONT-O.S.)
Get us to Japan -- fast!

The rocket BLASTS OFF, heading skyward.

FLIP TO:

INT. DECEPTICON H.Q. - COMMUNICATION ROOM

Soundwave sits at the main console as Megatron looks on.

SOUNDWAVE
All transmissions from Autobot
Headquarters -- have ceased!

ANGLE - MEGATRON

He flashes a triumphant, evil grin.

MEGATRON

My little Kremzeek must have blown
the bits out of their circuits!

(turns to EXIT)

It's time to ready the energy
magnet!

FLIP TO:

EXT. JAPANESE COAST - DAY

The same coastal city as seen on Teletraan I's viewscreen. A lone, old FISHERMAN sits in the sand, preparing his tackle and gear. He looks up, and we PULL OUT as Omega Supreme's massive rocket lowers, ROARING, INTO FRAME, touching down on the empty stretch of beach.

CLOSE - THE FISHERMAN

Watching the rocket land, blinking in mute surprise.

CLOSER - THE ROCKET

Optimus Prime and the other three emerge onto the sand, spreading out in a semi-circle and looking around.

BUMBLEBEE

This is it! This is where I saw
him go on Teletraan I!

OPTIMUS PRIME

Now all we have to is find the
little --

ANGLE - THE SAND AT HIS FEET

Kremzeek comes popping out of the sand, spreading his arms:

KREMZEEK

Kremzeek!

HIGH DOWNSHOT - THE FOUR AUTOBOTS

As Kremzeek flies against Prime's waist, bounces off, and starts ZINGing and WHANGing off all their chests at high speed, like a pinball bouncing off bumpers!

ANGLE - KREMZEEK

He stops, hovering in midair, hands on hips, regarding the Autobots with an angry expression that clearly says, "You're no fun anymore!"

CLOSE - OPTIMUS PRIME

OPTIMUS PRIME
(realizes)
Omega Supreme! He's not
protected!
(turns; loud)
Omega! Blast off! Get away from
here -- now!

WIDE - OMEGA SUPREME ROCKET

Its engine ROARS to life and it begins rising off the beach.

CLOSE - KREMZEEK

He sees this, and his eyes pop.

KREMZEEK
Kuh-REMzeek!

He ZAPS up and OFF!

ANGLE - OPTIMUS PRIME

looking around desperately. He sees...

THE FISHERMAN

--still watching them all blankly. Prime runs IN, grabbing his
still-unhooked pole.

ANGLE - OPTIMUS PRIME

Like lightning, he ties a loop-knot in the end of the steel
line, then whips the pole back and casts it upward.

OPTIMUS PRIME
Oh, no you don't...!

UPSHOT - KREMZEEK

still shooting upward. The line sails in around him -- lassoing
him. PUSH IN as he struggles against it.

KREMZEEK
(struggling; eagerly)
Kremzeek! Kremzeek!!

He finally stops struggling, looks down toward Prime -- and ZAPS
into the line, shooting downward in a bolt of energy.

WIDE - OPTIMUS PRIME

as the bolt of energy ZAPS down the line, through the pole -- and into the reel.

CLOSE - THE REEL

It WHIZZES around at high speed, reeling out fishing-line in all directions. PULL BACK as Prime becomes thoroughly entangled in the thickening loops of line. As the line runs out, Kremzeek emerges from the reel, cocks his body, and streaks up and OFF with a RICCOCHET SOUND!

UP ANGLE - OMEGA SUPREME

Kremzeek zips upward -- and enters the rocket's fusilage!

WIDER - OMEGA SUPREME

The entire rocket begins spinning like a top, arcs over, and begins heading downward, spiralling crazily!

WIDE - THE BEACH

The rocket spirals down INTO SHOT -- plowing deep into the sand as its engines cut off.

ANGLE - THE AUTOBOTS

Prime pulls the last of the fishing line off of him as the others look off at Omega in exasperation.

BUMBLEBEE

Well, that's just great...!

They all turn as, past a building behind them, a sleek, white-and-blue bullet train pulls into a station and stops.

CLOSE - OMEGA SUPREME'S FUSILAGE

Kremzeek's little head pops out, looking off eagerly.

KREMZEEK

Choo-choo!!

WIDE - AUTOBOTS

A blurred Kremzeek shoots THROUGH between them like a SHOT.

ANGLE - THE TRAIN

Kremzeek ZAPS straight into the base of one of its cars.

RESUME - AUTOBOTS

INFERNO

That guy's starting to get on my
nerves!

WIDE - THE TRAIN

Its engine suddenly comes to life with a strange GRINDING SOUND.
The train lurches violently -- then starts moving, heading off
with a VROOM!

WIDE - AUTOBOTS

Optimus Prime's eyes widen in alarm -- and he TRANSFORMS into
truck mode, his engine ROARING to life.

OPTIMUS PRIME (VO)

Grab on!

The others jump onto the sides of his cabin as he ROARS OFF!

WIDE - LOOKING DOWN THE TRACKS

as the train speeds away from us. A moment later, Prime ROARS
IN, driving right onto the tracks and heading off after the
train.

PRIME DRIVING ON THE TRACKS - FOLLOWING

Going nearly 100 MPH. Over the ROAR of his engine:

BLASTER

Yo, Prime! Whadda we do when we
catch that weirdo!?

OPTIMUS PRIME (VO)

We'll worry about that when we
catch him!

BLASTER

You mean you ain't got no plan!?

OPTIMUS PRIME

Who's had time to think up a
plan?? Hang on!

He accelerates to 175 MPH!

THE TRAIN - FOLLOWING

PUSHING IN on the front car.

INT. CONTROL CABIN

Kremzeek is popping in and out of the controls -- much as he did with Teletsaan I -- while the Japanese CONDUCTOR frantically tries to swat him like a fly.

KREMZEEEK
(happy cries of "Kremzeek!")

WIDE - THE TRAIN - FOLLOWING

It slows to a stop -- then lurches, gives forth with a METALLIC HICCUP -- and starts rolling backward!

WIDE - PRIME AND THE OTHERS

heading into a blind mountain curve.

BUMBLEBEE
Faster, Prime! Faster!

THEIR POV - ROUNDING THE CURVE

On the tracks ahead we see the train backing toward us!

REACTION - AUTOBOTS

INFERNO
Yeow!!

BUMBLEBEE
Slower, Prime! Slower!!

Prime SLAMS on the breaks and the Autobots go tumbling off to either side.

PRIME - FOLLOWING

as he slows, TIRES SQUEALING, coming to a stop. At the same instant the train rolls IN -- coming to an even more abrupt stop and lightly BUMPING Prime's grille with its rear "nose." It then shoots forward back OUT OF SHOT.

ANOTHER ANGLE

As Prime starts rolling forward Inferno and Blaster rush IN and leap onto his cabin.

REAR OF THE TRUCK TRAILER - FOLLOWING

as Bumblebee frantically runs after it --

BUMBLEBEE
Wait for me!!

-- and jumps up, grabbing onto the rear bumper for dear life.

BUMBLEBEE (CONT)

This is the only way to travel...

FLIP TO:

EXT. THE OCEAN - DAY

As we watch, the surface of the ocean begins churning, and something begins rising through the waves. But it's not the Decepticons' launch-tower. It's something bigger, something black, something huge and monolithic: an enormous cobalt "seascraper," a square tower which rises out of the water for hundreds of feet. And perched atop it is a huge black ball, studded with dozens of large, spikey antennae.

CLOSER - TOP OF THE SEASCRAPER

A hatch opens and Megatron and Starscream emerge.

STARSCREAM

Seascraper in position!

MEGATRON

And the energy magnet?

STARSCREAM

Fully operational!

MEGATRON

Then let's prepare to test it out...!

As they head downward back into the tower, we --

FLIP TO:

INT. SHINJUKU STATION - DAY

where the bullet train comes tearing into the station at high speed -- coming to an abrupt, SQUEALING stop!

ANGLE - REAR OF THE TRAIN

Optimus Prime, still in truck mode, SCREECHES to a stop behind it -- but not in time to prevent BUMPING into its rear "nose" again!

OPTIMUS PRIME (VO)

Ouch!

WIDER

Blaster, Inferno and Bumblebee leap off, scrambling up onto the station platform as Prime TRANSFORMS into Robot mode, following them.

WIDE - FRONT CABIN

Kremzeek bounds out of the cabin, followed by the furious Conductor -- who immediately runs smack into a large Japanese woman. Outraged, she CLONKS him on the head with her purse!

JAPANESE WOMAN

Chotto kiyo tsuketeyo!

[The following SUBTITLE is SUPERIMPOSED:]

"WATCH WHERE YOU'RE GOING!"

CLOSE - KREMZEK

looking around, seeing something:

A MAN IN A BUSINESS SUIT

wearing headphones, a "Walkman" strapped to his waist. FOLLOW as he strides along, and Kremzeek leaps IN --vanishing into the Walkman!

ANGLE - AUTOBOTS

INFERNO

Where'd he go to now?

THE BUSINESSMAN

His eyes go wide and the headphone pads start bouncing off his ears as we hear TINNY, HIGH-PITCHED CRIES of:

KREMZEK (VO)

Kremzeek! Kremzeek!!

BUSINESSMAN

Aaiiiee!! Wokuman ga ikaretazo!!

[The following SUBTITLE is SUPERIMPOSED:]

"MY WALKMAN HAS GONE CRAZY!"

RESUME AUTOBOTS

OPTIMUS PRIME

(points)

There!

THE BUSINESSMAN

whips off the headphones and hurls the walkman to the ground -- where it EXPLODES -- and Kremzeek comes leaping out!

KREMZEEK

Kremzeek!!

He races OFF!

THE AUTOBOTS

OPTIMUS PRIME

Go!!

FOLLOW as they start running after him, through the crowds of people in the station!

EXT. STATION ENTRANCE - DAY

Kremzeek comes leaping up out onto the street. PUSH IN TIGHT as he looks around, seeing something O.S. -- and his eyes turn into spinning pinwheels in his head!

KREMZEEK

Whoopie!!

ANGLE - A GAME ARCADE

All glittering chrome and blazing neon. The glowing yellow bullet that is Kremzeek zaps inside its doors with a POW!

INT. ARCADE

A young Japanese MAN is playing at a standup videogame, as Kremzeek bounds IN -- ZAPPING straight into the game! The man cocks his head in surprise...

CLOSE - GAME SCREEN

The game displays an alien landscape where several video "warriors" are battling it out. Kremzeek runs "onscreen," looks around -- and points his fingers in either direction, FIRING bolts of energy from his fingertips, BLOWING the warriors away!

KREMZEEK

Kremzeek!!

ANGLE - ANOTHER PLAYER

PUSHING IN until we see:

THE SCREEN

This is a "P.O.V." auto-race game, a la "Pole Position": several race cars in F.G. vie for position as a country landscape rushes past. Suddenly Kremzeek leaps straight onto the center of the track ahead of them -- and they all swirve and collide trying to get out of his way, CRASHING and EXPLODING! Kremzeek leaps OFF, leaving behind a landscape littered with the smoking remains of the cars!

ANGLE - FLOOR

Kremzeek jumps IN, lands, looks around.

KREMZEEK

Pachinko!

ANGLE - A ROW OF PACHINKO MACHINES

All occupied by men frantically flicking levers, sending ball after ball bouncing through the machines' mazes. Suddenly the machine on the far end EXPLODES, and the players all leap up and run OFF, CRYING OUT in fright!

CLOSER - THE PACHINKO MACHINES - PANNING

from one machine to the next as they EXPLODE in a hailstorm of steel balls, each EXPLOSION accompanied by a cry of:

KREMZEEK (O.S.)

Kremzeek!!

EXT. GAME ARCADE

The Autobots run up to its doors, stopping as they hear the O.S. SOUNDS OF EXPLODING MACHINES AND CRIES OF "KREMZEEK!"

INFERNO

Oh, brother...!

Prime starts to go in, but is held back by Blaster.

BLASTER

Man, this is stupid! What we need is a plan!

OPTIMUS PRIME

Fine! Have you got one?

BLASTER

Er -- well... First we catch him. Then...er...

OPTIMUS PRIME
(smirks)
Funny, that's my plan, too!

He ducks inside and the others follow.

INT. ARCADE

The Autobots rush inside.

KREMZEEK - ON THE FLOOR

Seeing them, he jumps up and OFF into another pachinko game.
PULL OUT as Inferno runs IN --

INFERNO
I'm gettin' sick of you!!

-- and PLOWS his fist straight into the front of the game! PUSH
IN as Kremzeek runs out, straight up his arm, grabs his face
-- and gives him a big SQUEAKY KISS on the cheek! Inferno
SPUTTERS as the little guy leaps OFF.

ANGLE - REFRESHMENT STAND

A pretty Japanese girl in a waitress uniform ducks OFF as
Kremzeek bounds IN, diving behind the counter. An instant later
Bumblebee runs IN -- and a drink-dispenser beside him EXPLODES
in a shower of orange soda!

CLOSE - BUMBLEBEE

Fuming as he is splashed from head to toe with soda.

BUMBLEBEE
I'm not thirsty!!

PAN OVER FAST to the popcorn machine, which EXPLODES in a
blizzard of POPPING kernels!

RESUME BUMBLEBEE

covered with soda and popcorn, as if tarred-and-feathered.

BUMBLEBEE
I'm not hungry, either!!

ANGLE - BASE OF THE REFRESHMENT COUNTER

FOLLOWING as Kremzeek zips out through a back exit.

OPTIMUS PRIME, BLASTER AND INFERNO

OPTIMUS PRIME
After him!

Blaster races OFF and they follow.

EXT. STREET BEHIND THE GAME ARCADE

Several vending machines are set against the wall of a large, white industrial building. Kremzeek runs through and dives inside a soda machine. PUSH IN as Blaster runs IN after him, bending down to the machine's dispenser-opening.

BLASTER
Come on outta there, you short
circuit!

Suddenly a barrage of soft-drink cans FIRES out into his face, as if shot from a machine gun! As Blaster staggers back, Kremzeek leaps out of the top of the machine -- flying up and off into a small window in the huge wall. Blaster looks up after him:

HIS POV

PANNING UP the side of the building, HOLDING on a large sign which reads: "SHIBUYA ELECTRONIC MANUFACTURING CORP."

BLASTER (O.S.)
Whuh-oh!

ANGLE - BLASTER

as Prime and the others join him from behind.

BUMBLEBEE
"Shibuya Manufacturing
Corporation"...!

OPTIMUS PRIME
Talk about a bull in a china
shop...!

INT. FACTORY FLOOR

emphasizing a long conveyor-belt, transporting TV screens to a giant robotic welding-device, whose dozen arms weld the sets' chassis in place in a repetitive shower of sparks.

CLOSER - THE WELDING MACHINE

Kremzeek runs IN -- and dives inside it!

ANGLE - FACTORY ENTRANCE

The Autobots run IN -- and stop at the O.S. SOUND of CRASHING GLASS AND METAL

ANGLE - THE CONVEYOR LINE

The "hands" on the ends of the robotic welding machine are balled into fists -- and as each TV on the conveyor moves into line, they rapidly POUND it into glass dust!

ANGLE - METAL STAIRWAY

SOJI YOSHIKAWA, a lean Japanese man of forty, wearing a white smock, runs down the stairs, looking around in outrage.

YOSHIKAWA
(Japanese accent
throughout)
What's going on here!?

The Autobots rush IN.

YOSHIKAWA (CONT)
Oh! The Autobots!
(bows)
I am Doctor Soji Yoshikawa, chief
engineer. Very honored.
(looks around)
You did this?

ANGLE - OPTIMUS PRIME

OPTIMUS PRIME
No, no! There's a creature --
made of pure energy -- in there!

ANGLE - THE ROBOTIC WELDING MACHINE

pounding TV after TV as the conveyor belt carries them through faster and faster.

ANGLE - YOSHIKAWA

He cocks his head to the side.

YOSHIKAWA
You nuts?

PULL OUT as Blaster whips up his gun.

BLASTER

Look. It's real simple...

He FIRES at the machine o.s.

WIDE - THE MACHINE

It EXPLODES away, revealing Kremzeek, who looks around angrily and then bounces away.

RESUME - YOSHIKAWA AND THE AUTOBOTS

OPTIMUS PRIME

We've got to stop it before it turns your whole factory into a junkyard!

CLOSE - YOSHIKAWA

He puts a hand to his chin, thinking.

YOSHIKAWA

Hmmm. Maybe some low-kilohertz radiowave can restrain a energy field. But --

PULL OUT as Blaster ENTERS.

BLASTER

Radiowaves're my department, Doc.

He pulls open his chest panel, revealing an array of knobs and controls.

BLASTER (CONT)

Just tune me in to the right frequency!

Yoshikawa leans toward him and starts adjusting the dials.

ANGLE - A LONG ROW OF COMPLETED TV SETS

Kremzeek dives into the first TV in line -- and BLOWS IT UP! He bounds from TV to TV, EXPLODING each one as he goes.

CLOSE - THE LAST TV IN LINE

As Kremzeek jumps into it and EXPLODES it, PAN OVER FAST to Blaster, in radio mode, positioned right in front of him, as a steady stream of concentric rings of energy pours out toward the little demon, accompanied by a HIGH-PITCHED WHINE.

WIDER

Kremzeek looks around anxiously within the streaming rings of energy which encase him like a tunnel emanating from Blaster. He POUNDS on the sides of the "tunnel" -- but he's trapped. He looks up at Blaster angrily:

KREMZEEK

Kremzeek no-no!

He starts clawing his way up the "tunnel," dragging himself as though he were climbing against a stiff wind.

WIDER

as Kremzeek approaches Blaster.

BLASTER (VO)

Hey! What's he doin'!

Kremzeek dives inside his cassette-compartment hatch! The energy-rings and WHINE cease as he TRANSFORMS back into robot mode, whirling around furiously.

KREMZEEK (O.S.)

(hollow, echoed cries of
"Kremzeek!")

BLASTER

Get -- outta -- there!!!

He lurches and POUNDS his chest with his hands -- then stops, getting an idea. As he grins:

BLASTER (CONT)

Got you now...!

CLOSE - HIS CHEST

He twirls a knob on the control-panel --

WIDER

-- and begins glowing with CRACKLING electricity, throwing off sparks!

YOSHIKAWA AND OPTIMUS PRIME

OPTIMUS PRIME

Blaster! What are you doing?!

RESUME - BLASTER

still glowing and SPARKING.

BLASTER
Turning up my power circuits!
I'm gonna fry the little creep
with my own juice!

YOSHIKAWA AND OPTIMUS PRIME

YOSHIKAWA
Good thinking!
(suddenly does a take)
No! Bad thinking!! Stop!!

He runs OFF after Blaster o.s.

WIDE - BLASTER AND YOSHIKAWA

Yoshikawa turns down the knob on his chest panel, and he stops SPARKING.

BLASTER
Whadja do that for!?

YOSHIKAWA
Your power will only feed the
creature! Make him stronger!

CLOSE - BLASTER

BLASTER
(blinks)
Uh-oh...

He grasps his sides as if sick. He HICCUPS, then:

BLASTER (CONT)
(as a hiccup)
Kremzeek!

And Kremzeek pops out of his cassette compartment!

BLASTER (CONT)
Kremzeek!

Suddenly, another Kremzeek -- a purple one -- pops out!

BLASTER (CONT)
Kremzeek!

A blue one pops out!

BLASTER (CONT)
Kremzeek!

A pink one!

ANGLE - OPTIMUS PRIME AND THE OTHERS

OPTIMUS PRIME
Here comes that sinking feeling!

ANGLE - BLASTER

as about a dozen more multicolored Kremzeeks pop out of his cassette hatch, and Blaster slumps against the wall.

BLASTER
Oh, man...!

PAN AWAY to the whole mob of different-colored Kremzeeks that have emerged from them, as they collectively cry out:

KREMZEEKS
KREMZEEK!!!

And charge off in all directions WHOOPING with glee!

FADE OUT

END OF ACT TWO

ACT THREE

FADE IN:

EXT. TOKYO CITYSCAPE - DUSK

The crimson rays of the setting sun vie for our attention with the dazzling neon lights of the city.

DOWNSHOT - STREET INTERSECTION

as the lights of the traffic signals in all directions EXPLODE! Cars come tearing IN from all streets, brakes SCREECHING, tires SQUEALING, SLAMMING into on another!

KREMZEEK (O.S.)

Kremzeek!

PAN UP to a wide array of blinding neon signs on the buildings over the intersection -- which also start EXPLODING, one by one!

KREMZEEK (O.S.)

Kremzeek!

CONTINUE PANNING and PULL OUT to reveal an elevated train track beyond the buildings. A commuter train ROLLS in -- then lurches to a SCREAMING stop.

KREMZEEK (O.S.)

Kremzeek!

PULL BACK to show the entire cityscape -- as a lighted display-globe atop one of the buildings EXPLODES, along with several more neon signs, and the air rings with cries of:

KREMZEES (O.S.)

(overlapping)

Kremzeek! Kremzeek! Kremzeek!

PAN OVER to catch the Optimus Prime, Blaster, Inferno, Bumblebee, and Yoshikawa in the F.G.

BLASTER

No way we're ever gonna stop all of them Kremzeeks!

OPTIMUS PRIME

Yoshikawa-san -- is there any way we could get them reunited?

YOSHIKAWA

Perhaps yes. But how to convince them to do it?

PUSH IN on Optimus Prime, as a thought crosses his mind.

OPTIMUS PRIME
Convince them... That's it!

WIDER

OPTIMUS PRIME
Yoshikawa-san -- take us to the
nearest power station!

Prime TRANSFORMS into vehicular mode. Yoshikawa gets inside,
and as the others hang onto the cab Prime ROARS OUT OF SHOT.

FLIP TO:

EXT. OCEAN - DUSK

FOLLOWING a fleet of Navy ships. PAN AWAY to:

THE SEASCRAPER

PUSHING IN on Megatron and Starscream by the spikey ball on top,
operating controls on a black console.

STARSCREAM
Ready to commence test!

MEGATRON
Activate the energy magnet!

PUSH IN on the globe as it begins HUMMING, pulsing...

WIDE - THE SHIPS

Translucent trails of energy begin shimmering upward out of
them, high into the air. FOLLOW the energy-trails as they lead
into -- the globe atop the seascraper.

INT. CABIN ON THE LEAD SHIP

as the CAPTAIN and PILOT regard the controls in surprise.

PILOT
The engines're cutting out! We're
just drifting!

CAPTAIN
(heading to the window)
What the devil...

POV - A NEARBY SHIP

A seaman is signalling -- with flags.

ANGLE - CAPTAIN

CAPTAIN
Semaphore signals! They must have
lost power, too!

EXT. THE POWER MAGNET

Soundwave has joined them.

SOUNDWAVE
Sensors indicate all ships have
lost power.

PUSH IN on Megatron.

MEGATRON
And that lost power is now stored
in our undersea batteries.
(turns)
Now to attempt a long-range test!

FLIP TO:

EXT. POWER STATION - ESTABLISHING - NIGHT

The Autobots are connecting a series of massive cables to the girder base of a nearby unfinished office tower -- at this stage nothing more than a tall framework of steel girders.

CLOSER - BASE OF THE BUILDING

They finish wrapping the cables around one of the girders.

OPTIMUS PRIME
(loud)
Hit the power!

WIDE - THE POWER PLANT

as its massive turbines WHINE to life.

WIDE - THE BUILDING

As the Autobots step back, electricity from the cables courses through the entire girder framework -- lighting the whole structure up like a gigantic Roman Candle!

CLOSER - AUTOBOTS AND YOSHIKAWA

OPTIMUS PRIME
There! If that doesn't get their
attention, nothing will!

CUT TO:

EXT. TOKYO - NIGHT

The flaring glow from the electrified tower lights up the sky as we PAN to the top of a large department store, where a pink Kremzeek ZIPS out of one of the letters on the huge electric sign atop the building. He SNIFFS the air --

KREMZEEK
Kremzeek!

-- and ZAPS OFF!

EXT. A NEON ADVERTISING SIGN

displaying the toothy grin of a beautiful woman. PUSH IN on her mouth as one of the front teeth EXPLODES into blackness -- and another Kremzeek emerges from the newformed gap in her teeth, SNIFFING the air and shooting OFF with a:

KREMZEEK
Kremzeek!

EXT. STREET

A car comes shooting down the street -- backward! It SCREECHES and spins out, twirling around like a propellor until it comes to a stop. PUSH IN as a green Kremzeek pops out from under the hood, SNIFFING the air and ZAPPING OFF.

EXT. THE GLOWING OFFICE TOWER

OPTIMUS PRIME
Here they come!

An army of Kremzeeks charges IN, cries of "Kremzeek!" filling the air! FOLLOW as they bound inside the blazing girders.

WITHIN THE STRUCTURE

One of the Kremzeeks leaps on another -- entering him, and causing him to double in size. Another Kremzeek jumps in, and he grows again! And another... And another...

ANGLE - AUTOBOTS

seeing this.

OPTIMUS PRIME

Uh oh...

PAN AWAY FAST to the ground, where the original Kremzeek (the yellow one) sneaks out from behind a small rock, CHUCKLING.

ANGLE - BLASTER

PUSH IN on the cassette compartment on his chest as the yellow Kremzeek ZIPS inside, so fast as to be unnoticed by the Autobots.

RESUME - THE BLAZING STRUCTURE

As the last of the Kremzeeks jump inside the big one -- which is now three hundred feet tall!

ANGLE - OPTIMUS PRIME

OPTIMUS PRIME

Cut the power!!

WIDE - THE GIRDER STRUCTURE

The electricity dies out -- leaving the giant Kremzeek within its box-like structure. He looks around angrily, then throws out his arms, SMASHING the girder structure away!

GIANT KREMZEEK

(mammoth, booming cry)

KREMZEEEEEEK!!

ANGLE - AUTOBOTS

regarding this new development with shock. Bumblebee blinks.

BUMBLEBEE

Maybe this wasn't such a good idea...

WIDE - THE SHATTERED GIRDER STRUCTURE

The giant Kremzeek heads away with heavy THUDDING STEPS.

FLIP TO:

EXT. MOVIE POSTER - NIGHT

showing a gigantic, Godzilla-like lizard stomping on Tokyo. PULL OUT to reveal a brightly-lit movie theatre, from which group of patrons emerges, all smiling and laughing, and shaking their heads negatively.

MALE MOVIE PATRON

Konna baka mitai na eiga mitakoto
naiyo!

[The following SUBTITLE is SUPERIMPOSED:]

"THAT'S THE DUMBEST MOVIE I EVER SAW IN MY LIFE!"

PULL OUT FAST as the giant glowing foot of Kremzeek lands in the middle of the street directly in front of them with an earth-shattering WHAM!

UPSHOT - KREMZEEK

towering over them!

DOWNSHOT - THE MOVIEGOERS

They scatter SCREAMING in all directions as the other massive foot WHAMS! down where they stood only seconds before.

ANGLE - CORNER INTERSECTION

As a SIREN WAILS, Inferno rounds the corner in vehicular mode, wigwags flashing, followed by Prime and Bumblebee, also in vehicular mode.

ANOTHER ANGLE

They stop, and after Yoshikawa and Blaster leap from his cab, Prime and Bumblebee TRANSFORM back to robot mode.

OPTIMUS PRIME

He's made of electricity -- so
maybe he doesn't like water.

Maybe we can force him out of the
city!

(turns)

Hit him with all you've got,
Inferno!

ANGLE - INFERNO

His spraygun takes aim, and FIRES a massive stream of flame-suppressing foam upward.

UPSHOT - KREMZEEK

The foam strikes him full in the face!

GIANT KREMZEEK
(SHRIEK of surprise!)

But he merely wipes the foam away, revealing his grinning face!
He whips his hand downward, flinging the foam OFF.

DOWNSHOT - THE AUTOBOTS

being SPLATTERED from head to toe in foam! PUSH IN on them.

BLASTER
Well, that worked like a charm!

FLIP TO:

EXT. SEASCRAPER - NIGHT

Megatron, Starscream and Soundwave are working the controls.

SOUNDWAVE
Test successful! All ships in
this sector are now without power!

MEGATRON
And that power is ours! Prepare
for a longer-range test!

STARSCREAM
(impatient)
Tests, tests, tests! Let's light
this candle!!

He stabs a finger downward at the controls.

UPSHOT - THE GLOBE

It begins pulsing and HUMMING LOUDLY.

CUT TO:

EXT. TOKYO SKYLINE - NIGHT

As various office and display lights begin flickering off all
over the city.

CUT TO:

EXT. TOKYO STREET - NIGHT - WIDE

The scene of the previous confrontation. Kremzeek turns away
from the Autobots.

CLOSER - AUTOBOTS

OPTIMUS PRIME

After hi-- !

He lurches forward -- then stumbles to the ground!

ANGLE - THE OTHERS

staggering, weakly.

INFERNO

Getting low -- on power!

BLASTER

(points up)

So's everything else!

UPSHOT - BUILDINGS AND SIGNS

Many of their lights flicker off.

RESUME - THE AUTOBOTS AND YOSHIKAWA

as Prime pulls himself up.

OPTIMUS PRIME

Suddenly this makes sense...!

Megatron created that creature
to keep us busy -- while he built
an energy depleter -- maybe some
kind of magnet!

BUMBLEBEE

Then -- he's stealing power from
all over the world!

OPTIMUS PRIME

Blaster -- can you get a fix on
it?

CLOSE - BLASTER

working his chest controls.

BLASTER

It's two hundred miles offshore...

WIDE - ALL

YOSHIKAWA

If we could get there in time --

PUSH IN FAST on Optimus Prime's horrified expression.

OPTIMUS PRIME
We don't have any time!
(looks up)
Airplanes!! Every plane in the
sky will be crashing in minutes
if we don't stop him!

ANGLE - BLASTER

BLASTER
We've been beatin' our brains out
fighting that critter all this
time...
(sly grin)
Why not let Megatron deal with
him for a change?

WIDE - ALL

INFERNO
Yeah, but how?

BLASTER
(points)
Over there!

PAN AWAY to Tokyo Tower, the huge broadcasting antenna, a few
blocks away.

BLASTER (CONT-VO)
Let's tune that big antenna to
the Decepticons' wavelength --
and zap him straight at them!

RESUME - THE GROUP

Optimus Prime slaps Blaster on the shoulder.

OPTIMUS PRIME
Blaster -- you finally came up
with a plan!

FLIP TO:

EXT. STREET - NIGHT

The giant Kremzeek TROMPS IN, shoulders slumped, weakening.

GIANT KREMZEK
Sleepy...

Suddenly Bumblebee drives IN, shooting between his feet.

BUMBLEBEE (VO)
Come on, ya big bully!

Kremzeek looks up, brightening slightly, and follows.

GIANT KREMZEEK
Kremzeek...!

FOLLOWING BUMBLEBEE

His engine SPUTTERS but he keeps driving.

BUMBLEBEE (VO)
Can't keep this up forever...!

WIDE - TOKYO TOWER

as Bumblebee drives IN in F.G. PUSH IN on the control-building near the base of the tower. Through its plate-glass window we see Optimus Prime, Blaster and Yoshikawa.

BLASTER
All tuned in, Prime!

OPTIMUS PRIME
Here he comes!

WIDE - THE TOWER

Bumblebee drives under the tower's struts as Kremzeek TROMPS IN, walking straight into the tower's main posts.

OPTIMUS PRIME AND THE OTHERS IN THE CONTROL BUILDING

OPTIMUS PRIME
Hit it, Blaster!

Blaster punches buttons on the control console and we hear a TRANSMISSION WHINE.

WIDE - THE TOWER

Kremzeek's entire body is suddenly sucked into its structure -- and he ZAPS out through its peak as a bolt of yellow light, streaking off toward the sea with a:

GIANT KREMZEEK (VO)
Kremze-e-e-e-ek!!

CUT TO:

EXT. TOP OF THE SEASCRAPER - NIGHT

Megatron, Starscream and Soundwave are still at the controls. Waves of energy shimmer into the globe from all directions.

SOUNDWAVE

Power being drained from all points on the planet!

MEGATRON

Soon, all this wretched planet's energy will be mine! And nothing can stop me!!

But suddenly the three look up as a SCREAMING WHINE BEGINS TO BE HEARD, growing louder and louder!

WIDE - SKY

The yellow bolt of light glows in the distance, as the WHINE GROWS LOUDER, shooting toward us like a comet at hyperspeed!

WIDE - THE SEASCRAPER

The yellow bolt plows straight into the spikey globe with a SHUDDERING WHAM!, EXPLODING the globe away -- revealing the giant Kremzeek, who throws his arms out and happily cries:

GIANT KREMZEEK

KREMZEEK!!

CUT TO:

EXT. TOKYO TOWER - WIDE

Lights in the buildings all around it start coming on.

INT. CONTROL ROOM

The slumped Autobots all start standing erect.

OPTIMUS PRIME

I think it worked!

FLIP TO:

EXT. SEA - NIGHT

as the Autobots and Yoshikawa speed toward us in a hydrofoil.

CLOSER - THE HYDROFOIL - MOVING

BLASTER
(points)
There it is!

PUSH IN on Yoshikawa, who is feverishly entering numbers in a pocket computer.

WIDE - THE SEASCRAPER

PUSHING IN to indicate our approach. It is abandoned now -- except for the giant Kremzeek, sitting atop it, happily pulling the spikey globe apart.

FLIP TO:

EXT. THE TOP OF THE SEASCRAPER - NIGHT - CLOSE ON YOSHIKAWA

still punching numbers into the pocket computer. PULL OUT to reveal the Autobots and Kremzeek, who looks down at them, tossing a piece of the globe over the side.

GIANT KREMZEEK
Play!

RESUME - THE GROUP

OPTIMUS PRIME
Worked it out yet, Yoshikawa-san?

YOSHIKAWA
Yes. And it can be done with this equipment.

BLASTER
What can be done?

OPTIMUS PRIME
That thing's made of energy. And although energy can't be destroyed, it can be...well...dispersed.

BUMBLEBEE
But -- that's like killing him!

OPTIMUS PRIME
He isn't really alive, Bumblebee.

Blaster looks up at --

KREMZEEK - UPSHOT

tossing another piece of the globe over the side.

BLASTER

But how can something that's not
alive be so -- cute?

RESUME - THE GROUP

INFERNO

Cute -- nuts! We've got to get
rid of him!

CLOSE - OPTIMUS PRIME

OPTIMUS PRIME

He may seem cute to you -- but
we all know how dangerous he is.

ANGLE - BUMBLEBEE

BUMBLEBEE

But -- !

Prime ENTERS, placing a hand on his shoulder.

OPTIMUS PRIME

He doesn't belong in this world,
Bumblebee. It has to be done.

FLIP TO:

EXT. TOP OF THE SEASCRAPER - A SHORT TIME LATER - NIGHT

They've mounted a gunbarrel electrode atop the black control console -- one of the same electrodes used to create Kremzeek at the beginning of the show. Optimus Prime and Yoshikawa stands at the console, with the others off to the side.

YOSHIKAWA

This reverse-polarity electrode
should unbind the energy holding
the creature together...

OPTIMUS PRIME

(leaning toward
controls)

All right. Let's get this over
with quickly.

POV - KREMZEEK

The menacing electrode points up at him in F.G. from the base of the FRAME. He looks down at us, staring right down the barrel, and smiles.

ANGLE - OPTIMUS PRIME

He puts a hand to his face and SIGHS sadly -- then presses a button on the controls.

WIDE - THE SCENE

A ray streams out from the electrode, striking Kremzeek, who begins shimmering, his outlines becoming wavy.

GIANT KREMZEEK
(dismayed)
No...! Want to play...!

TWO - BUMBLEBEE AND BLASTER

watching in dread.

BLASTER
He's just -- a big kid!

WIDE - KREMZEEK

As the ray continues striking him, his light begins dispersing, rolling away in waves of unbound energy.

GIANT KREMZEEK
Want to play...!

RESUME - BUMBLEBEE AND BLASTER

Bumblebee turns away, covering his eyes.

BUMBLEBEE
I can't look!

WIDE - KREMZEEK

As the last of his energy shimmers away, his disembodied voice echoes out for the last time:

GIANT KREMZEEK (VO)
(echoing)
Want...to play...!

BUMBLEBEE AND BLASTER

Bumblebee still averts his eyes from the scene.

BUMBLEBEE

He's...he's gone, isn't he...?

WIDE - THE SCENE

The group stands motionless, facing the big empty spot where Kremzeek sat just a few moments before.

HOLD on this for a long, long time... Then...

SLOW DISSOLVE TO:

EXT. THE BEACH - DAWN

The Autobots and Yoshikawa stand by the half-buried hulk of Omega Supreme's rocket, just as it was left earlier.

YOSHIKAWA

Yes, I can help you reactivate your friend Omega Supreme.

OPTIMUS PRIME

We're very grateful, Yoshikawa-san.

INFERNO

Yeah -- now that that little creep is out of our hair, maybe we can start getting things back to normal!

CLOSE - BLASTER

BLASTER

He may have been a little creep, but, y'know what...?
(chuckles)
I can't help missing him somehow!

Suddenly he lurches backward -- and his cassette compartment pops open!

BLASTER (CONT)

What th--!?

The original, yellow Kremzeek jumps out, alighting on the edge of the compartment door, throwing his arms out triumphantly for all to see!

KREMZEEK

Kremzeek!!

And he leaps OFF!

REACTION - THE GROUP

ALL

Oh, no!!!

WIDE - LOOKING DOWN A STREET

crowded with stores and signs. Kremzeek bounds IN from behind CAMERA, diving into a traffic signal and EXPLODING it. He proceeds away from us down the street, bouncing from one side to the other, EXPLODING signs and streetlamps and car engines as he goes, with diminishing cries of:

KREMZEK

Kremzeek! Kremzeek! Kremzeek!!

And as the Autobots rush IN from behind CAMERA, following him, we...

FADE OUT

END OF EPISODE
(Kremzeek!)