

# TRANSFIRMERS ROBOTSINDISCUISE

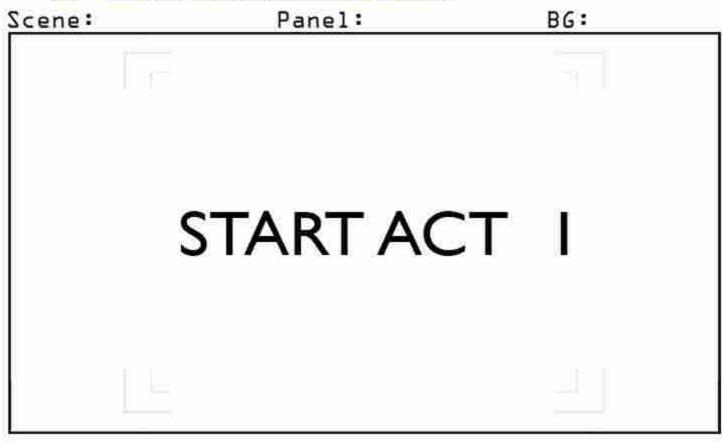
SEASON 1

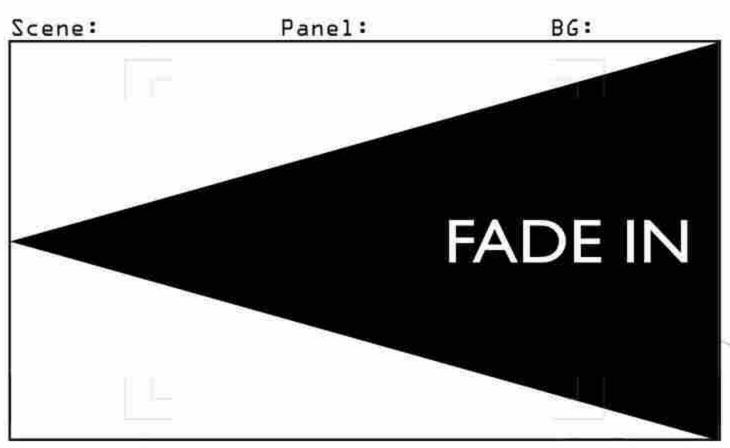
TRID108 - ACT I

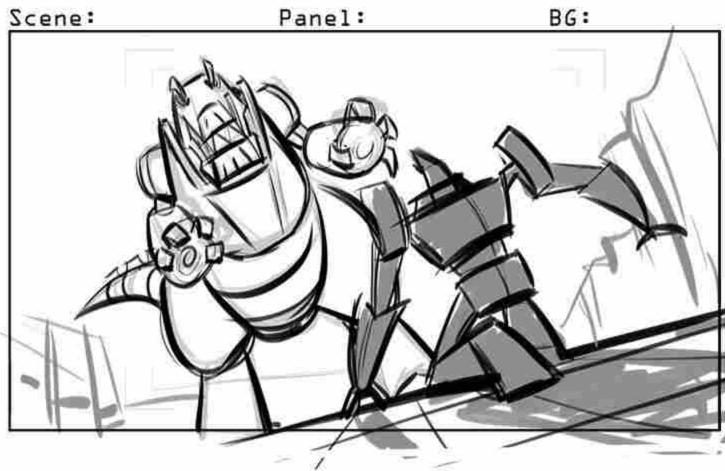


Show: | 08 Act: **A** 

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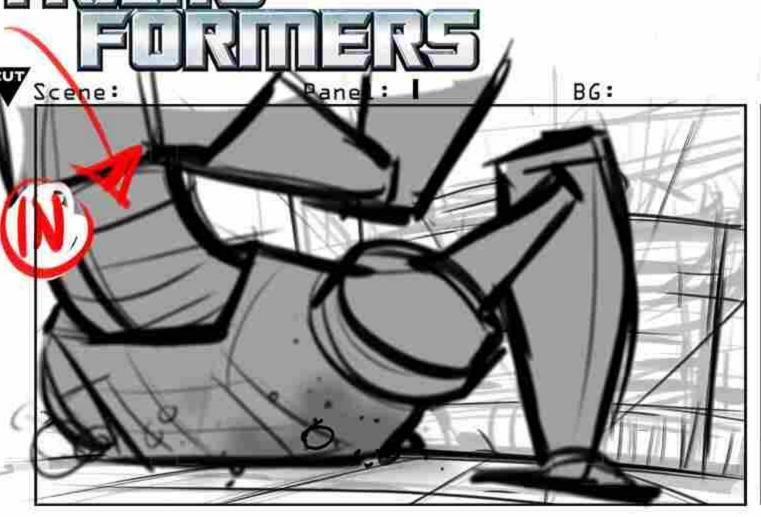
Action:	Action		Action:	WE FADE BACK IN TO SEE GRIMLOCK SQUARING OFF WITH SIDESWIPE.
Dials	Dial:		Dial:	
Slug: Trans:	Slug:	Trans:	Slug:	Trans

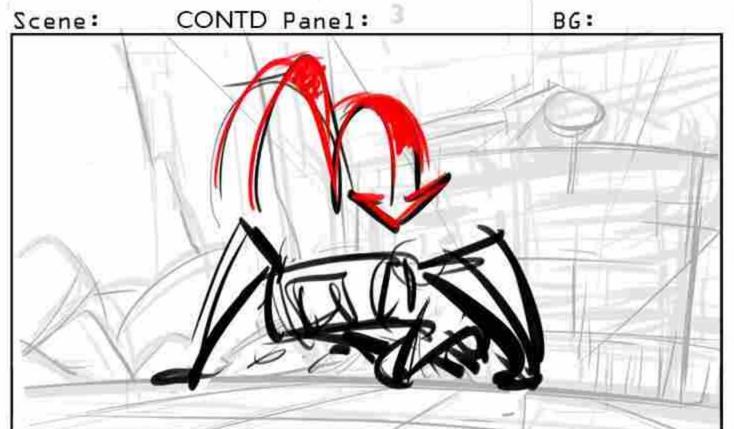


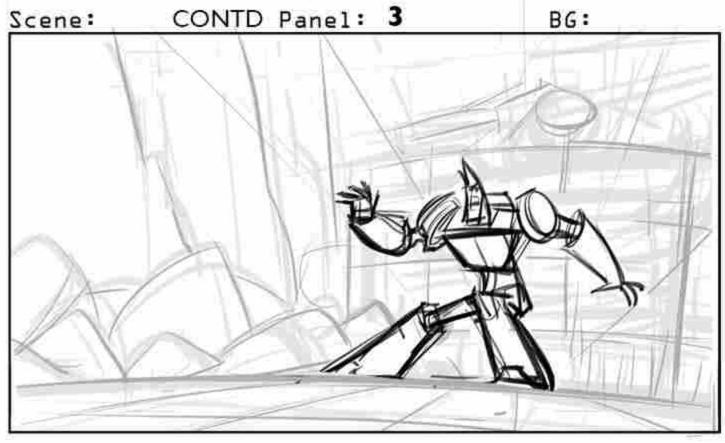
D-MODE GRIMLOCK LUNGES AT SIDESWIPE, BUT THE NIMBLE BOT ROLLS OUT OF THE WAY ADJUST CAMERA WITH ACTION.	SFX: <jaw snap=""></jaw>	Action:
Is SIDESWIPE <dodge></dodge>	Dial:	Dial:
Slug: Trans:	Slug: Trans:	Slug: Trans:

5how: | 08 Act: **Д** 

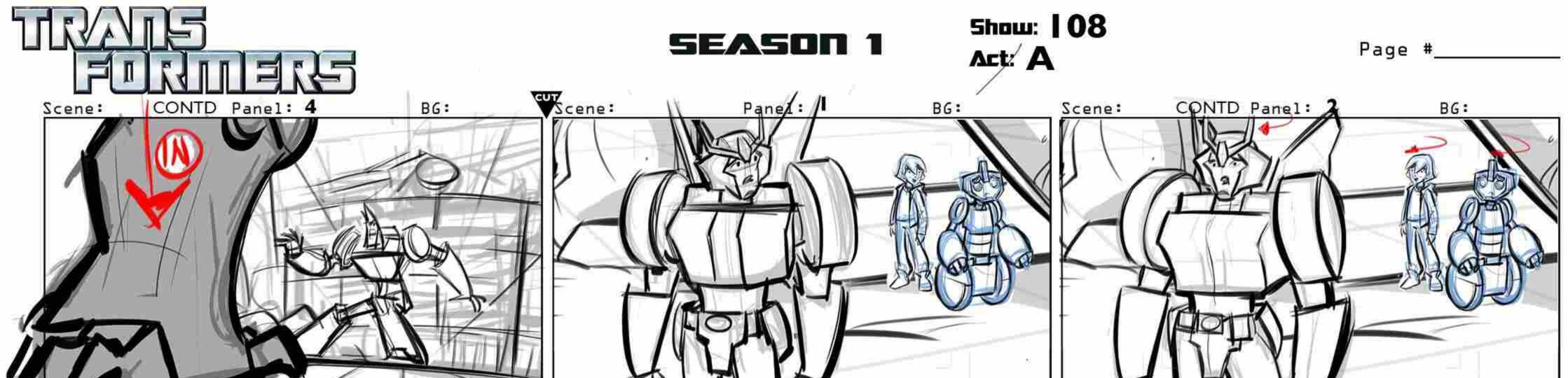
Page #
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SIDESWIPE ROLLS BACK INTO SCENE.	Actions	Action	SPRINGING TO HIS FEET, NOT WANTING TO FIGHT
I 8 SIDESWIPE <dodge></dodge>	Dial:	Dial:	18 SIDESWIPE WHAT'S YOUR BEEF,
Zlug: Trans:	Slug: Trans:	Slug:	Trans

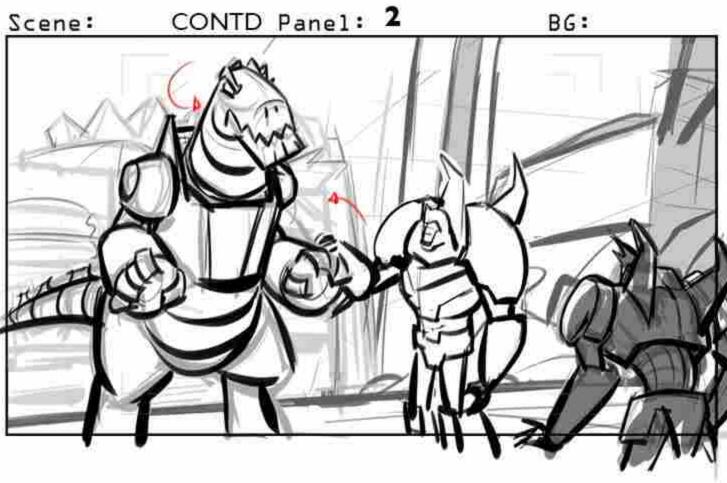


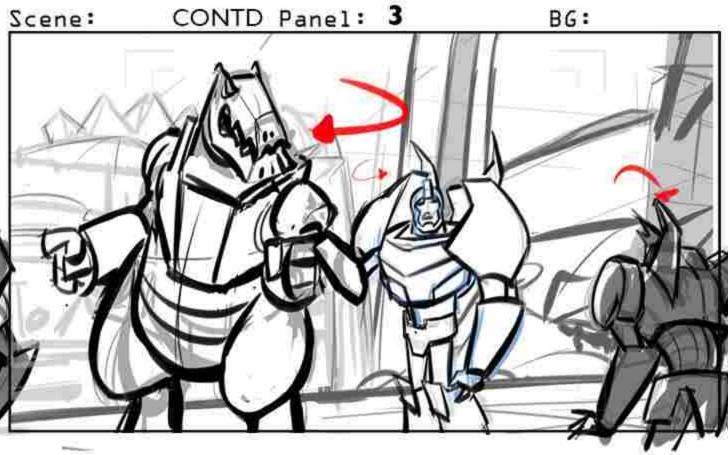
D-MODE GRIMLOCK STEPS INTO SCENE.		STRONGARM, RUSSELL AND FIXIT WATCH FROM THE RAM?, THEY LOOK FROM SIDESWIPE TO GRIMLOCK.		Action:	
I 8 SIDESWIPE JERKY?		Dial:		Dial:	
Zlug:	Trans:	Slug:	Trans:	Slug:	Transı

5how: | 08 Act: **Д** 

Page #\_\_\_\_\_

Scene: Panel: BG:





8.7

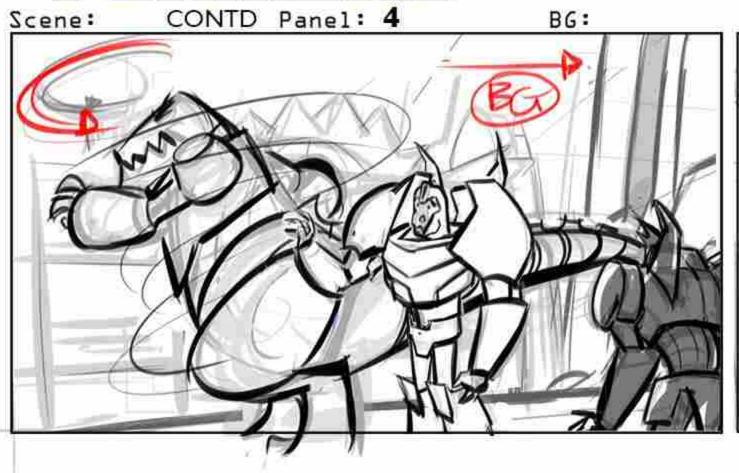
Action:	
	BUMBLEBEE STEPS BETWEEN THE TWO BOTS.
Dial:	
<u>Zlug-</u>	Trans:

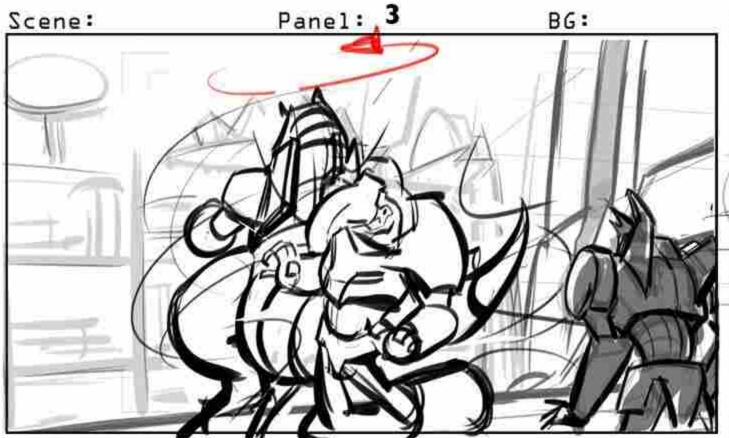
Actions	
BEE	PUTS HIS HAND ON GRIMLOCK SIDESWIPE STEPS BACK.
Dial:	
1/1.01.4	19 BUMBLEBEE
	BREAK IT UP!
Slug:	Trans:

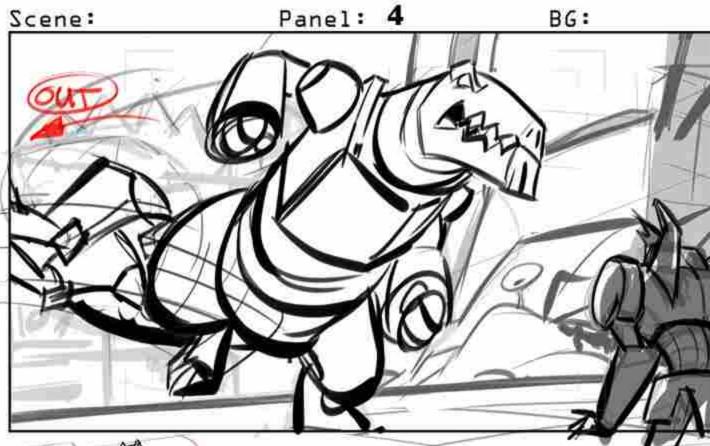
etian:			
ial:		20 GRIMLOCK KEEPYOUR HANDS	
lug:	Transı		

5how: | 08 Act: **Д** 

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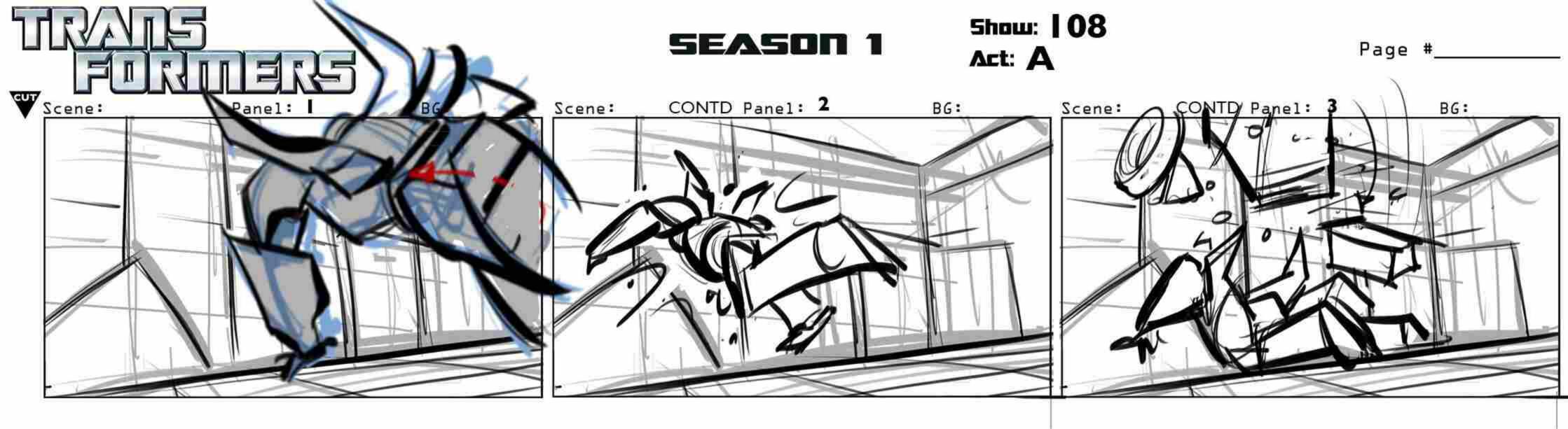


... AUTOBOT!

Action:	
	ADJUST BG AS GRIMLOCK SPINS.
Dials	20 GRIMLOCK <effort></effort>
Xlug-	Trans:

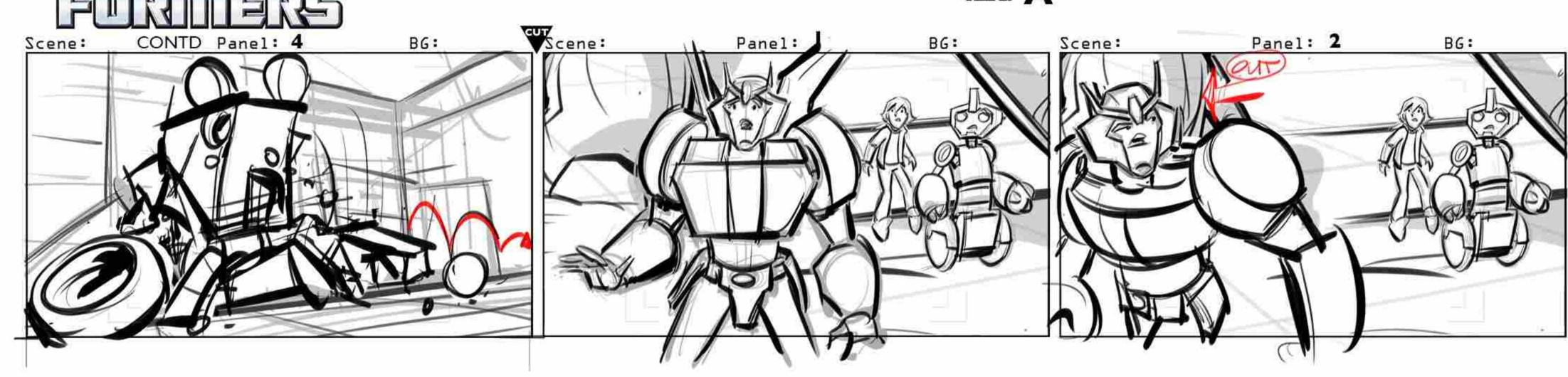
LION	GRIMLOCKS TAIL SMACKS INTO BUMBLEBEE	ľ
al:		8
nă:	Trans	5

Action:		SENDING HIM FLYING OUT	
Dial:		20 GRIMLOCK OFFA ME(AUTOBOT!)	
Slug:	Transı		



BUMBI	EBEE INTO A PILE OF DENNY'S INVENTORY.	Action:	<wham>.</wham>	Action:	THE PILE COLLAPSES, PARTIALLY BURYING BUMBLEBEE
Dials		Dial:	21 BUMBLEBEE <impact></impact>	Dial:	21 BUMBLEBEE <keep alive="" groan=""></keep>
X1ug-	Trans:	Slug:	Trans:	Slug:	Trans1

5how: | 08 Act: **Д** 



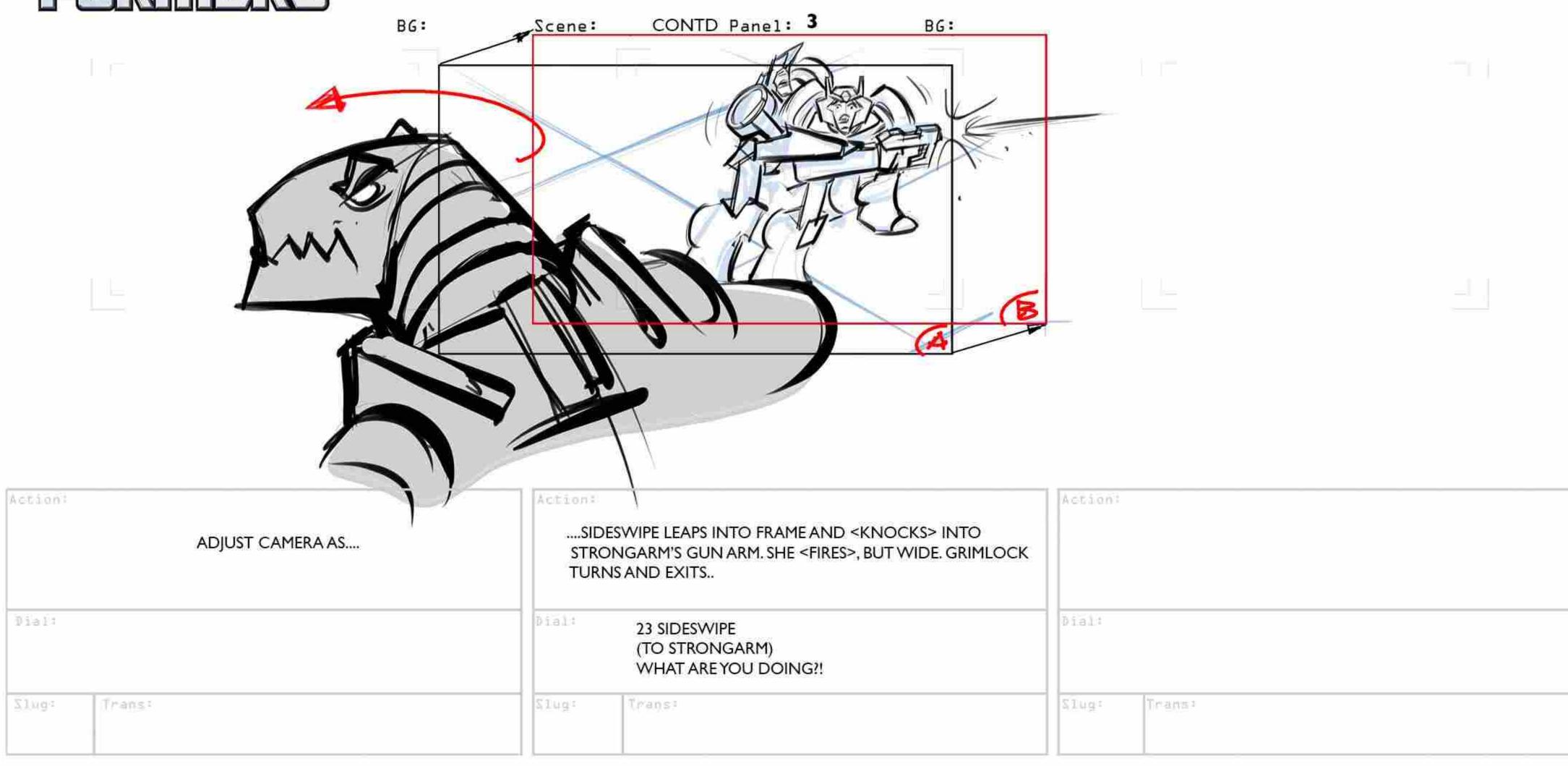
- WHO LIES PRONE, DAZED.	ON STRONGARM, RUSSELL AND FIXIT, FREAKED OUT	STRONGARM TURNS TO RUSSELL AND FIXIT AS SHE RACES OUT OF SCENE
21 BUMBLEBEE <keep alive="" groan=""></keep>	Dial:	22 STRONGARM (TO FIXIT) FIXIT, GET RUSSELL INTO THE COMMAND CENTER!
Zlug: Trans:	Slug: Trans:	Slug: Trans:

# SEASON 1 Show: | 08 Act: A Scene: CONTD Panel: 3 B6: Scene: Panel: | B6: Scene: Companel Scene: Contd Panel Scene: Contd Panel Scene: Contd Panel

Scene:	C Panel: 2	B <i>G</i> :	
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	11/1/2		

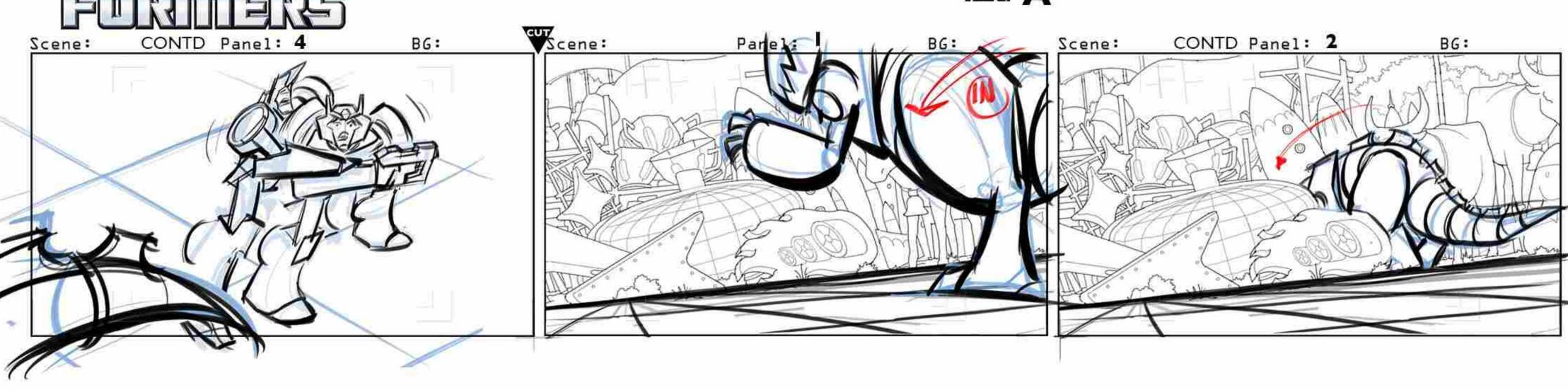
Action:	FIXIT AND RUSSELL RUSH UPTHE RAMP AS STRONGARM EXITS SCENE.	Actions	ANGLE ON GRIMLOCK, STRONGARM RACES IN.		ONGARM LEVELS HER BLASTER AT GRIMLOCK. SWIPE RUSHES IN
Dial:		Dial:		Dial:	
Z1ug:	Trans:	Slug:	Trans:	Slug:	Trans:

5how: | 08 Act: **Д** 



5how: | 08 Act: **Д** 

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## EFX: (BLAST/ SMOKE)

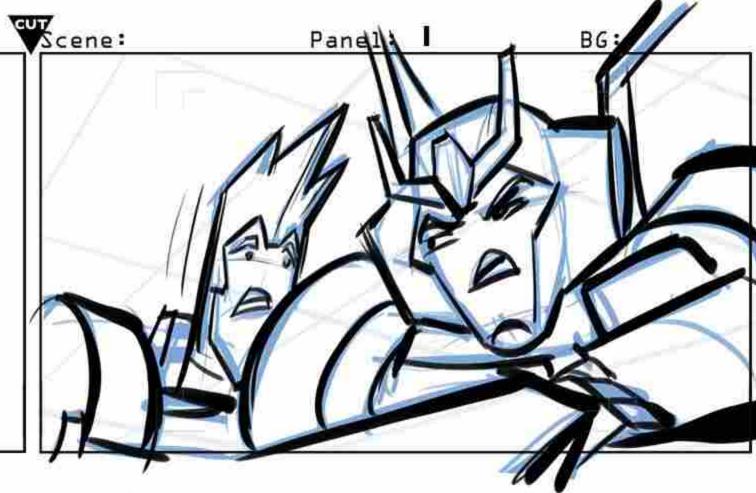
Action: ANOTHER BLAST IN.	ACTION:  ANGLE ON A PILE OF INVENTORY, GRIMLOCK RUNS IN.	HE DUCKS BEHIND A NEARBY INVENTORY PILE.
Dial:	Dial:	Dial:
Xlug: Trans:	Slug: Trans:	Slug: Trans:

5how: | 08 Act: **Д** 

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NO PANEL

NO PANEL

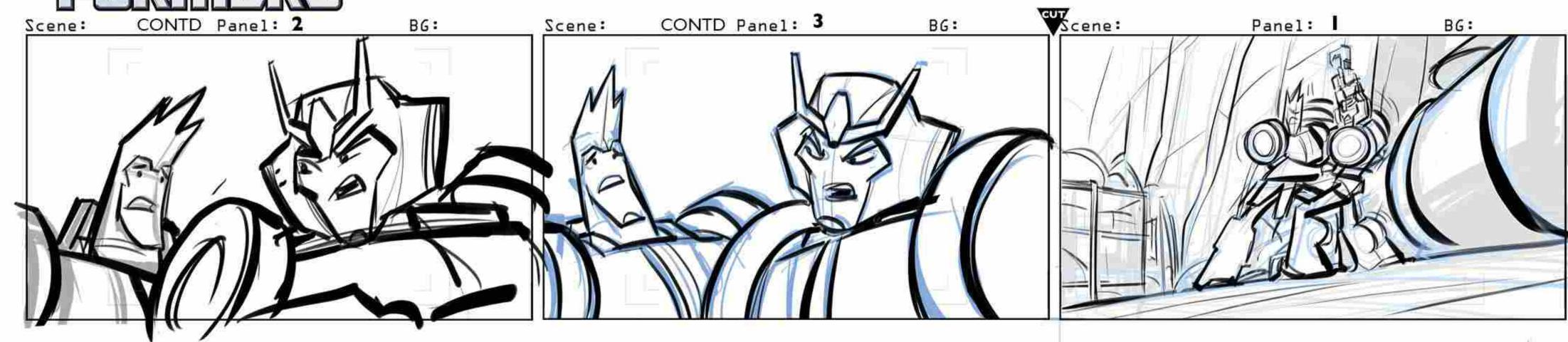


Action:	Acti
Dia P	Dial
Zlug: Trans:	Slug

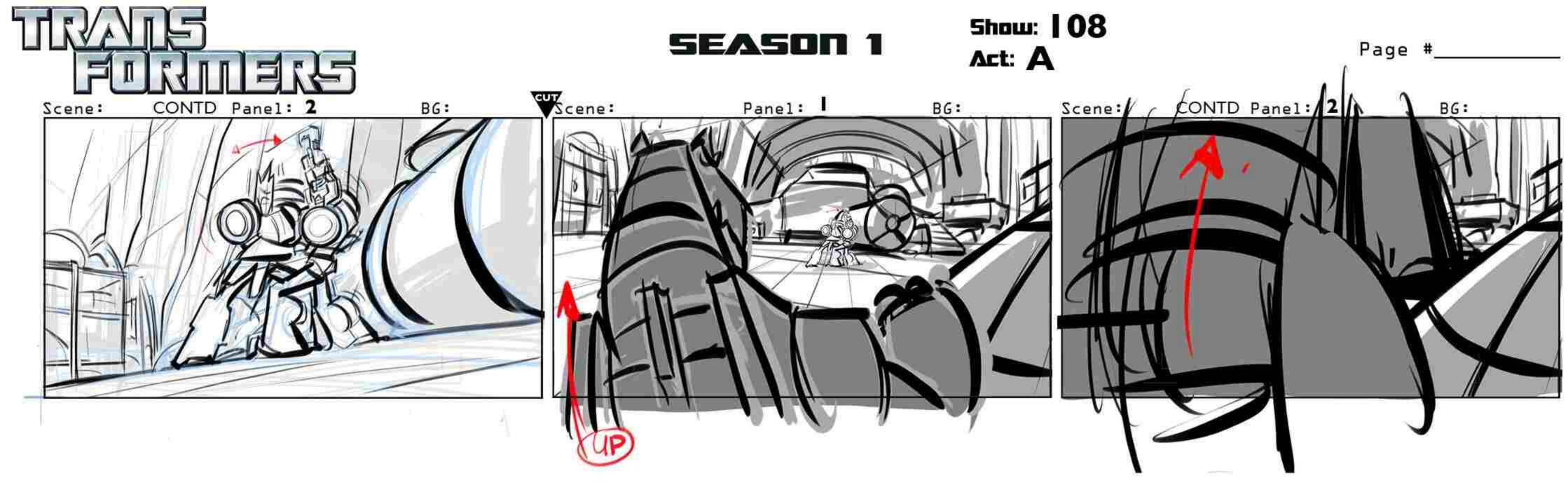
Actions	ľ	
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	l	
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Dial:		
Slug: Trans:	ŀ	5
		m

	CLOSE ON SIDESWIPE STRUGGLING WITH STRONGARM.
)ial:	23 SIDESWIPE
	(TO STRONGARM)
	WHAT AREYOU DOING?!
	Transi

5how: | 08 Act: **Д** 



STRONGARM AND SIDESWIPE CONTINUE TO STRUGGLE.	Actions	SIDESWIPE AND STRONGARM STRUGGLE OVER HER WEAPON.	
24 STRONGARM TRYING TO PROTECT YOU FROM A VIOLENT ATTACKER,	24 STRONGARM IF YOU HADN'T NOTICED!	25 SIDESWIPE <effort> YOU MEAN PROTECT ME</effort>	
Xlug: Trans:	Slug: Trans:	Slug: Trans:	



Action:		Painter 1993	MLOCK - POKES HIS HEAD OUT, REALIZES THAT THE O HAVE FORGOTTEN ABOUT HIM.	Action:	HE CLIMBS OVER.
Dial:	25 SIDESWIPE <effort>FROM A TEAMMATE!</effort>	Dial:		Dial:	
Zlug:	Trans:	Slug:	Trans:	Slug:	Transı



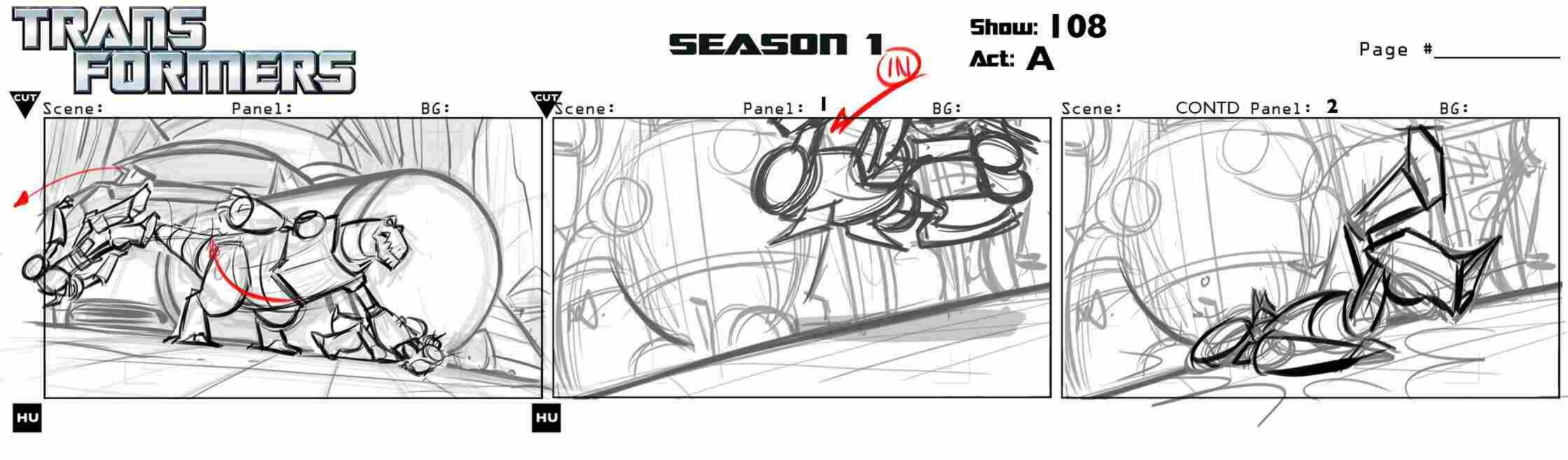
Action:	GRIMLOCK SNEAKS UP ON THE STRUGGLING BOTS.	SIDESWIPE AND STRONGARM CONTINUE TO ARGUE, UNAWARE AS GRIMLOCK SNEAKS CLOSER TO THEM.
Pial:	26 STRONGARM <effort> GRIMLOCK ASSAULTED BOTH YOU</effort>	26 STRONGARM <effort>AND BEE WITHOUT CAUSE!</effort>
Slug: Trans:	Slug: Trans:	Slug: Trans:

# SEASON 1 Show: 108 Act: A Page #\_\_\_\_\_\_ Scene: CONTD Panel: 2 B6: Scene: CONTD Panel: 2 B6: Scene: CONTD Panel: 2 B6:

Action:	CLOSER ON SIDESWIPE AND STRONGARM.	STRONGARM TAKES
Fia D	27 SIDESWIPE YOU ASSAULT ME ALL THE TIME!	Dial:
Zlug: Trans:	Slug: Trans:	Slug: Trans:



Action:	GRIMLOCK GRABS SIDESWIPE.	PULLS HIM OUT.
Dial:	Dial:	29 GRIMLOCK <fighting effort=""></fighting>
Slug: Trans:	Slug: Trans:	Slug: Trans:



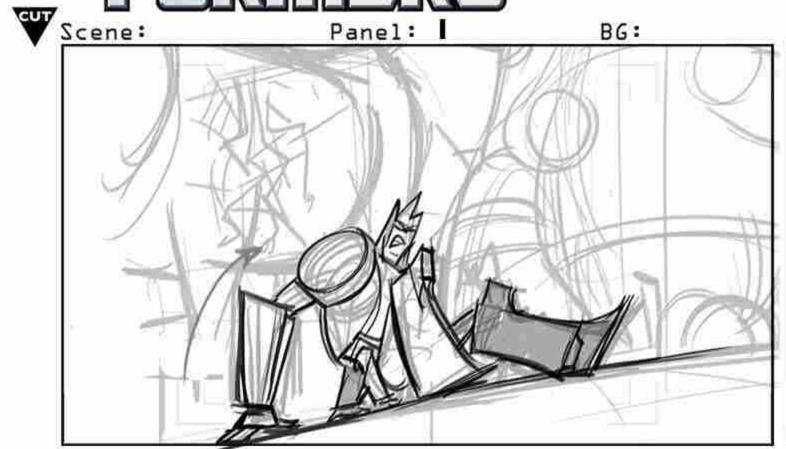
WIDE AS GRIMLOCK TOSSES SIDESWIPE	OUT. ANGLE ON SCRAPYARD, SIDESWIPE	IN, LANDING ON HIS BACK.	
28 STRONGARM / SIDESWIPE <impact oofs=""></impact>	Dial:	28 SIDESWIPE <impact oofs=""></impact>	
Xlug: Trans:	Slug: Trans:	Slug: Trans:	

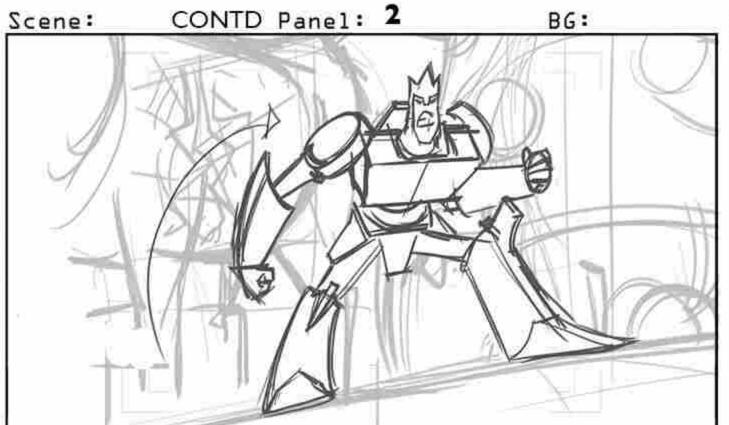
# SEASON 1 Show: 108 Act: A Page #\_\_\_\_\_\_\_ Scene: Panel: B6: Scene: CONTD Panel: 2 B6:

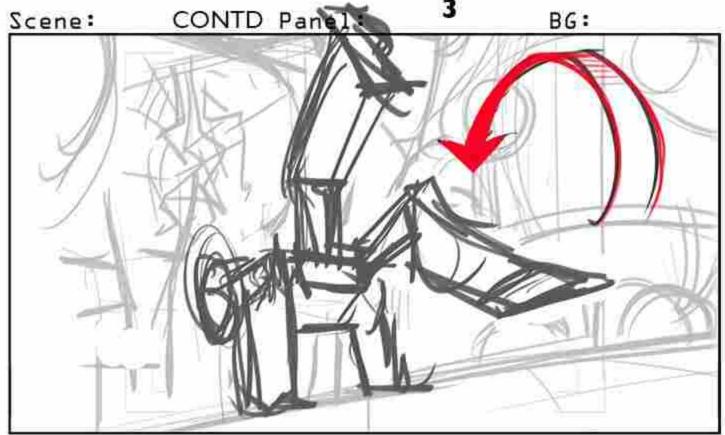
ACTION:  ANGLE ON A STRUGGLING STRONGARM, PINNED  UNDER GRIMLOCKS HAND.	WIDE ON GRIMLOCK HOLDING STRONARM DOWNHE'S RAISED HIS ARM, READY TO STRIKE!	SIDESWIPE RISES UP INTO SCENE.
STRUGGLING EFFORT!	Dial:	Dial:
Zlug: Trans:	Slug: Trans:	Slug: Trans:

5how: | 08 Act: **A** 

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ANGLE ON SIDESWIPE.
Trans:

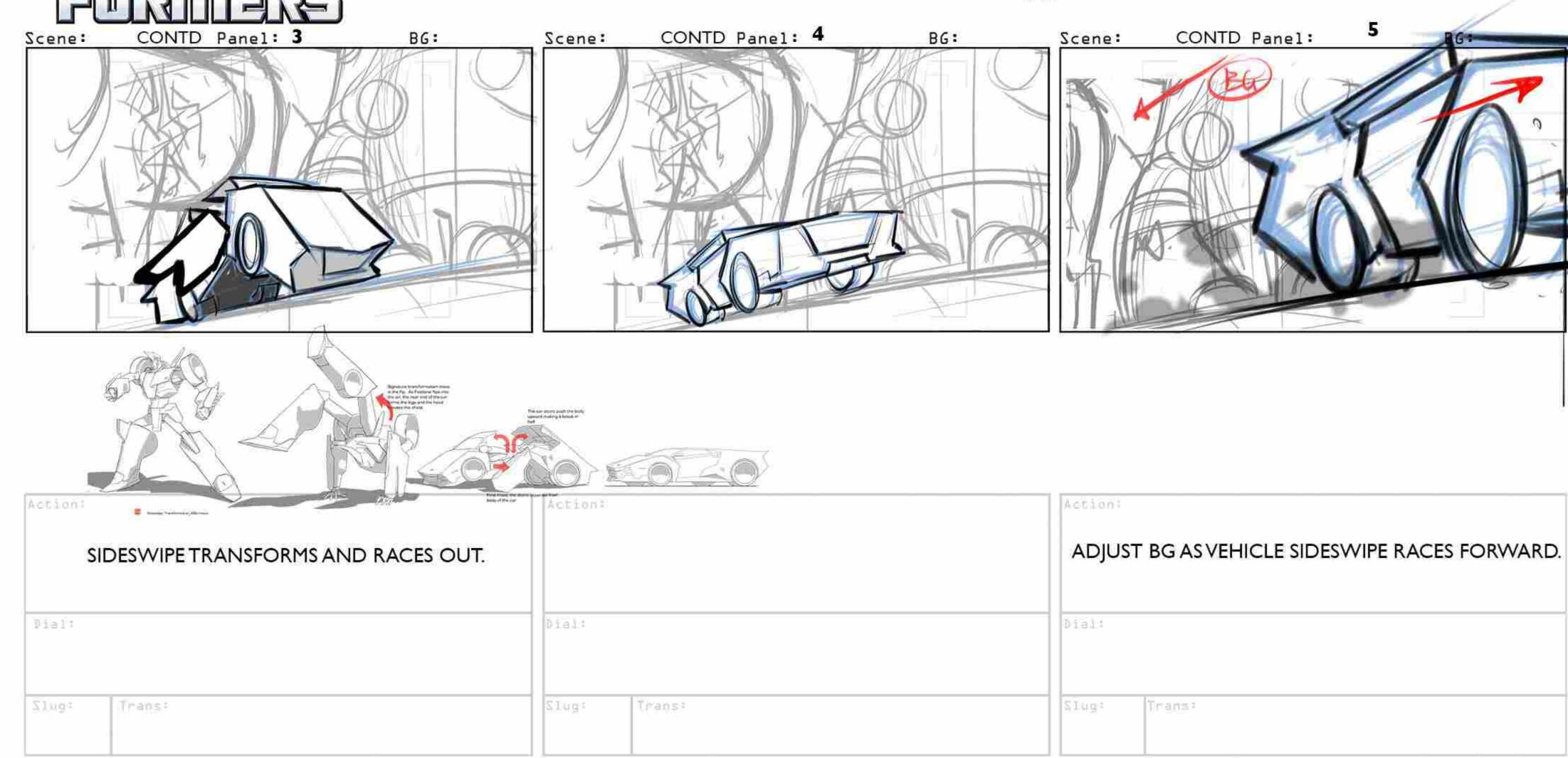
	HEI	LEAPS UP.	
ial:	30. SIDESW GRIMLOCK		
lug:	Trans:		

Actions

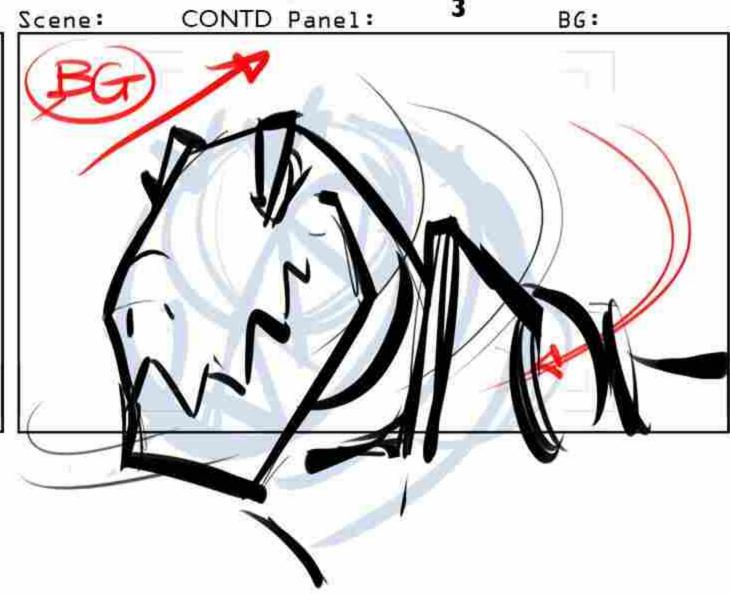
	SIDESWIPE TRANSFORMS INTO VEHICLE MODE.
Dial:	
Slugi	Trans:

5how: | 08 Act: **A** 

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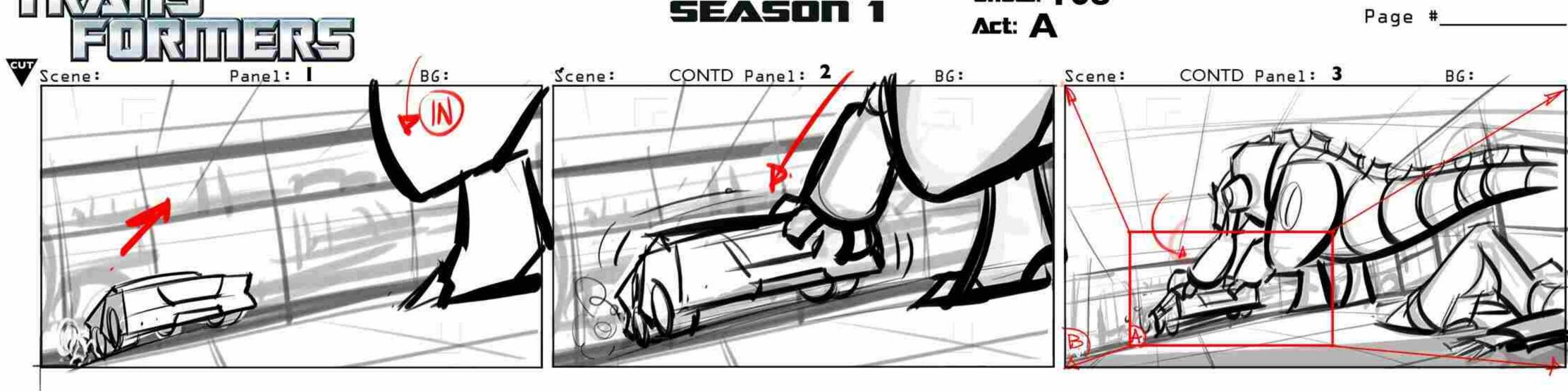


# SEASON 1 Show: | 08 Act: A Scene: Panel: | B6: | Scene: CONTD Panel: | P



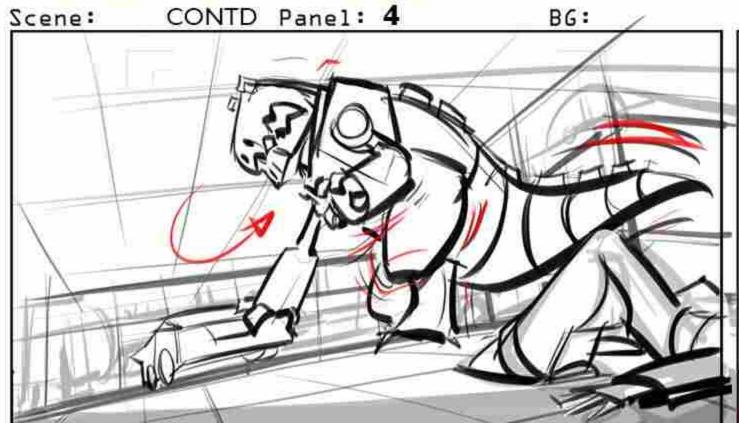
Action	UPANGLE ON GRIMLOCK.	Actions	HE HEARS SOMETHING	Action	ADJUST BG AS GRIMLOCK TURNS
Dial:		Dial:		Dial:	
Zlug:	Trans:	Slug:	Trans:	Slug:	Trans

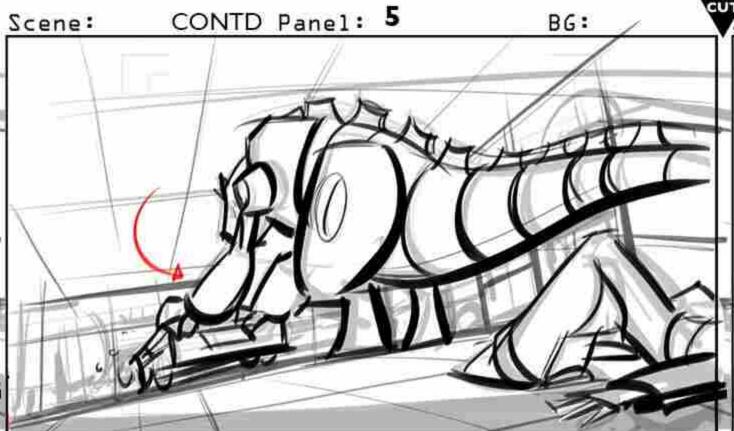
5how: | 08

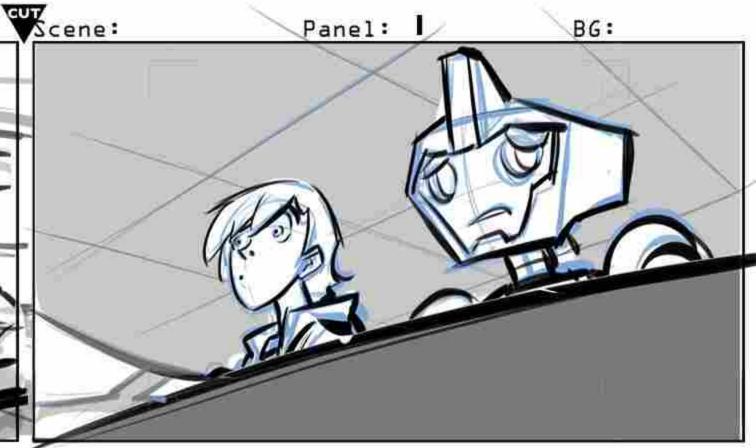


ACTION:  ANGLE ON SIDESWIPE RACING FORWARD,  GRIMLOCK STEPS INTO THE FOREGROUND.	GRIM <grabs> HIS FENDER, STOPPING SIDESWIPE.</grabs>	TRUCK OUT A - B AS GRIM GRABS HOLD WITH HIS OTHER HAND.
Dia E	31 GRIMLOCK <strength effort=""></strength>	Dial:
Slug: Trans:	Slug: Trans:	Slug: Trans:

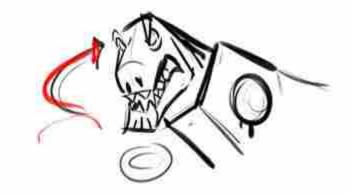
5how: I 08 Act: **Д** 







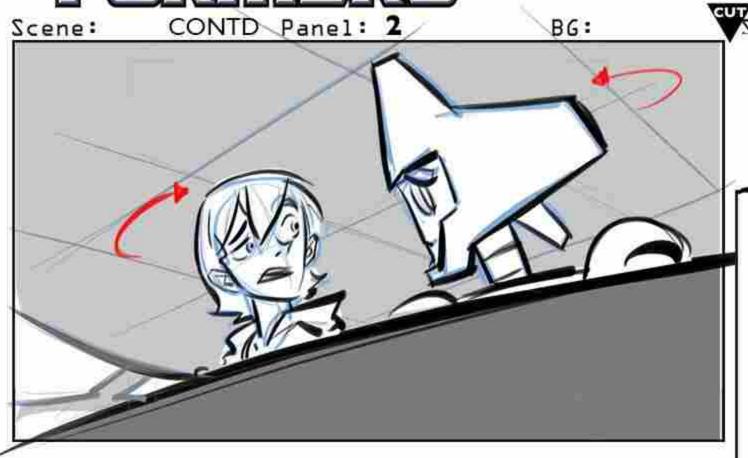


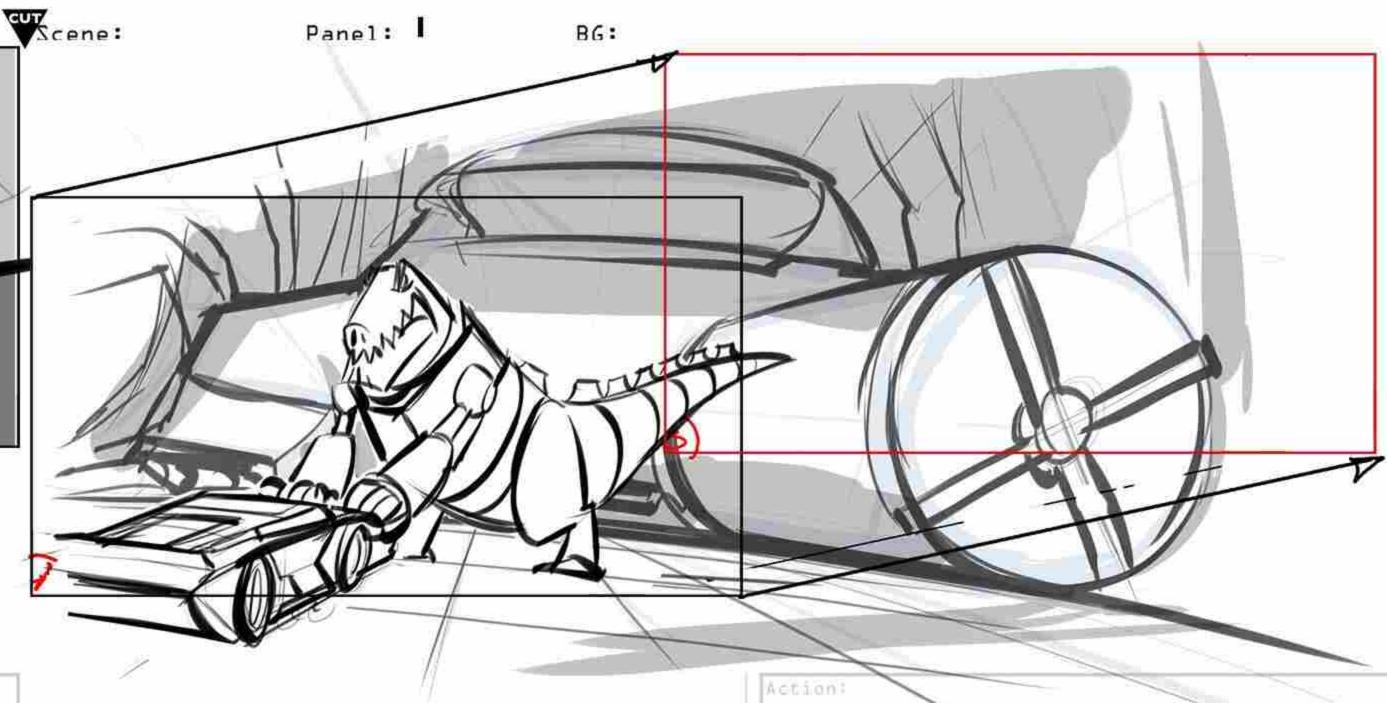


Action:	HIS BODY SPASMING.	HETURNS BACK AND GRABS HOLD OF SIDESWIPE AGAIN.	INT. COMMAND CENTER - SAMETIME RUSSELL AND FIXIT ANXIOUSLY WATCH THE FIGHT OVER THE EDGE OF THE COMMAND CENTER
Dial:	32 GRIMLOCK (CONT'D) (TO HIMSELF) STOP FIGHTIN' METHEY DON'T STAND	32 GRIMLOCK (CONT'D)A CHANCE, AND NEITHER DO YOU!	Dial:
Zlug:	Trans:	Slug: Trans:	Slug: Trans:

5how: | 08 Act: **Д** 

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THEY TURN TO EACH OTHER.

Dial:

35 RUSSELL
WHO'S GRIMLOCK TALKING TO?

Slug: Trans:

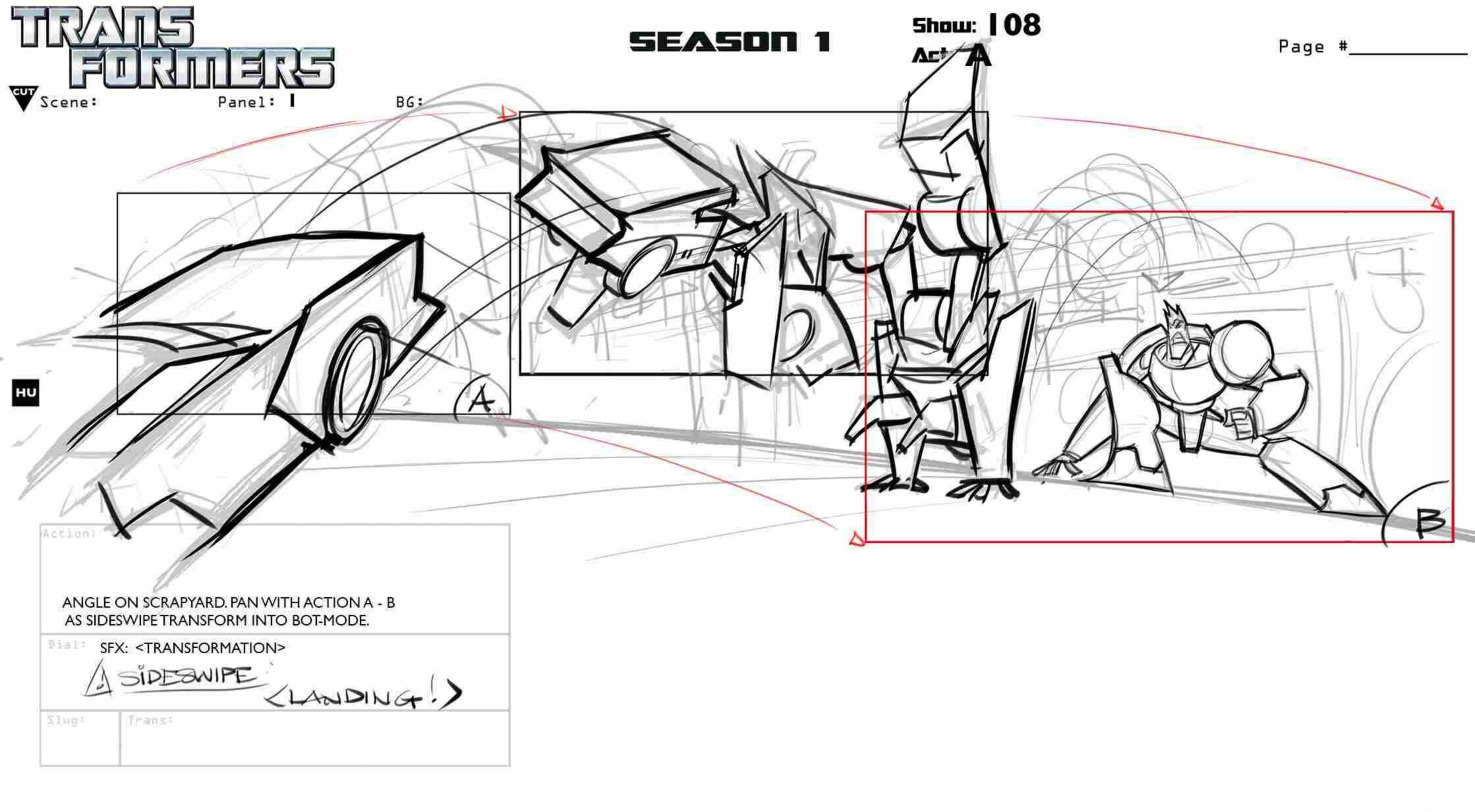
REGAINING CONTROL, GRIMLOCK HURLS SIDESWIPE THROUGH THE AIR. TRACK WITH ANIM A - B.

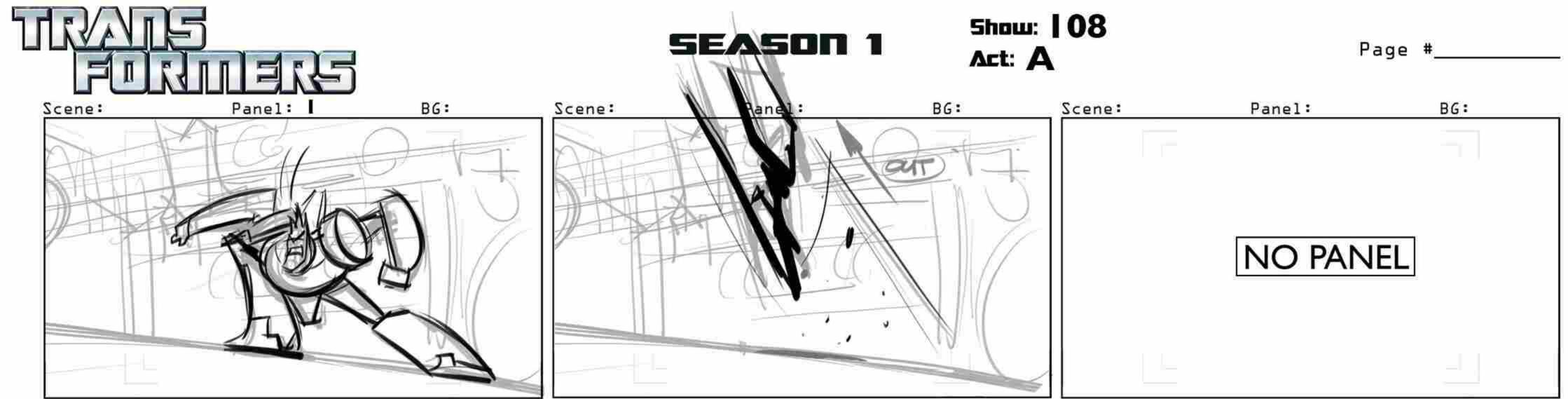
Dial:

33 SIDESWIPE <FLYING CRY...!>

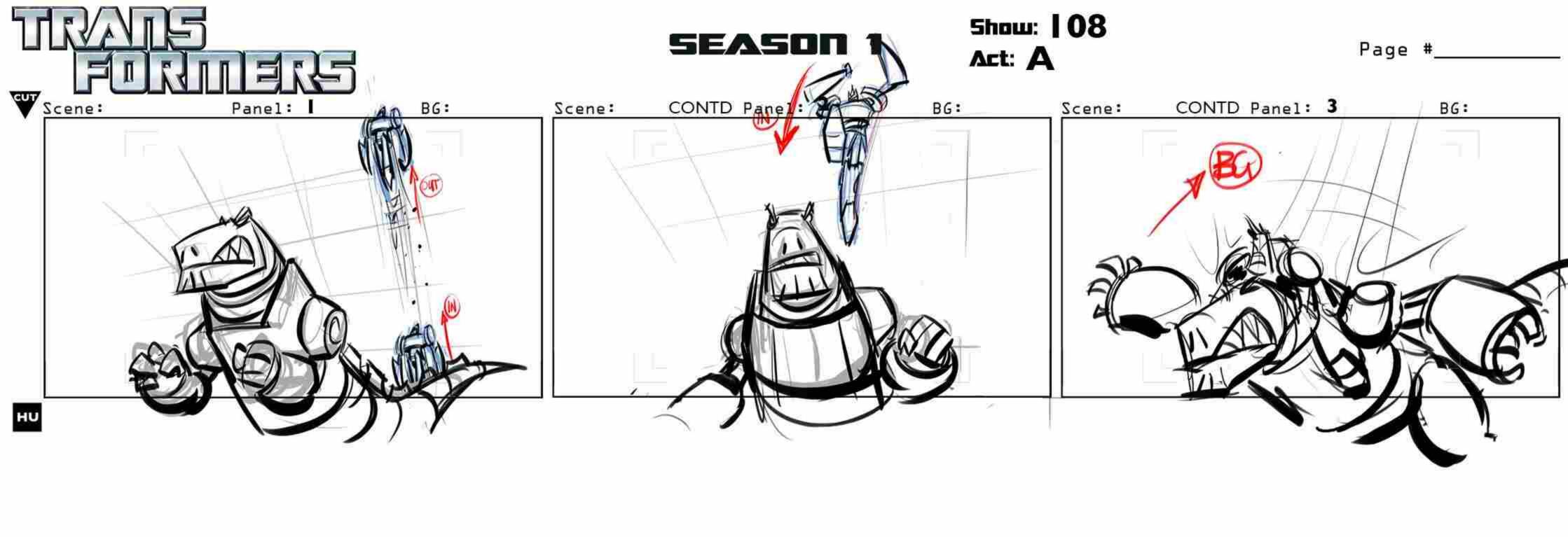
Slug: Trans:

Show: | 08 SEASON 1 Page #\_\_\_\_\_ Act: A CONTD Panel: 2 BG: Scene: Panel: BG: Scene: NO PANEL Action: Dial: Dial: 34 SIDESWIPE <FADING CRY> Slugs Transi Slug: Transi





HEANTICS DOWN	THEN LEAPS UP AND OUT.	Actions	
36 SIDESWIPE <effort></effort>	Dial:	Dial:	
Elug: Trans:	Slug: Trans:	Slug: Trans:	

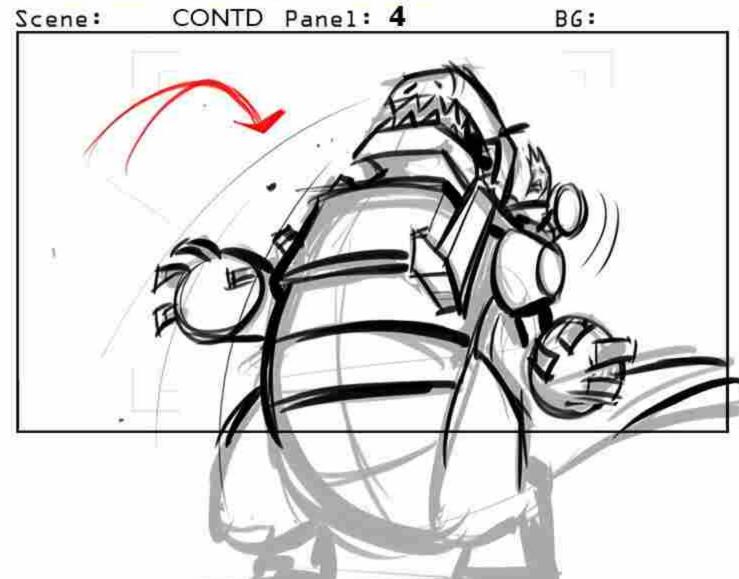


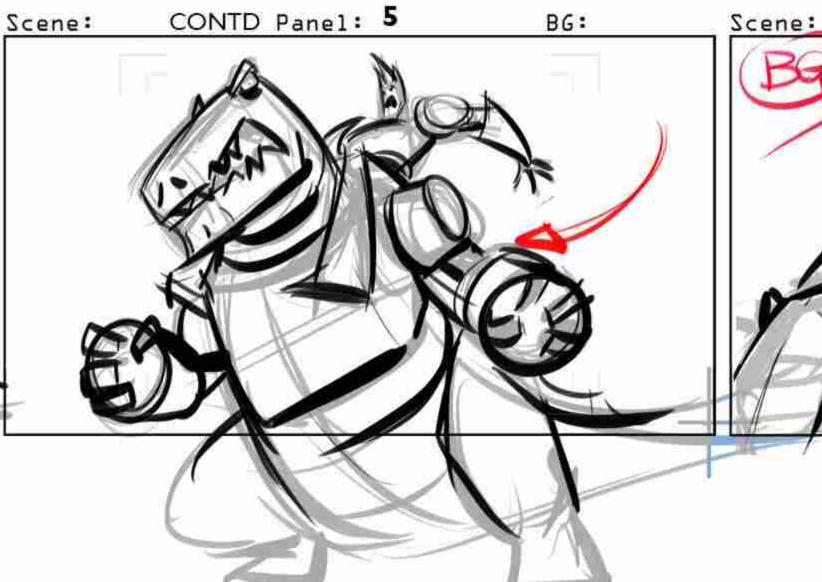
ANGLE ON GRIMLOCK. SIDESWIPE LEAPS UP AND OUT OF SCENE BEHIND GRIMLOCK.	HE ROCKETS DOWN ONTO GRIMLOCKS BACK.	SHIFT WITH ACTION AS SIDESWIPE LANDS ON GRIMLOCKS BACK.		
Pial:	Dial:	Dial:		
Ilug: Trans:	Slug: Trans:	Slug: Trans:		

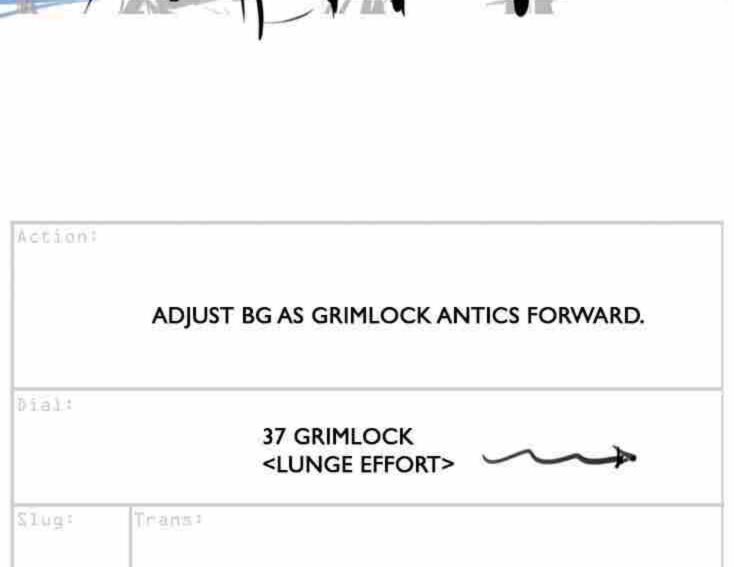
Show: | 08 Act: A

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BG:







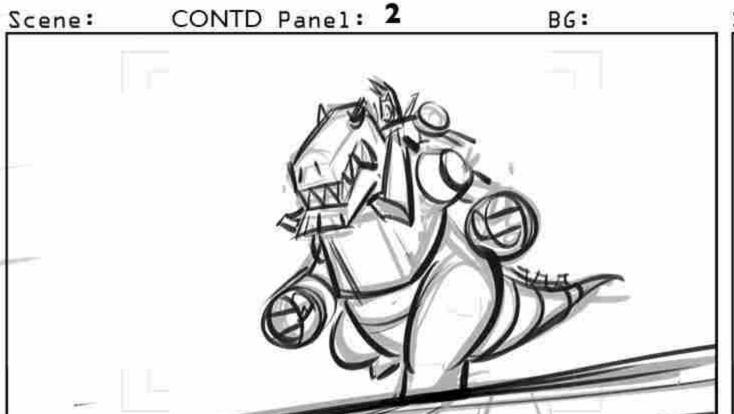
CONTD Panel: 6

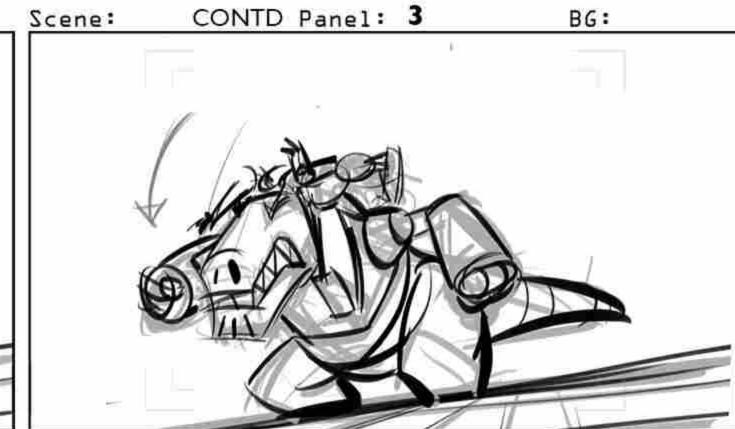
Action:

5how: | 08 Act: **Д** 

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Scene: Panel: I BG:





ΗU

HOOK UP.
WIDE ON SCENE.

Dial:

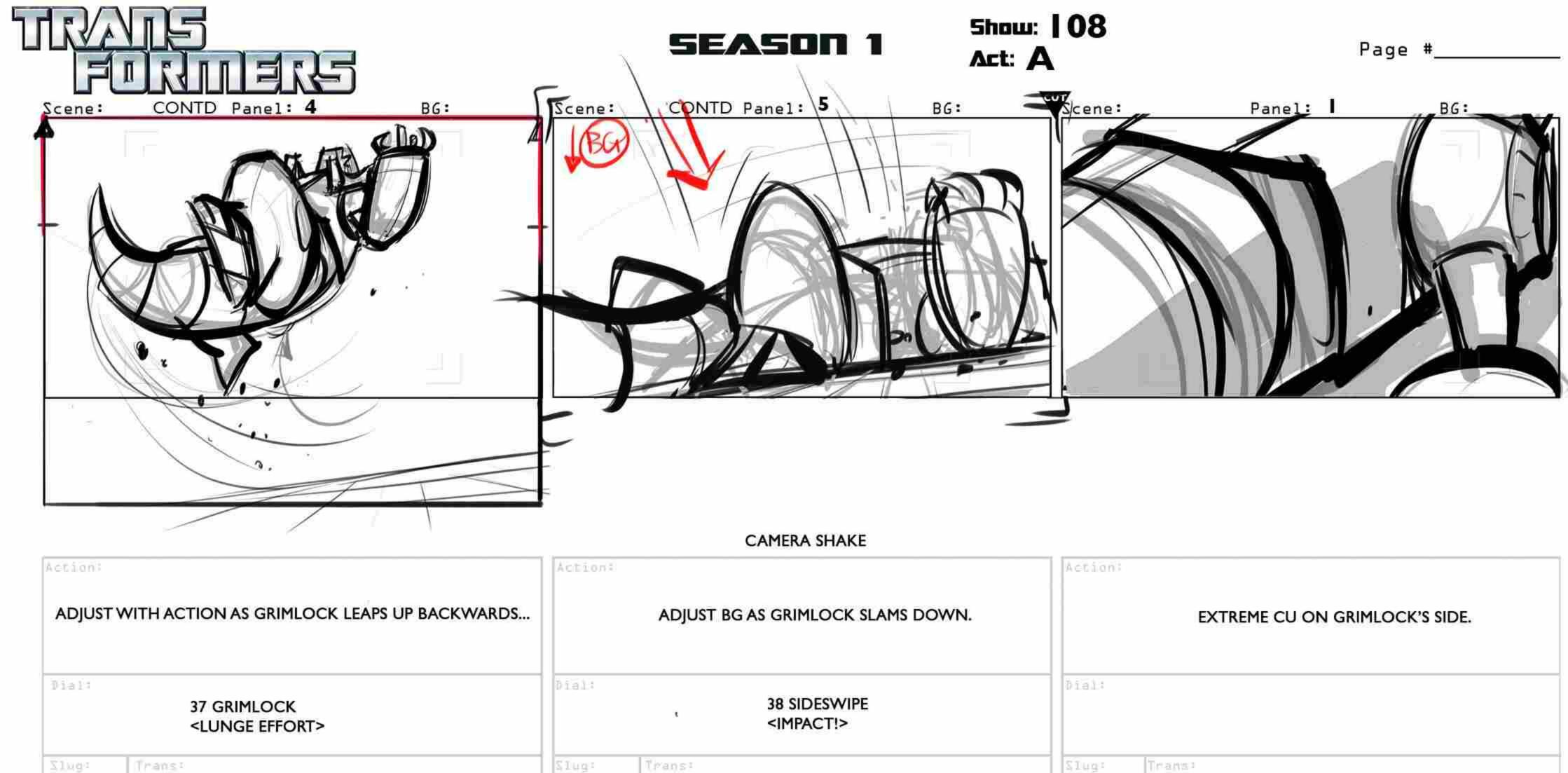
Trans:

GRIMLOCK STEPS FORWARD...

Dial:

Trans:

	ANTICS DOWN.			
Dial:				
Slug: Trans:				

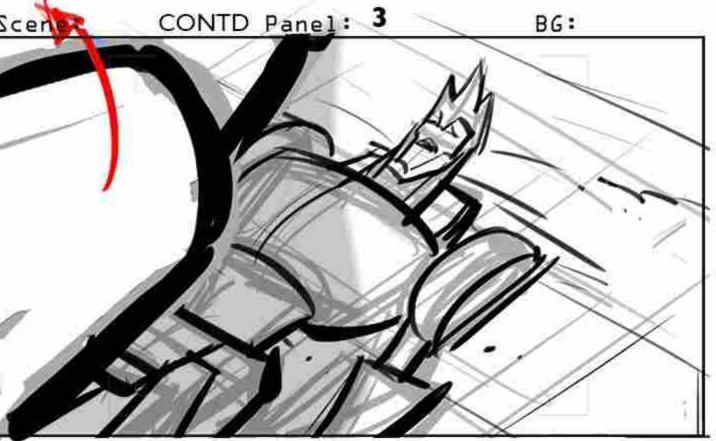


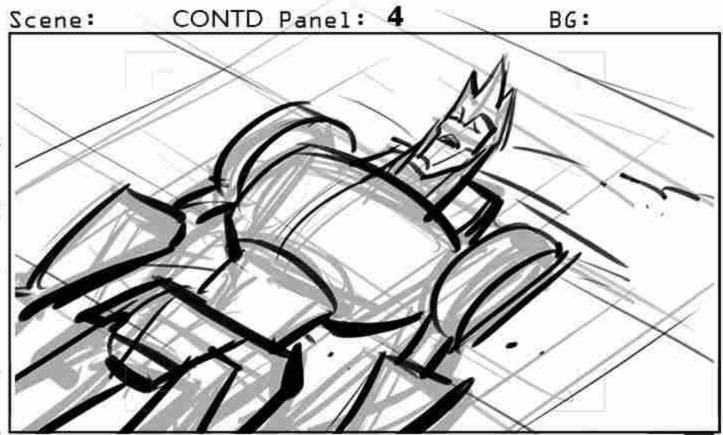
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5how: | 08 Act: **Д** 

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Scene:	CONTD	Panel: 2	BG:
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		11	
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GRIMLOCK ROLLS OUT OF SCENE, REVEALLING SIDESWIPE.	Actions	Action:
EFX: (SHADOW)		
Dial:	Dial:	SIDESWIPE:  GROAN ->
Ilug: Trans:	Slug: Trans:	Slug: Trans:

Show: 108 Act: A

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Scene:

Panel:

BG:

CONTD Panel: 2

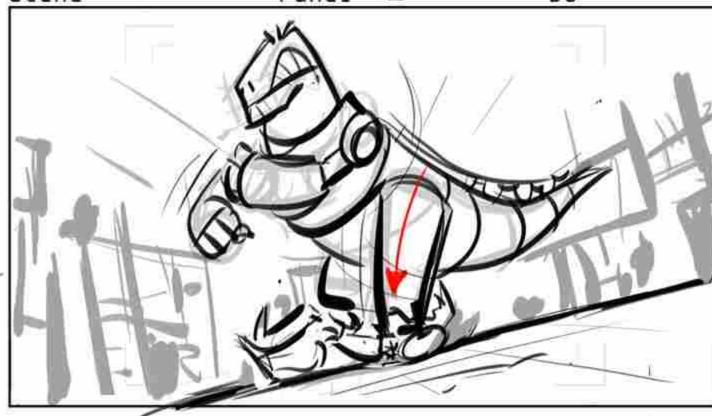
BG:

Scene:

Panel: 2

BG:





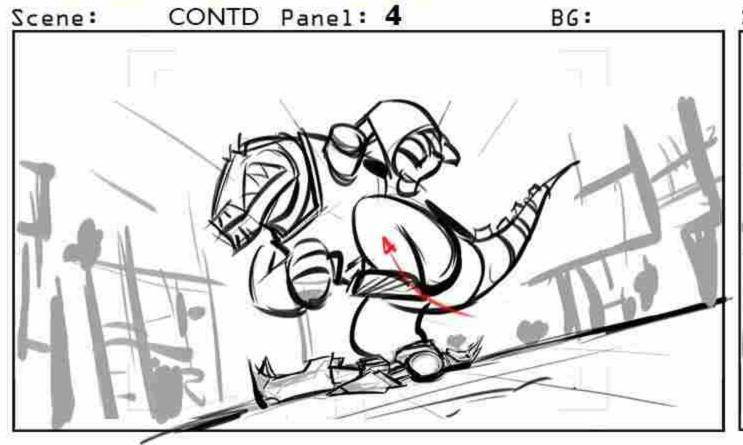
Action: WIDE ON GRIMLOCK STANDING OVER A PROSTRATE SIDESWIPE. Dials X1mg= Transi

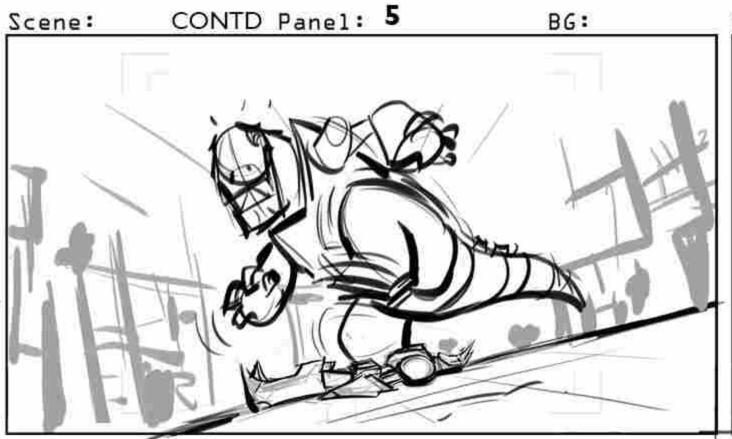
Actions **GRIMLOCK ANTICS** Dial: Slug: Transi

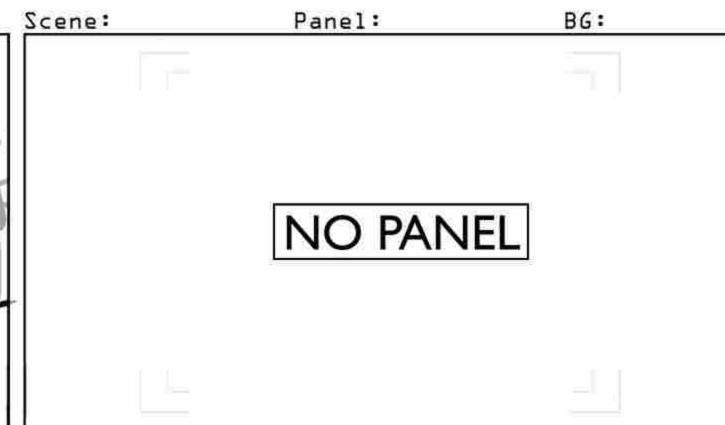
Action: GRIMLOCK <STOMPS> SIDESWIPE IN THE CHEST! Dial: 39 GRIMLOCK / SIDESWIPE <STOMP EFFORT> / <STOMPED OOF> Trans1 Slug:

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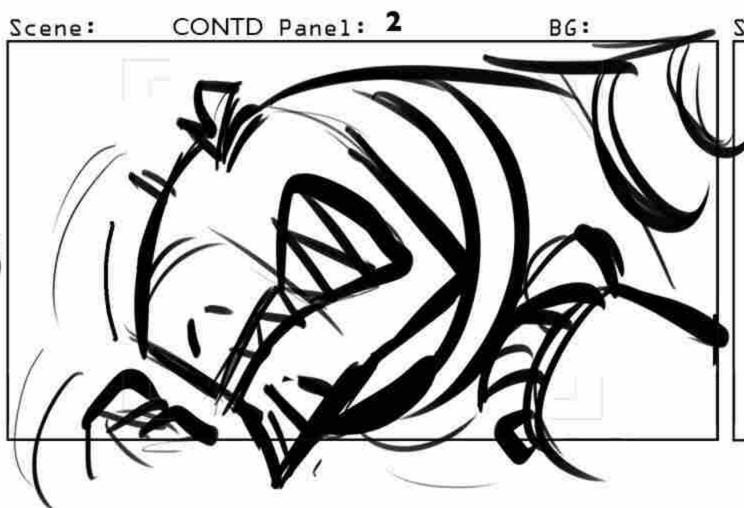


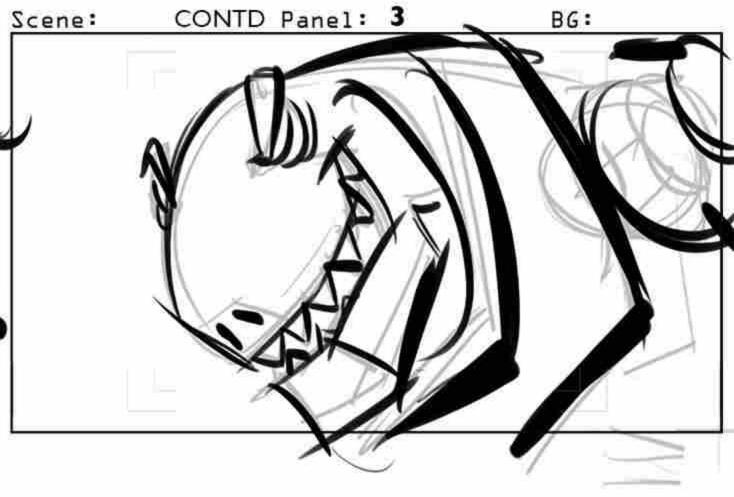
Action:	GRIMLOCK ANTICS	GRIMLOCK STARTS TO STOMP DOWN AGAIN, BUT HIS LEG STOP-STARTS.		GRIMLOCK <stomps> SIDESWIPE IN THE CHES</stomps>		
Dial:		Dial:		Dial:		
Zlug-	Trans:	Slug:	Trans:	Slug:	Trans:	

5how: | 08 Act: **Д** 

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CLOSE ON GRIMLOCK AS HE STRUGGLES WITH HIMSELF.

40 GRIMLOCK (TO HIMSELF)

<STRUGGLE>

Slug: Trans:

40 GRIMLOCK (CONTD)
KEEP MOVING...<STRUGGLE>

HE SMILES EVILLY!

40 GRIMLOCK (CONTD)
I'M ENJOYING THIS WAY
TOO MUCH TO STOP!

Slug: Trans:

Show: 108 Act: A

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Scene:

Panel: |

BG:

CONTD Panel: 2

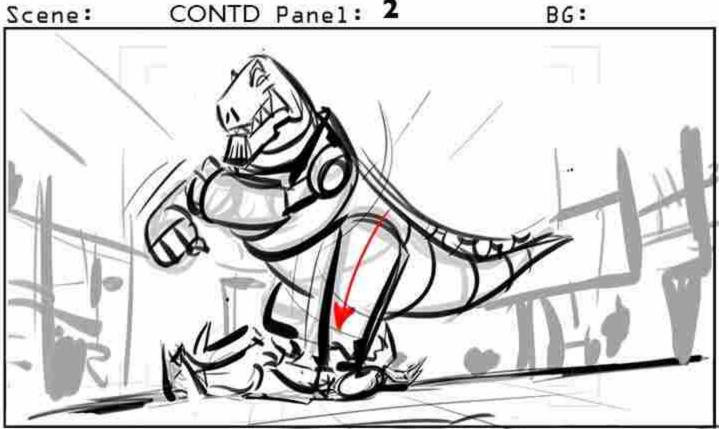
BG:

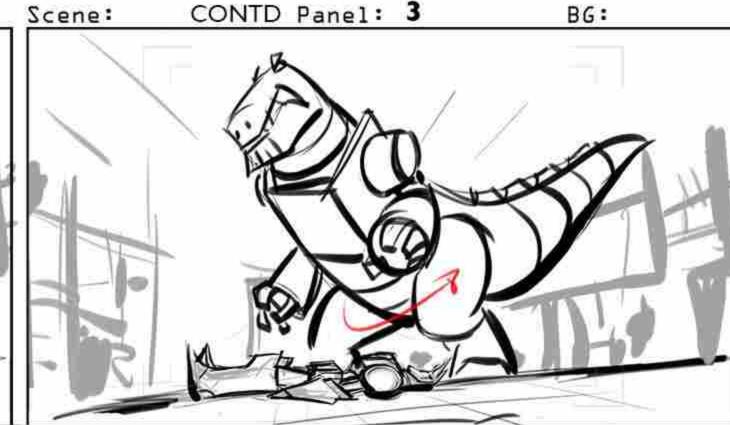
CONTD Panel: 3

BG:





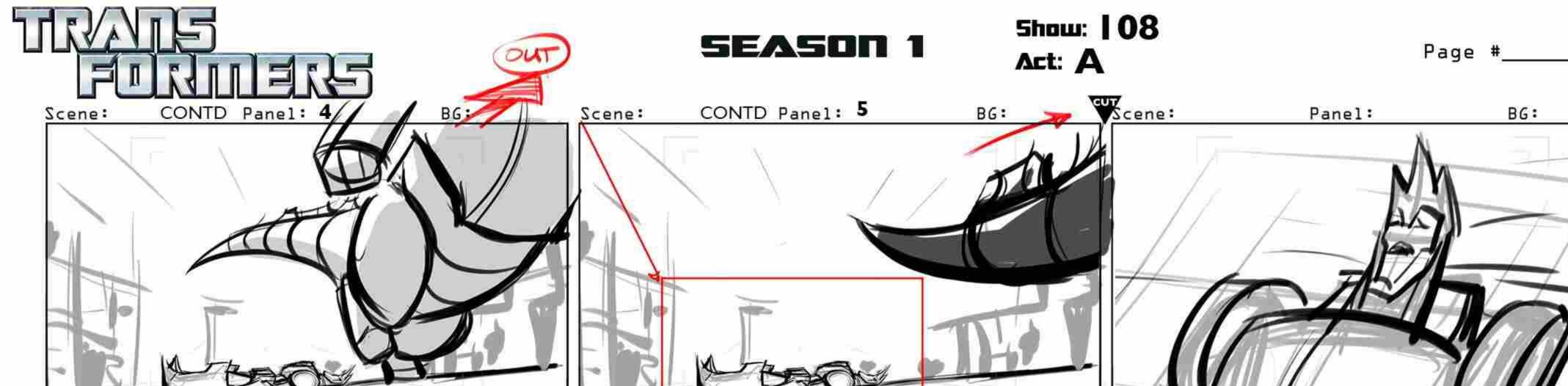




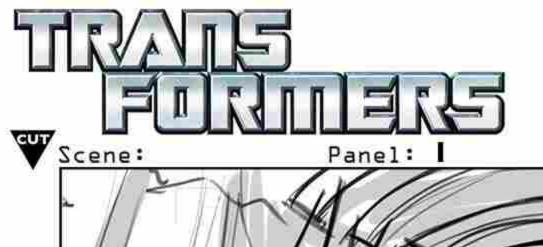
Action: Actions WIDE ON GRIMLOCK AND SIDESWIPE. Dials X1mg= Transi

<WHAM!> HE COMPLETES THE STOMP ON SIDESWIPE'S CHEST! Dial: 39 GRIMLOCK / SIDESWIPE <STOMP EFFORT> / <STOMPED OOF> 41 SIDESWIPE <IMPACT/KEEP-ALIVE GROAN> Slug: Transi

Action: GRIMLOCK SPOTS SOMETHING OS .... Dial: Slug: Trans1



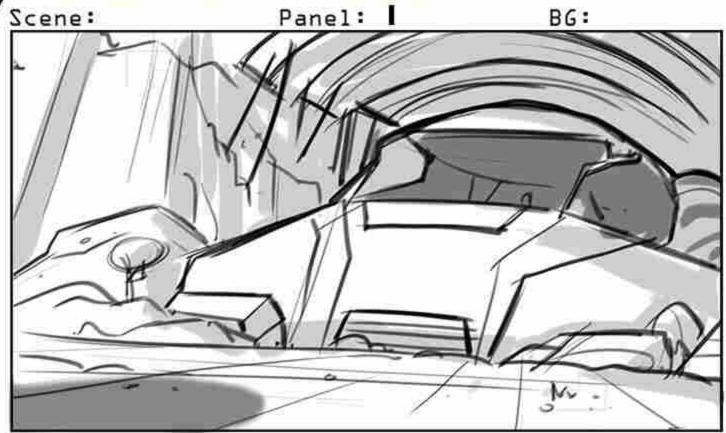
WIDE ON GRIMLOCK AND SIDESWIPE.	AS GRIMLOCK EXITS, TRUCK IN ON SIDESWIPE. *(CUT DURING TRUCK IN.)*	CLOSE ON SIDESWIPE.
Dial:	Dial:	41 SIDESWIPE <keep-alive groan=""></keep-alive>
Slug: Trans:	Slug: Trans:	Slug: Trans:

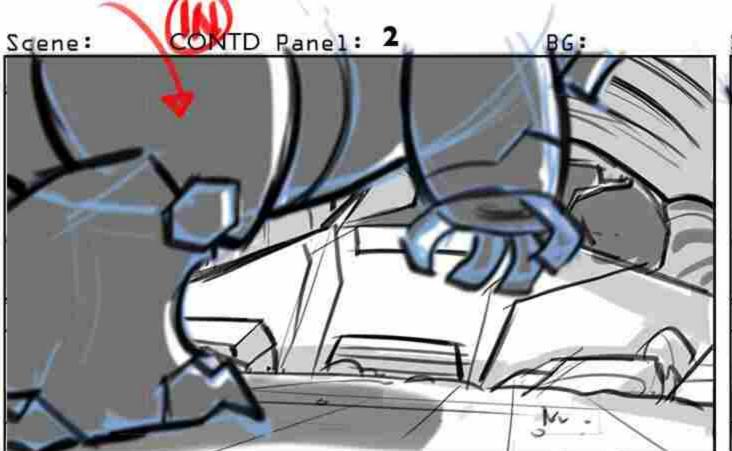


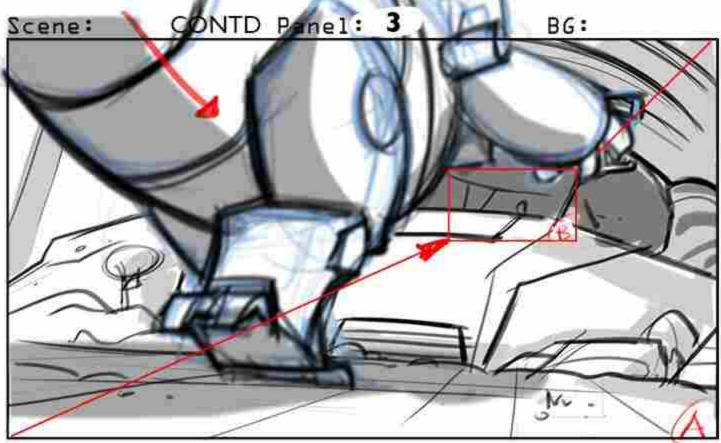


5how: | 08 Act: **Д** 

Page #\_\_





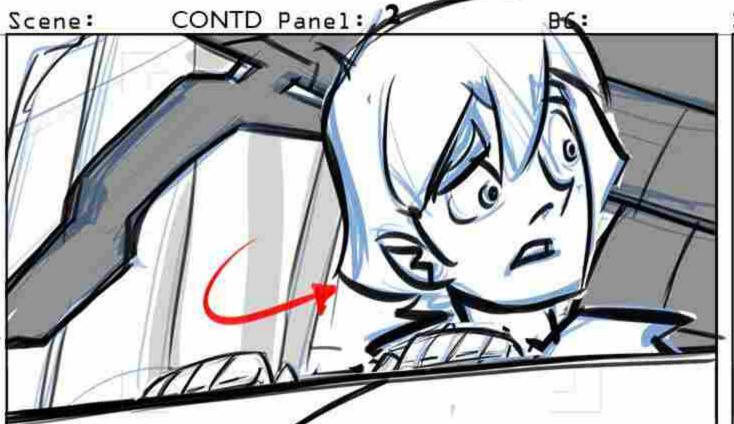


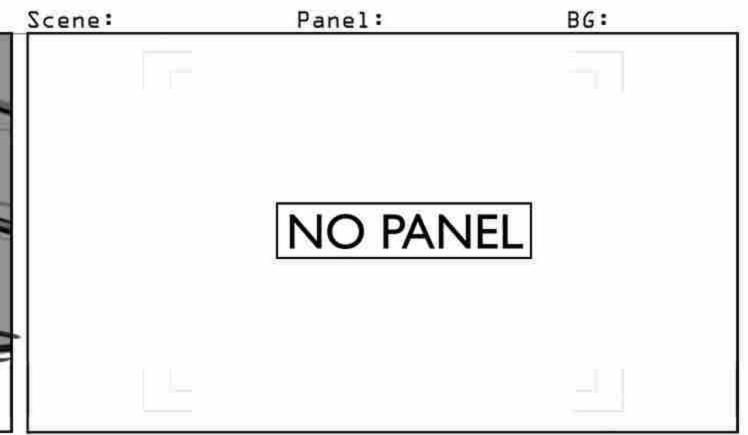
Action:	IGLE ON THE COMMAND CENTER.	Action:	GRIMLOCK STEPS INTO THE FOREGROUND.		HE RUSHES TOWARDS THE COMMAND CENTER.  SNAP TRUCK IN A - B ON COMMAND CENTER.
Dial:		Dial:		Dial:	
X1ug:	Trans:	Slug:	Trans:	Slug:	Transı

5how: | 08 Act: **Д** 

Page #\_\_\_\_\_

Scene: Panel: BG:



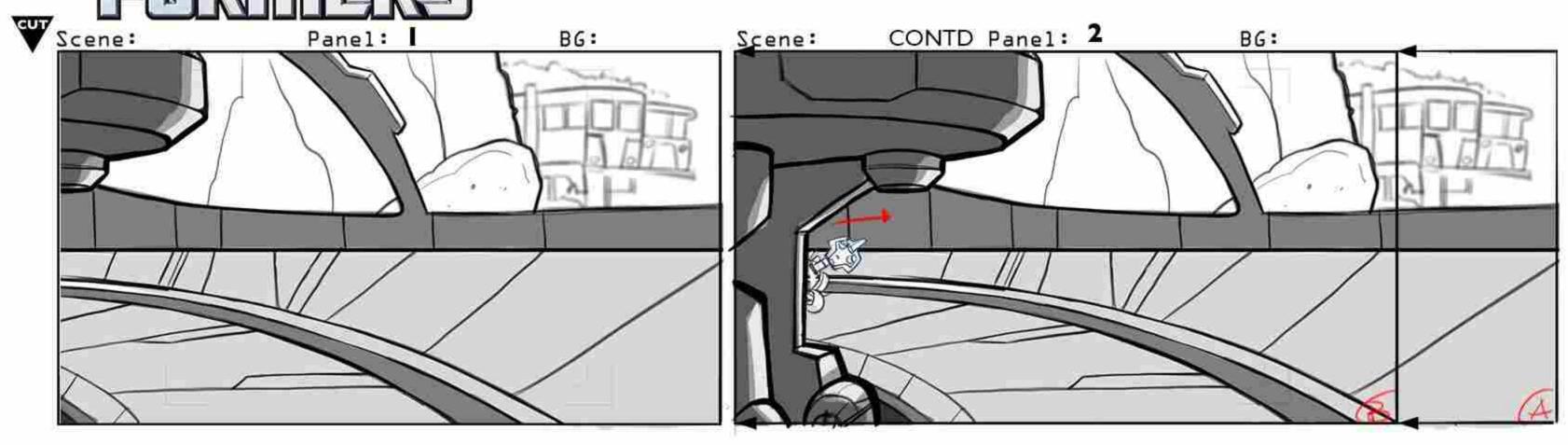


Action:	CLOSE ON RUSSELL.	
Dial:	42. RUSSELL: GRIMLOCK IS COMING THIS WAY!	
<u>Xlug</u> :	Trans:	

tion:	Action:
<hold a="" beat.=""> THEN LOOKS OVER AT FIXIT.</hold>	
al:	Dial:
ug: Trans:	Slug:

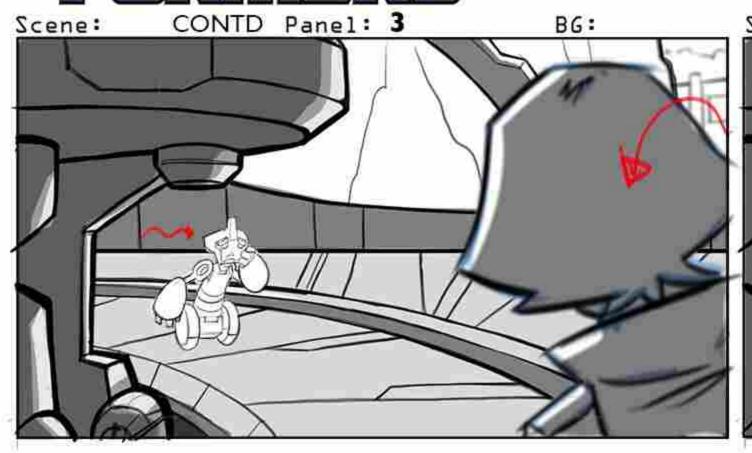
ial:		
Lugi	Trans:	

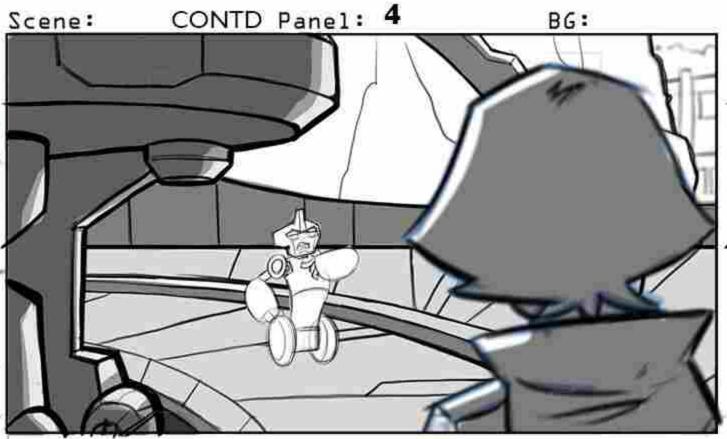
Show: | 08 Act: **A** 

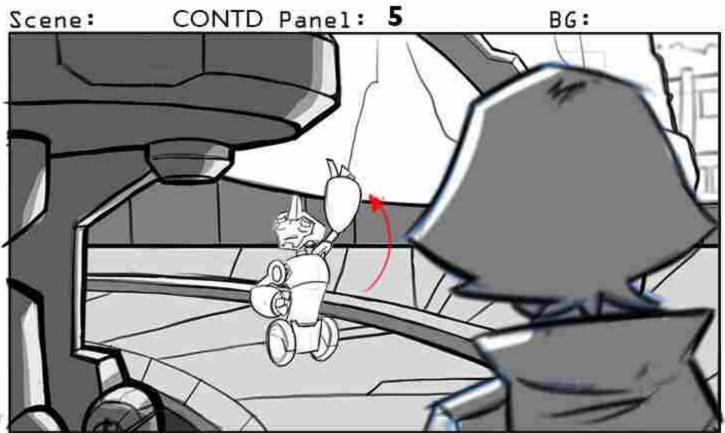


RUSSELLS POV OF THE COMMAND CENTERNO FIXIT!	HOLD A BEAT. SHIFT A - B. FIXIT PEEKS OUT.	Action:
Dial:	Dial:	Dial:
Slug: Trans:	Slug: Trans:	Slug: Trans:

5how: | 08 Act: **A** 







	FIXIT ROLLS FORWARD AS RUSSELL STEPS INTO SCENE.	
Diali		
<u>Tlug</u> :	Trans:	

0.12.2.03.0.0	FIXIT GESTURES CONFIDENTLY.	
ial:	43 FIXIT I'LL	
(lug:	Trans:	

emidno			
ial:			
1.01.		43 FIXIT	
		HANDLE THIS.	
lug:	Transı		

	5EA50N 1	5how:   08 Act: <b>Д</b>	Page #
Scene: CONTD Panel: 6 BG:	Scene: Panel: B	(A)	L HANDLE
Action: FIXIT STOPS.	REVERSE ON RUSSELL.	etion:	
Dia:	Dial:	Dial:	44 RUSSELL (INCREDULOUS) YOU'LL HANDLE A DINOBOT?
Xlug: Trans:	Slug: Trans:	Slug:	「作者所签 I



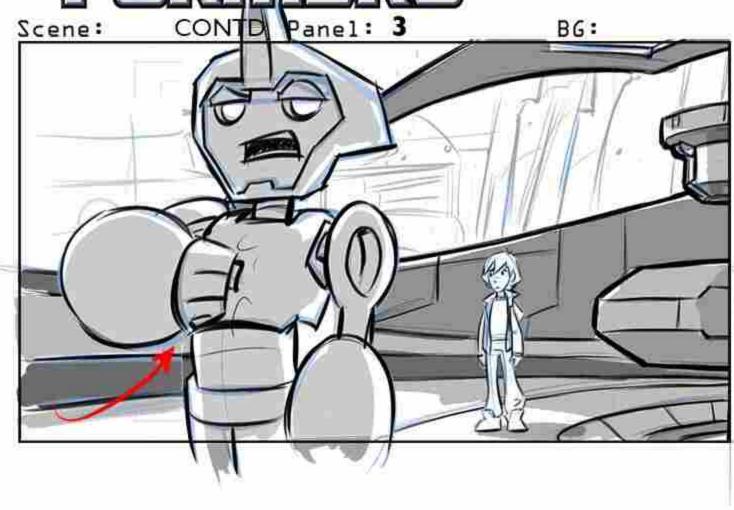
Action:	CLOSE ON FIXIT	Actions	COURAGE INSTANTLY VANISHED.	Action:	
Dial:		Dial:	45 FIXIT YOU'RE RIGHT;	Dial:	45 FIXIT: (CONTD) I'M GONNA BE SMUSHED!
X1ug-	Trans:	Slug:	Trans:	Slug:	Trans

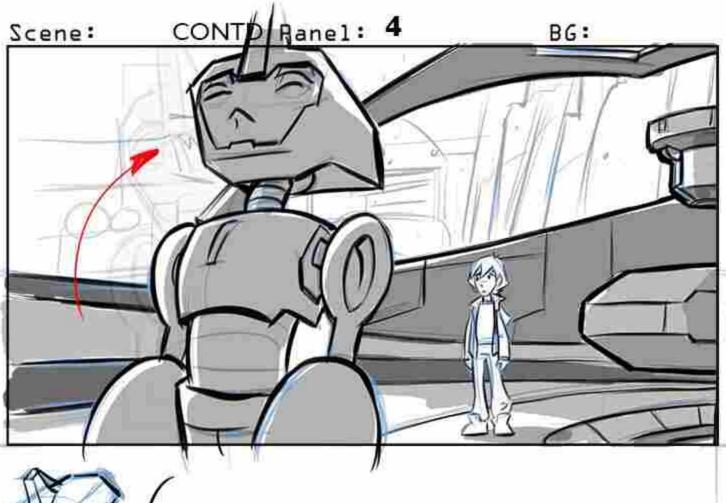
# SEASON 1 Show: 108 Act: A Page #\_\_\_\_\_\_ Scene: CONTD Panel: 4 B6: Scene: CONTD Panel: 2 B6:

Action: HE TURNS.	REVERSE ANGLE ON FIXIT. TRACK WITH HIM AS HE ROLLS FORWARD.	HE STOPS FOR A BEAT
Dial:	Dial:	Dial:
Ilug: Trans:	Slug: Trans:	Slug: Trans:

5how: | 08 Act: **Д** 

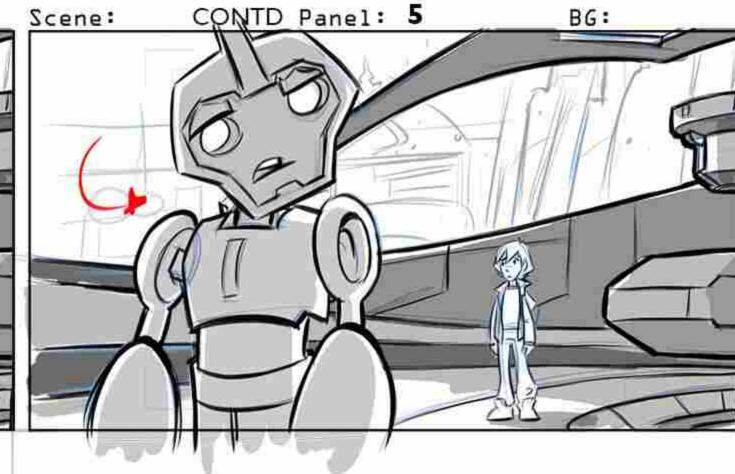
Page #	Page	#		
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ANTICS.

DONW.



HE STRAIGHTENS

Pial:

45 FIXIT: (CONTD)
BUT I AM STILL THE OFFICIAL
CARETAKER OF THE ALCHEMOR...

Slug:

Trans:

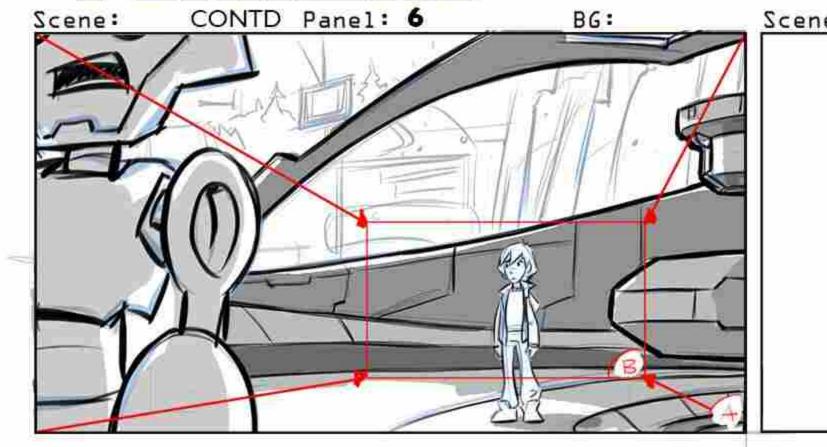
FIXIT "GULPS".

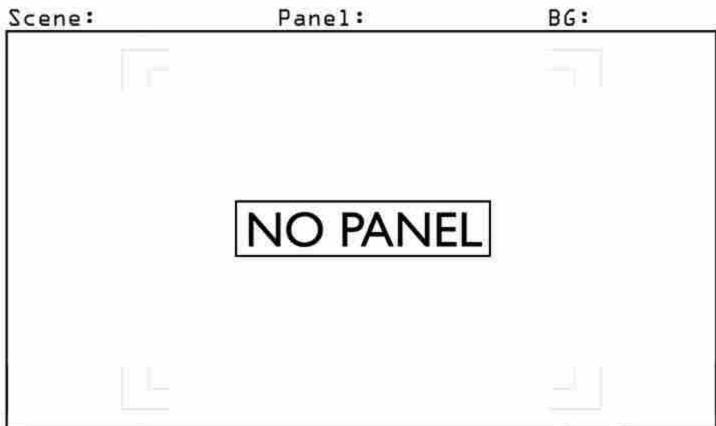
Dial:

Slug: Trans:

Action:			
Dial:		45 FIXIT: (CONTD)	
		I NEED YOU TO KEEP YOUR DAD	
Slug:	Transı		

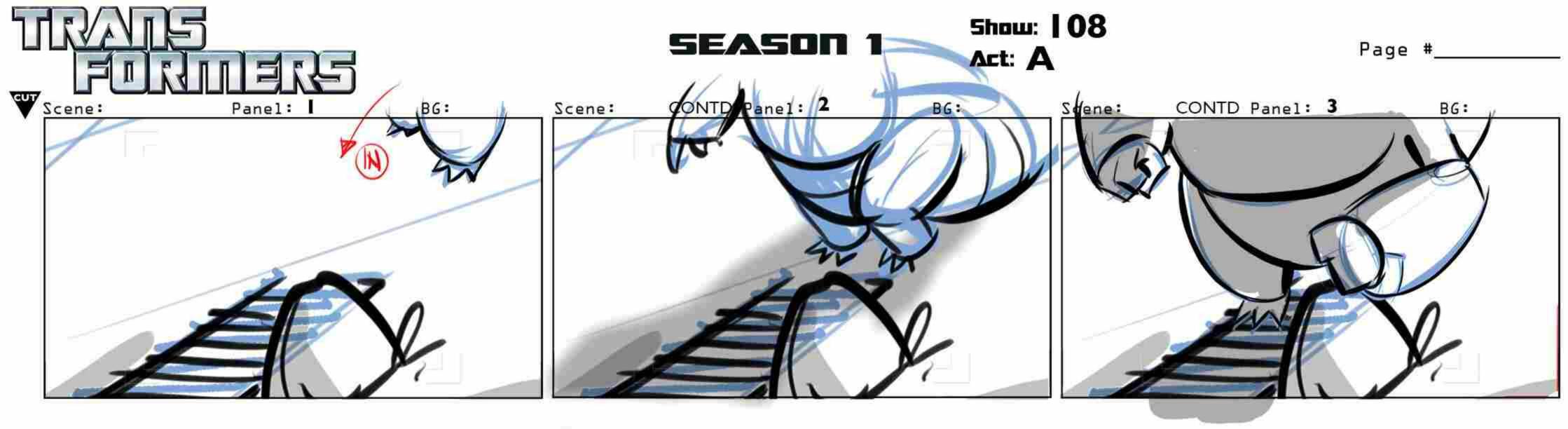
Show: | 08 Act: **A** 



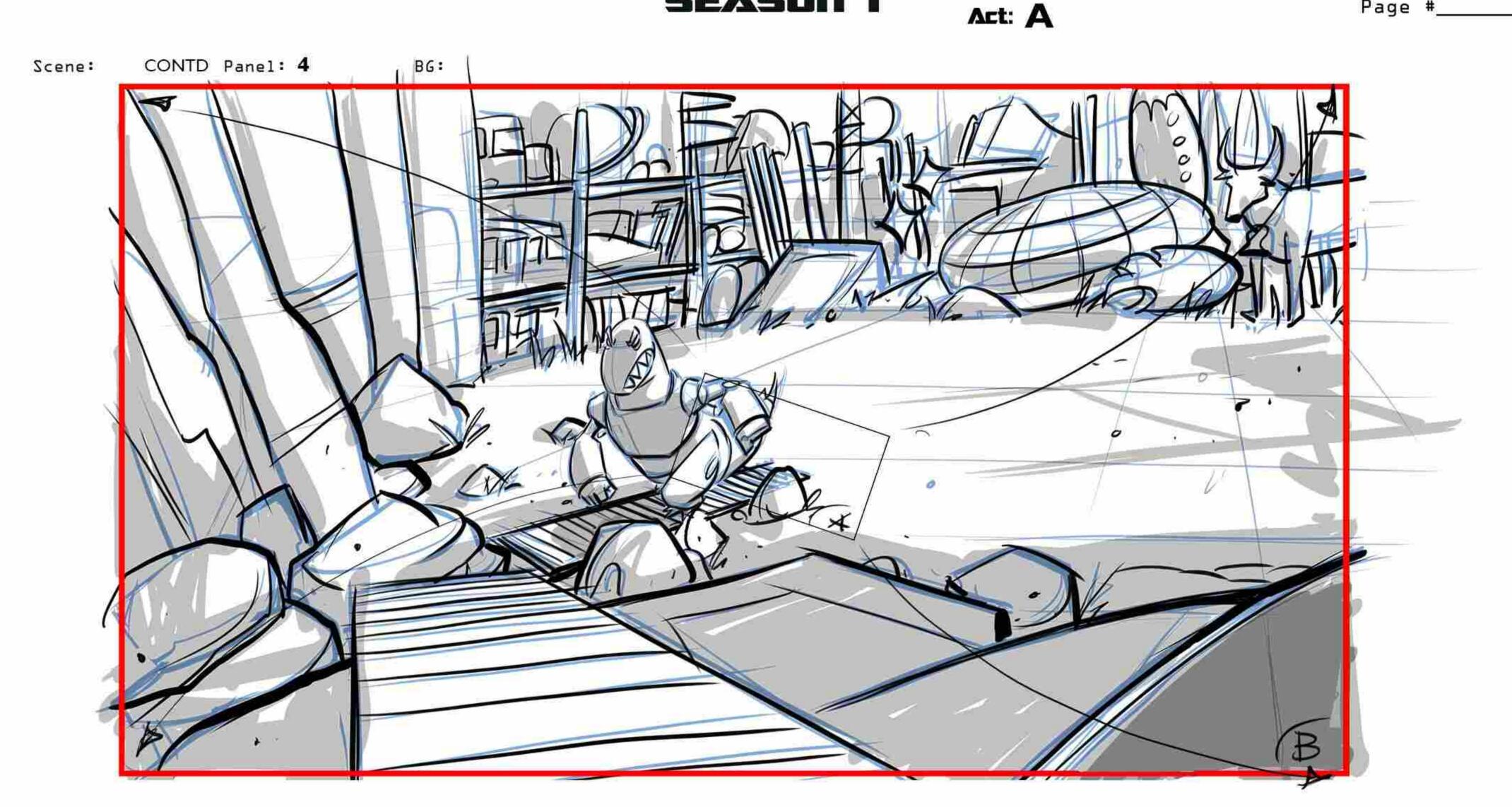


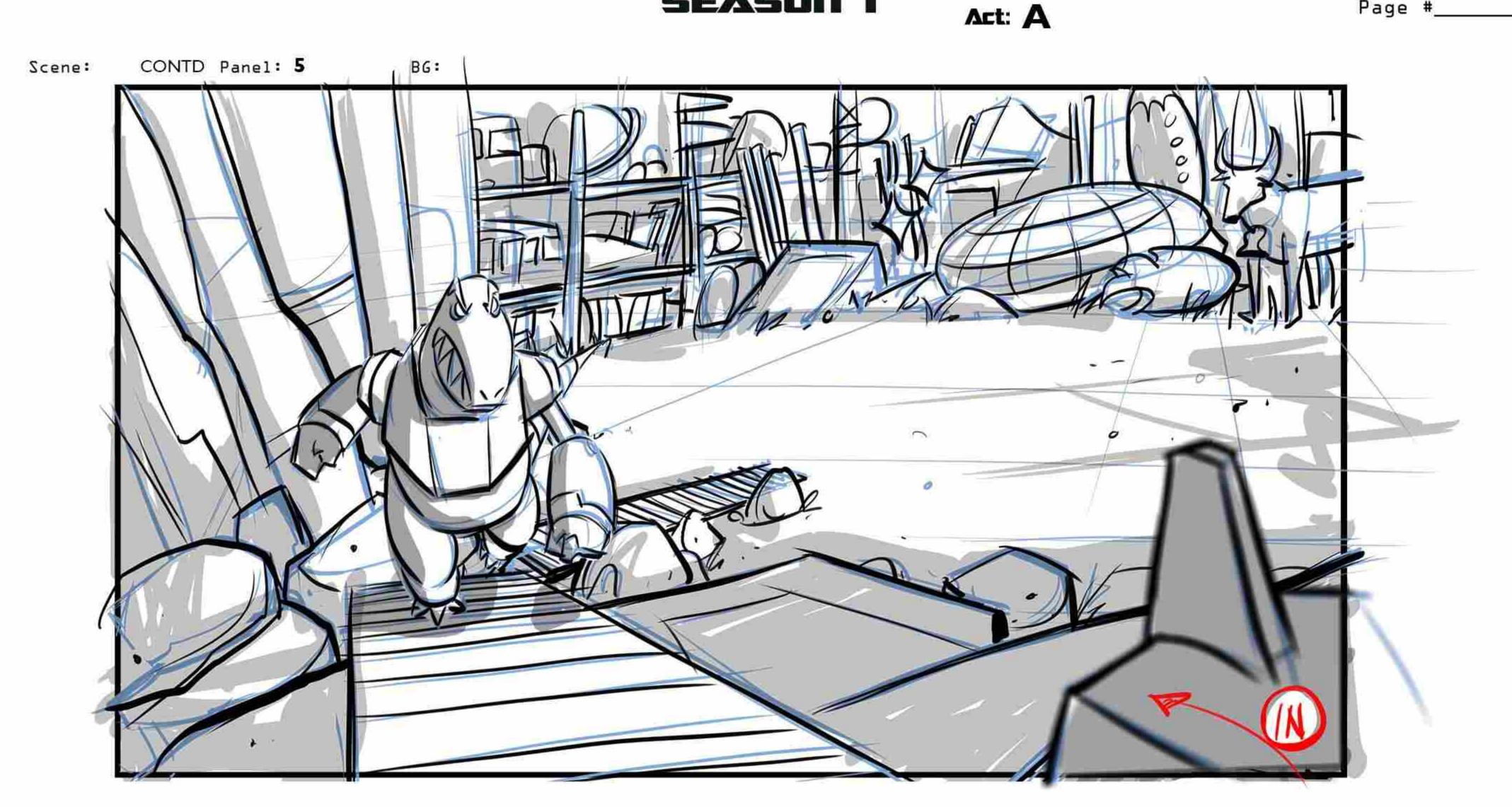
Scene:	Panel:	BG:
	NO PAN	IFI

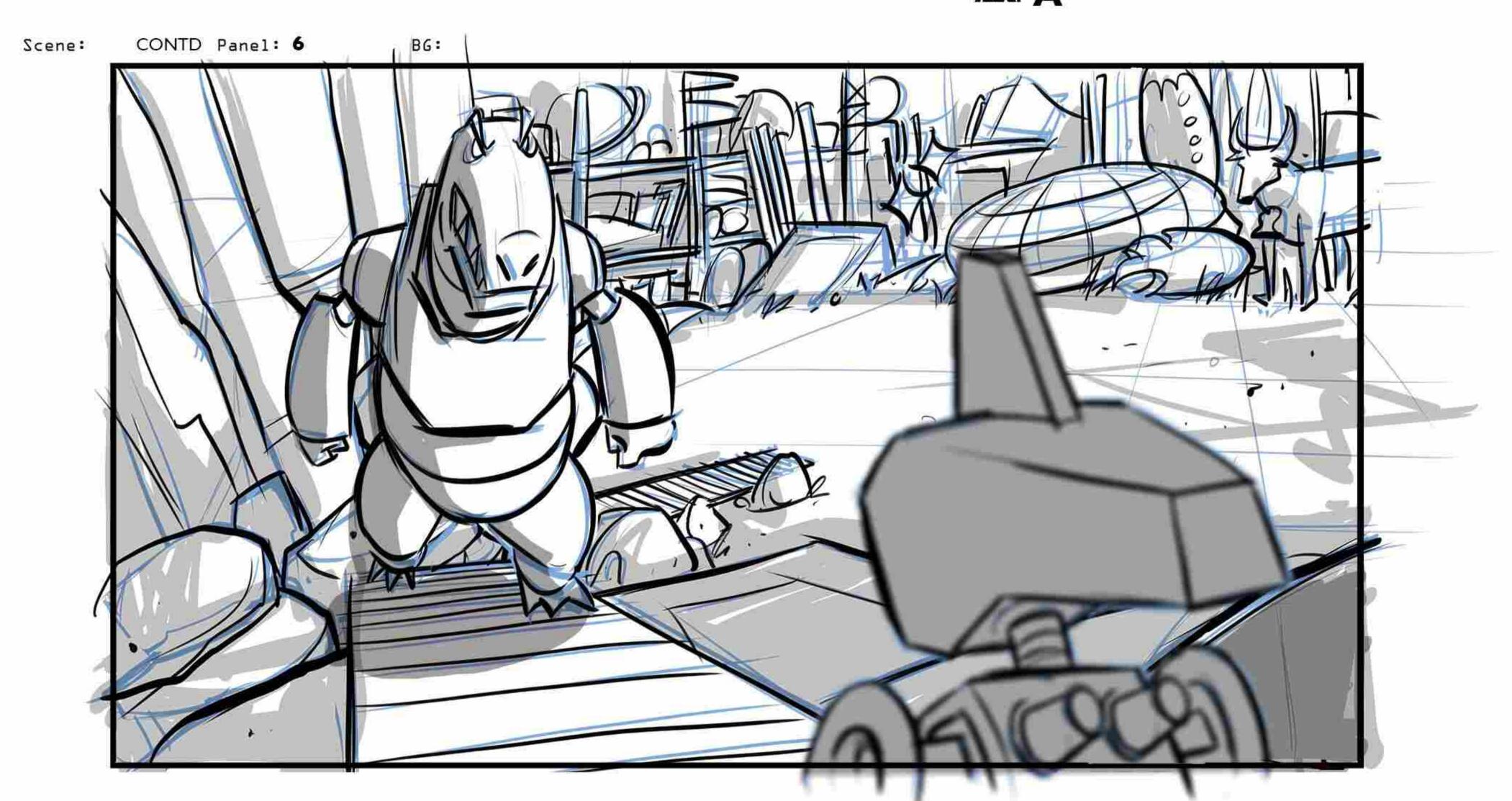
Action:	AS HE EXITS, TRUCK IN ON RUSSELL A - B.	Actions	Action:
Dial:	45 FIXIT: (CONTD) FROM TOUCHING MY THINGS.	Dial:	Dial:
Zlug-	Trans:	Slug: Trans:	Slug: Trans:



Actions	ANGLE ON BOTTOM OF RAMP.	Actions	GRIMLOCK STOMPS TOWARDS IT.	Action:	
Pial:		Dial:		Dial:	
Zlug:	Trans:	Slug:	Trans:	Slug:	Trans:





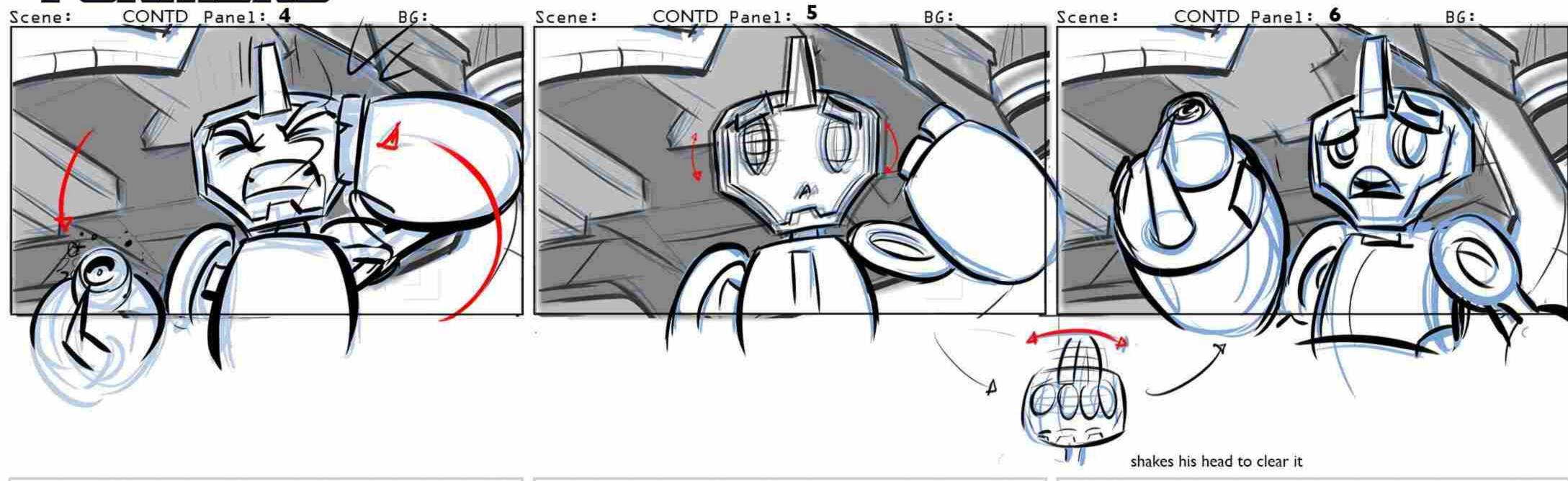


Show: 108

Act: A



5how: | 08 Act: **Д** 

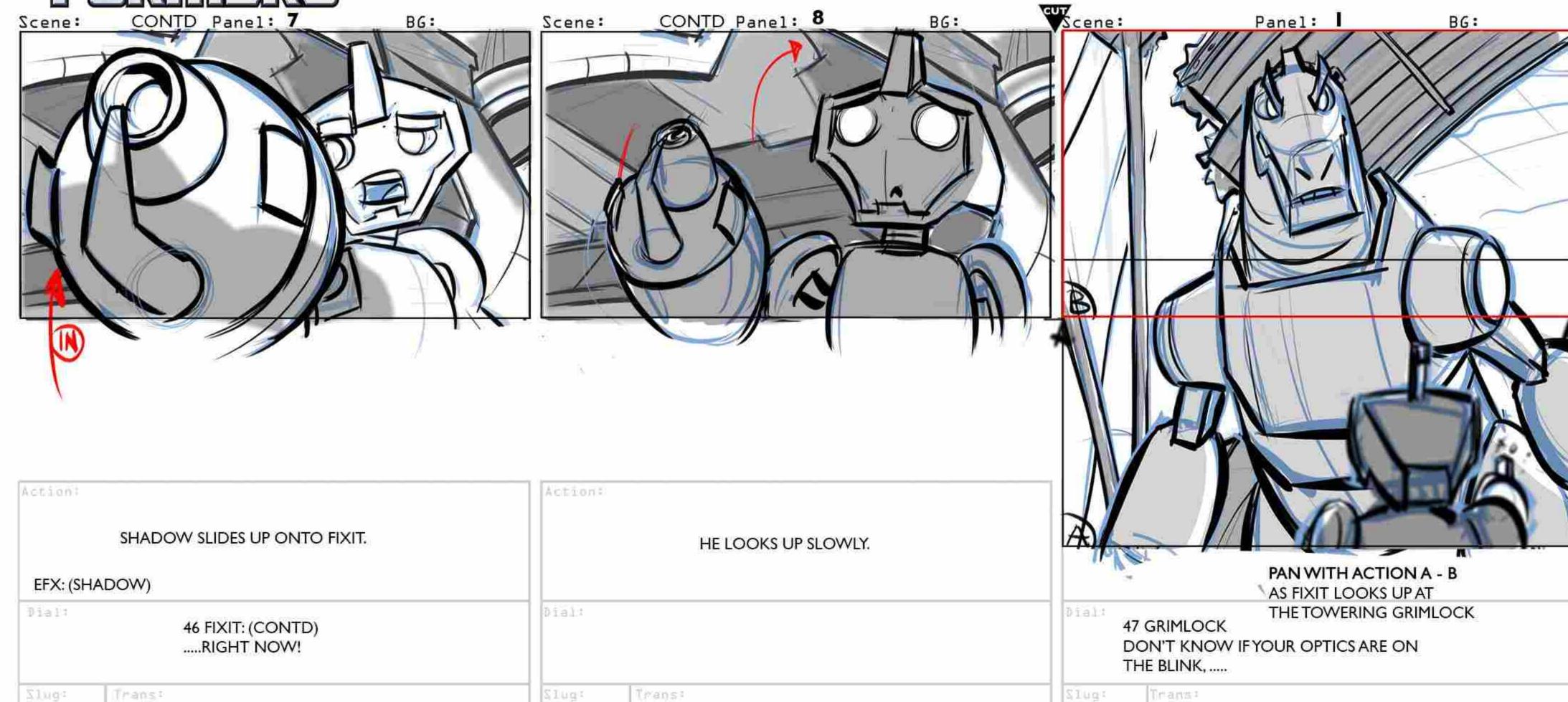


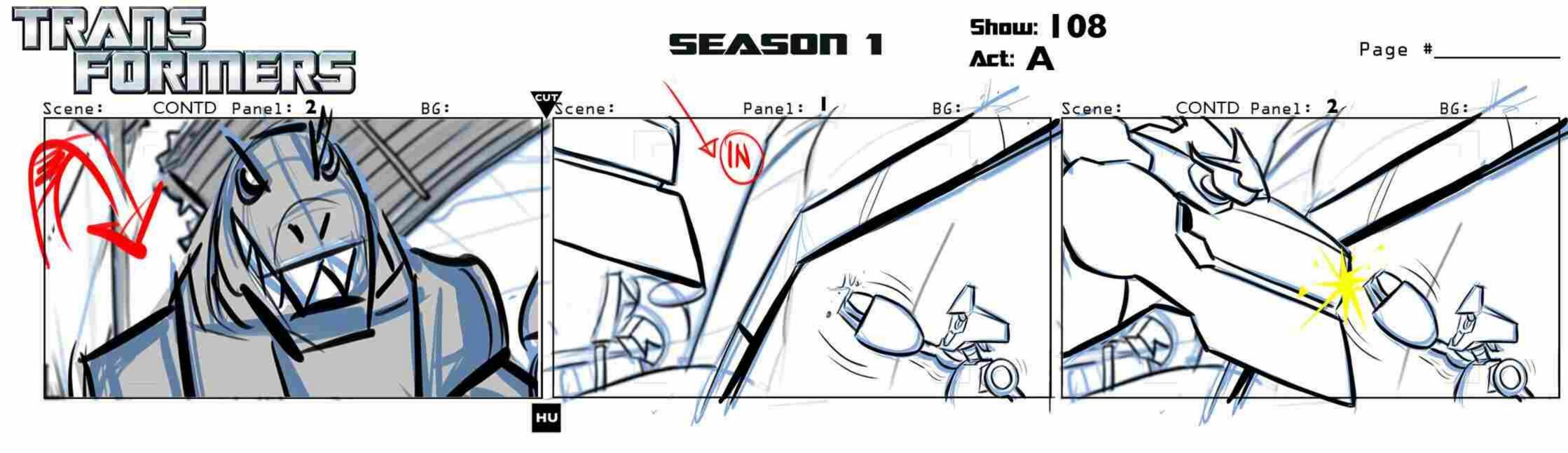
Action:	
	HE SMACKS HIMSELF IN THE HEAD.
Dial:	46 FIXIT: (CONTD) ( <chucks> HIMSELF)</chucks>
<u>Zlug</u> :	Trans:

ction		
	HIS "EYEBALLS" ROLL LIKE A SLOT MACHINE!	
ial:		10000
lugi	T/rans:	Tacas III

(ction)	HE REGAINS HIS COMPOSURE
ial:	46 FIXIT: (CONTD) STAND DOWN,
(lug:	Trans1

Show: | 08 Act: A

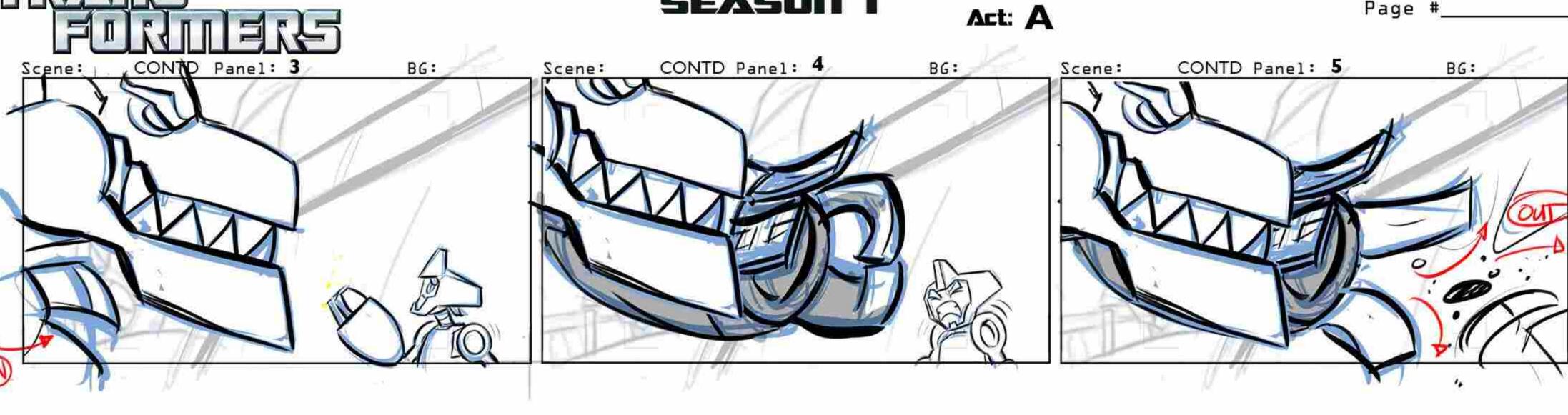




GRIMLOCK LEANS FORWARD.	GRIMLOCK IN.	FIXIT ZAPS GRIMLOCK ON THE NOSEIT'S A PATHETIC LITTLE ZAP.  EFX: (ELECTRIC SPARK)
47 GRIMLOCK (CONTD)BUT I JUST TOOK APART THREE BOTS WITHOUT WARMIN' MY COOLANT.	47 GRIMLOCK: (CONTD) WHAT'RE YOU GONNA DO, SQUEAKY?	Dial:
Slug: Trans:	Slug: Trans:	Slug: Trans:

Show: 108

Page #
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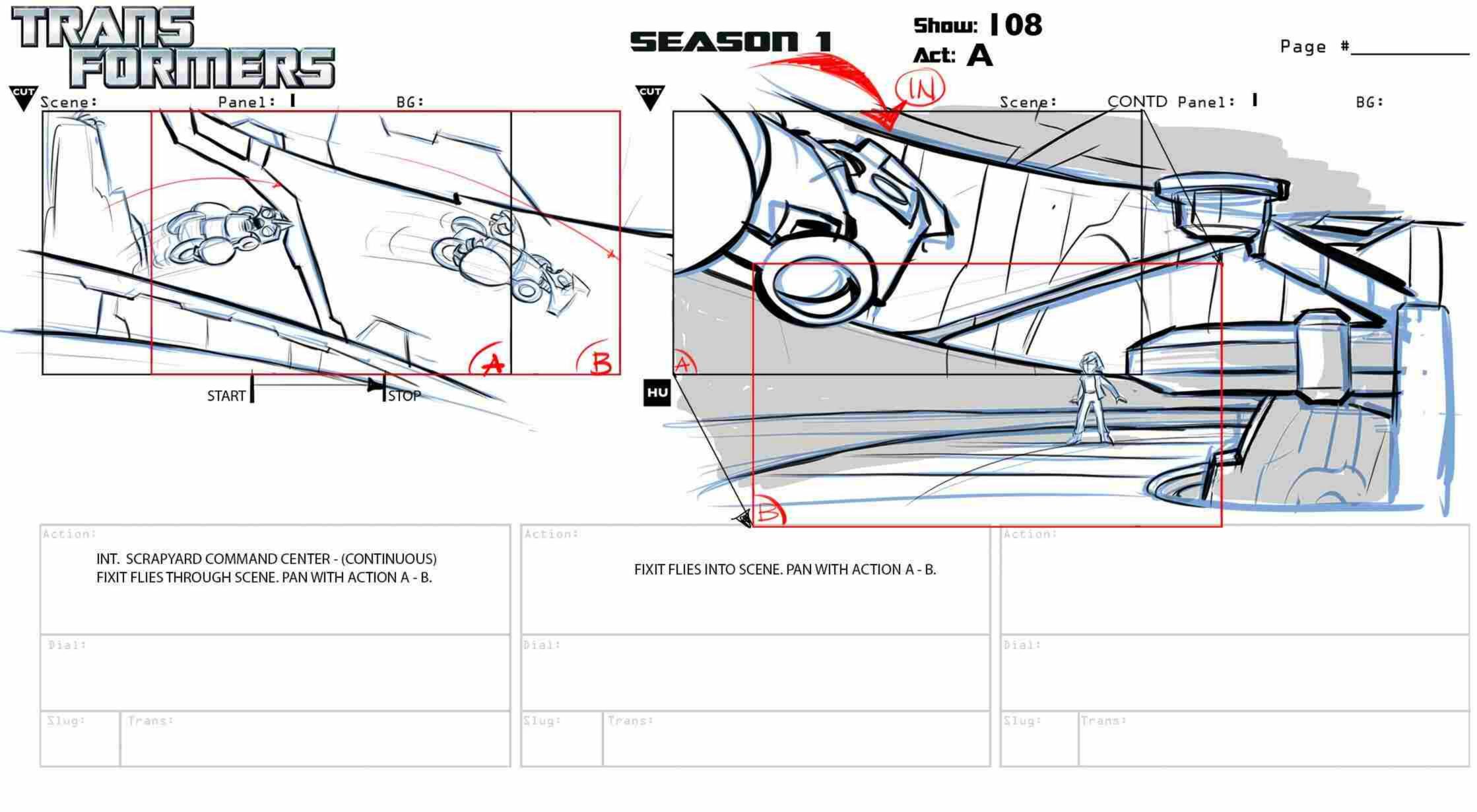


GRIMLOCKS HAND IN	FIXIT CRINGES.	GRIMLOCK FLICKS FIXIT OUT.
Dia:	Dial:	Dial:
Zlug: Trans:	Slug: Trans:	Slug: Trans:

### Show: | 08 SEASON 1 Page #\_\_\_\_ Act: A Scene: Scene: Panel: BG: Panel: NO PANEL NO PANEL

GRIMLOCK LEANS FORWARD.	Actions	Action:
Dia is	Dial:	Dial:
Slug: Trans:	Slug: Trans:	Slug: Trans:

BG:

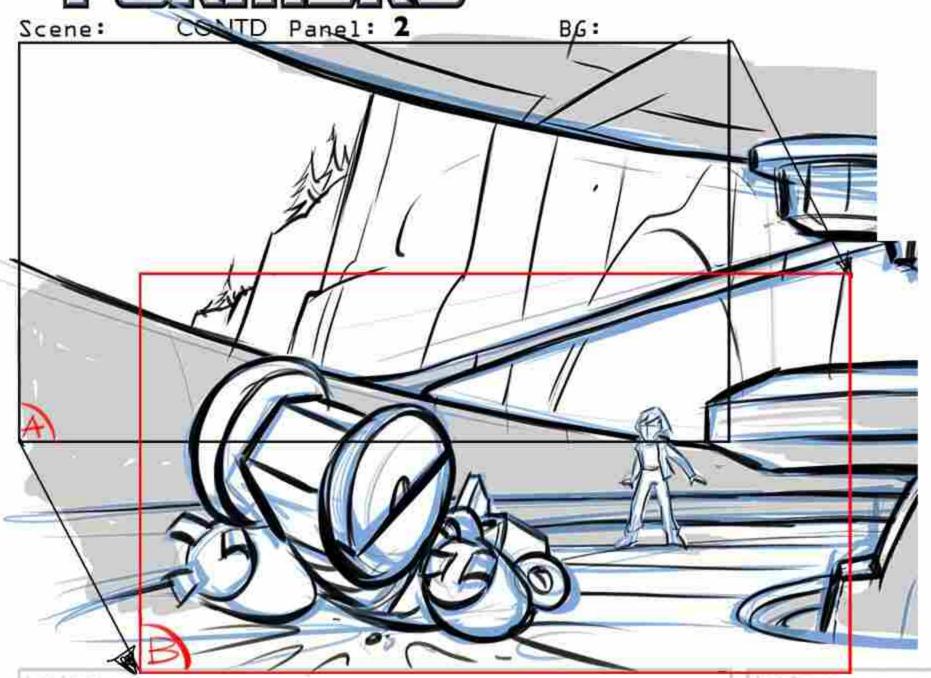


# Scene: Could Panel: 2

# **SEASON 1**

5how: | 08 Act: **Д** 

Page	#
	- 70



Scene:	CONTD Panel: 3	, BG:
1	M M	
1		
1		
		9)

Action:	HE SLAMS INTO THE DECKING.	Actions		Action:
Dial:		Dial:		Dial:
Zlug:	Trans:	Slug:	Trans:	Slug: Tran

	THEN SLIDES BACK TOWARDS RUSSELL.	
Dial:		
Slug:	Trans:	

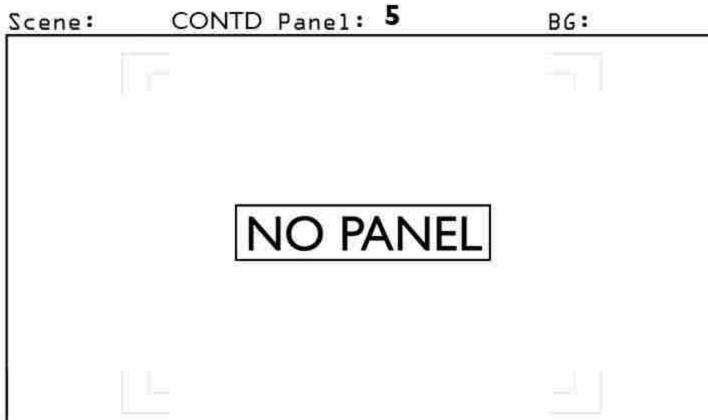
# 

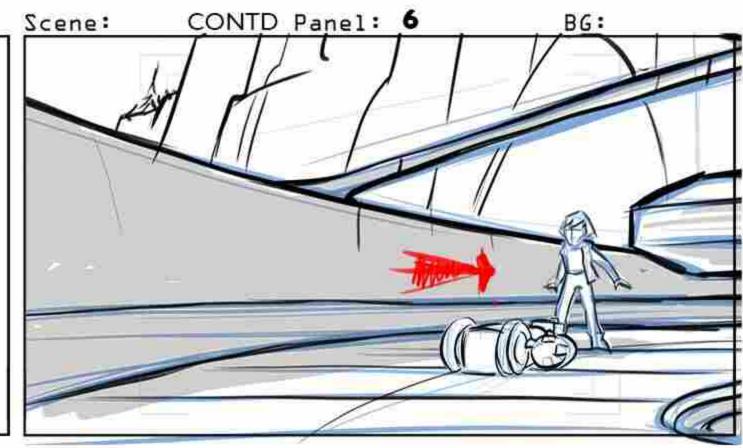
# SEA50N 1

Show: | 08 Act: **A** 

Page	#	
rage	m	

Scene:	CONTD Panel: 4	BG:
	NO PAN	IEL



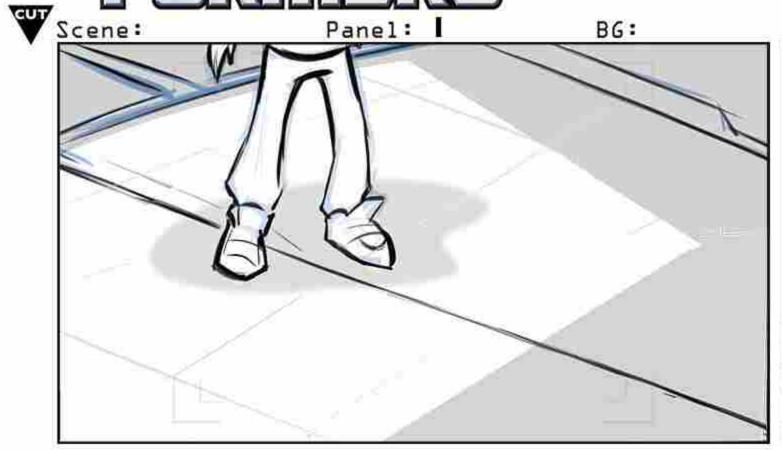


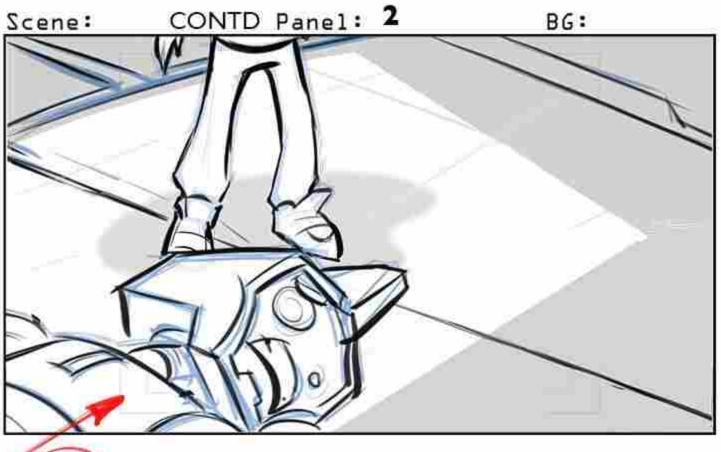
Action:		Acti
Dial:		Dial
X1ug-	Trans:	Slug

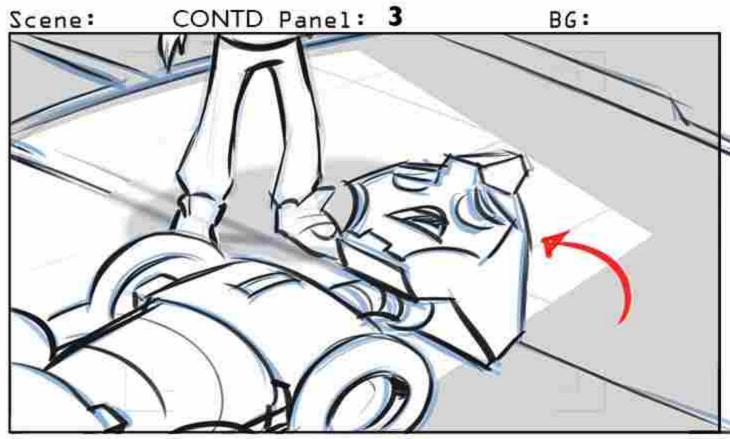
tion:		Action:
13:1		Dial:
tä:	Trans:	Slug:

	HE CONTINUES TO SLIDE ALONG THE DECKING.
Dial:	
Slug:	Trans:

Show: | 08 Act: **A** 







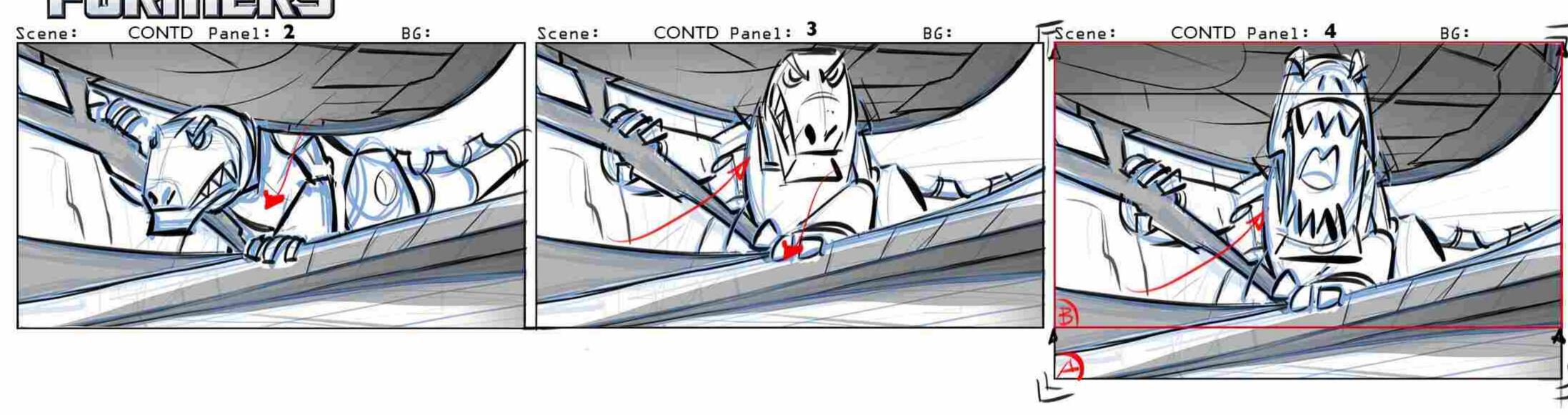
Action:		
	ANGLE ON THE DECK	
Dial:		
Zlug-	Trans:	

ction:	FIXIT SLIDES INTO SCENE.	Actions
ial:		Dial:
lug:	Trans:	Slug:

	F	FIXIT LOOKS UP AT RUSSELL.	
ial:		50. FIXIT: <pained groan=""></pained>	
Lug:	Transı		

	SEASON 1 Show: Act: A	Page #
Scene: CONTD Panel: 4  BG:	Scene: CONTD Panel: 5  BG:	Scene: Panel: 1 BG:
PAN AND TRUCK IN A - B . RUSSELL IS LOOKING DOWN AT FIXIT.	OFFSTAGE WE HEAR GRIMLOCK. RUSSELL TURNS TO LOOK.	Action:  RUSSELL'S POV, ANGLE ON GRIMLOCK.
Dia1:	(INSERT) GRIMLOCK: OS GROWL	Dial:
Zlug: Trans:	Slug: Trans:	Slug: Trans:

5how: | 08 Act: **Д** 

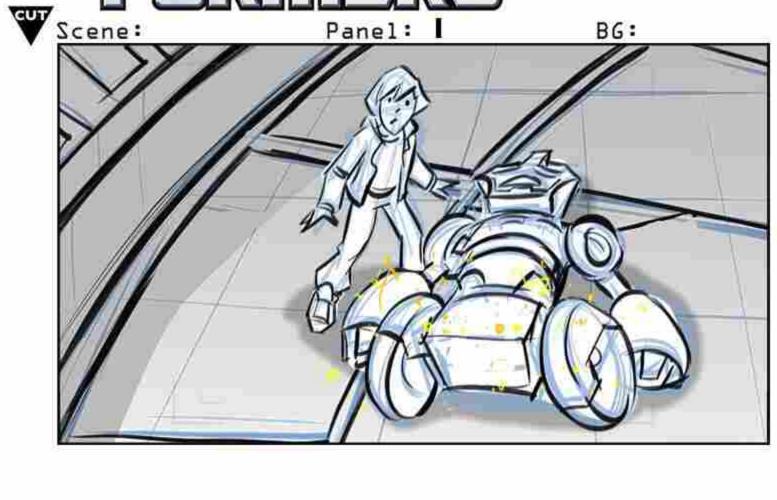


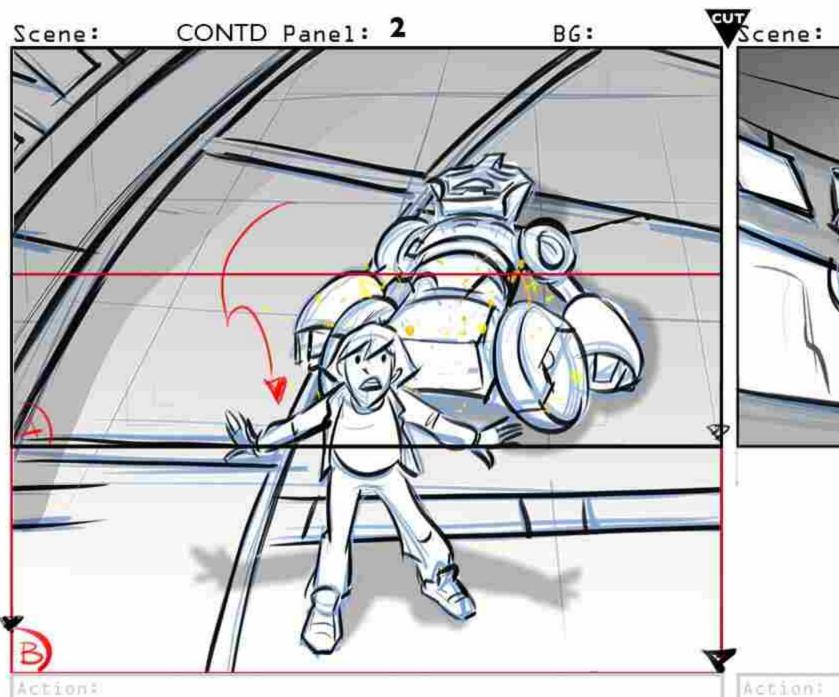
GRIMLOCK LEANS INTO THE COMMAND CENTER.	HE LOOKS TO CAM.	CAMERA SHAKE AS GRIMLOCK LETS OUT A ROAR! PAN WITH ACTION A - B
Pial:	Dial:	GRIMLOCK: <roar!!!></roar!!!>
Slug: Trans:	Slug: Trans:	Slug: Trans:

5how: | 08 Act: **Д** 

Page #
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BG:







Panel:

GRIMLOCK'S POV. RUSSELL STANDS BY FIXIT.

EFX: (SHADOW, SPARKS)

Pial:

Trans:

RUSSELL RUSHES FORWARD, SHIELDING FIXIT.

51 RUSSELL
THIS ISN'T YOU, GRIMLOCK!
SOMETHING'S WRONG!

\$1ug: Trans:

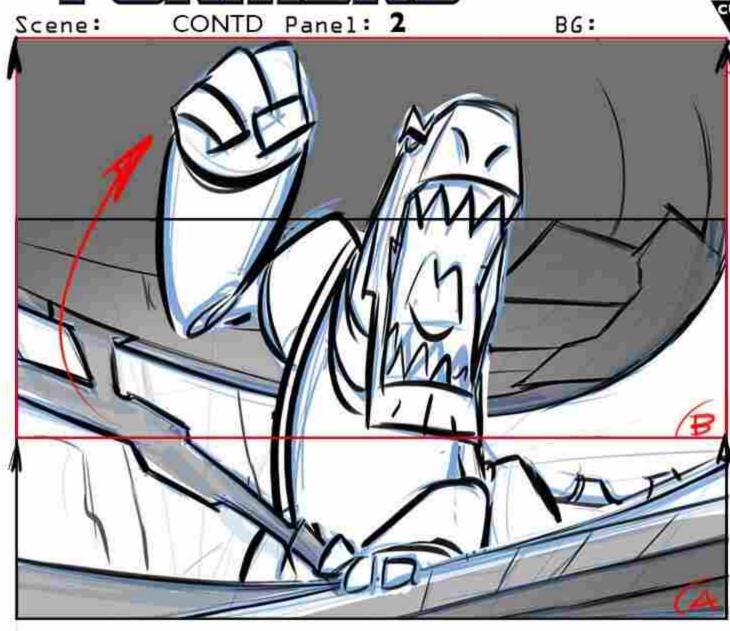
Angle on Grimlock.

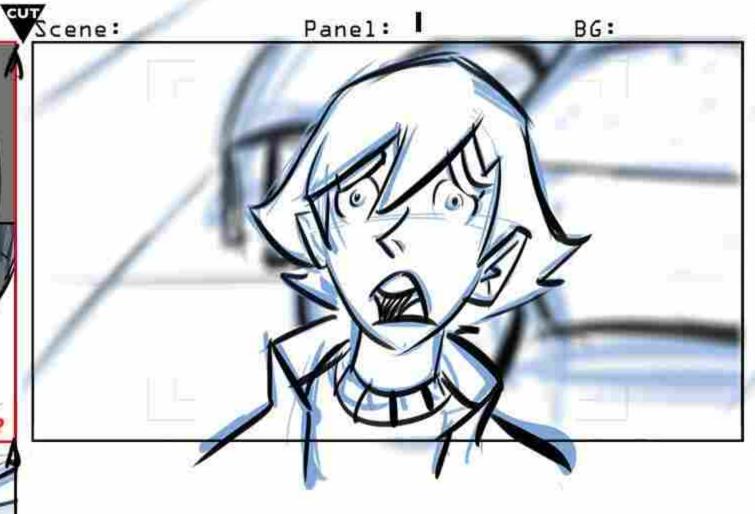
Dial:

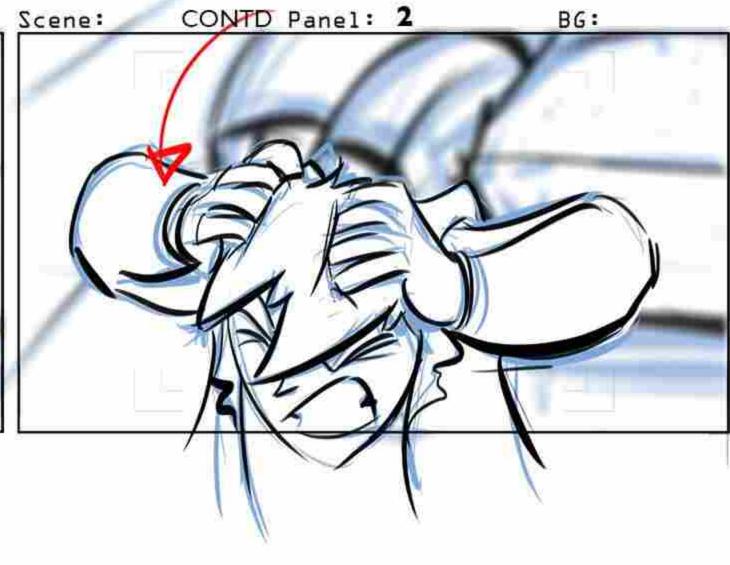
52 Grimlock
YEAH, EVERYONE'S IN MY WAY!

Slug: Trans:

Show: | 08 Act: | A







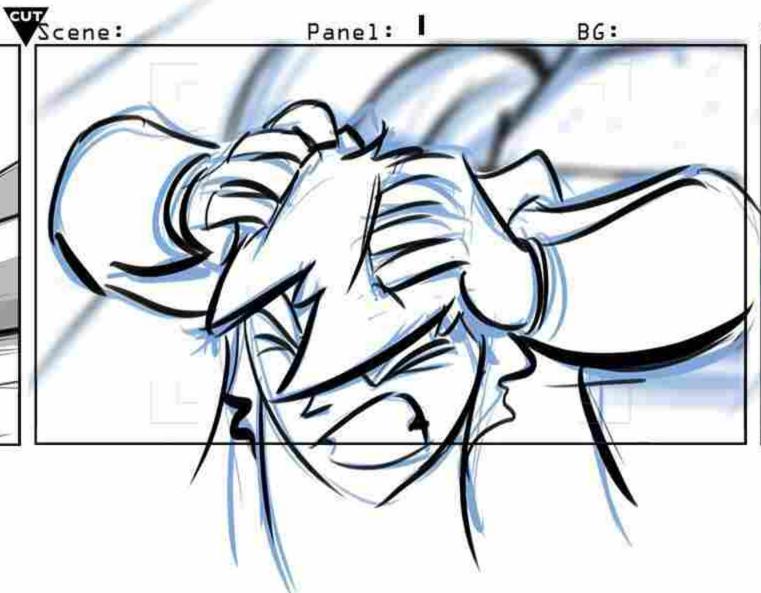
Action:	PAN WITH ACTION A - B AS GRIMLOCK RAISES HIS FIST.
Dial:	
Zlug=	Trans:

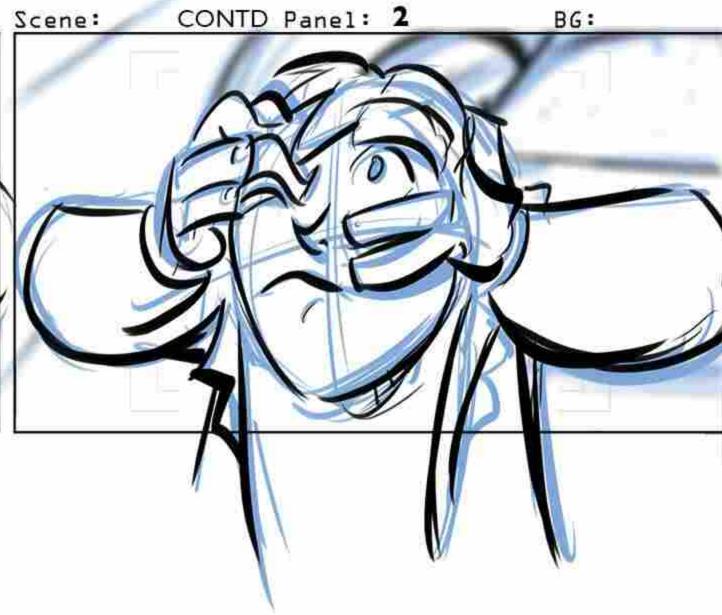
ction:		Action:
	ANGLE ON RUSSELL.	
ial:	51 RUSSELL THIS ISN'T YOU, GRIMLOCK! SOMETHING'S WRONG!	Dial:
lug:	Trans:	Slug:

	HE CRINGES.
ial:	
lug:	Trans:

5how: 108 Act: **Д** 







Action:	
	WIDE ON SCENE GRIMLOCK STRUGGLES WITH EFFORT. RUSSELL IS STILL COWERING.
Dial:	52 GRIMLOCK YEAH, EVERYONE'S IN MY WAY!
Zlug:	Trans:

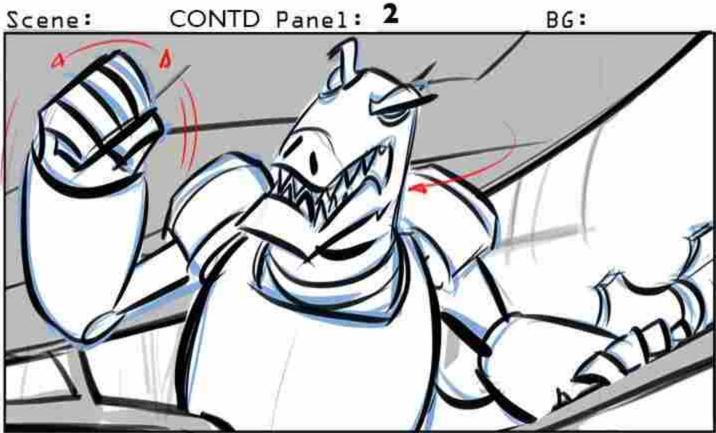
	BACK ON COWERING RUSSELL	
Dial:		ō
Slugi	Trans:	S

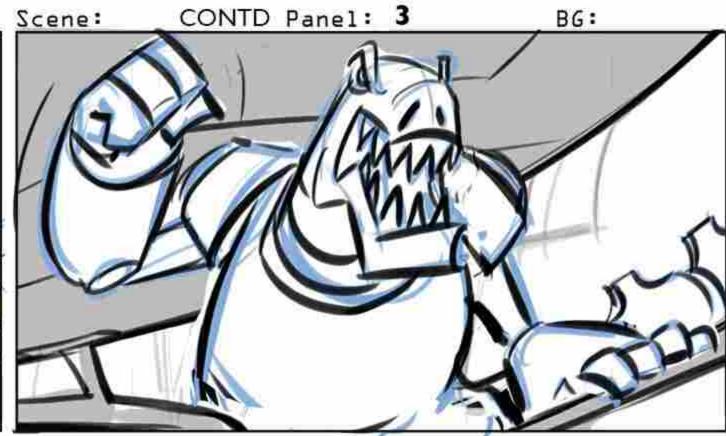
	WHEN NOTHING HAPPENS, HE TAKES A PEEK.
Dial:	
Slug:	Trans:

Show: | 08 Act: A

Page #\_\_\_\_\_

Scene: Panel: I BG:







GRIMLOCK STRUGGLES WITH EFFORT..

53 GRIMLOCK (CONT'D)

<EFFORTS>

\$1ug: Trans:

ctions	
ial:	53 GRIMLOCK (CONT'D) SERIOUSLYYOU'RE NOT GOING TO LET ME
lug:	Trans:

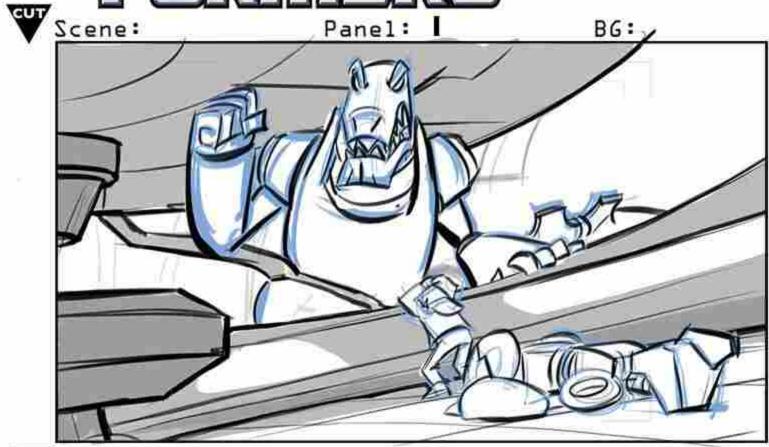
Cultur	HE LEANS IN FARTHER INTO THE COMMAND CENTER.
ial:	53 GRIMLOCK (CONT'D) SMASH THIS LITTLE THING?
lugi	Transı

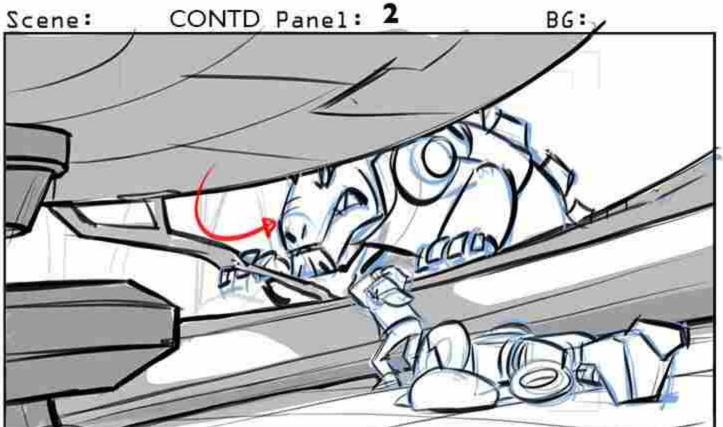
# SEA FURILIES

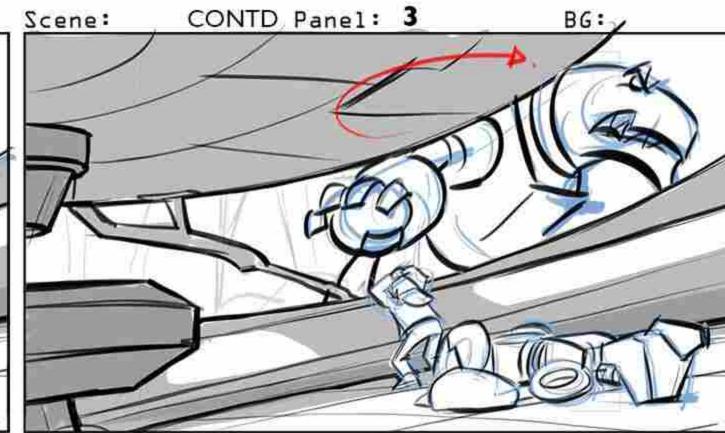
# SEASON 1

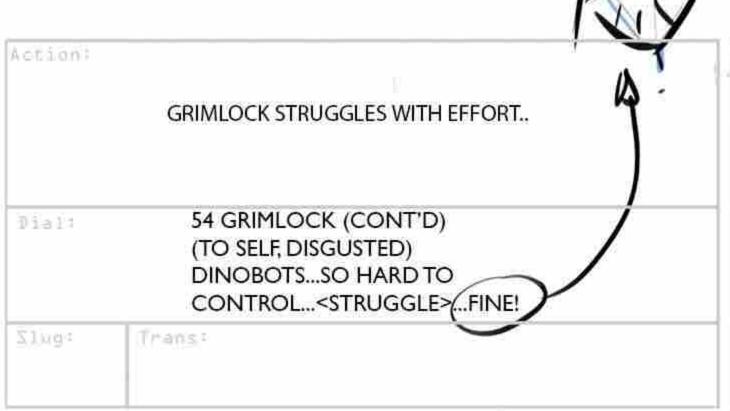
Show: | 08 Act: **A** 

Action:





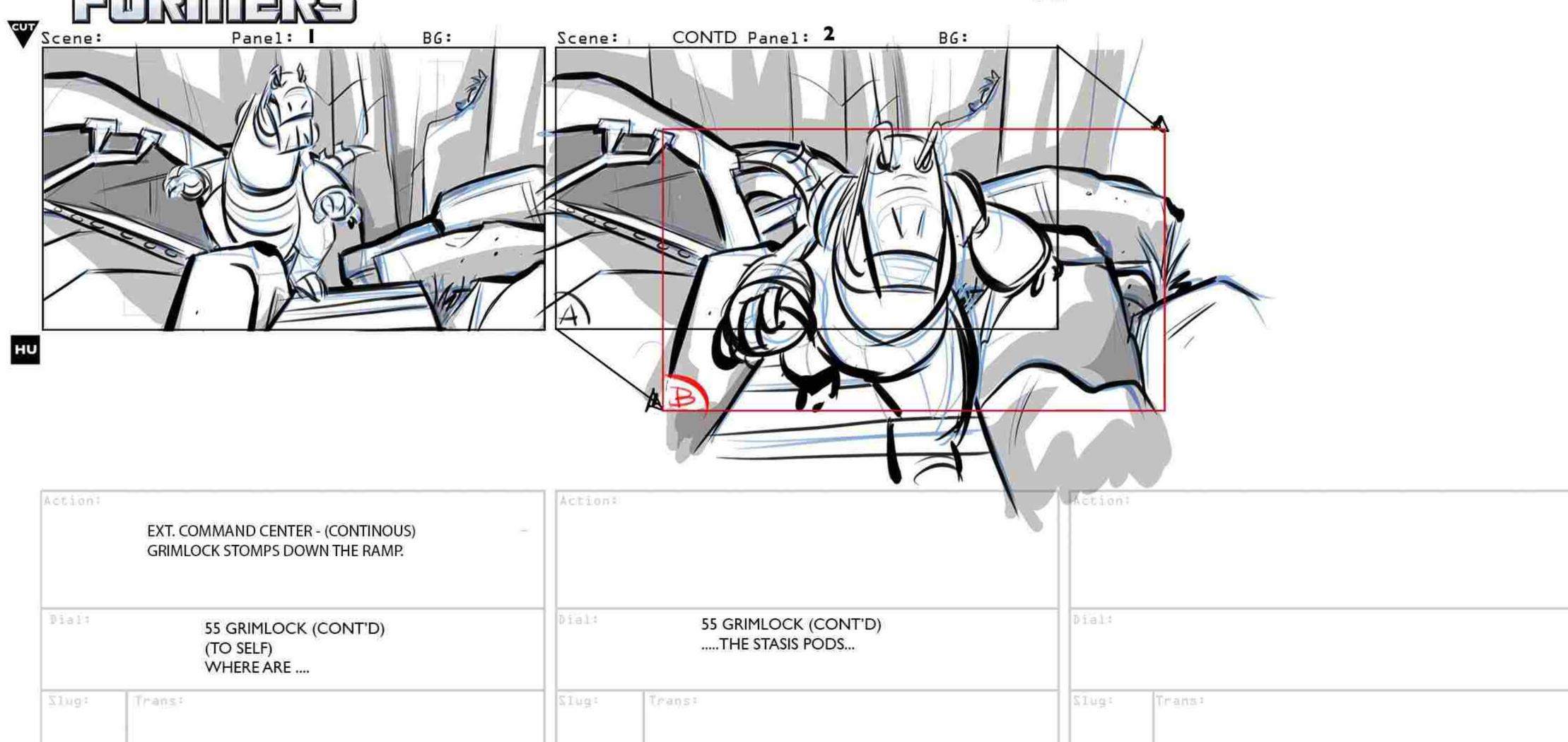




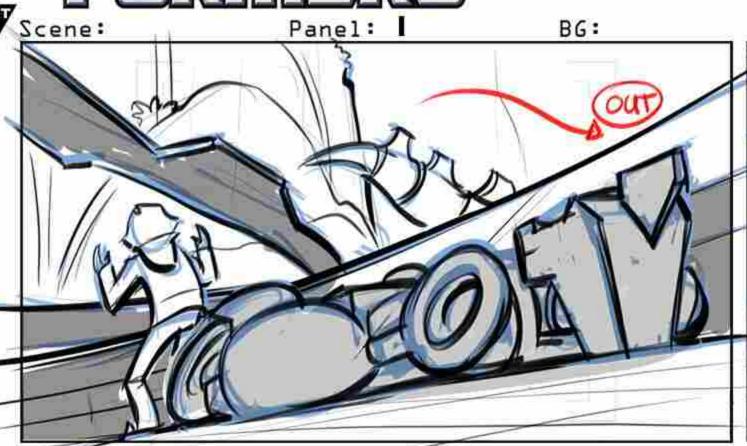
	GRIMLOCK BACKS OUT OF THE COMMAND CENTER.
Dial:	
Slug:	Trans:

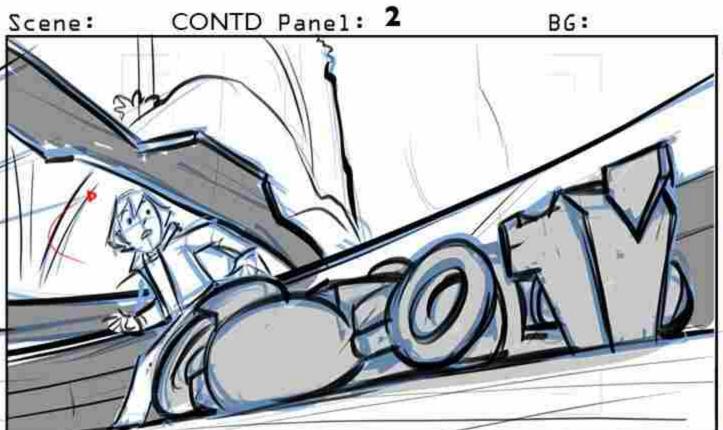
	HE TURNS
ial:	
lug:	Trans:

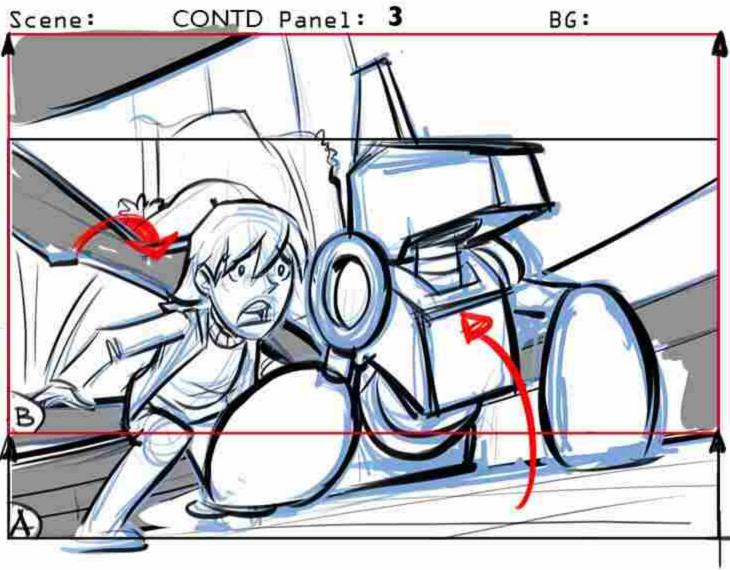
5how: | 08 Act: **Д** 



5how: | 08 Act: **A** 







INT. COMMAND CENTER - (CONTINUOUS) IN THE BACKGROUND GRIMLOCK EXITS.					
Dials	FIXIT: (GROAN)				
<u>Slug</u> :	Trans:				

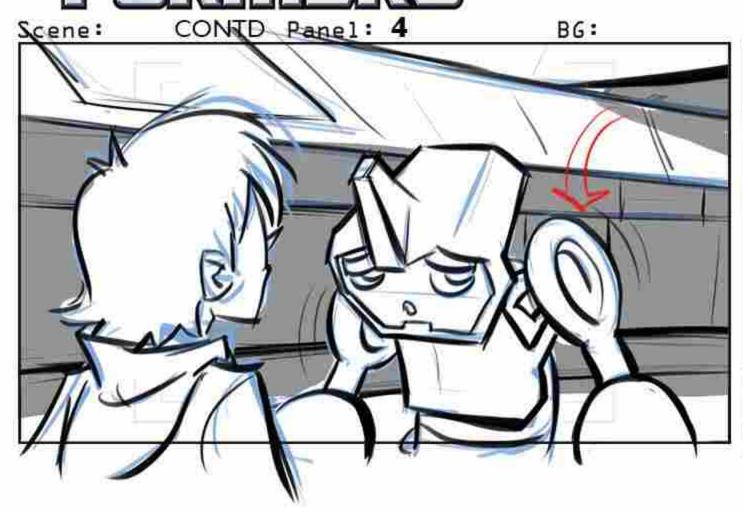
Action:		RUSSELL TURNS	
Dial:			
Slug:	Trans:		

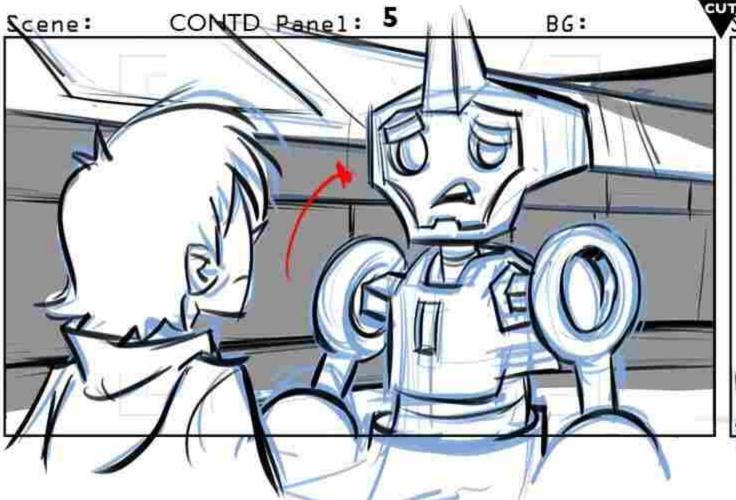
AND RUSHES OVER OVER TO FIXIT. PAN WITH ANIM A - B AS FIXIT SITS UP.						
Dial:	56 RUSSELL					
	AREYOU OKAY?					
Slug:	Transı					

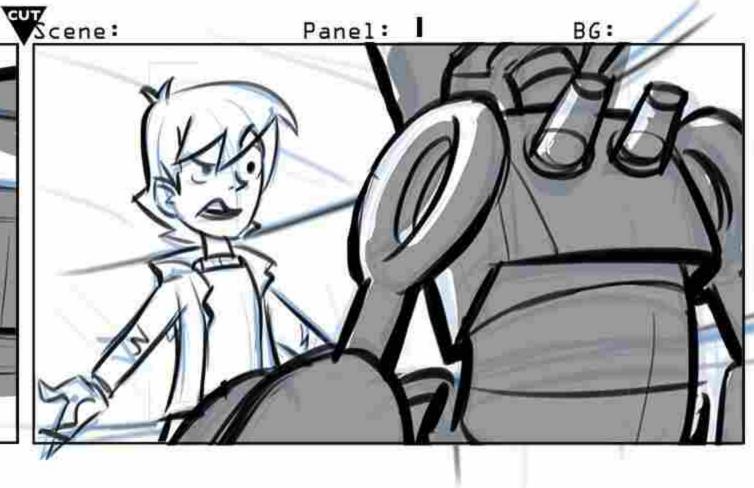




5how: | 08 Act: **Д** 







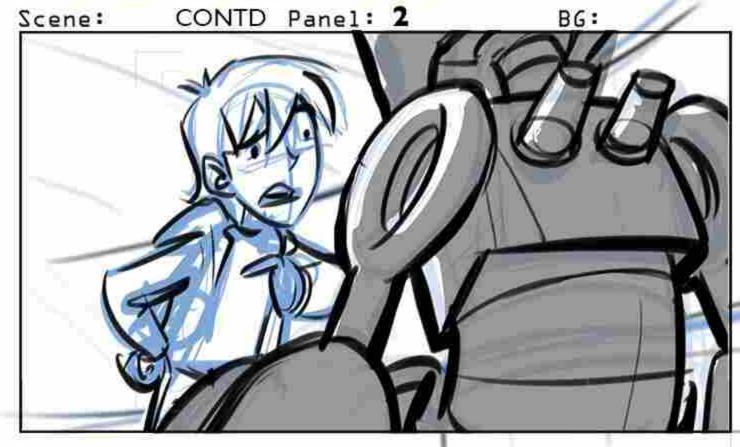
Action:		
Pial:		
	58 FIXIT (CONT'E <relieved sigh<="" td=""><td></td></relieved>	
Zlug:	Trans:	

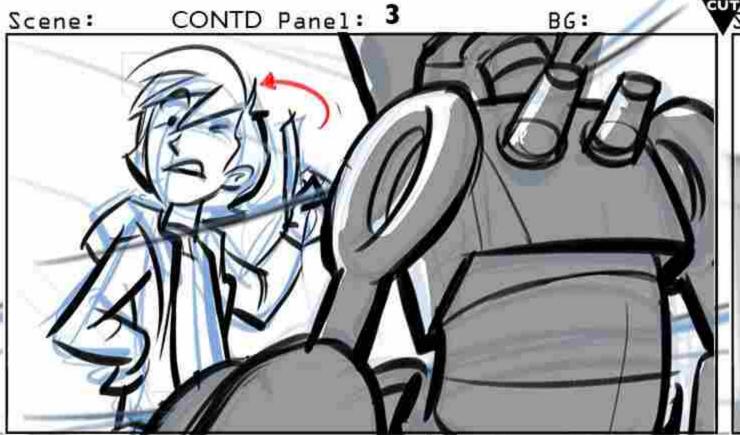
CEIONE		FIXIT "RECOVERS"	
ial:		FO FIVIT (CONT/D)	
		58 FIXIT (CONT'D) NOT.	
lug:	Trans:		

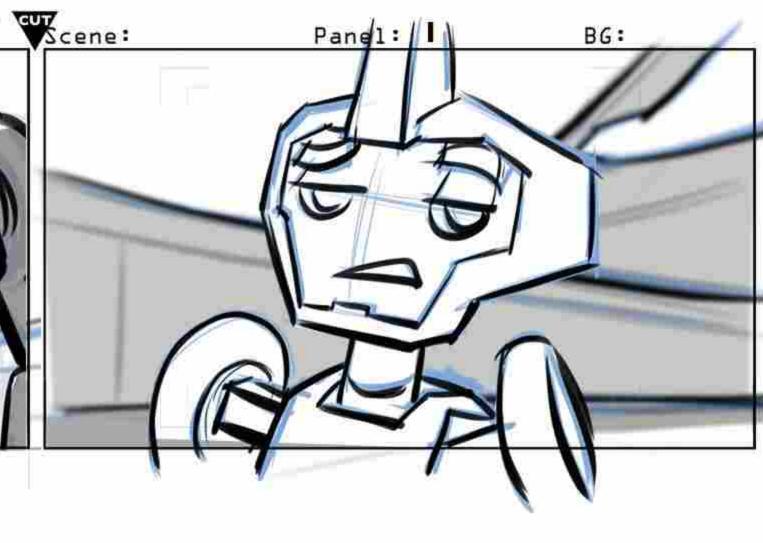
Action:			
		OTS FIXIT, ANGLE ON RUSSELL.	
Dial:		59 RUSSELL FIXIT, I NEED YOU	_
Slug:	Transı		

5how: | 08 Act: **Д** 

Action:



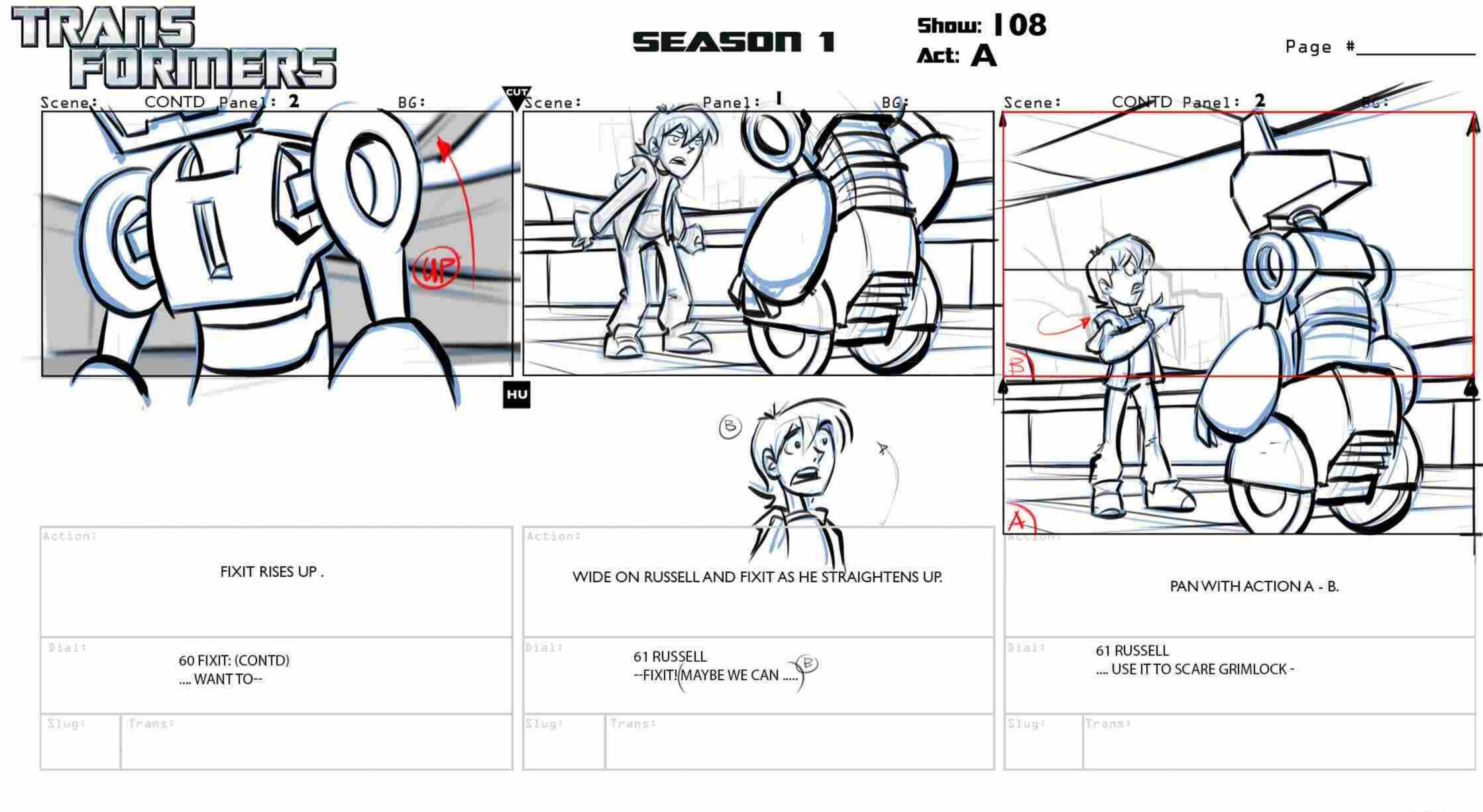




Action:	
Williams	
Dial:	59 RUSSELL TO TELL ME HOW TO WORK
Xlug-	Trans:

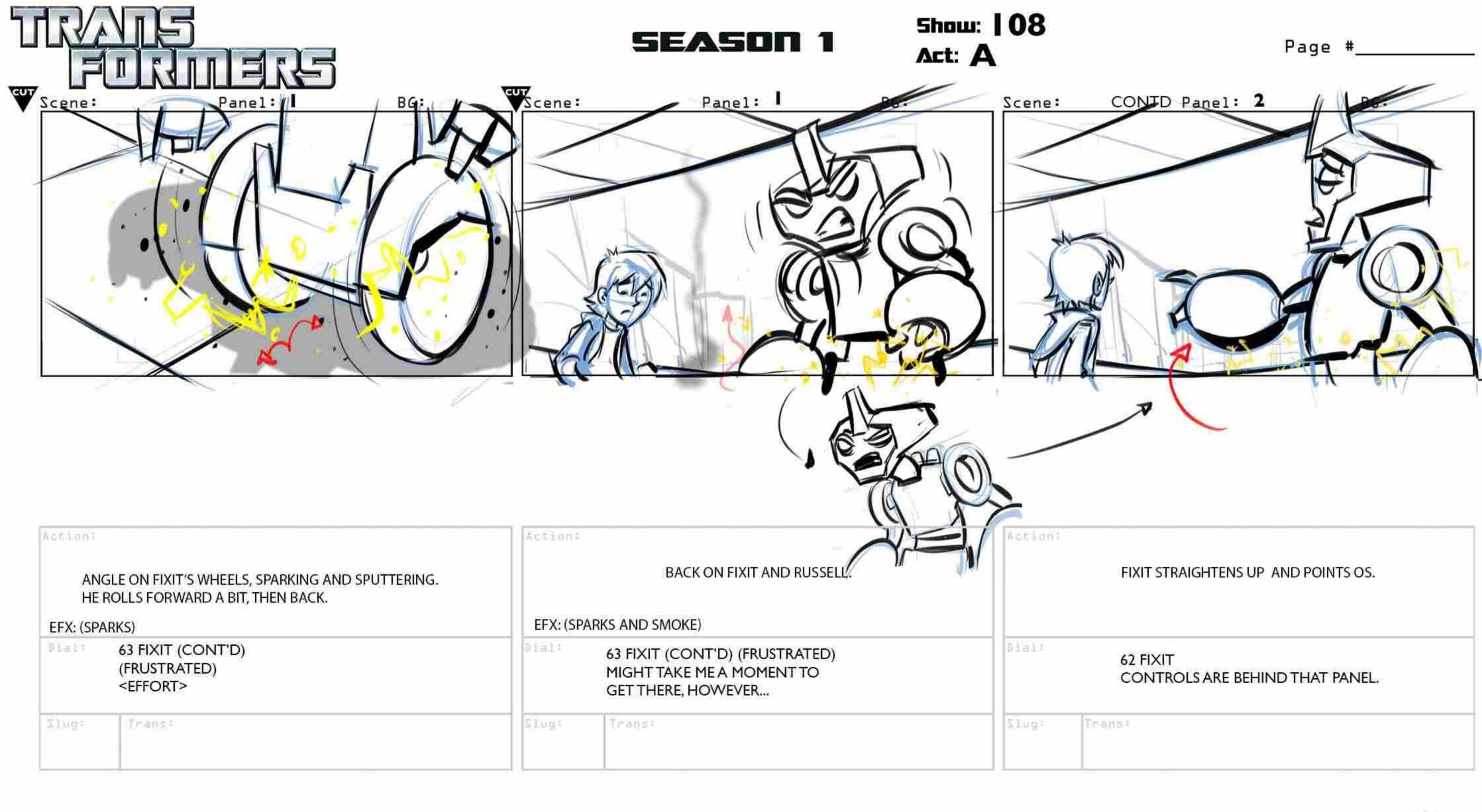
ctions			
ial:		SO DUICCELL	
		59 RUSSELL THE PROXIMITY ALARM.	
lugi	Trans		

	C	CLOSE ON FIXITIRONY DRIPS.	
ial:		60 FIXIT OH, NOW YOU	
Iug:	Transı		





Action:	FIXIT STARTS TO ROLL FORWARD, HOWEVER, SPARKS START TO FLY.	THEY BOTH LOOK DOWN.
61 RUSSELL OR WHATEVER'S COMMANDING HIM AWAY!	EFX: (SPARKS)	Dial:
Zlug: Trans:	Slug: (Mans:	Slug: Trans:



X1mg=

Transi

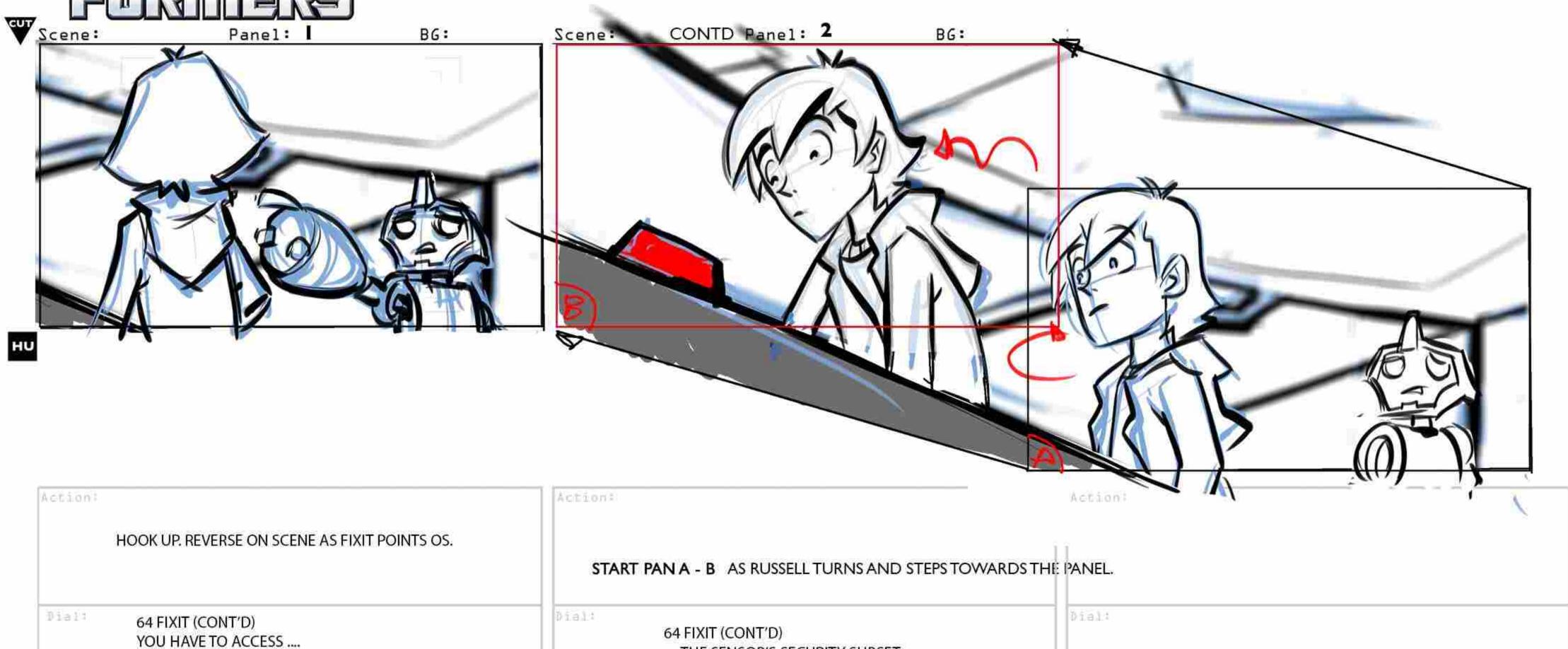
## SEA50N 1

5how: | 08 Act: **Д** 

Slug:

Trans1

Page #\_\_\_\_\_



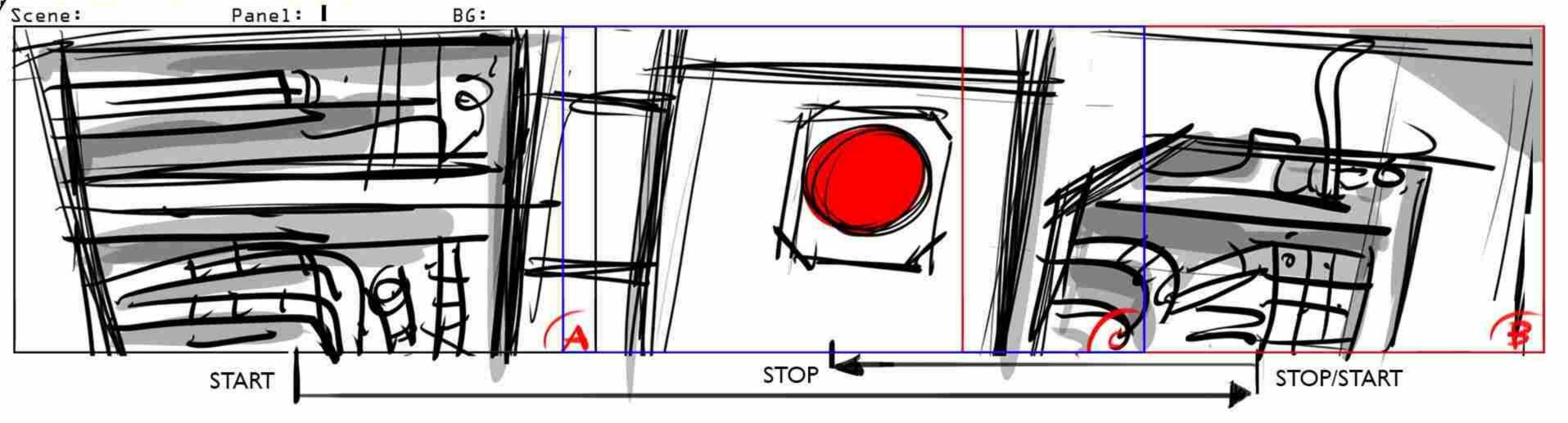
.....THE SENSOR'S SECURITY SUBSET.....

Slug:

Transi

# SEA50N 1

5how: | 08 Act: **A** 

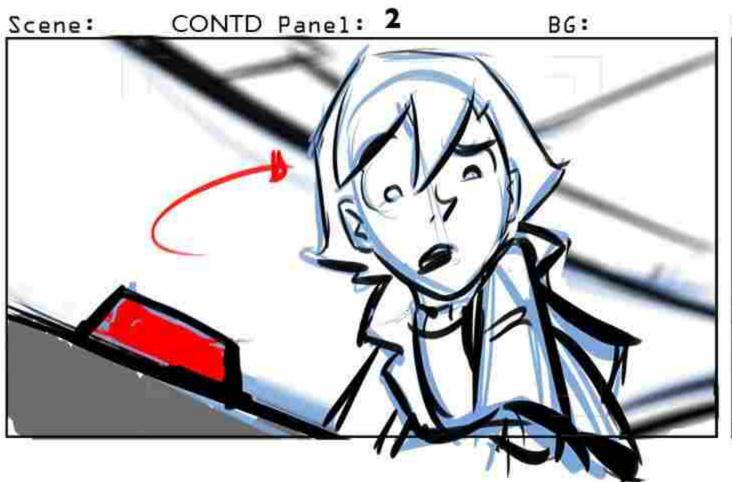


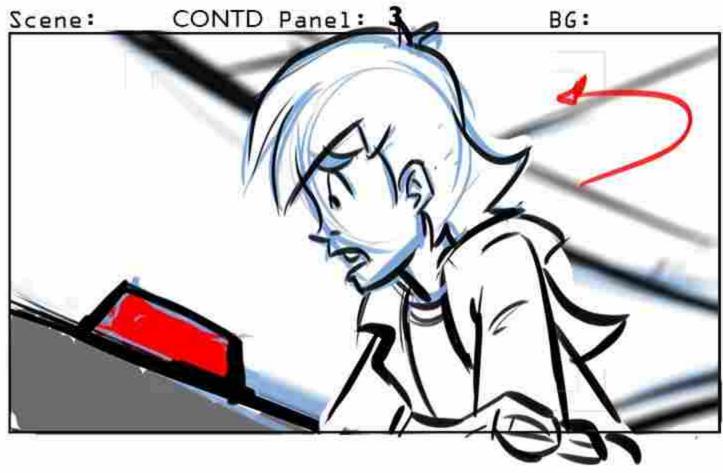
RUSSELLS POV OFTHE CONTROL PANEL.  PAN A - B - C.	Actions	Action:
04 FIXIT (CONT'D) (OS) VERY CAREFULLY.	Dial:	Dial:
Zlug: Trans:	Slug: Trans:	Slug: Trans:

Show: | 08 Act: **A** 

Page #\_\_\_\_\_

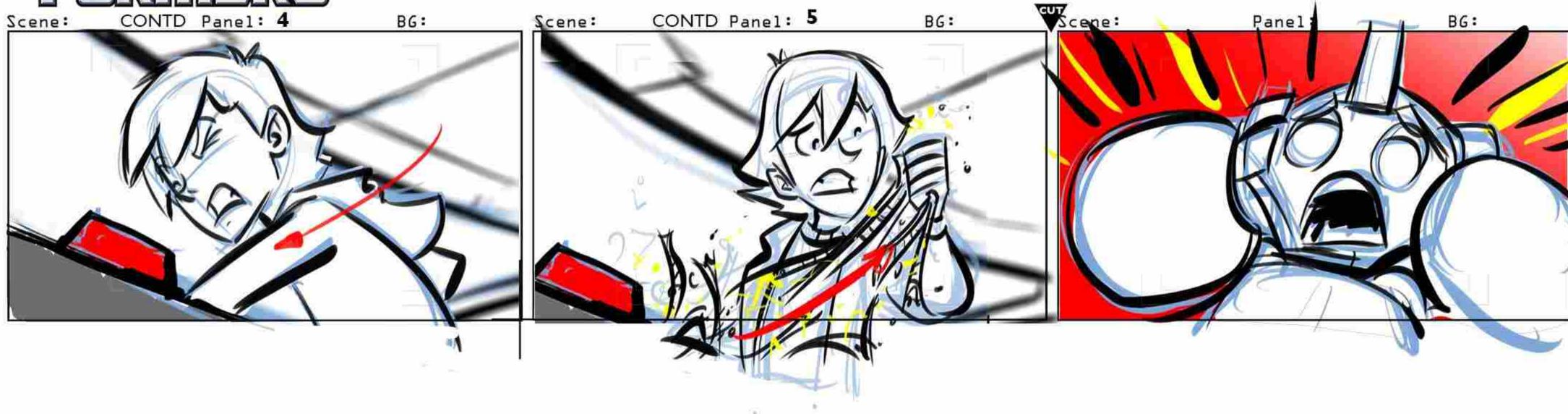
Scene: Panel: | BG:





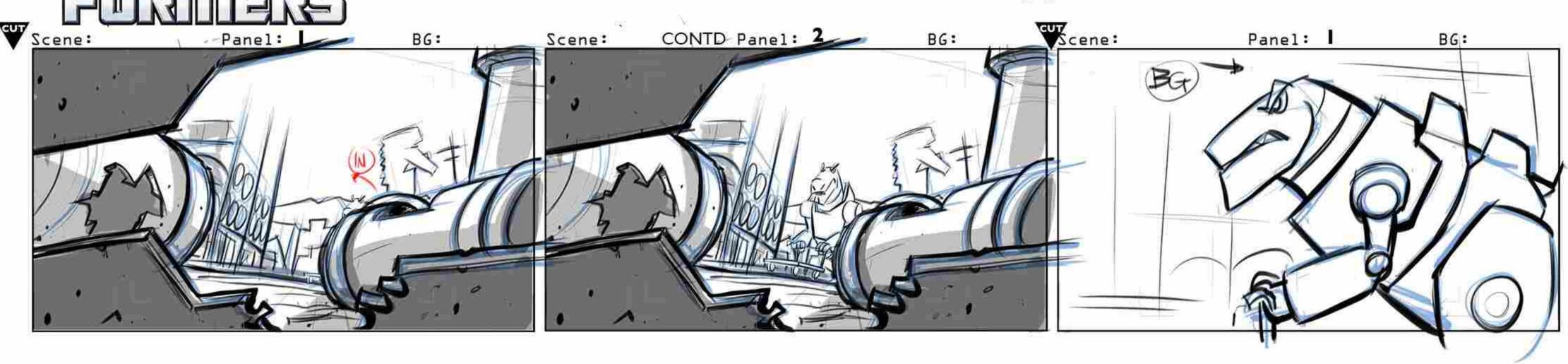
CLOSE ON RUSSELL LOOKING BACK AND FORTH AT THE PANEL.	Actions	Action:
Pial:	65 RUSSELL HOW DO I	65 RUSSELL DO THAT?
Ilug: Trans:	Slug: Trans:	Slug: Trans:

5how: | 08 Act: **Д** 



IN FRUSTRATION, RUSSELL REACHES INTO THE PANEL	AND YANKS OUT A BUNCH OF WIRES. SPARKS FLY. SHIFT BG WITH ACTION.	Action:  ON FIXIT - MORTIFIED!
Dial:	EFX: (SPARKS)	67 FIXIT (CONT'D) AAAAA!!!
Zlug: Trans:	Slug: Trans:	Slug: Trans:

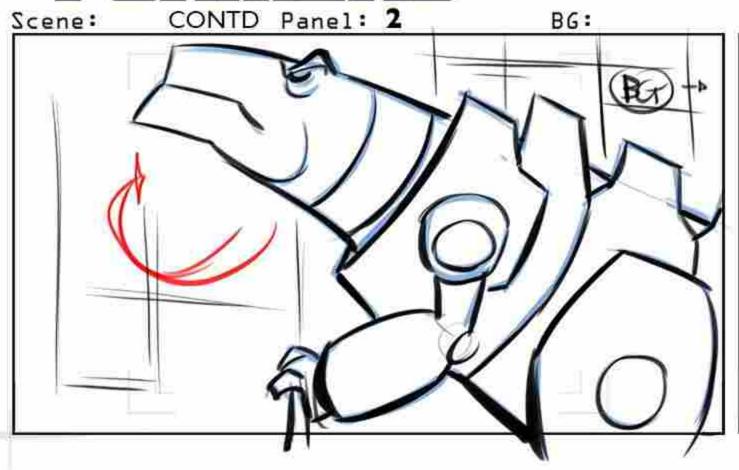
5how: | 08 Act: **A** 

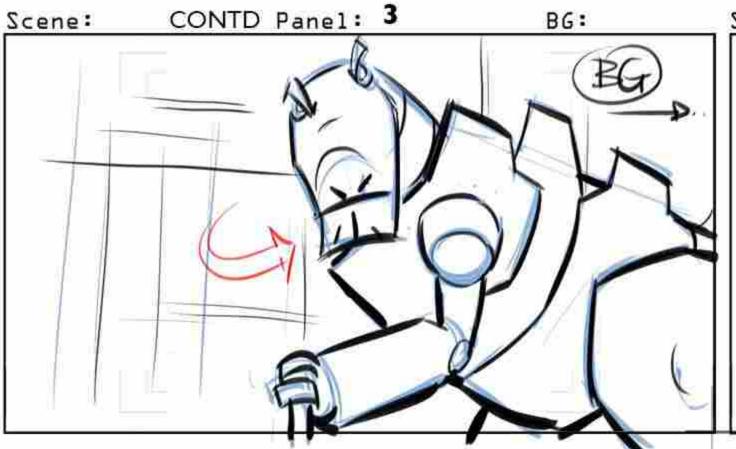


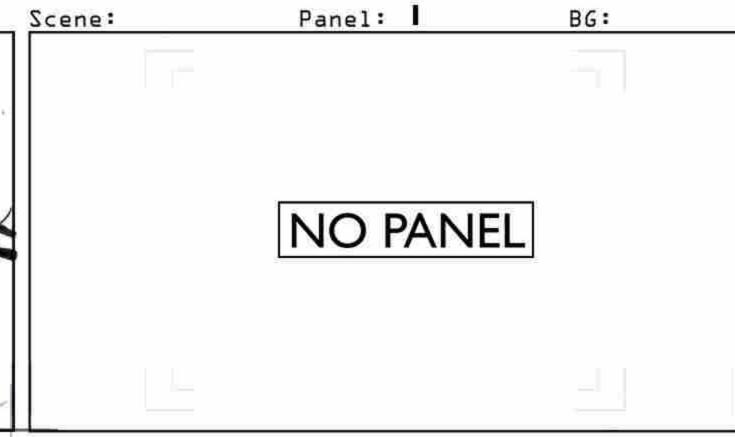
EXT. SCRAPYARD - STASIS POD AREA.  O.S. WE HEAR A SQUEAKY WHEEL.  SFX: (SQUEAKY WHEEL)	GRIMLOCK ,PUSHING A CART, ENTERS PUSHING A CART.	CLOSER ON GRIMLOCK.  (BAD ELEVATOR MUSIC PLAYS IN THE BACKGROUND) PAN BG.  SFX: (SQUEAKY WHEEL)
Dials	68 GRIMLOCK <frustrated growl=""></frustrated>	68 GRIMLOCK: (CONTD) AND ITHOUGHT CORVICONS WERE HOARDERS.
Slug: Trans:	Slug: Trans:	Slug: Trans:

# SEA50N 1

Show: | 08 Act: | A





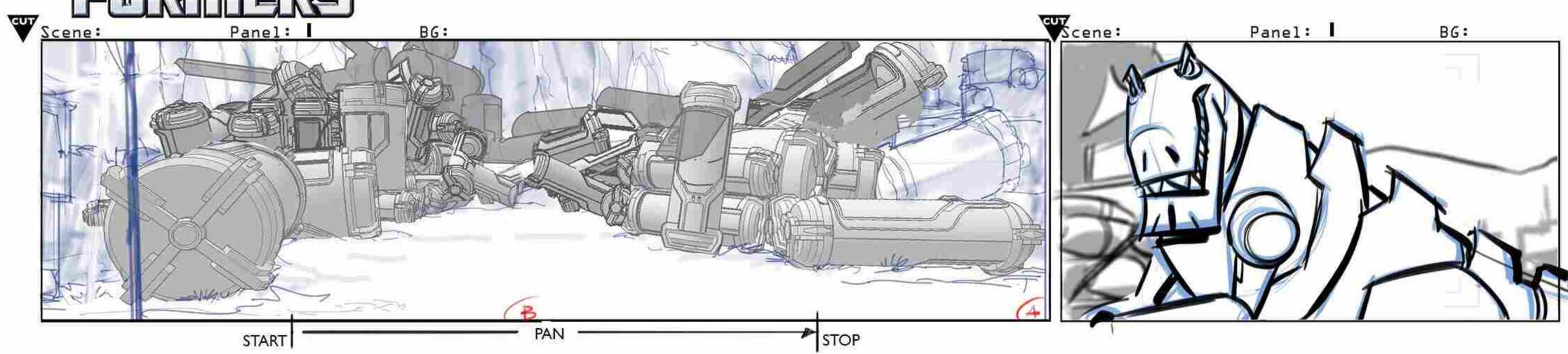


Action:		Acit
	GRIMLOCK LOOKS AROUND.	
SFX: (SQL	JEAKY WHEEL)	
Dial:		Dia
Zlug:	Trans:	Siu

ACEIONS		TA C
Dial:		0:
Slug:	Trans:	53

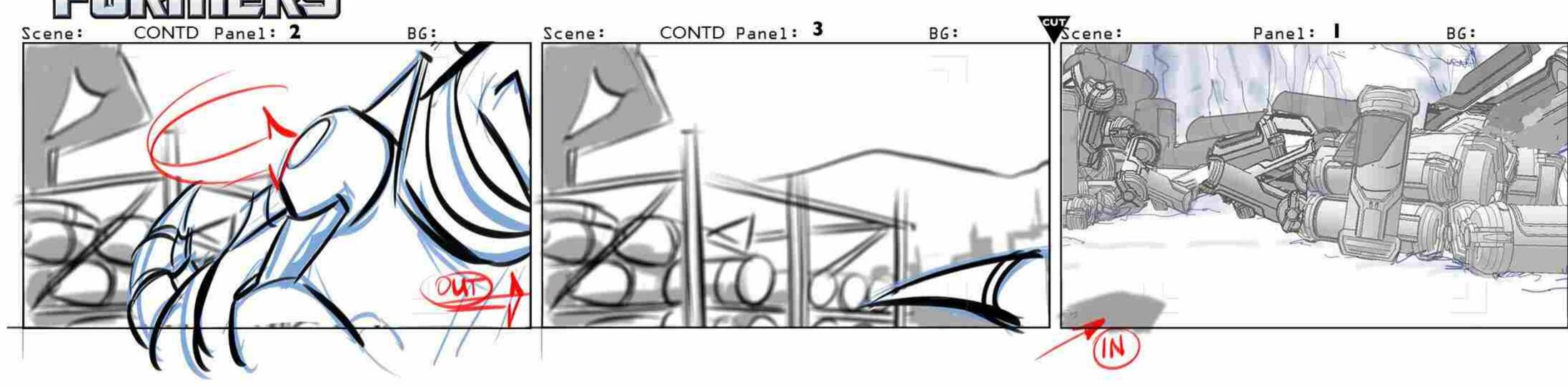
7
-

5how: | 08 Act: **A** 



GRIMLOCK LOOKS AROUND.	Actions	BACK ON GRIMLOCK, HE SMILES.
SFX: (SQUEAKY WHEEL)	Dial:	Dial:
Slug: Trans:	Slug: Trans:	Slug: Trans:

5how: | 08 Act: **A** 

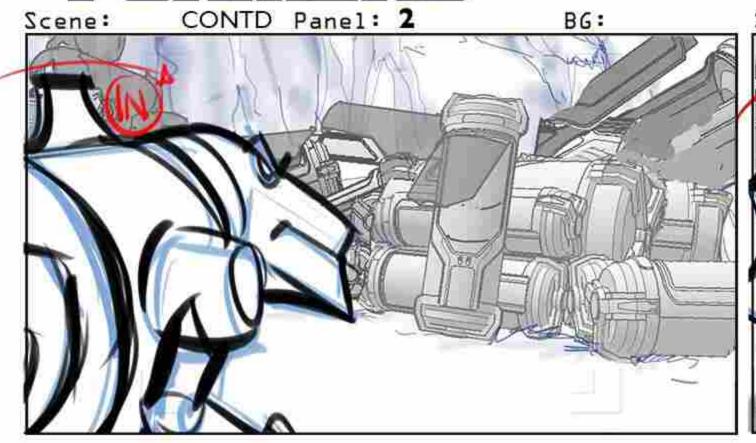


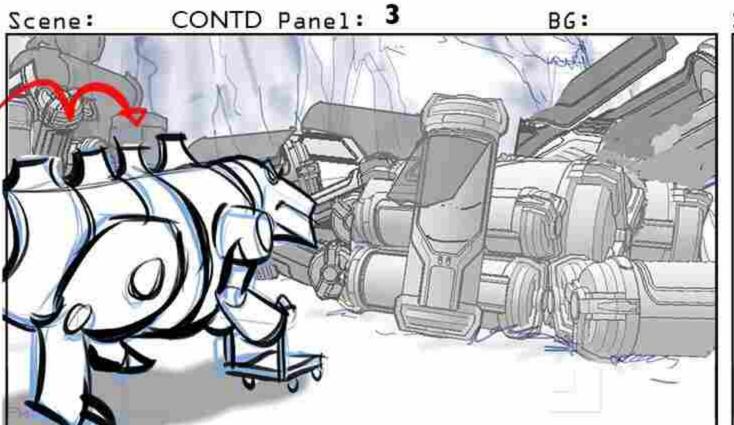
THEN EXITS.	Actions	Angle on the discarded stasis pods. GRIMLOCKS SHADOW SLIDES IN.
SFX: (SQUEAKY WHEEL)		EFX: (SHADOW)
Dia P:	Dial:	Dial:
Slug: Trans:	Slug: Trans:	Slug: Trans:

Show: | 08

Act: A \*\*NO PAGE 006\*\*

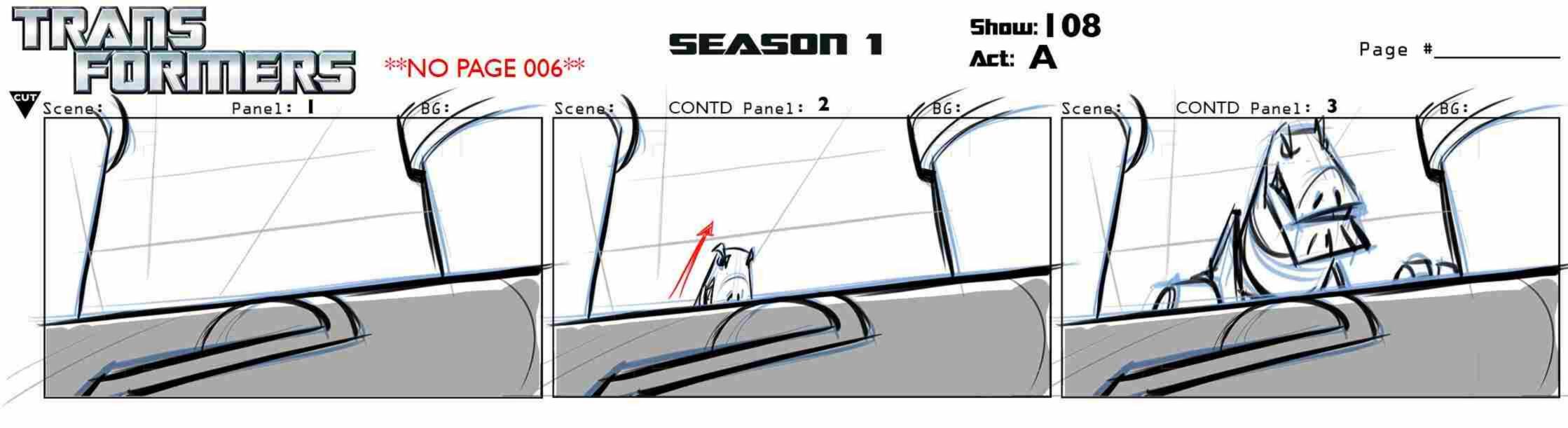
Page	#
_	3





Scene:	CONTD	Panel: 4	BG:
		NO PANEL	

Actions	Actions	Action;
GRIMLOCK WALKS TOWARDS THE STASIS PODS.		
EFX: (SHADOW) SFX: (SQUEAKY WHEEL)		
Dia 1:	Dial:	Dial:
Zlug: Trans:	Slug: Trans:	Slug: Trans:



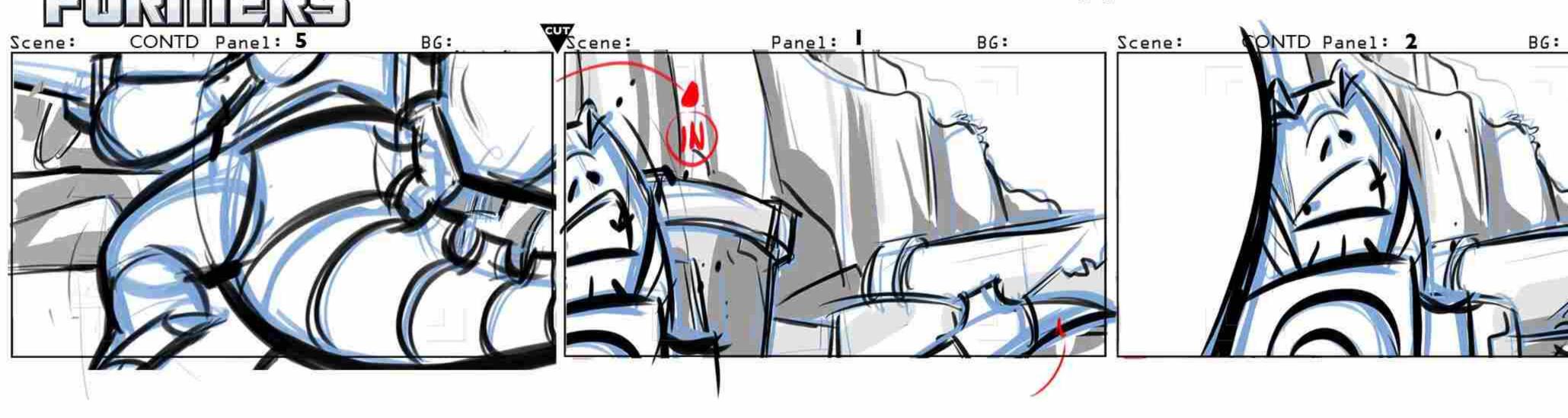
Action:	ANGLE ON A STASIS POD	Action	GRIMLOCK COME UP FROM BEHIND	Action:	HE SMILES.
Pial:		Dial:		Dial:	
Zlug-	Trans:	Slug:	Trans:	Slug:	Trans:

	5EA50N 1 Act:	
STOP	Scene: CONTD Panel: 5 BG:	HU Panel: BG:
	GRIMLOCK STARTS TO LIFT UP THE POD.  EFX: (SHADOW)	REVERSE ANGLE ON GRIMLOCK STRUGGLING WITH THE VERY LARGE STASIS POD.  EFX: (SHADOW)
VERT. PAN A - B  69 GRIMLOCK (CONT'D)  YOU'RE UP FIRST, UNDERBITE.	Dial:	Dial:
Slug: Trans:	Slug: Trans:	Slug: Trans:



Action:	Actions	Action:
SHIFT BG WITH ACTION AS GRIMLOCK TRIES TO STEADY HIMSELF.		
EFX: (SHADOW)		
Dials	Dial:	Dial:
Ilug: Trans:	Slug: Trans:	Slug: Trans:

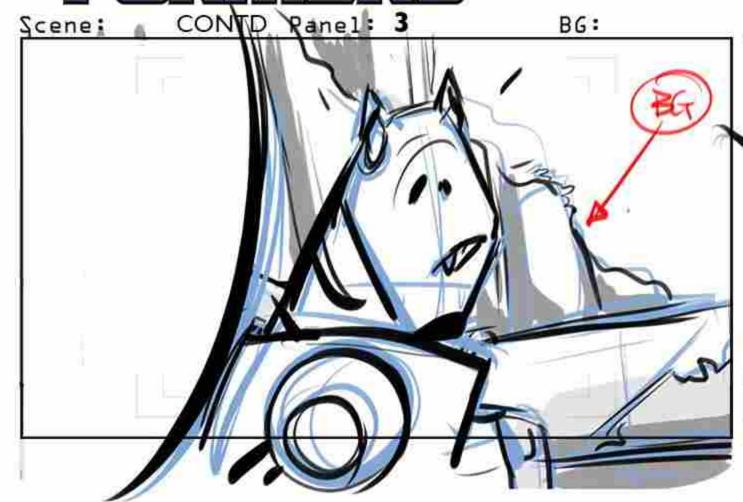
Show: | 08 Act: A

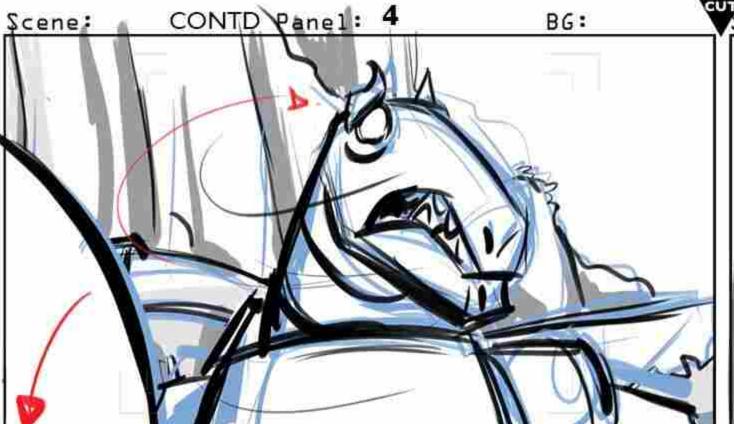


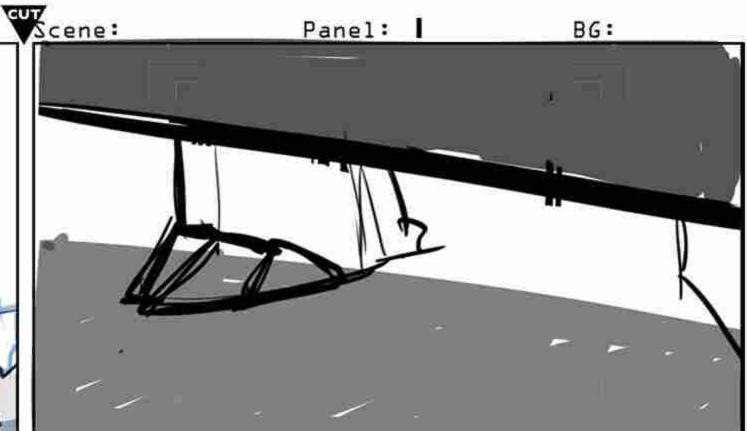
GRIMLOCK FILLS SCREEN.		ANGLE ON STASIS POD AREAD, GRIMLOCK BACKS INTO SCENE,		Actions	
				SFX:(AL	ARM KLAXON)
Dial:		Dial:		Dial:	
Ilug: Trans:		Slug:	Trans:	Slug:	Transı

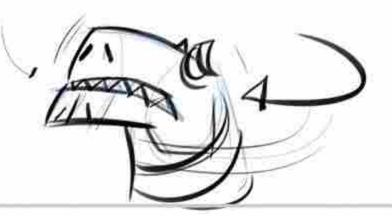
5how: | 08 Act: **A** 

Page	#	
rage	m	









Action:	
	PROXIMITY ALARM GOES OFF, STARTLING GRIMLOCK, THE ADJUST ON BG WITH ACTION.
SFX:(AL/	ARM KLAXON)
Dial:	
Zlug-	Trans:

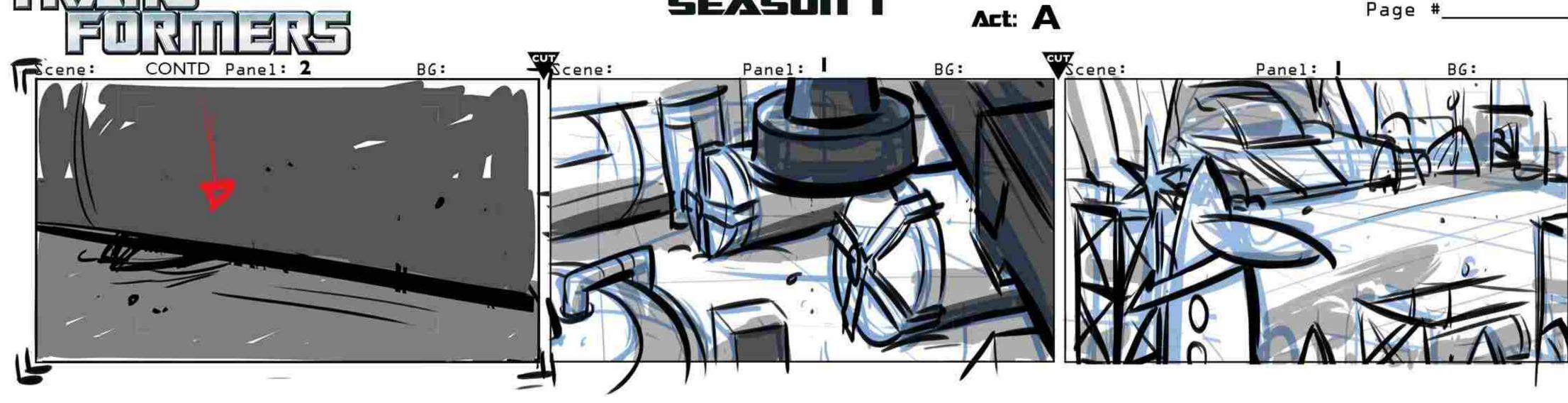
	ETURNS SUDDENLY, FORGETTING THAT HE'S HOLDING TO THE POD, WHICH DROPS OUT OF SCENE.	ANG
al:	70 GRIMLOCK (CONT'D) HUH?	Dial:
nā:	Trans:	Slug:

Actions

1	wethidh.	
	ANGLE	ON GRIMLOCK'S FOOT AS THE POD FALLS INTO SCENE.
	Dial:	
	Slug:	Trans1

Show: | 08

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## "CAMERA SHAKE"

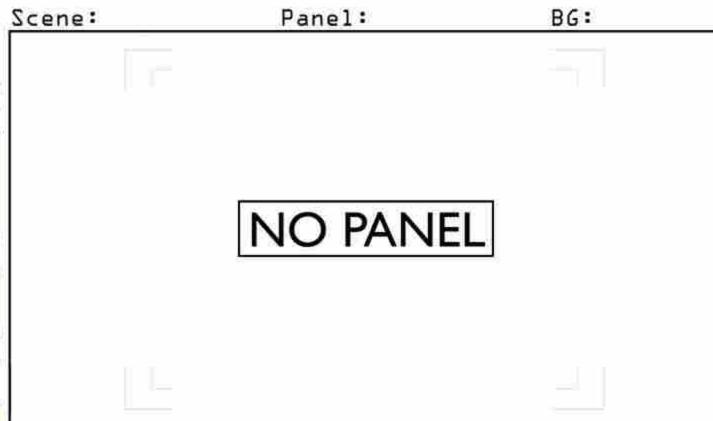
Action:	WIDE ON THE SCRAPYARD STASIS AREA. GRIMLOCKS YELL IS HEARD OS.	Action:  ANGLE ON COMMAND CENTER. GRIMLOCK'S OS STAGEYELP ECHOES AWAY.
SFX:(ALARM KLAXON)	SFX:(ALARM KLAXON)	SFX:(ALARM KLAXON)
Dial:	70 GRIMLOCK <pained yelp=""></pained>	70 GRIMLOCK (CONT'D) <pained yelp=""></pained>
Zlug: Trans:	Slug: Trans:	Slug: Trans:

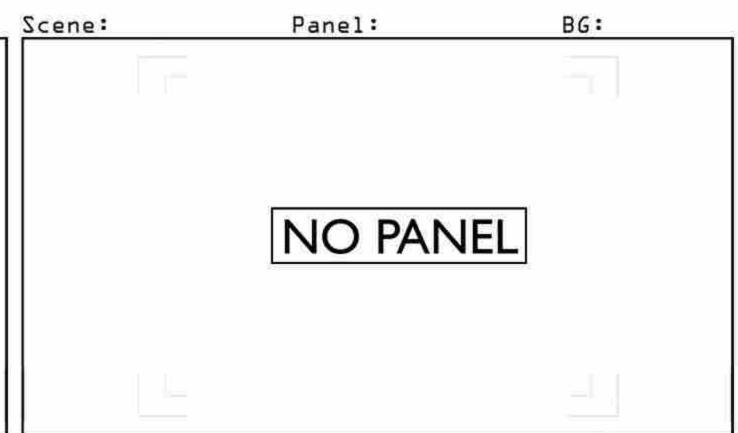
# SEA50N 1

5how: | 08 Act: **A** 

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## "CAMERA SHAKE"

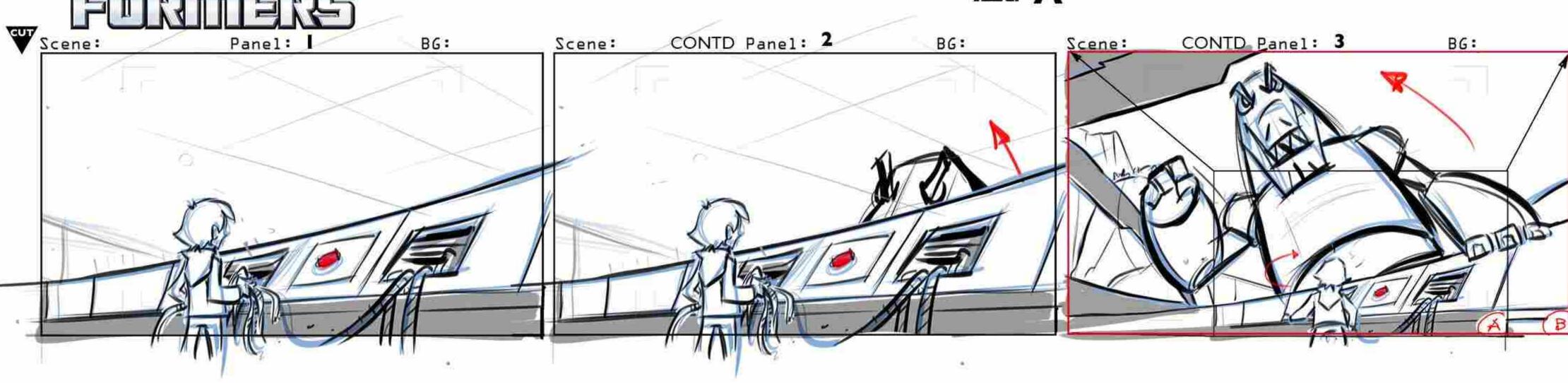
EXTREME WIDE ON THE SCRAPYARD AND THE SURROUNDING AREA. GRIMLOCKS YELL ECHOYS THROUGHOUT THE AREA.  SFX:(ALARM KLAXON)	Actions	Action:
70 GRIMLOCK (CONT'D) <pained yelp=""></pained>	Dial:	Dial:
Zlug: Trans:	Slug: Trans:	Slug: Trans:



EXT. SCRAPYARD - COMMAND CENTER AREA.  O.S. WE HEAR A SQUEAKY WHEEL.	THE CART, NOW LADEN WITH THE POD, SQUEAKS IT'S WAY IN.	Action;
SFX: (SQUEAKY WHEEL/ ALARM KLAXON)		
Dials	Dial:	Dial:
Xlug: Trans:	Slug: Trans:	Slug: Trans:

Show: | 08

Act: A



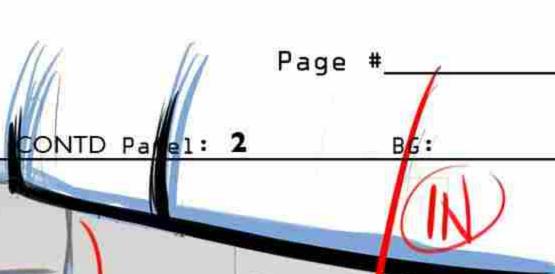
INT COMMAND CENTER - ANGLE ON RUSSELL BY THE CONTROL PANEL. HE'S HOLDING A BUNCH OF WIRES.	GRIMLOCK RISES UP INTO SCENE.	TRUCK OUT A - B, AS GRIMLOCK CONTINUES TO RISE UP.
SFX: (ALARM KLAXON)		
Dial:	Dial:	Dial:
Zlug: Trans:	Slug: Trans:	Slug: Trans:

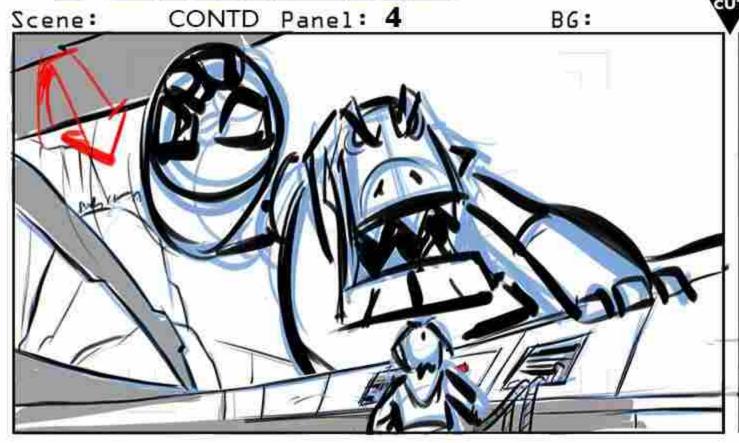


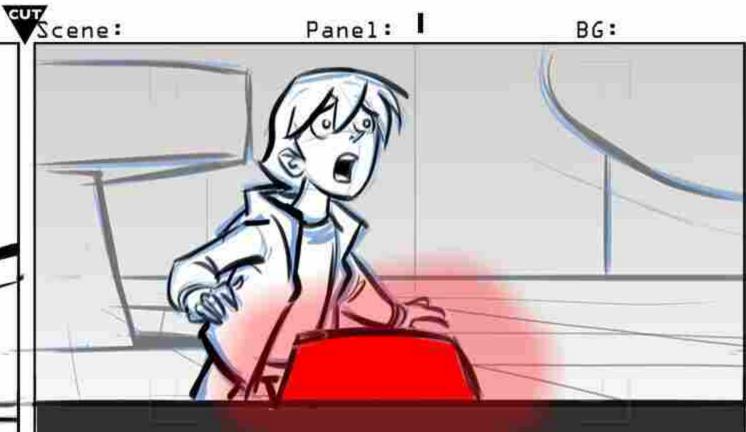
Show: | 08

Act: A

Scene:







Action:	Actions	Action:
INT COMMAND CENTER - ANGLE ON RUSSELL BY THE CONTROL PANEL. HE'S HOLDING A BUNCH OF WIRES.	ANGLE ON RUSSELL, THE ALARM BUTTON IN THE FOREGROUND.	GRIMLOCK'S FIST INTO SCENE.
SFX: (ALARM KLAXON)	SFX: (ALARM KLAXON)	
71 GRIMLOCK TURN THAT NOISE	Dial:	Dial:
Tlug: Trans:	Slug: Trans:	Slug: Trans:



Action:SMASHING INTO THE PANEL.THE ALARM STOPS.	HAND OUT. THE PANEL IS SMASHED, SPARKS FLY.	As Russell striaghtens up, grimlock reaches in
71 GRIMLOCK OFF!	Dial:	Dial:
Ilug: Trans:	Slug: Trans:	Slug: Trans:

## Show: | 08 SEASON 1 Page #\_\_\_ Act: A CONTD Panel: 6 Scene: Scene: Scene: Panel: BG: Panel: NO PANEL NO PANEL

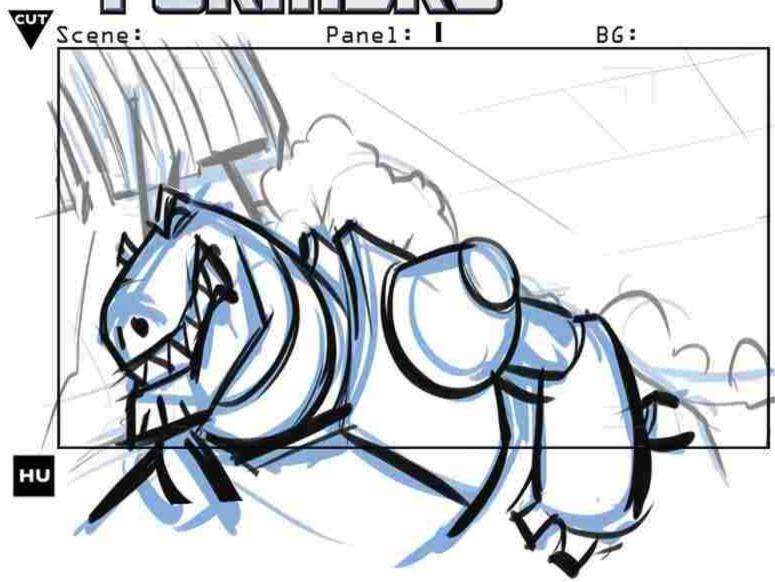
AND YANKS RUSSELL OUT.	Actions	Action;
72 RUSSELL <yanked yelp!=""></yanked>	Dial:	Dial:
Slug: Trans:	Slug: Trans:	Slug: Trans:

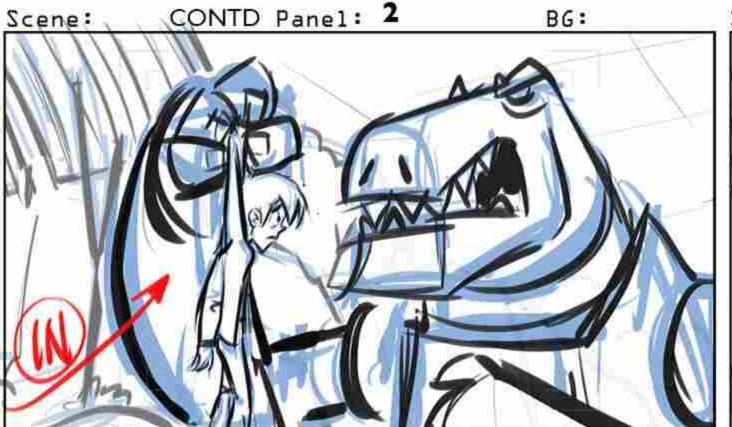
BG:

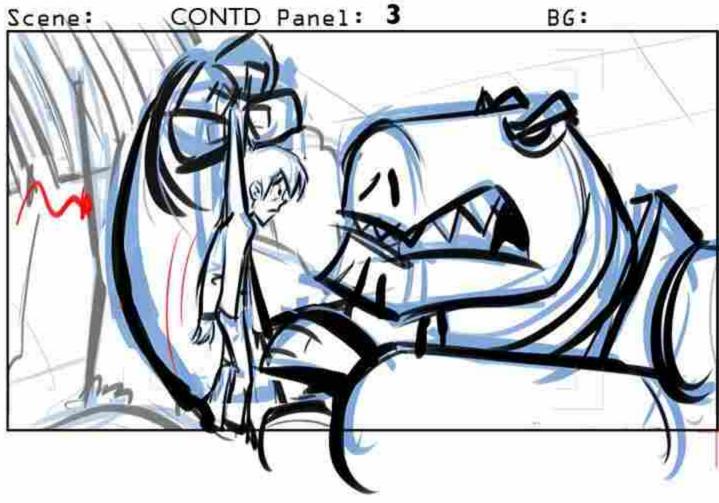
## SEA50N 1

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EXT. COMMAND CENTER GRIMLOCK PULLS RUSSELL UP INTO SCENE.

Dial:

Trans:

GRIMLOCK DANGLES RUSSELL BY THE HOOD OF HIS HOODIE

73 GRIMLOCK
LISTEN, HUMAN, I KNOW YOU WERE
TRYING .....

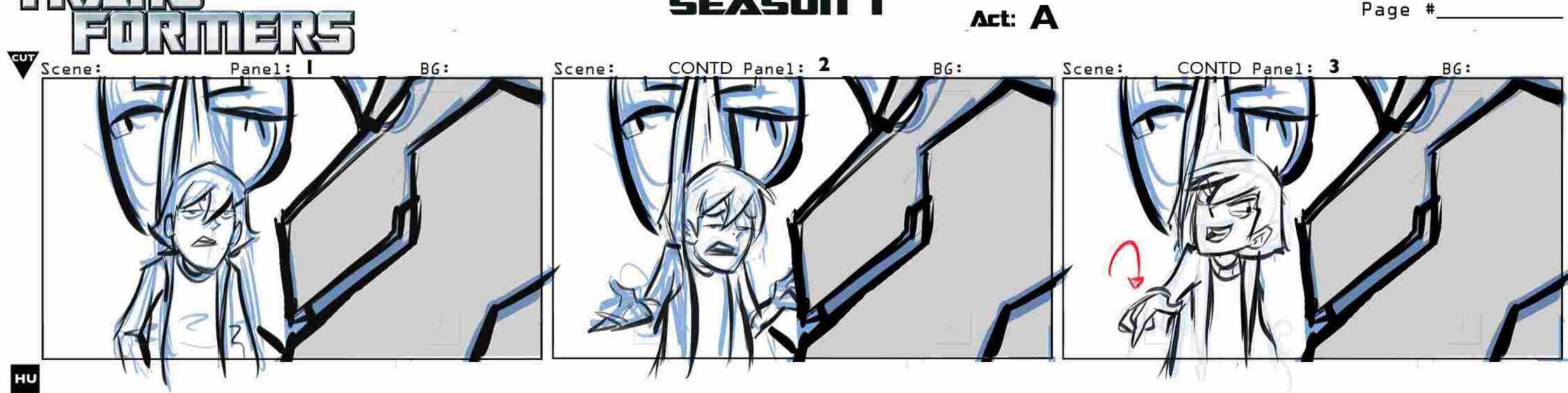
\$1ug: Trans:

Actions

Dial: 73 GRIMLOCK ...TO SIGNAL FOR HELP--

5how: | 08

Page #\_

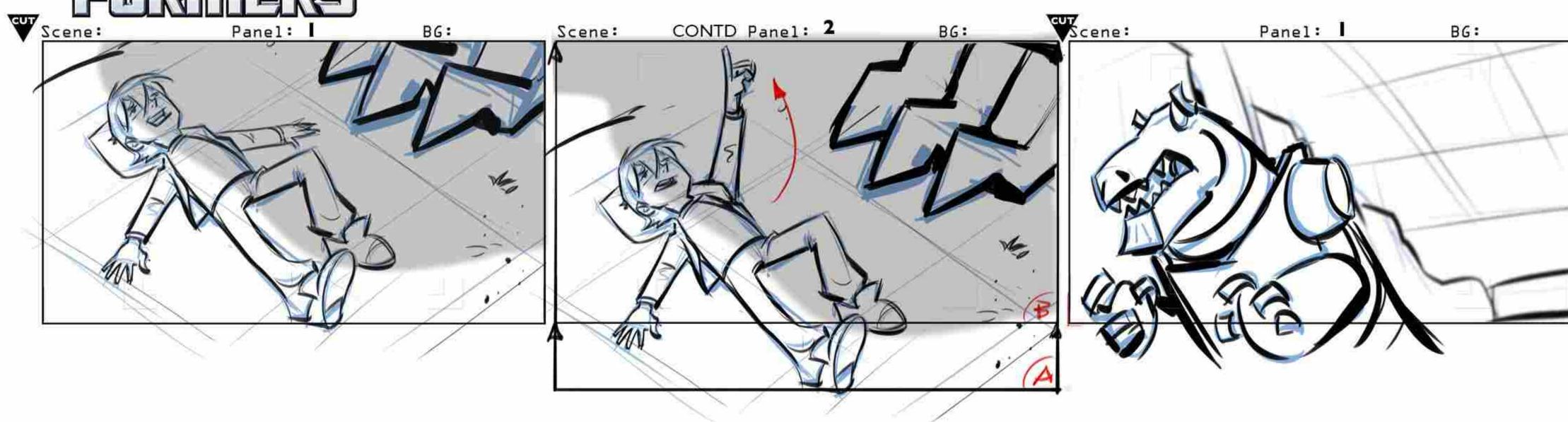


CLOSE ON RUSSELL.	Actions	Action:
74 RUSSELL (COOLLY) I WASN'T,	74 RUSSELL (COOLLY) BUT HELP'S COMING ANYWAY, OPTIMUS PRIME	74 RUSSELL (COOLLY)SHOULD BE HERE ANY SECOND.
Slug: Trans:	Slug: Trans:	Slug: Trans:

# SEASON 1 Show: | 08 Act: A Page #\_\_\_\_\_\_ Scene: CONTD Panels 4, BG Scene: CONTD Panels 2 BG: Scene: CONTD Panels 2 BG: Page #\_\_\_\_\_\_

FRIGHTENED, GRIMLOCK < DROPS> RUSSELL.	WIDE ON SCENE . A SPOOKED GRIMLOCK LOCKS AROUND. RUSSELL DROPS OUT OF SCENE.	Action:
74 RUSSELL <dropped impact="" whoa=""></dropped>	75 GRIMLOCK OPTIMUS?!	Dial:
Slug: Trans:	Slug: Trans:	Slug: Trans:

5how: | 08 Act: **A** 

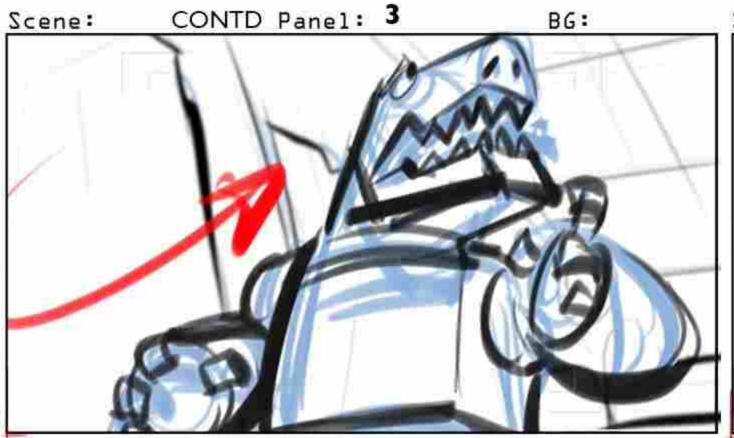


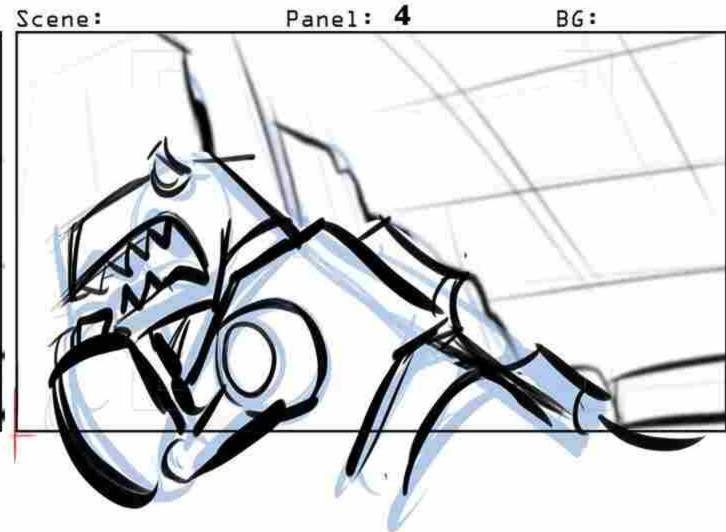
Action:  ANGLE ON RUSSELL.		Actions	SHIFT WITH ACTION A - B AS RUSSELL POINTS UP.		WIDE ON SCENE, GRIMLOCK DANCES NERVOUSLY FROM SIDE-TO-SIDE.		
Dial:	76 RUSSELL THAT WAS OUR NEW PROXIMITY ALARM.	Dial:	76 RUSSELL (CONTD) IT MEANS OPTIMUS IS CLOSE BY.	Dial:		77 GRIMLOCK I CAN'T BEAT OPTIMUS	
Zlug-:	Trans:	Slug:	Trans:	Slugi	Trans:		

5how: | 08 Act: | A

Page #\_\_\_\_\_

Scene: CONTD Panel: 2 BG:



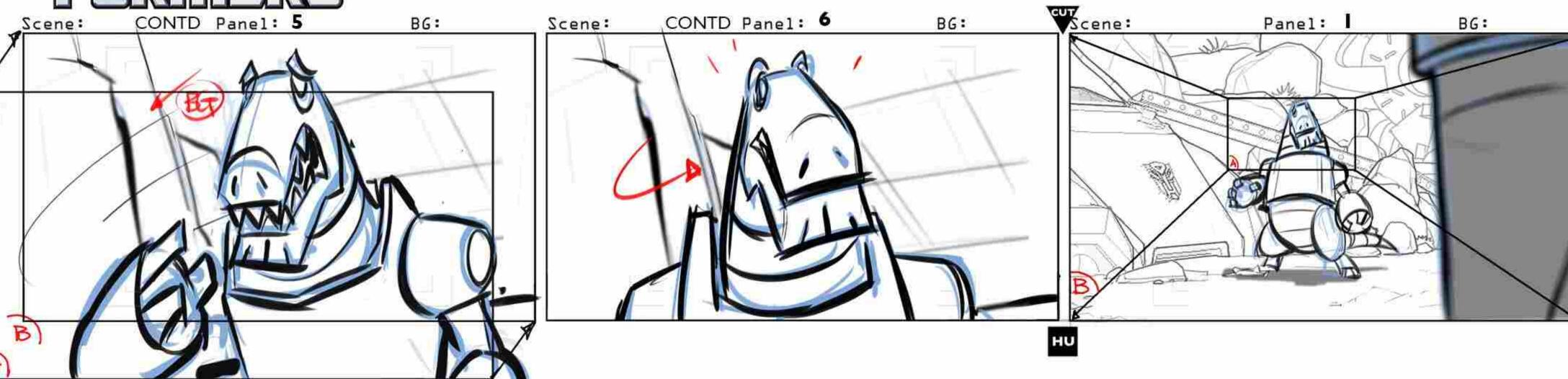


Action:		
Dial:	77 GRIMLOCK MANO-AMANO	
<u>Xlug</u> :	Trans:	

Action		
Dial:		
	77 GRIMLOCK BUT THE BOSS'LL SCRAP ME	
Slug:	Trans:	

Show: | 08

Act: A

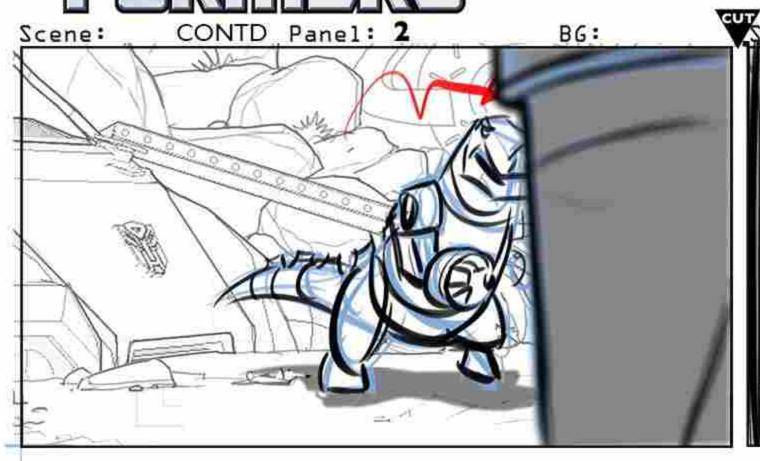


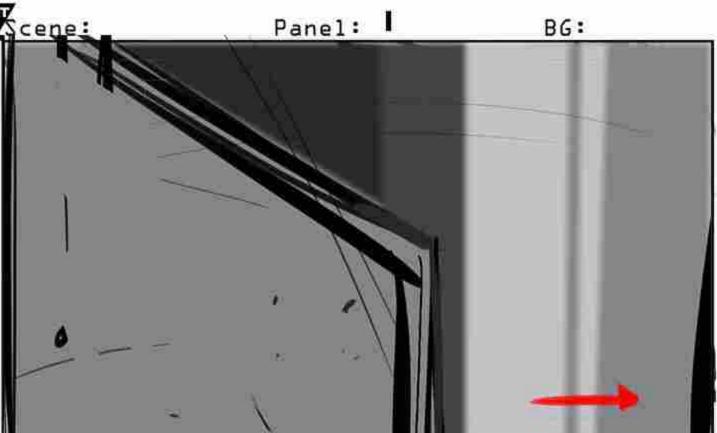
SHIFT WITH ACTION A - B AS GRIMLOCK STRAIGHTENS UP.	Actions	HOOK UP, FAST TRUCK OUT A - B. GRIMLOCK REMEMBERS THE POD. *(AFTER THE TRUCK OUT, DELIVER THE LINE) *		
Dia:	77 GRIMLOCK I'M NOT EMPTY-HANDED.	77 GRIMLOCK I HAVE UNDERBITE.		
Slug: Trans:	Slug: (rans:	Slug: Trans:		

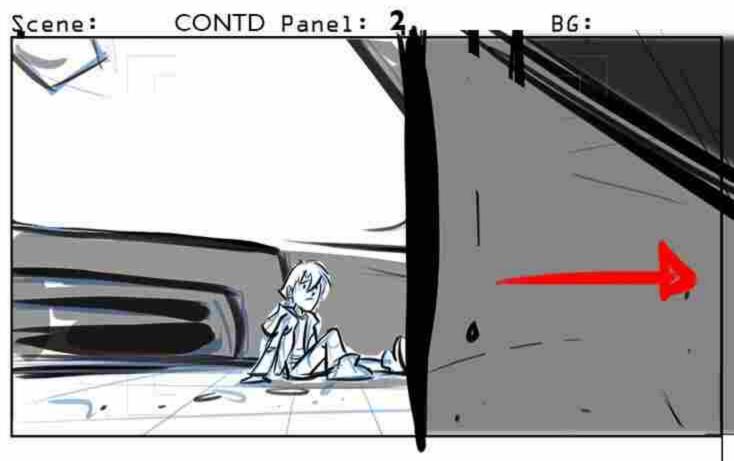
# SEA50N 1

5how: | 08 Act: **Д** 

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## \*\*(NOTE: THE POD IS ALREADY IN MOTION WHEN WE START SCENE)

Action: CUT Of	N ACTION AS GRIMLOCK RUNS TOWARDS THE POD.	CLOSE ON STASIS POD.WE HEAR THE SQUEAKY WHEEL AGAIN.  SFX: (SQUEAKY WHEELS)	Action:	IT'S BEING PULLED OUT OF SCENEREVEALLING RUSSELL SITTING ON THE GROUND.
Dial:		Dial:	Dial:	
Zlug:	Trans:	Slug: Trans:	Slug:	Trans:

Show: | 08



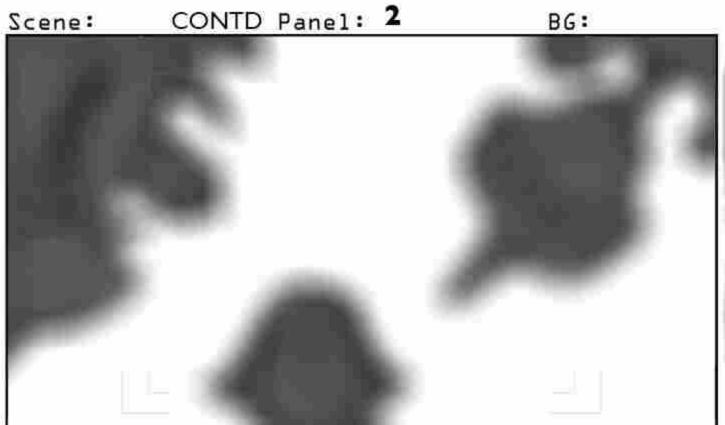
ON RUSSELL, SITTING ON THE GROUND. TRUCK IN A - B.  SFX: (SQEAKY WHEEL -DOPPLERS AWAY)	CLOSE ON RUSSELL,	HIS EYES NARROW AS HETRIES TO, PUZZLE GRIMLOCKS BEHAVIOUR OUT. TRUCK IN A - B
Dia E	Dial:	Dial:
Slug: Trans:	Slug: Trans:	Slug: Trans:

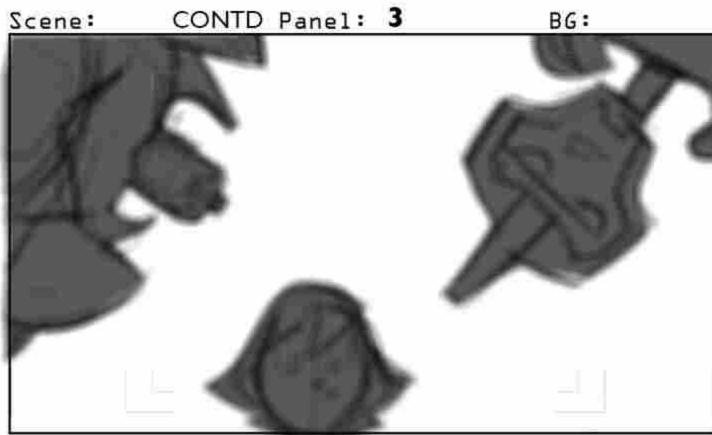


5how: | 08 Act: **A** 

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Scene: Panel: BG:



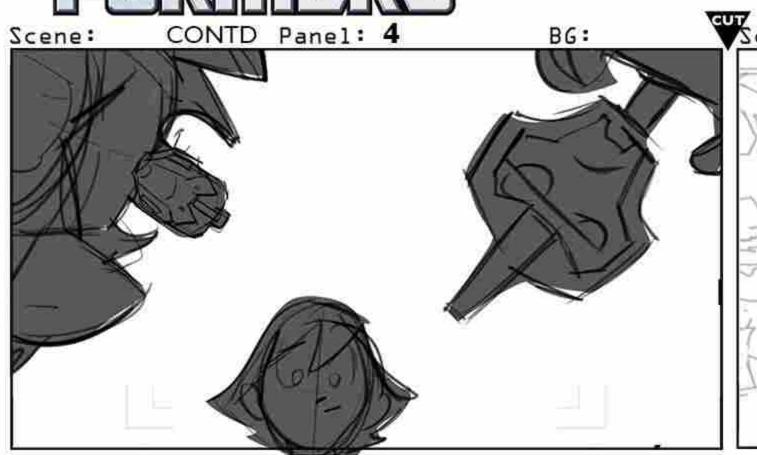


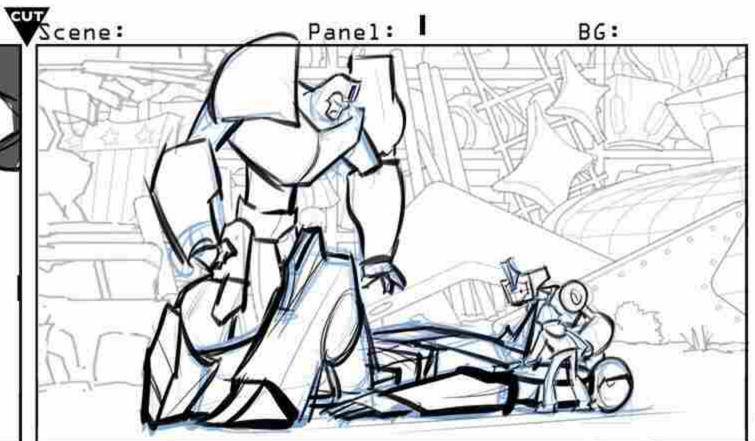
WE	SEE ONLY DARK	NESS AS A VO	OICE DRIFTS IN.	
Dial:	78 FIXIT (	Si Si	NIODMAI	
Tive:		EMS APPEAR	NORMAL.	
Zlugi	Trans:			

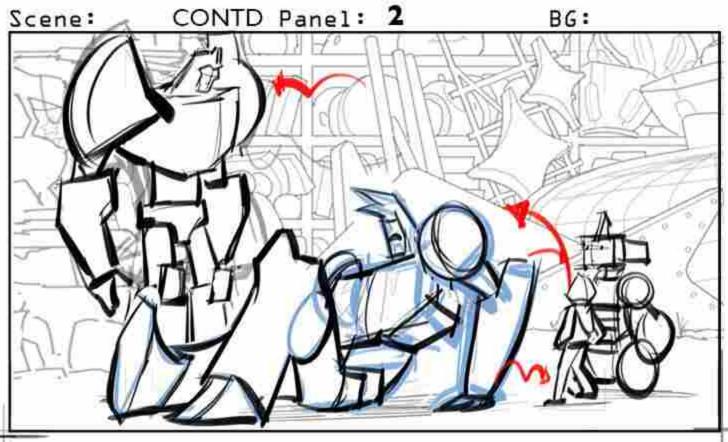
ction	tions			
201010100000000000000000000000000000000	SWIPE'S POV - AS RUSSELL, BOT-MODE BUMBLEBEE AND FIXIT IE INTO FOCUS STANDING OVER HIM.			
ial:	78 FIXIT (O.S.) CAN YOU HEAR ME, SIDESWIPE?	Dial:		
lug:	Trans:	Slug:		

ial:	
Lug:	Trans:

5how: | 08 Act: **Д** 







Action:		
Dial:		
Zlug:	Trans:	

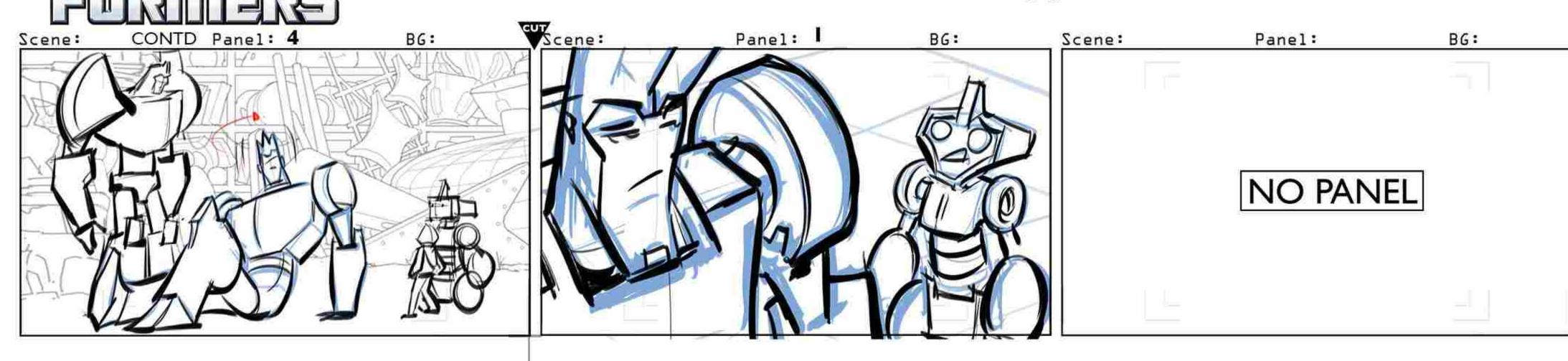
CELONS	WIDE ON GROUP.	
ial:	79 SIDESWIPE <waking groan=""></waking>	
lug:	Trans:	

	ANGLE - BOT-MODE SIDESWIPE SITS UP, GROGGY, LOOKING AROUND.	
ial:	79 SIDESWIPE WHERE'S GRIMLOCK?	
lugi	Transı	

# SEA50N 1

Show: | 08 Act: | A

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	-71



## SCENE CONTD ON NEXT PAGE

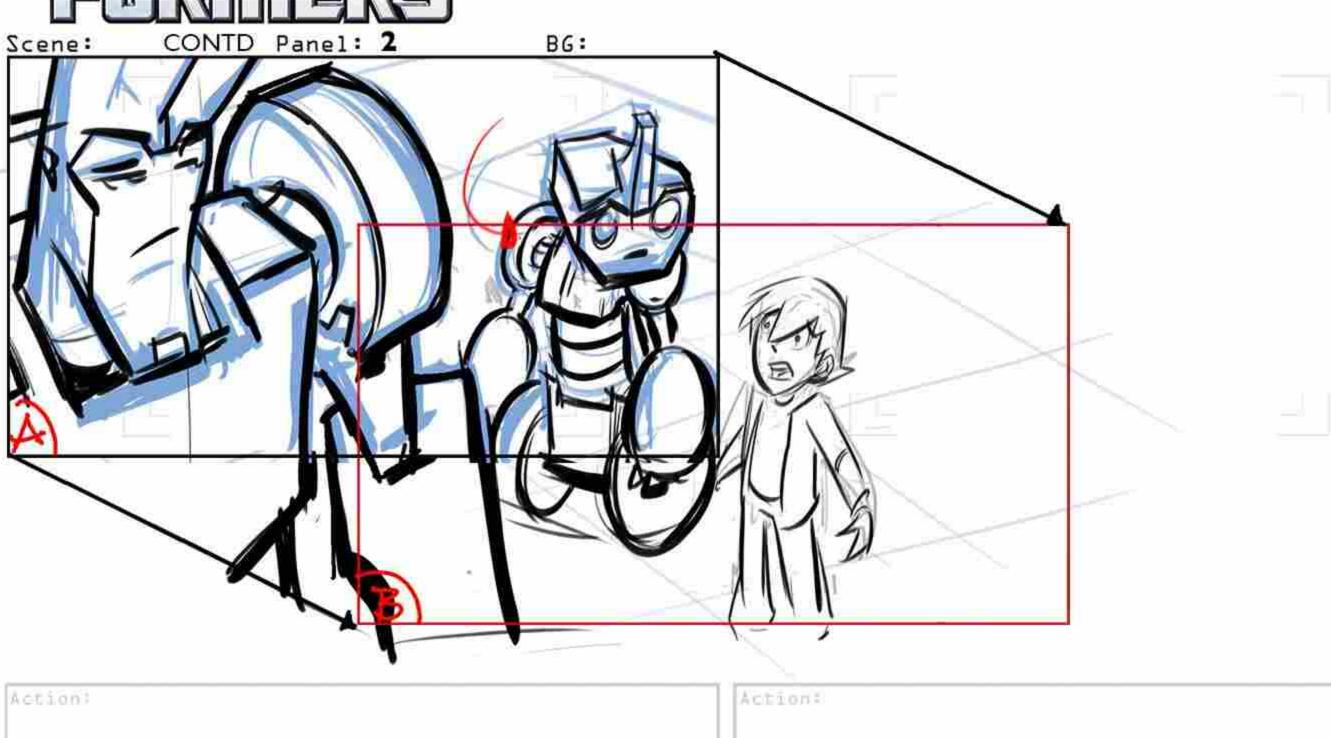
Action:	Action: ANGLE ON FIXIT.	Action:
80 FIXIT RUSSELL SCARED HIM AWAY,	80 FIXIT BUT GRIMLOCK HAS UNDERBITE.	Dial:
Yans:	Slug: Trans:	Slug: Trans:

# Scene: CONTD Panel: 2

## **SEASON** 1

Show: | 08 Act: | A

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Scene:	CONT	Panel: 3	BG:
			3A)
	D.S .WE HEAR S USSELL TURNS		CKING HER WEAPON.
Dial:		81 RUSSELL BUT	
Slug:	Transı		

PAN A - B TO RUSSELL

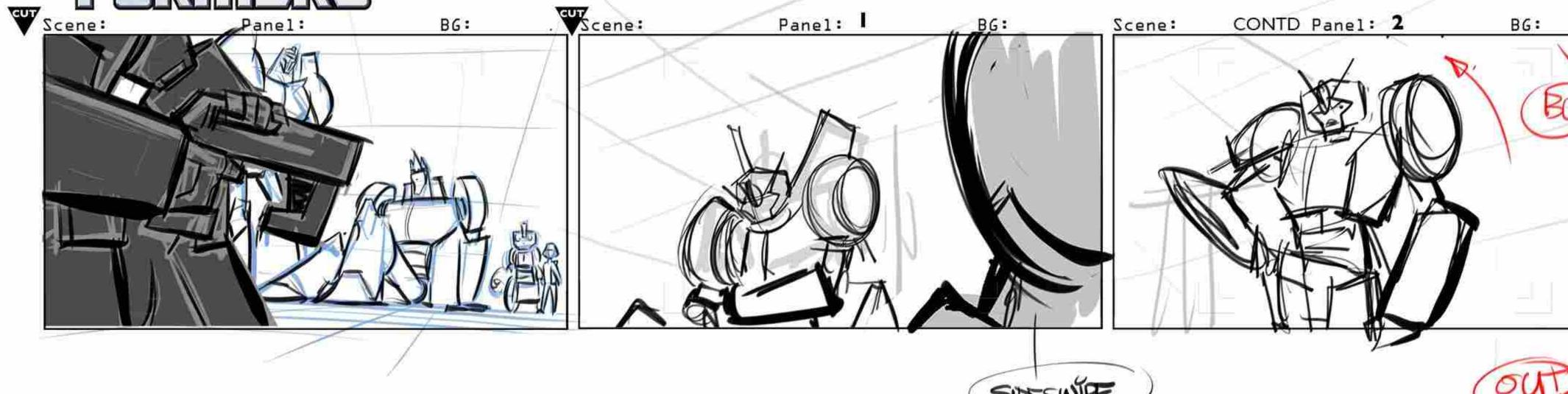
81 RUSSELL
SAID HE WAS TAKING.....

Bial:

81 RUSSELL
....THE CONTO SOME
"BOSS." --

5how: | 08 Act: **Д** 

Page



STRONG ARM IN THE FOREGROUND, ANGLE ON THE REST OF THE GANG.	REVERSE ANGLE ON SCENE, STRONGARM STANDS UP.	Action:	SLIDE SIDESWIPE OUT IF SCENE AS WE PAN WITH STRONGARM STANDING UP.
82 STRONGARM; (OS) I CAN'T BELIEVE I FELL	82 STRONGARMFOR THE OLD "INNOCENT T-REX" ROUTINE.	Dial:	82 STRONGARM WE SHOULD INTERROGATE GRIMLOCK'S
Slug: Trans:	Slug: Trans:	Slug:	Trans:

BG:

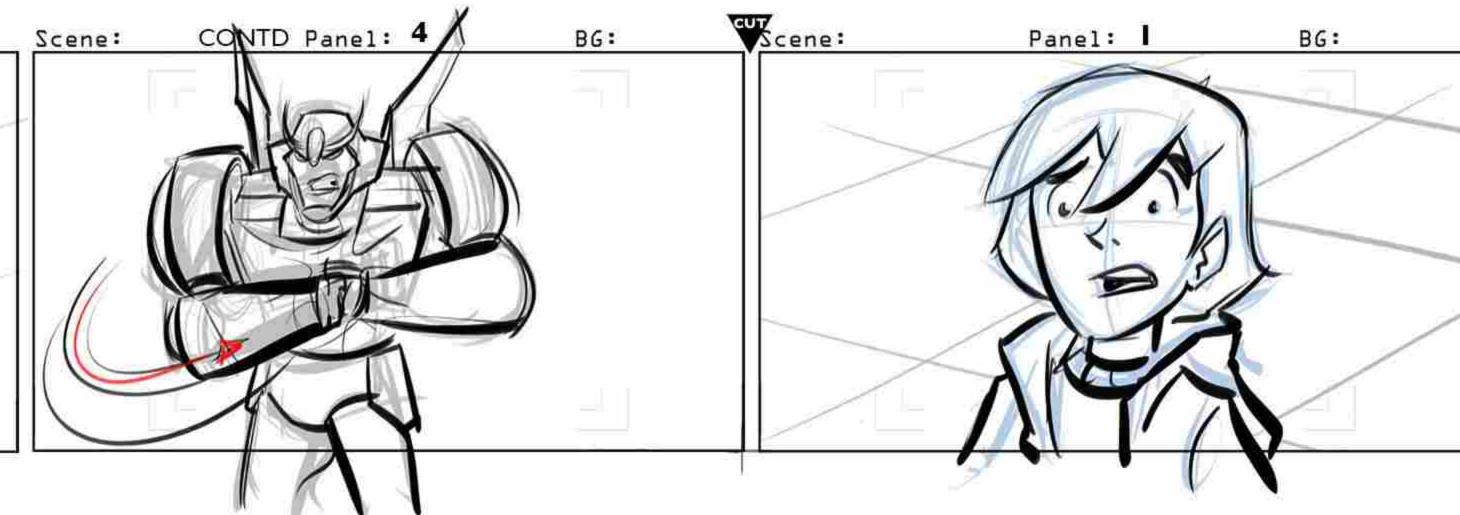
Action:

CONTD Panel: 3

Scene:

# SEASON 1

5how: | 08 Act: **A** 



Action:		
Dials	82 STRONGARM KNOWN ASSOCIATES.	
Zlug-	Trans:	

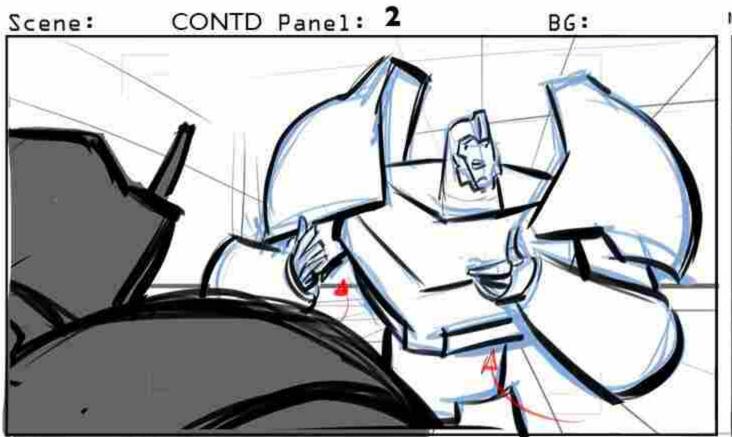
STROI	NGARM <punches> HER FIST INTO HER PALM, FRUSTRATED.</punches>
ial:	82 STRONGARM HE'S CLEARLY BEEN PLAYING US ALL THIS TIME
lug:	Trans:

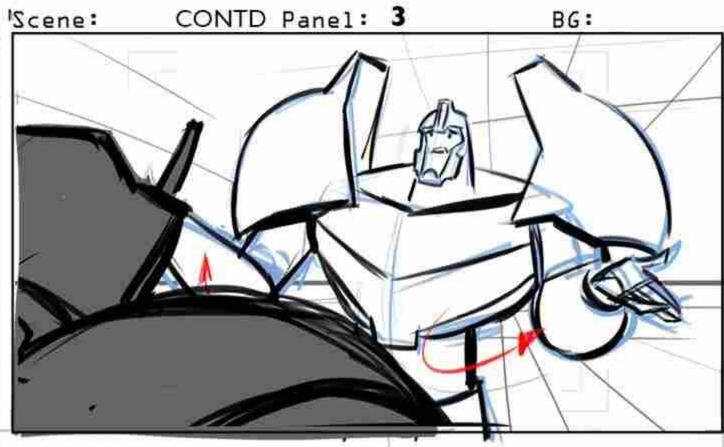
CLOSE ON RUSSELL		
ial:	83 RUSSELL I THINK MAYBE	
lug:	Trans:	

Show: | 08 Act: | A

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Scene: Panel: I BG:



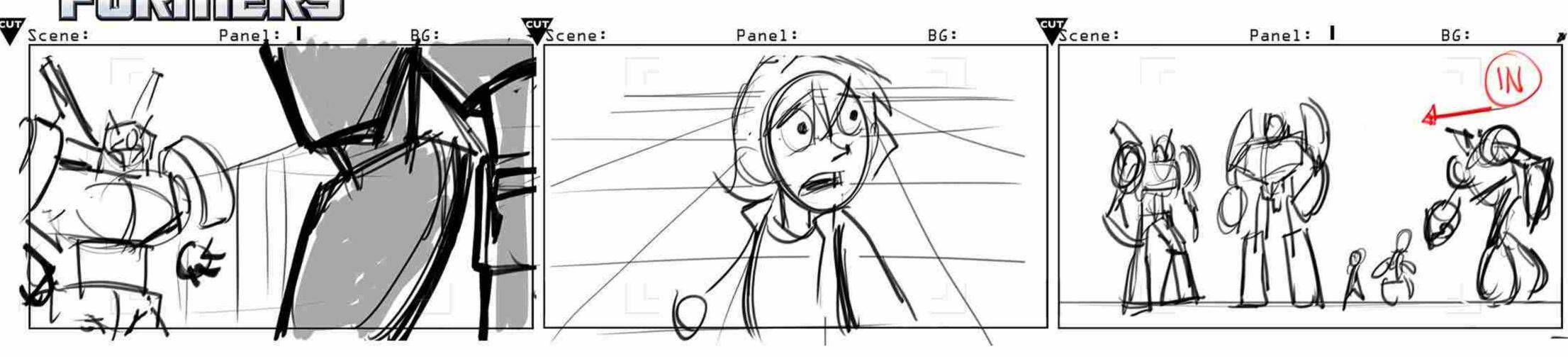


Action:	
	OTS STRONGARM, ANGLE ON BUMBLEBEE.
Dials	84 BUMBLEBEE (TO STRONGARM) I'VE SEEN GRIMLOCK'S RAP SHEET.
X1ug:	Trans:

Action:		
Dial:	84 BUMBLEBEE THE ONLY CRIME ON THERE IS SEVERE PROPERTY DAMAGE DUE TO GRIMLOCK	
Slug:	Trans:	

STORAL DES			
al:			
		84 BUMBLEBEE BEING GRIMLOCK.	
filia	Transi		

5how: | 08 Act: **Д** 

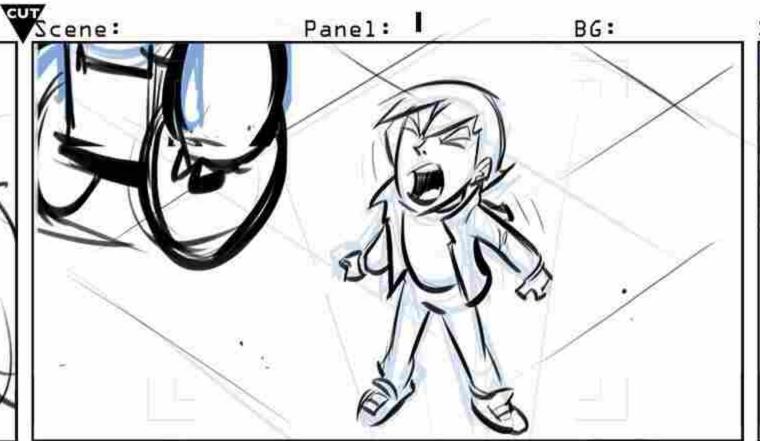


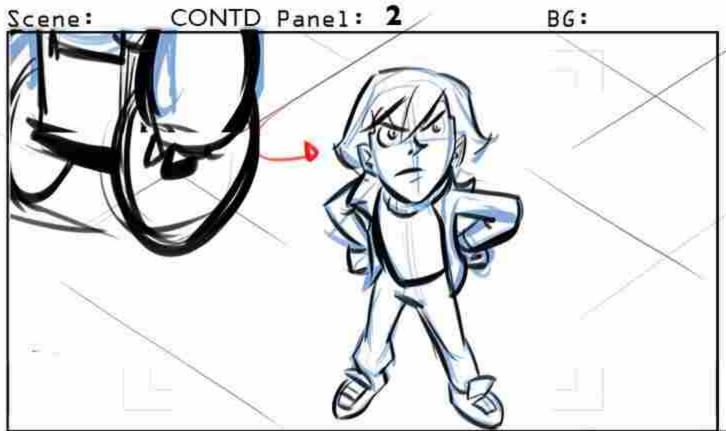
OTS BUMBLEBEE, ANGLE ON STRONGARM.	CLOSE ON RUSSELL	SIDESWIPE RUSHES OVER, DEFENDING GRIM URGENTLY.
85 STRONGARM THAT'S WHAT HE WANTS US TO -	86 RUSSELL IFYOU'LL JUST	87 SIDESWIPE NO WAY GRIMLOCK ATTACKED US WILLINGLY! THE 'BOSS' MUST HAVE FORCED HIM!
Xlug: Trans:	Slug: Trans:	Slug: Trans:

# SEA50N 1

5how: | 08 Act: | A







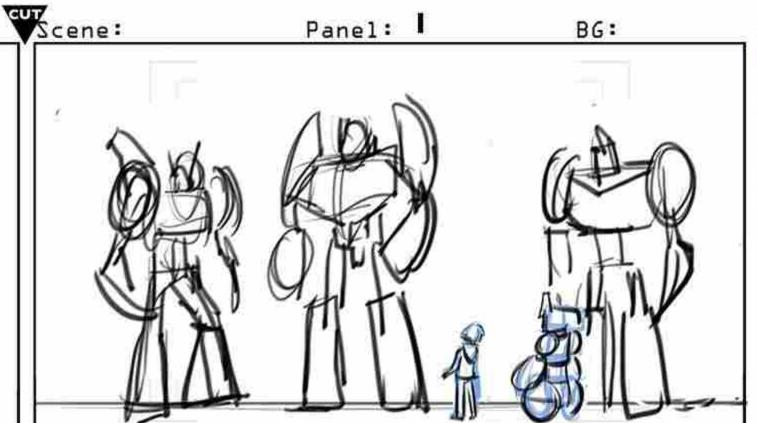
Action:	CLOSE ON SIDESWIPE	
Dials	87 SIDESWIPE THE 'BOSS' MUST HAVE FORCED HIM!	
X1ug-	Trans:	

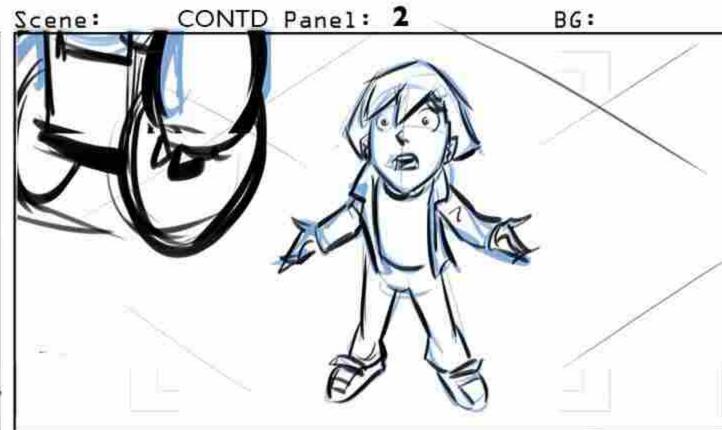
	DOWN ANGLE ON A FRUSTRATED RUSSELL.	
ial:	88 RUSSELL HEY!	
lugi	Trans:	

NOU LIGHT	HE LOOKS AT THE OS BOTS.
Dial:	
Slug:	Transı

5how: | 08 Act: | A





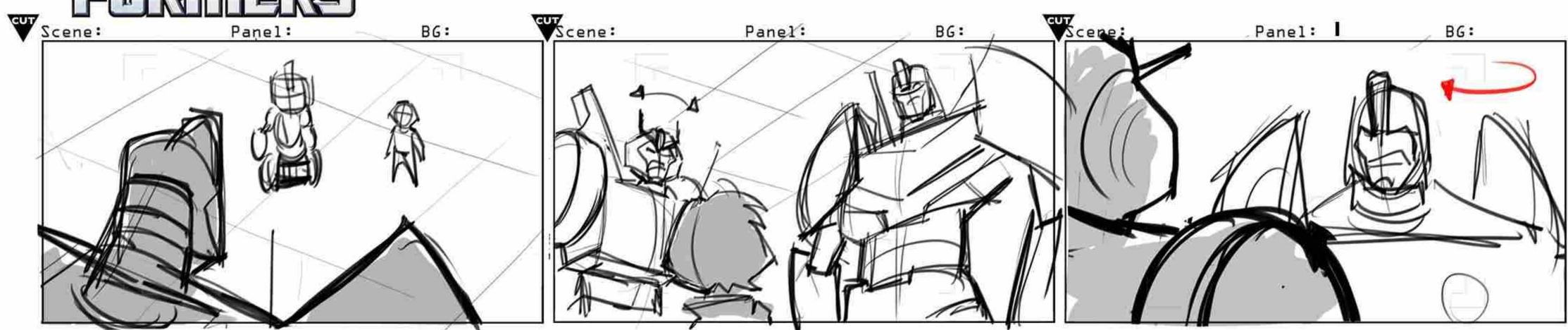


Action:	
Dial:	
X1ug:	Trans:

ACE LOTTE		
	WIDE ON THE GROUP.	
Dial:	89 RUSSELL (CONT'D) I DON'T THINK GRIMLOCK'S IN CONTROL OF HIMSELF	
Slug:	Trans:	

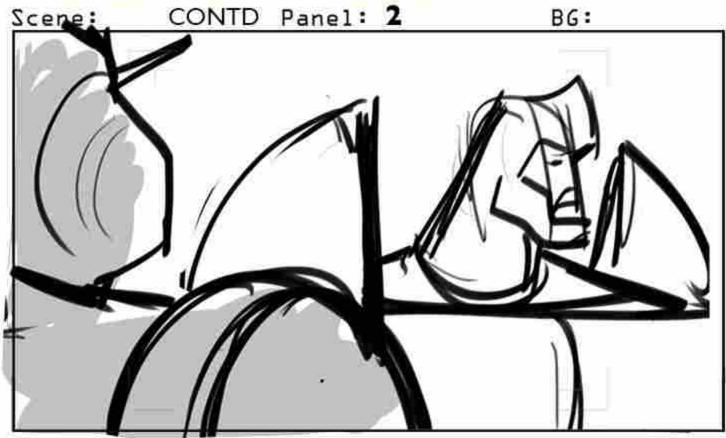
Action:			
		CLOSE ON RUSSELL.	
Dial:			
Slugi	Trans1		
89 RUSSE	ELL (CONT'D) TED TO HIT ME	, BUT HE COULDN'T!	

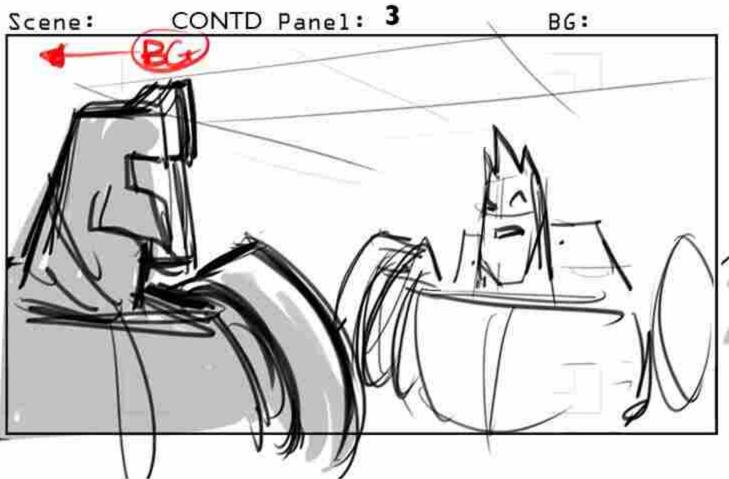
Show: | 08 Act: | A

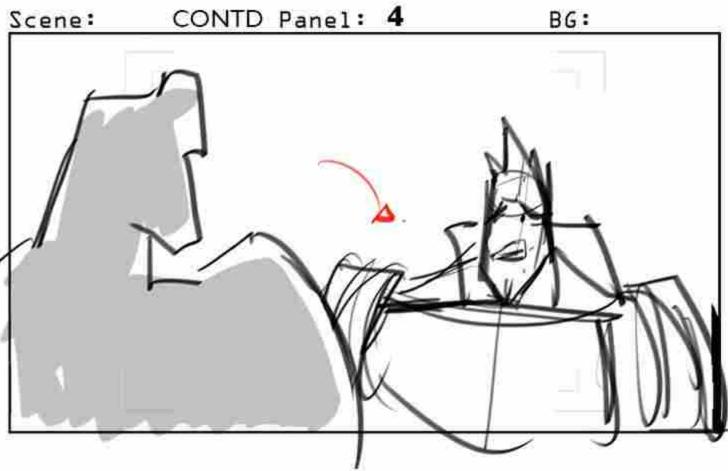


Action:  OTS BUMBLEBEE.	STRONGARM JUST SHAKES HER HEAD FIRMLY.	BUMBLEBEE TURNS TO STRONGARM.
89 RUSSELL (CONT'D) IT WAS LIKE THERE WAS A WAR GOING ON INSIDE OF HIM!	90 STRONGARM (DEFINITIVE) ACCEPT IT, GRIMLOCK'S JUST A BAD BOT WHO'S BEEN PLAYING US FOR SUCKERS.	91 BUMBLEBEE WHATEVER'S GOING ON, OUR FIRST PRIORITY IS TO FIND GRIMLOCK AND THAT POD,
Xlug: Trans:	Slug: Trans:	Slug: Trans:

5how: | 08 Act: **Д** 







Action:	BUMBLEBEE TURNS	
Dial:	91 BUMBLEBEE AND BRING THEM BOTH BACK HERE.	
Zlug:	Trans:	

Actions	SHIFT WITH ANIM AS BEE TURNS TO FASTLANE.
Dial:	92 SIDESWIPE THIS ISN'T GRIM'S FAULT, BEE.
Slug:	Trans:

1:	92 SIDESWIPE
	WHAT RUSSELL'S SAYING IS AT LEAST POSSIBLE, RIGHT? TELL ME YOU KNOW
	THAT