



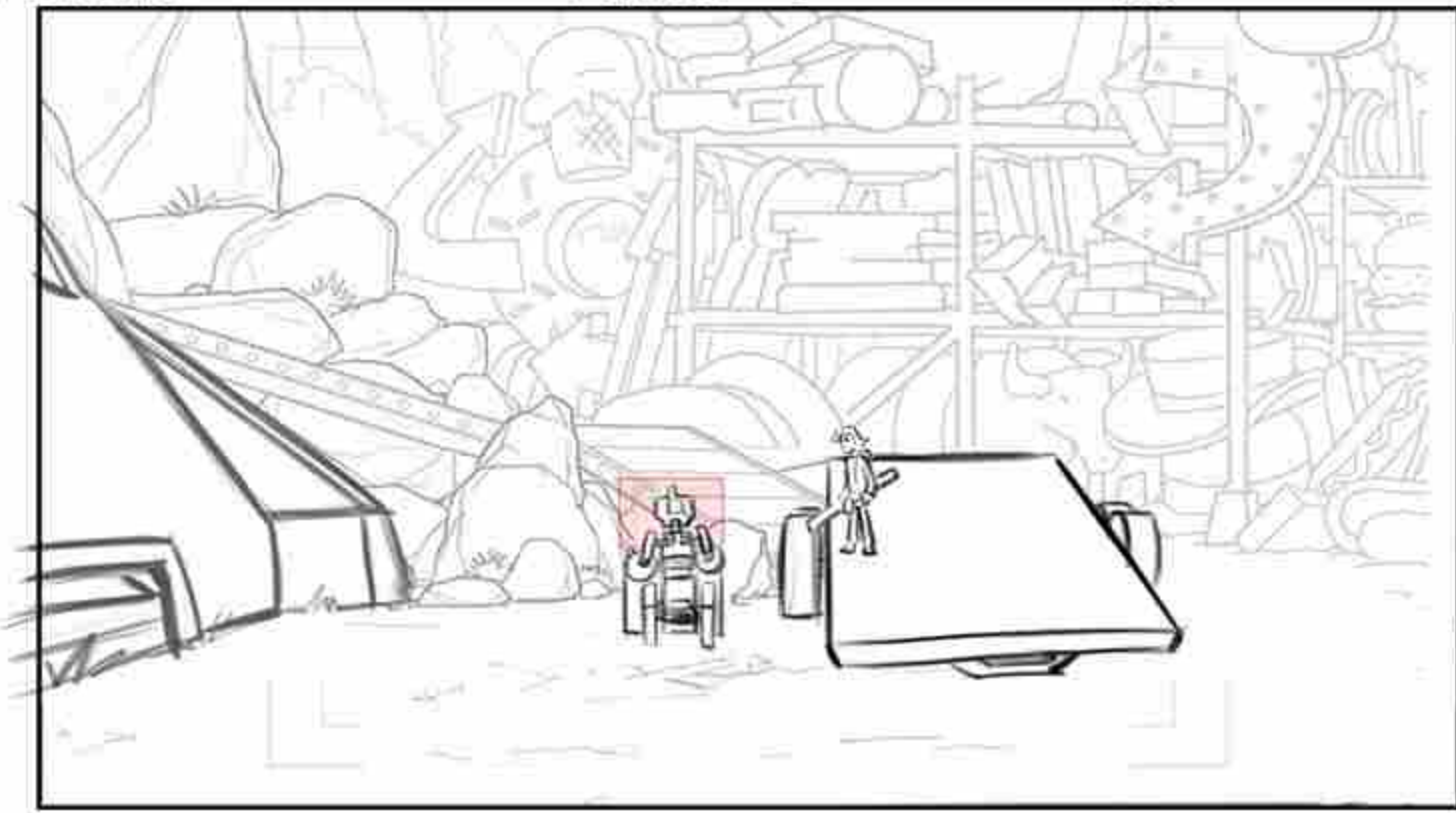
TRANSFORMERS **ROBOTS IN DISGUISE**

SEASON 1

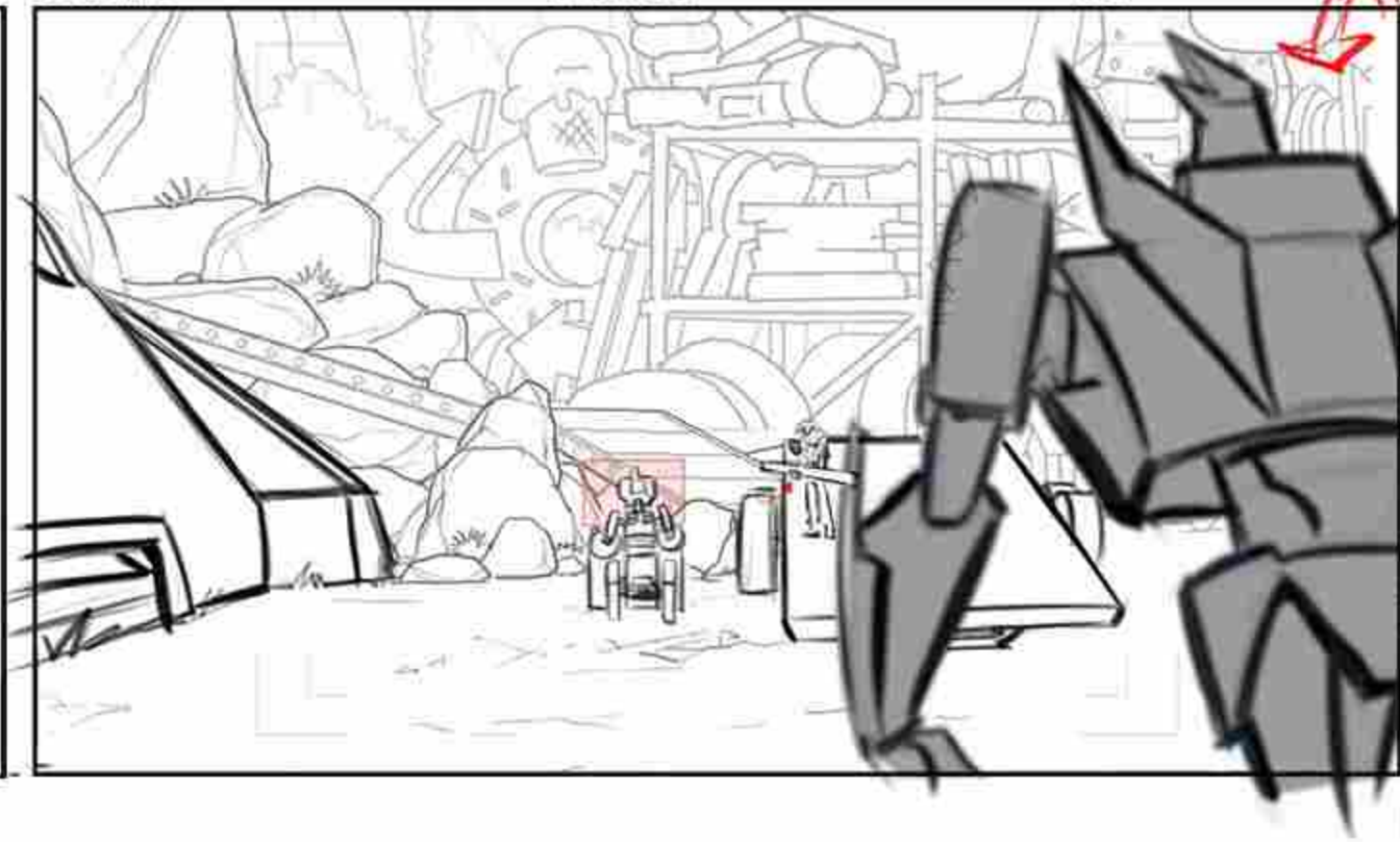
TRID111 - ACT II

CUT

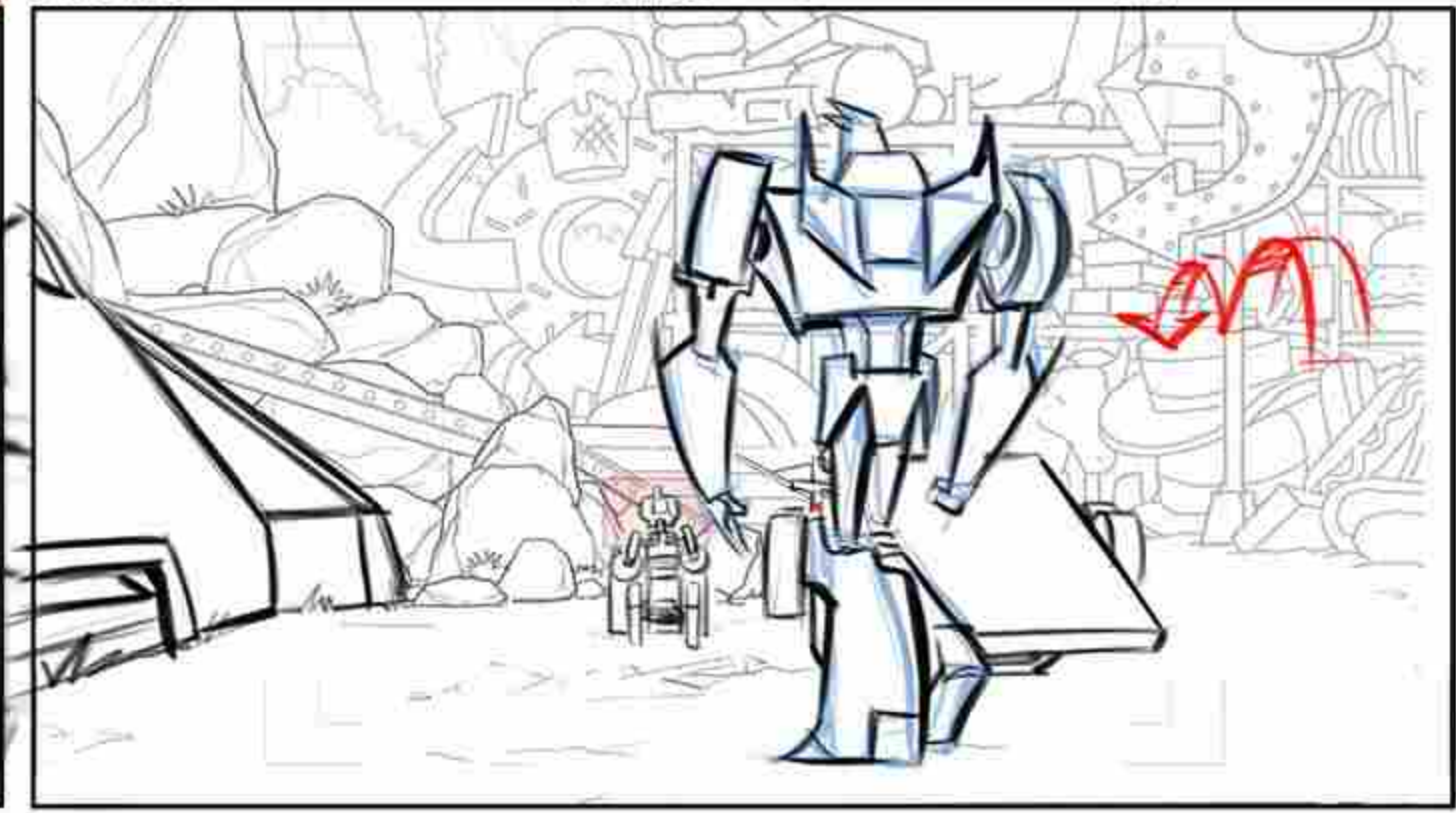
Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



Scene: Panel: 3 BG:



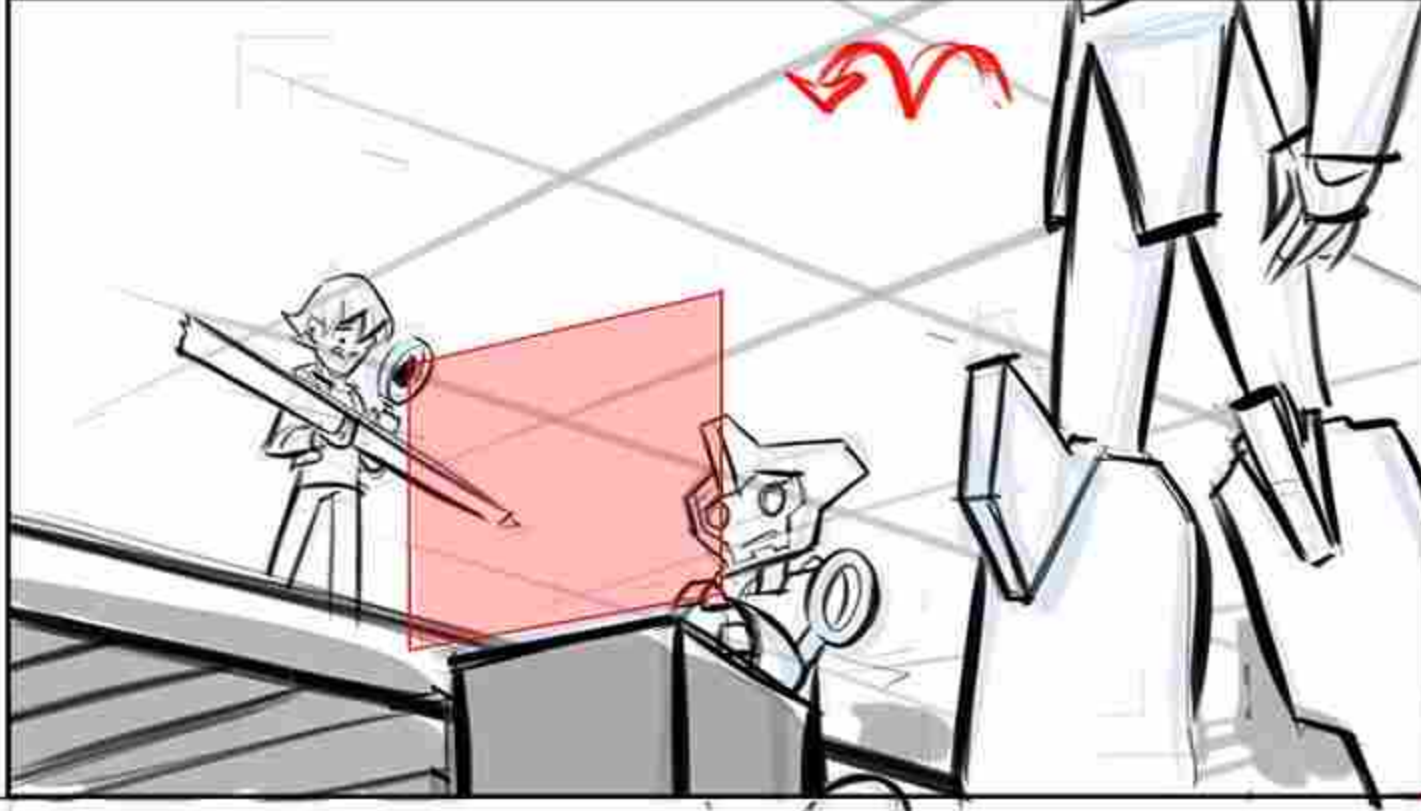
Action:	
EXT./INT. SCRAPYARD - COMMAND CENTER - LATER * FIXIT WORKS ON THE COMPUTER WITH RUSSELL.	
Dial:	
Slug:	Trans:

Action:	
SIDESWIPE ENTERS AND WALKS OVER TO FIXIT AND RUSSELL.	
Dial:	
Slug:	Trans:

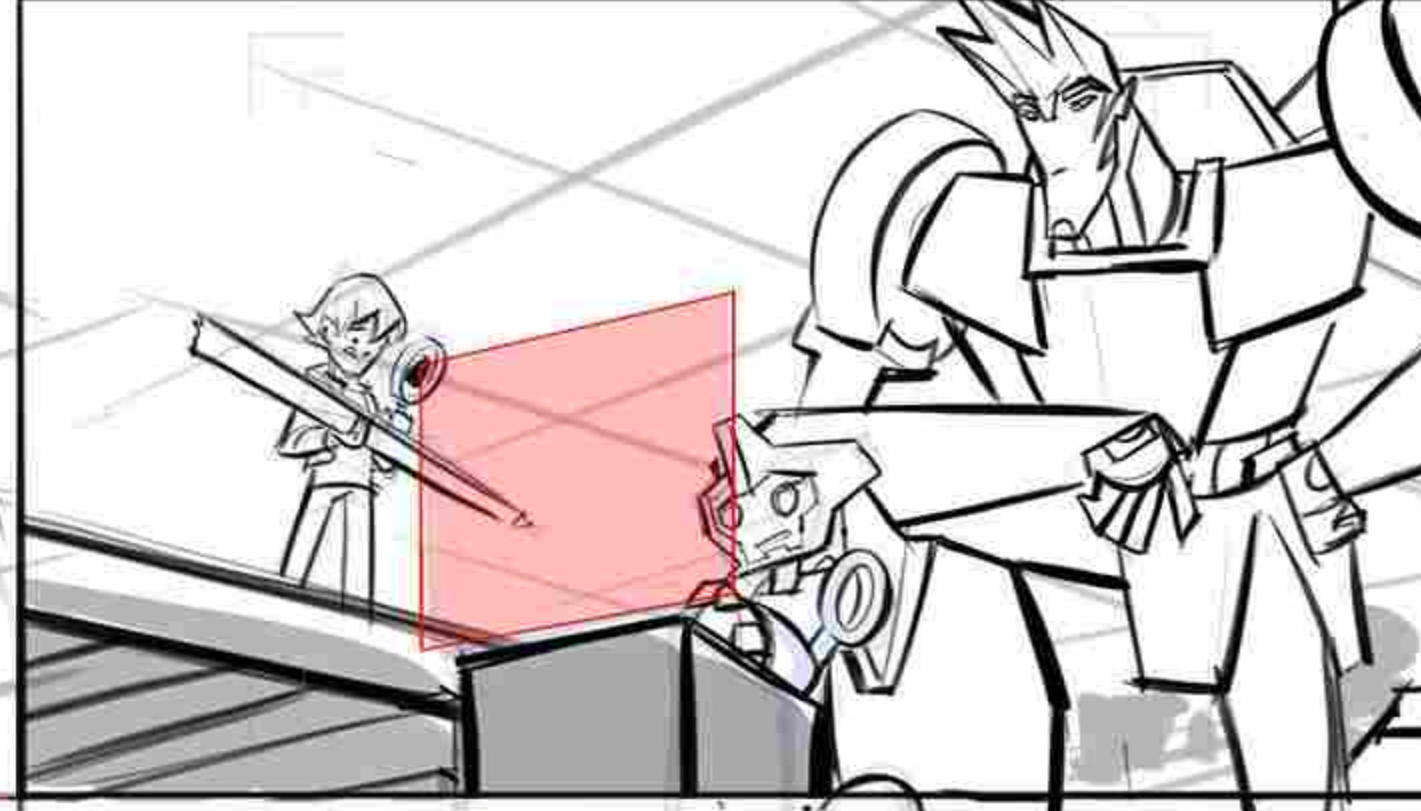
Action:	
Dial:	
Slug:	Trans:

CUT

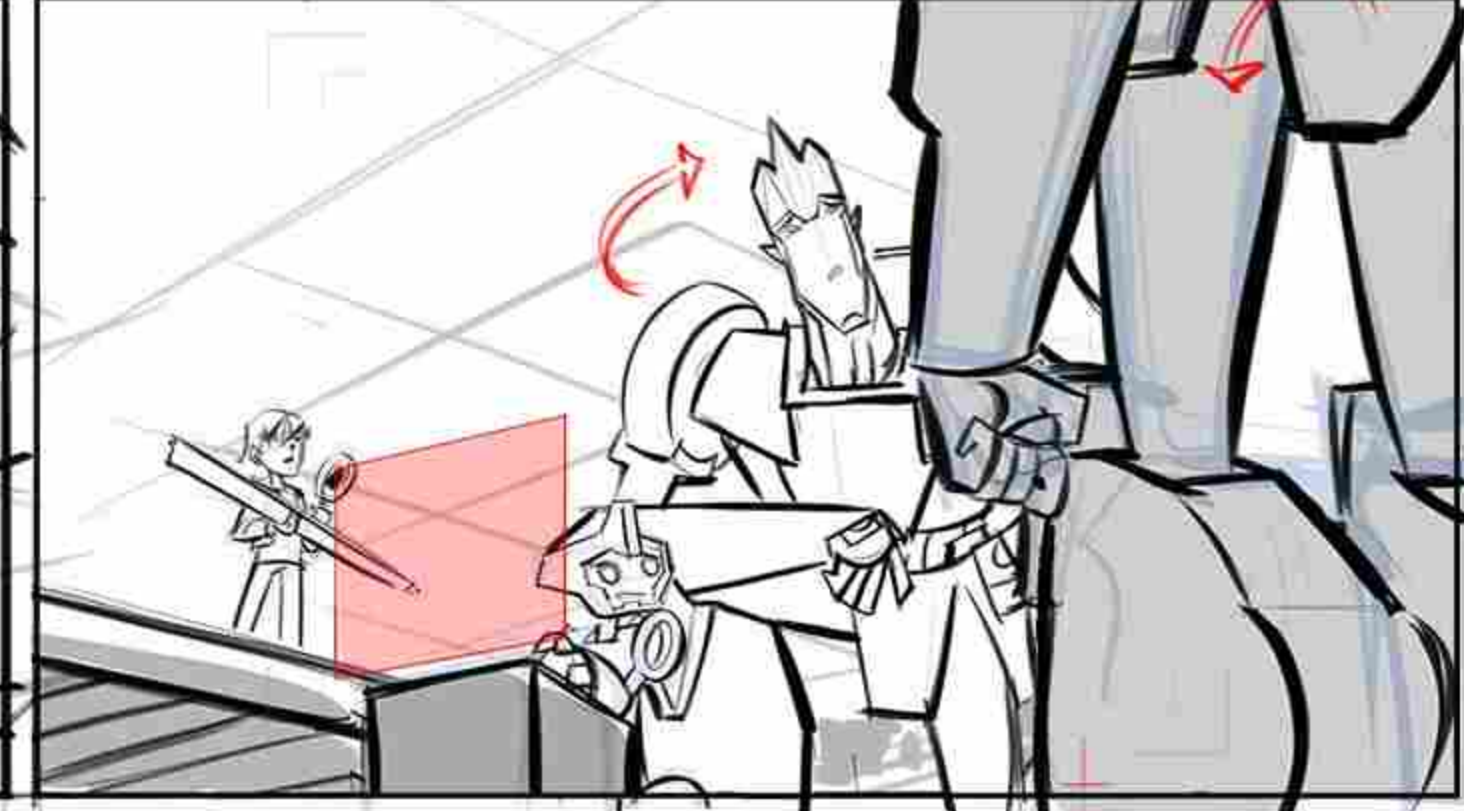
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

FIXIT WORKS ON THE COMPUTER WITH RUSSELL LOOKING AT THE QUILL THROUGH A MAGNIFYING GLASS.

Dial:

Slug:

Trans:

Action:

SIDESWIPE ENTERS AND LEANS IN LOOKING ON CASUALLY.

Dial:

Slug:

Trans:

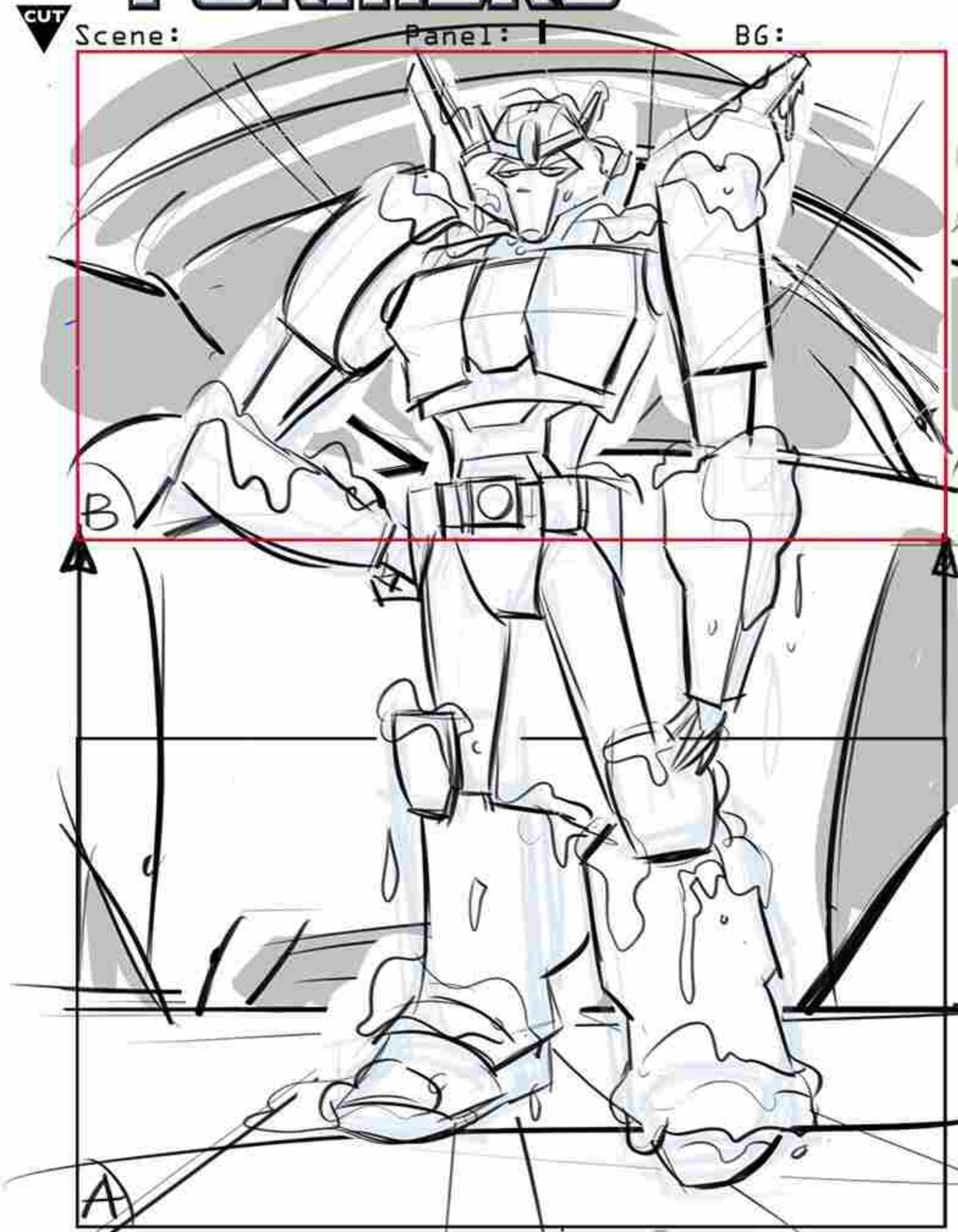
Action:

TRUCK OUT A - B AS STRONGARM STEPS IN. SIDESWIPE, RUSSELL AND FIXIT LOOK UP.

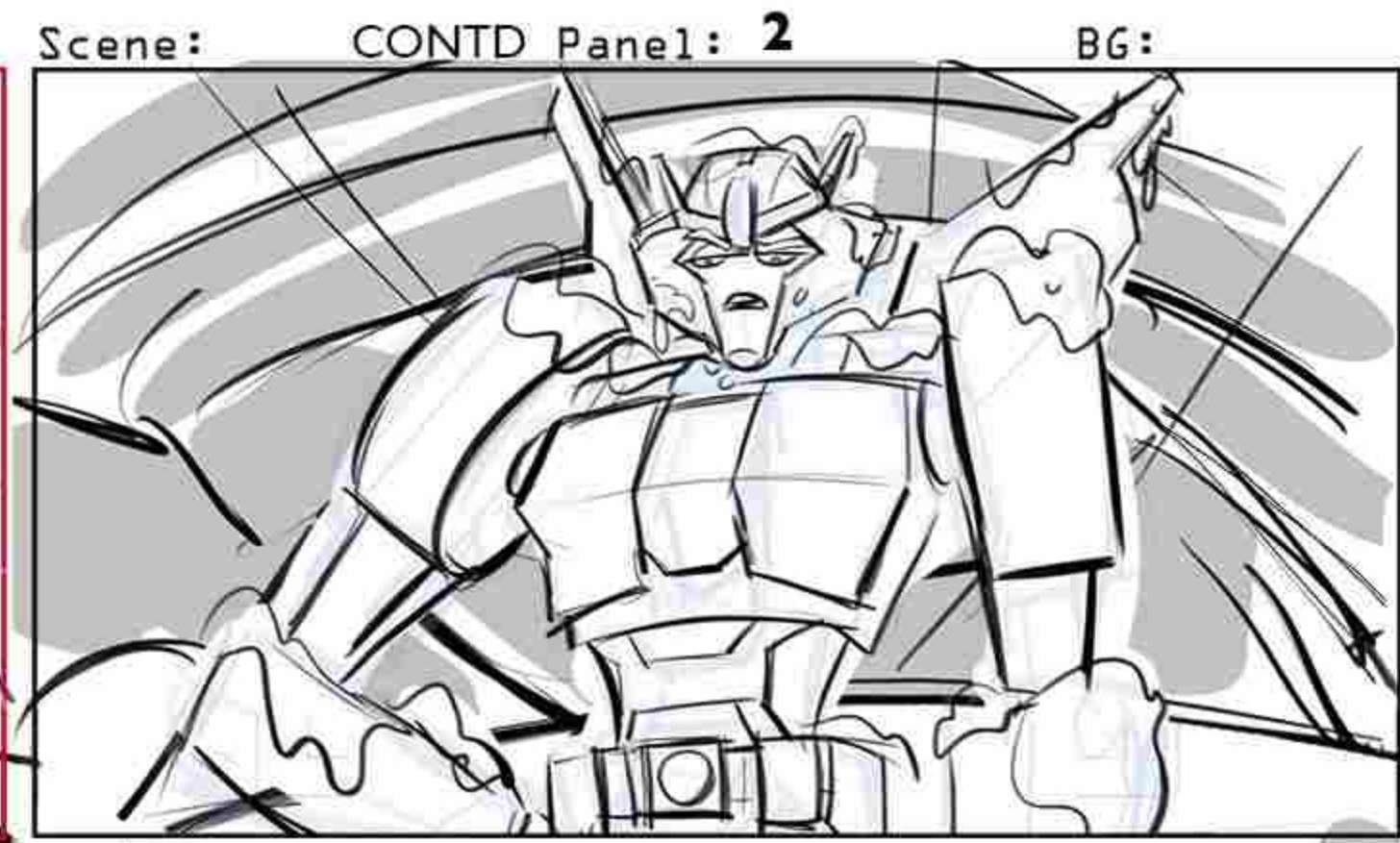
Dial:

Slug:

Trans:



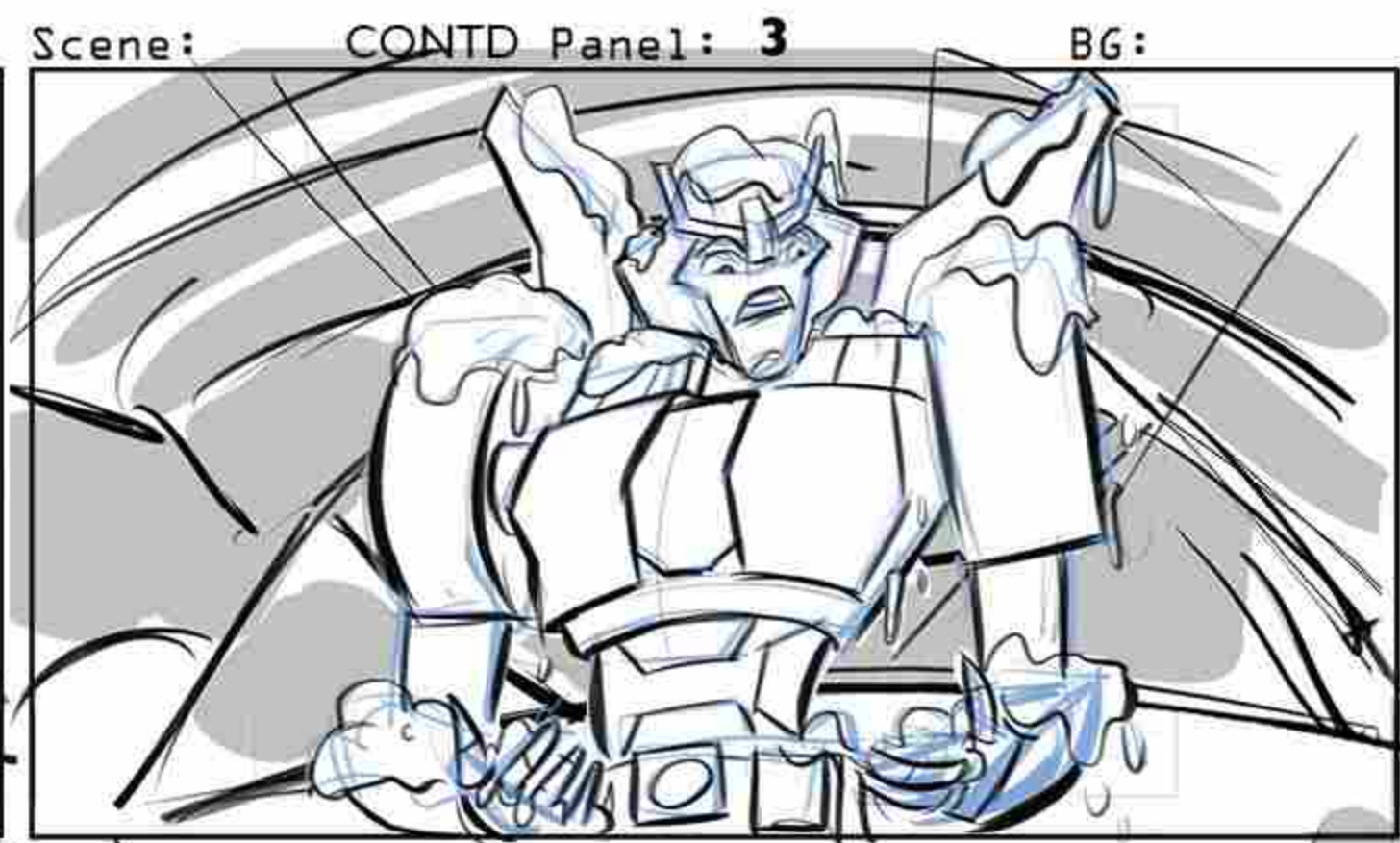
ANGLE ON STRONGARM COVERED IN FOAM.
PANA - B



Action: CONT

Dial: (S2) STRONGARM
IT'S FIRE EXTINGUISHER FOAM

Slug: _____ Trans: _____



Action: CONT

Dial: (S2) CONT
THIS ISN'T COVERED IN ANY
MANUALS I'VE READ...

Slug: _____ Trans: _____

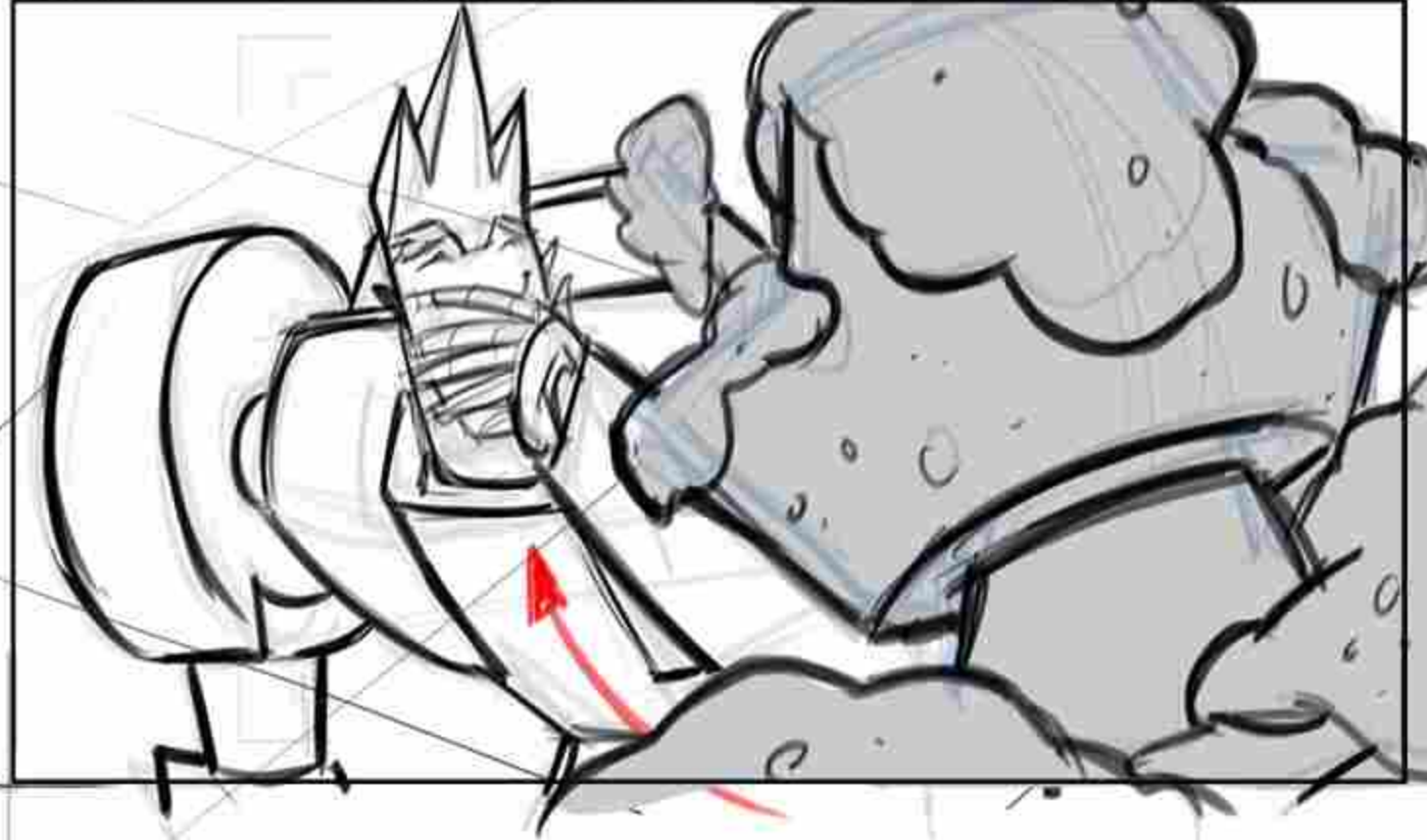


CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: Panel: BG:

NO PANEL

Action: OTS (ST) as (SP)
 <LAUGHING>

Dial: (53) SIDEWIPE
 <LAUGHS>

Slug: Trans:

Action: (SP) COVERS HIS MOUTH
 AS (ST) LOOKS AT HIM

Dial:

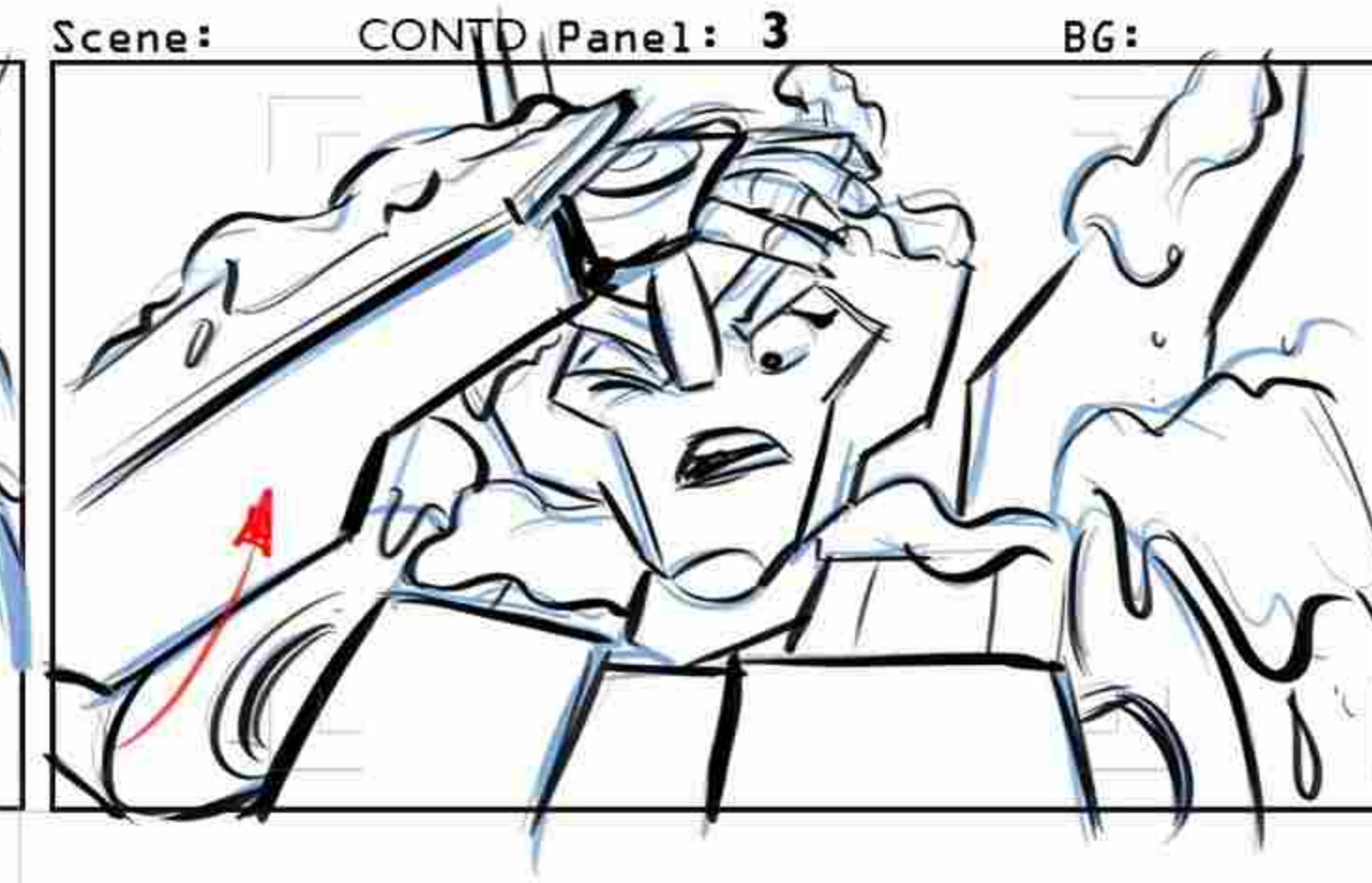
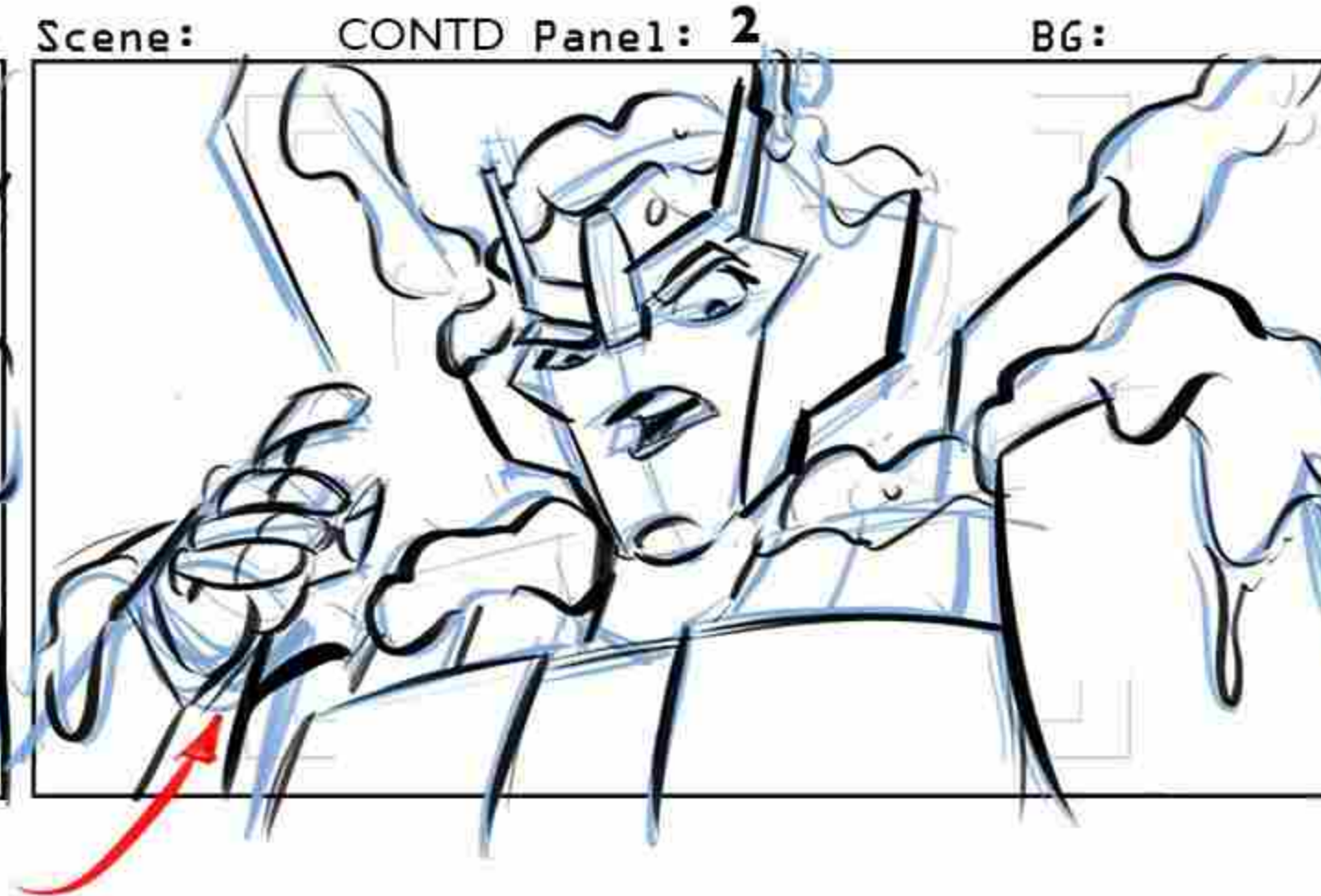
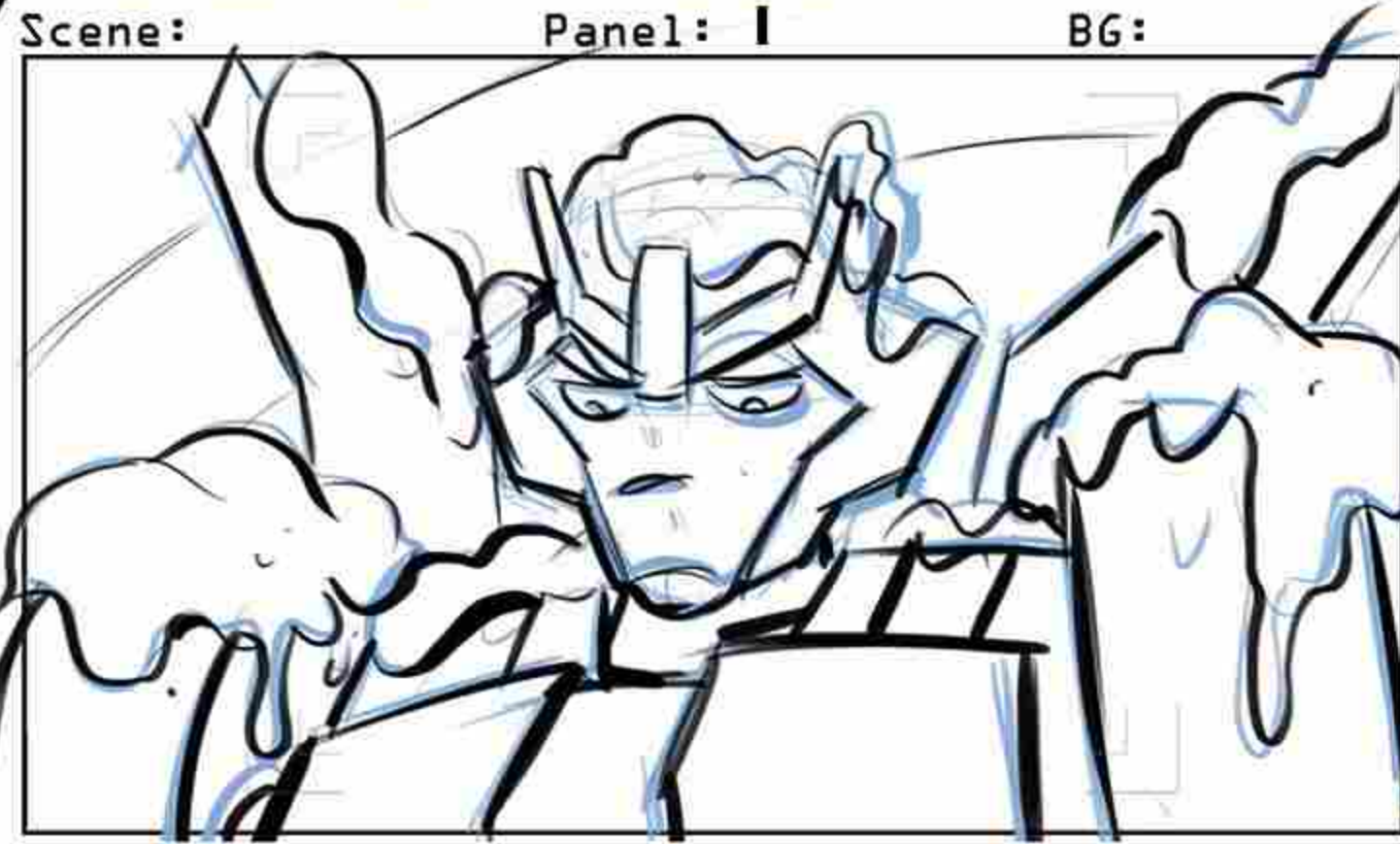
Slug: Trans:

Action:

Dial:

Slug: Trans:

CUT



Action: CLOSE ON (ST) LOOKING IRRITATED

Dial:

Slug: Trans:

Action: - SHE STARTS TO WIPE HERSELF OFF

Dial: (54) STRONGARM
JUST TELL ME

Slug: Trans:

Action:

Dial: (54) STRONGARM
.. YOU HAVE A WAY ..

Slug: Trans:

Scene: CONTD Panel: 4

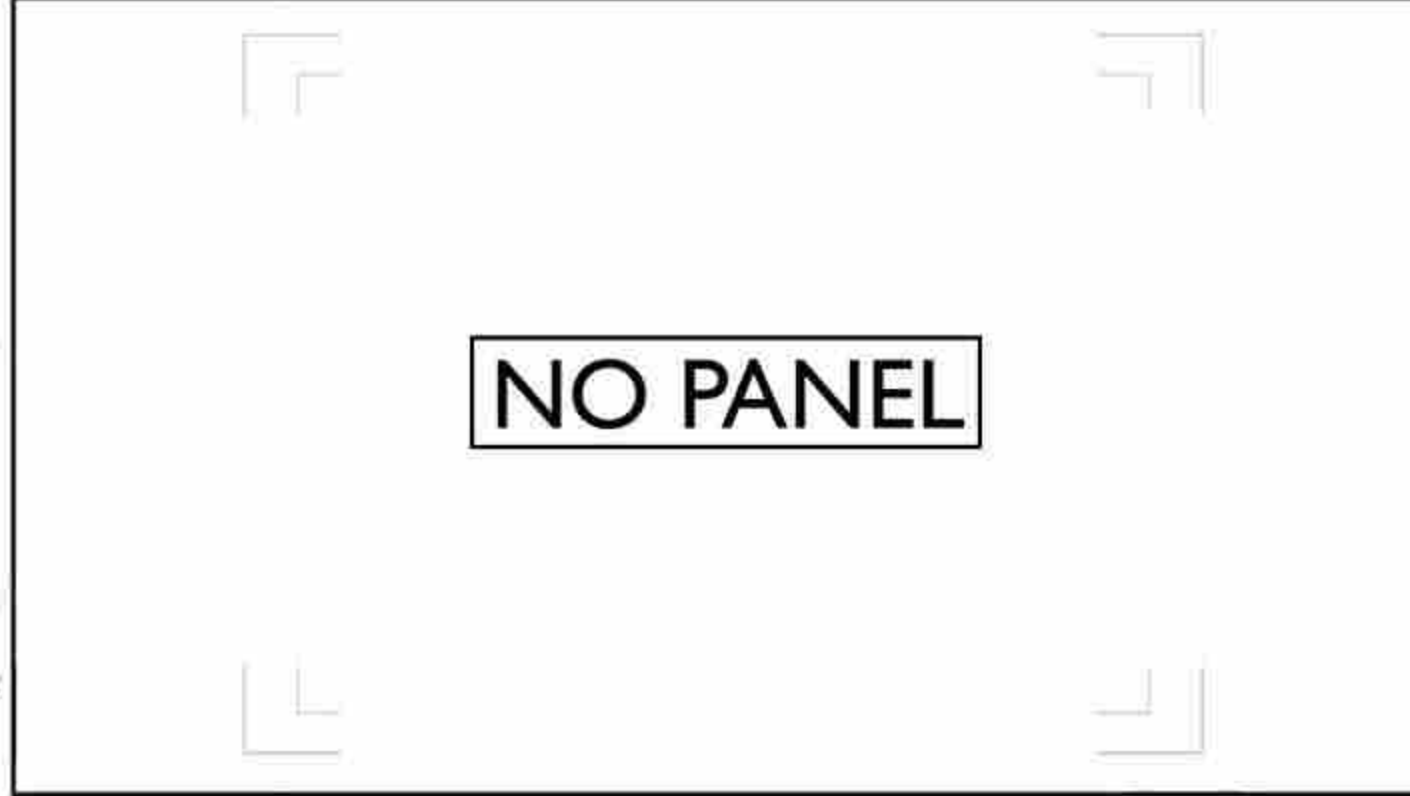
BG:



Scene:

Panel:

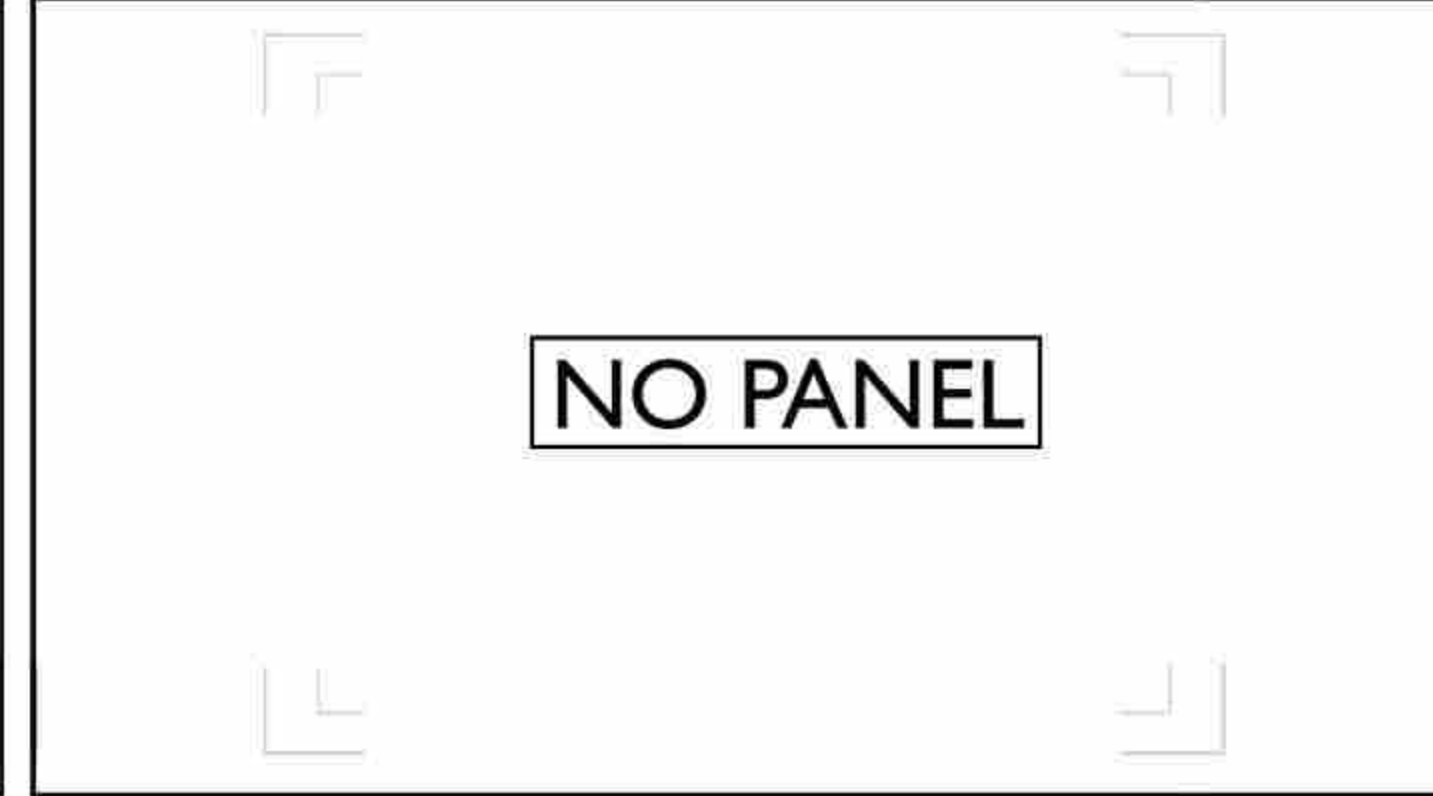
BG:



Scene:

Panel:

BG:



Action:

Dial:

(54) STRAUGARM
.. TO FIX LT BUMBLEBEE

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

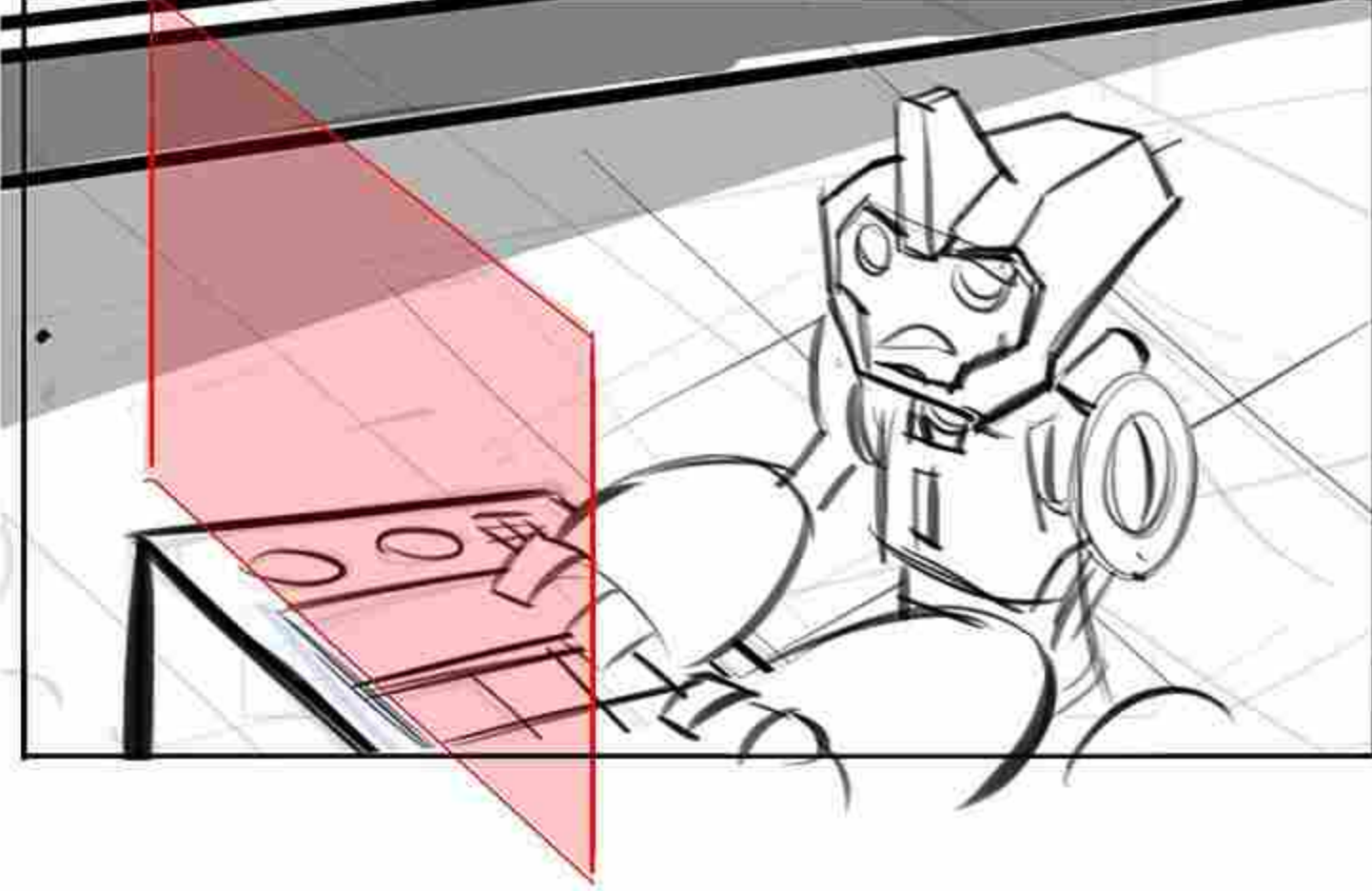
Dial:

Slug:

Trans:

CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

DOWN ANGLE ON FIXIT.

Dial:

55 FIXIT
UNFORTUNATELY, ACCORDING TO OUR
STUDIES,.....

Slug:

Trans:

Action:

...HE LOOKS UP.

Dial:

55 FIXIT (CONTD)
.....BUMBLEBEE WILL REMAIN ALTERED SO LONG AS
SKEWER'S TOXIN

Slug:

Trans:

Action:

HE TURNS BACK TO THE DISPLAY.

Dial:

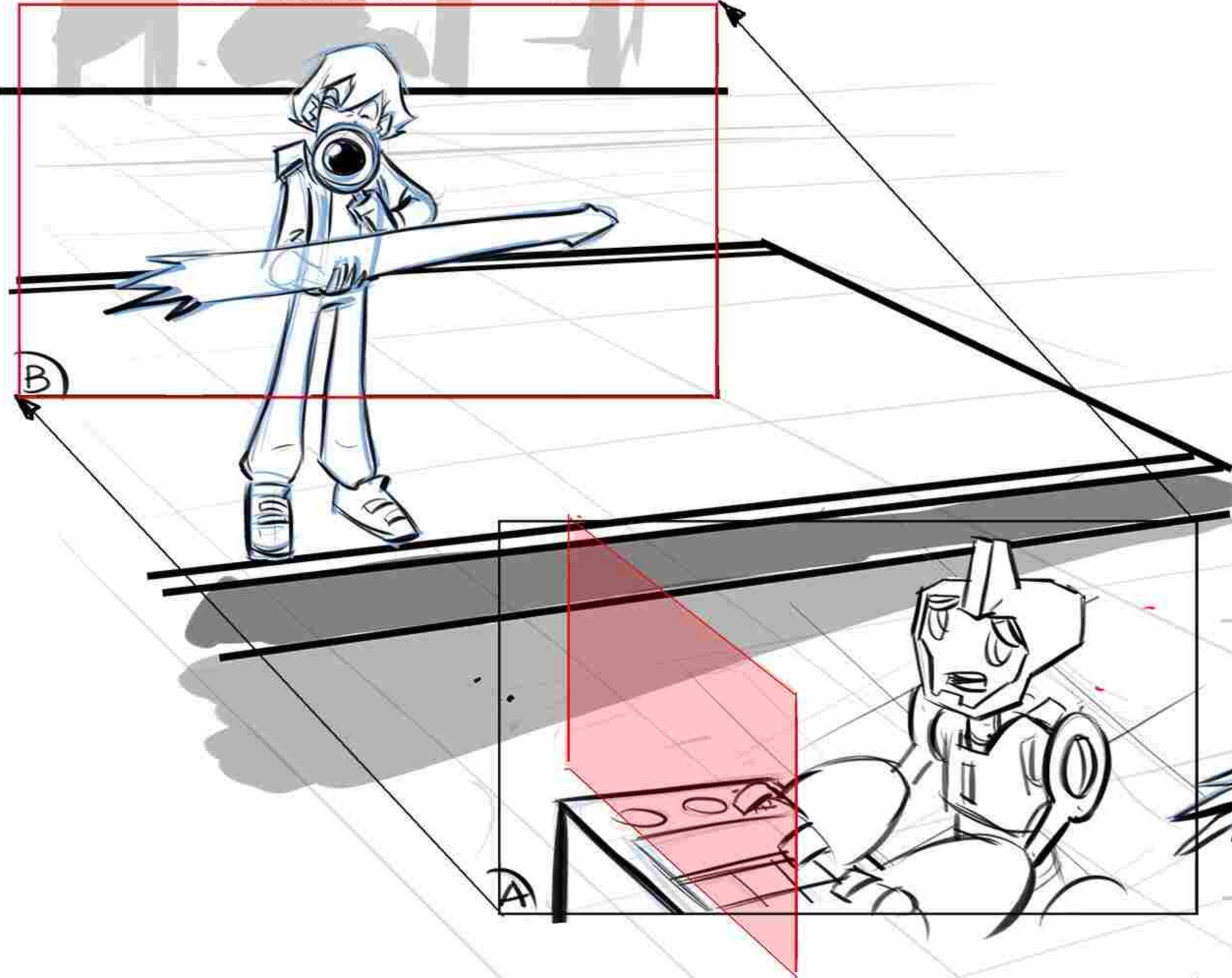
55 FIXIT (CONTD)
..... REMAINS ACTIVE IN HIS BODY.

Slug:

Trans:

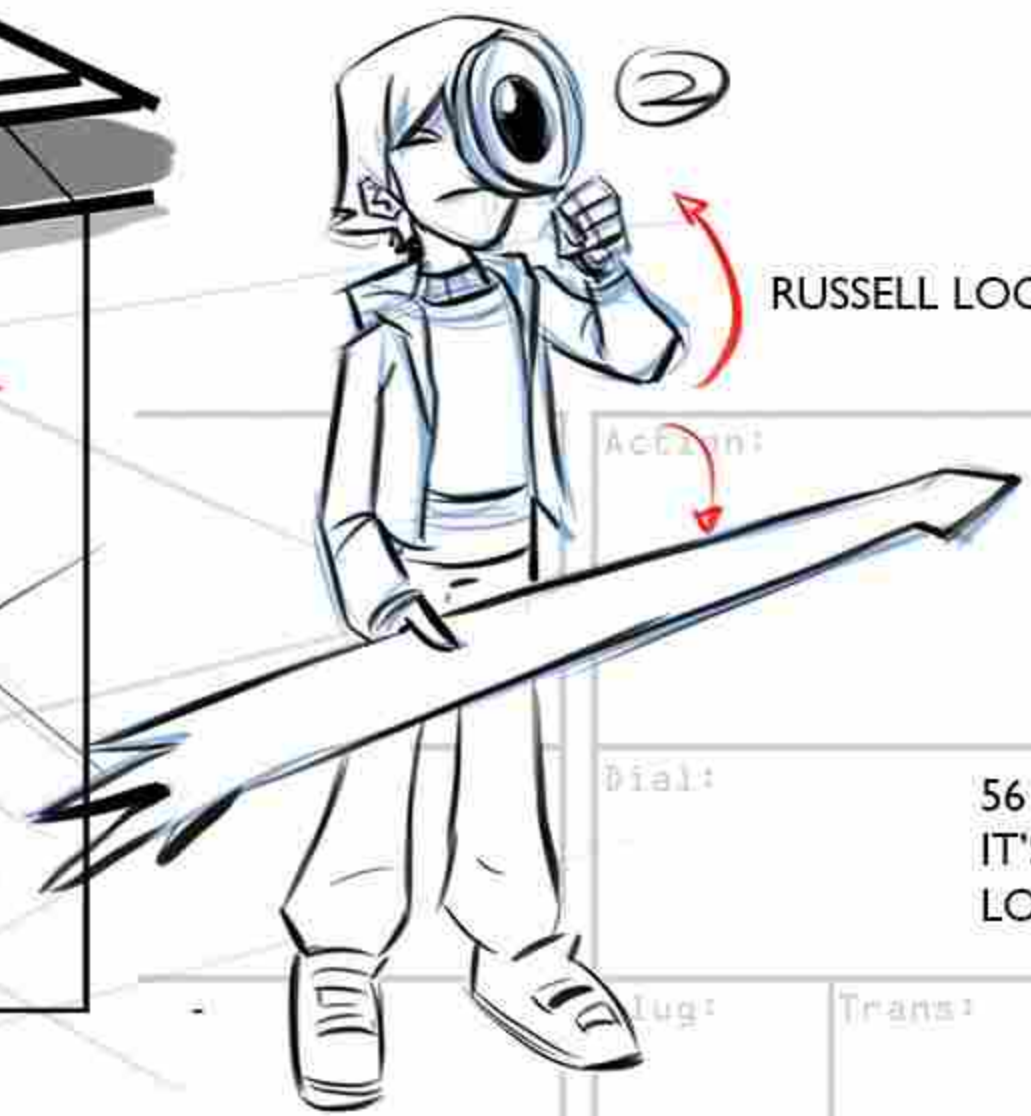
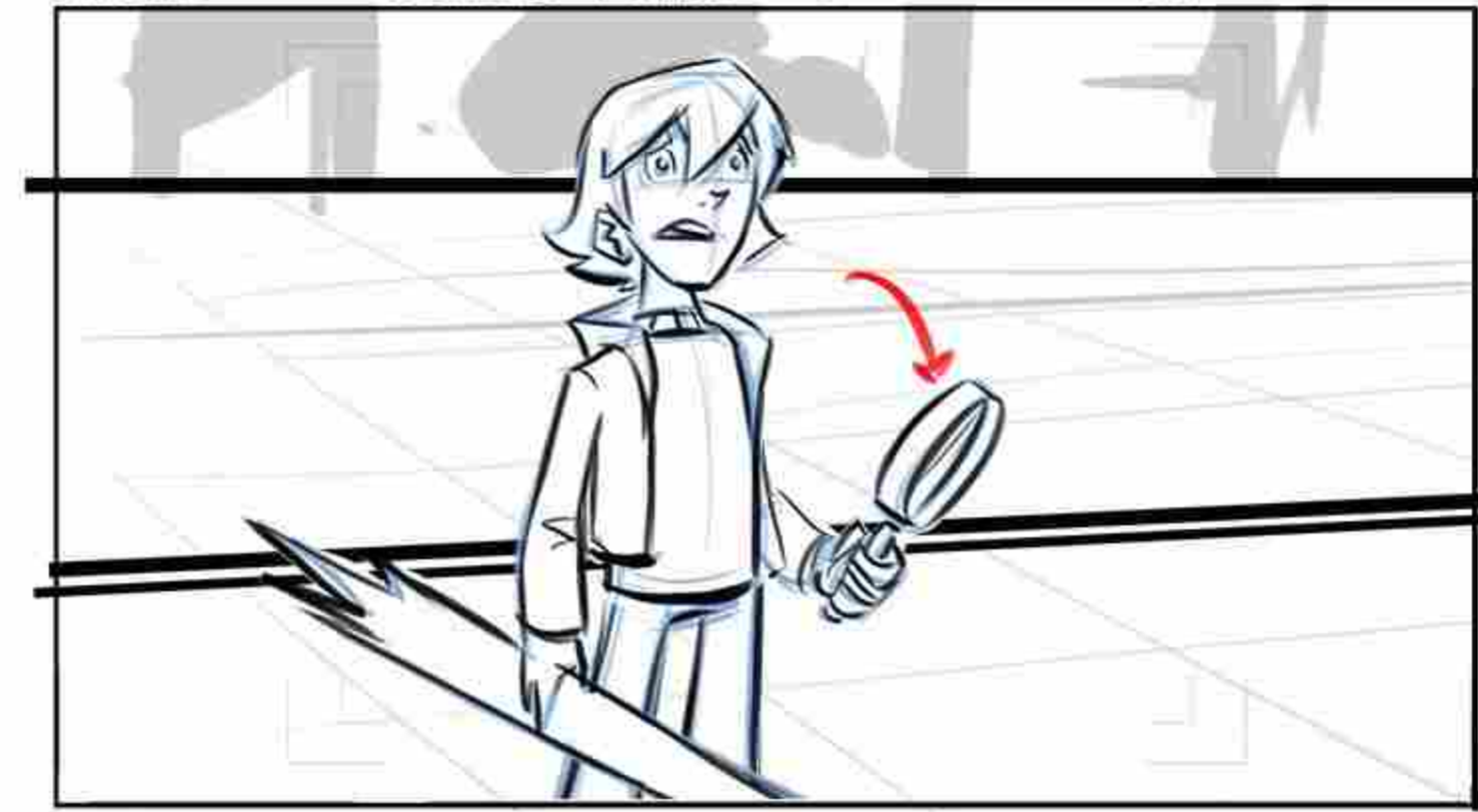
Scene: CONTD Panel: 4

BG:



Scene: CONTD Panel: 5

BG:



RUSSELL LOOKS UP

56 RUSSELL
IT'S KINDA LIKE WHEN A HUMAN EATS A
LOT OF SUGAR.

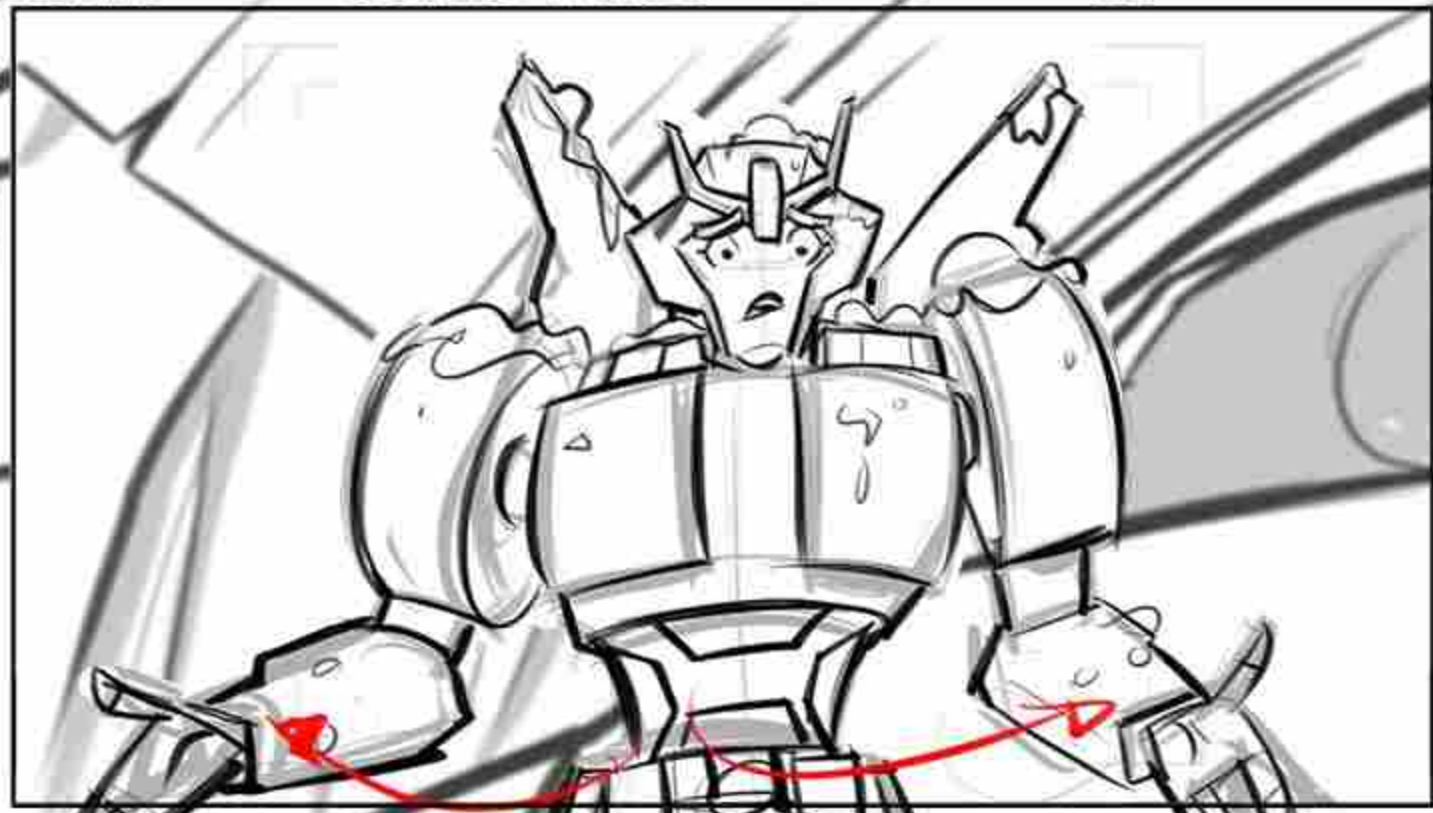
PAN OVER A - B TO RUSSELL LOOKING THROUGH THE MAGNIFYING GLASS AT THE QUILL

CUT

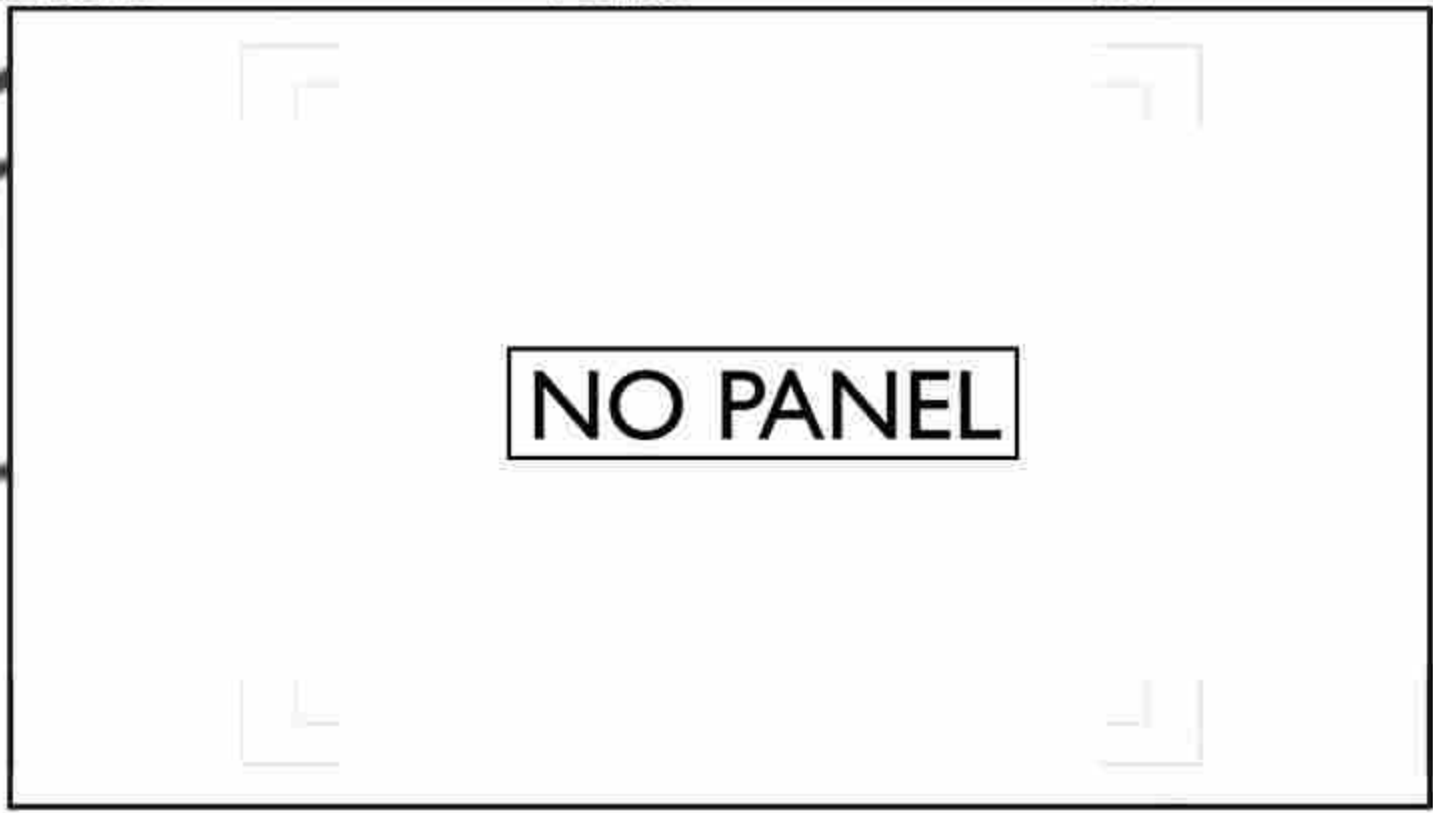
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: Panel: BG:



Action:

CLOSE ON STRONGARM

Dial:

(57) STRONGARM
FUMBLEBEE WILL BE LIKE THIS 'TIL

Slug: Trans:

Action:

cont

Dial:

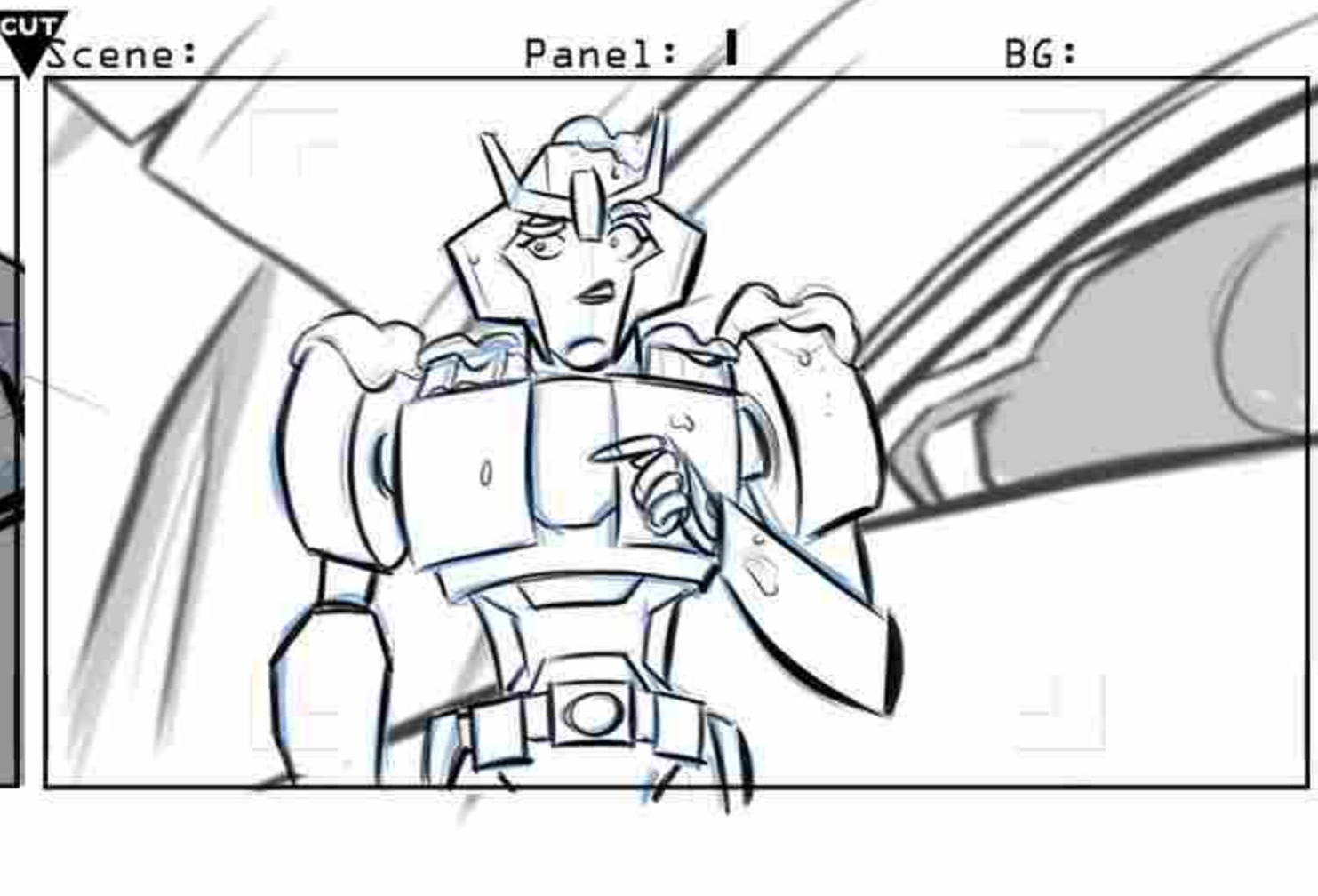
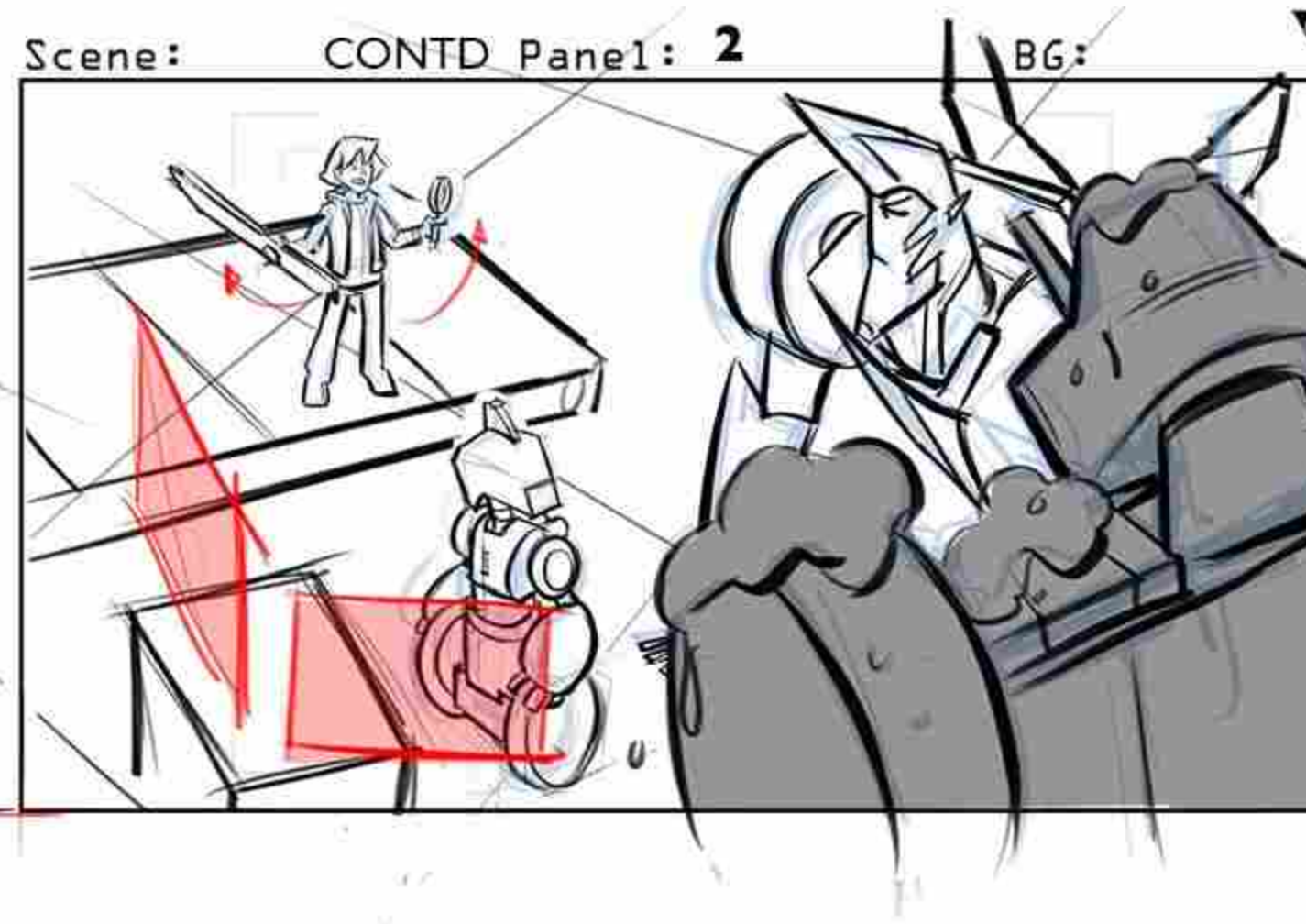
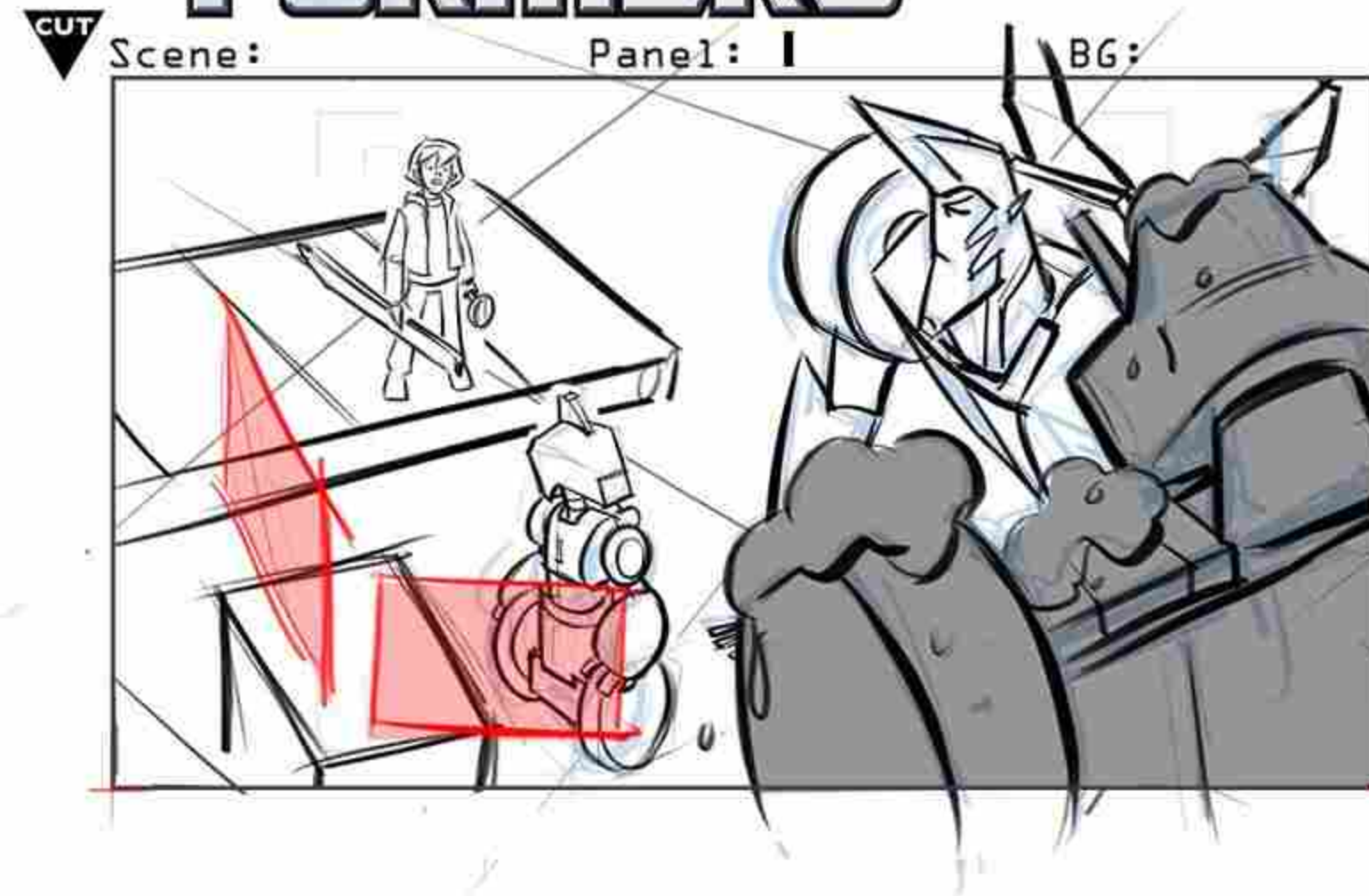
THE POISON RUNS ITS COURSE

Slug: Trans:

Action:

Dial:

Slug: Trans:



Action:

-OTS (ST) ON ALL

Dial: (SB) RUSSELL

WE'RE ALL GONNA ...

Slug:

Trans:

Action:

Dial: (SB) RUSSELL

... HAVE TO BABY SIT

Slug:

Trans:

Action:

UPSHOT ON (ST)

Dial:

(ST) STRONGARM
SIT ON A CHILD?!

Slug:

Trans:

Scene: CONTD Panel: **2** BG:



Scene: CONTD Panel: **3** BG:



CUT

Scene: Panel: BG:

NO PANEL

Action:



Dial:

59 STRONGARM (CONTD)
AND THIS WILL HELP

Slug:

Trans:



Action:

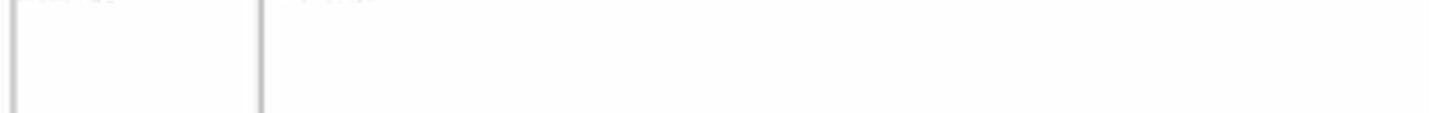


Dial:

59 STRONGARM (CONTD)
....HOW?!

Slug:

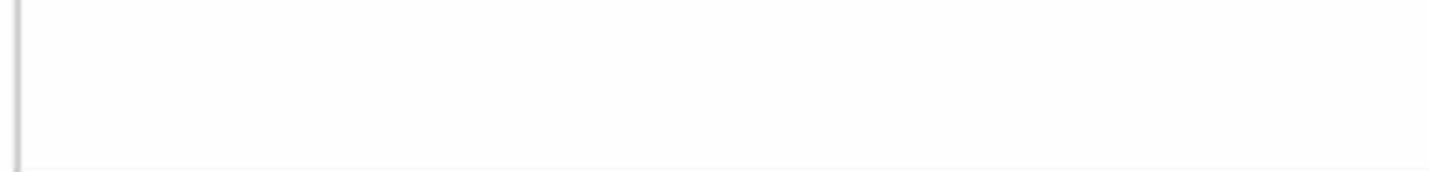
Trans:



Action:



Dial:

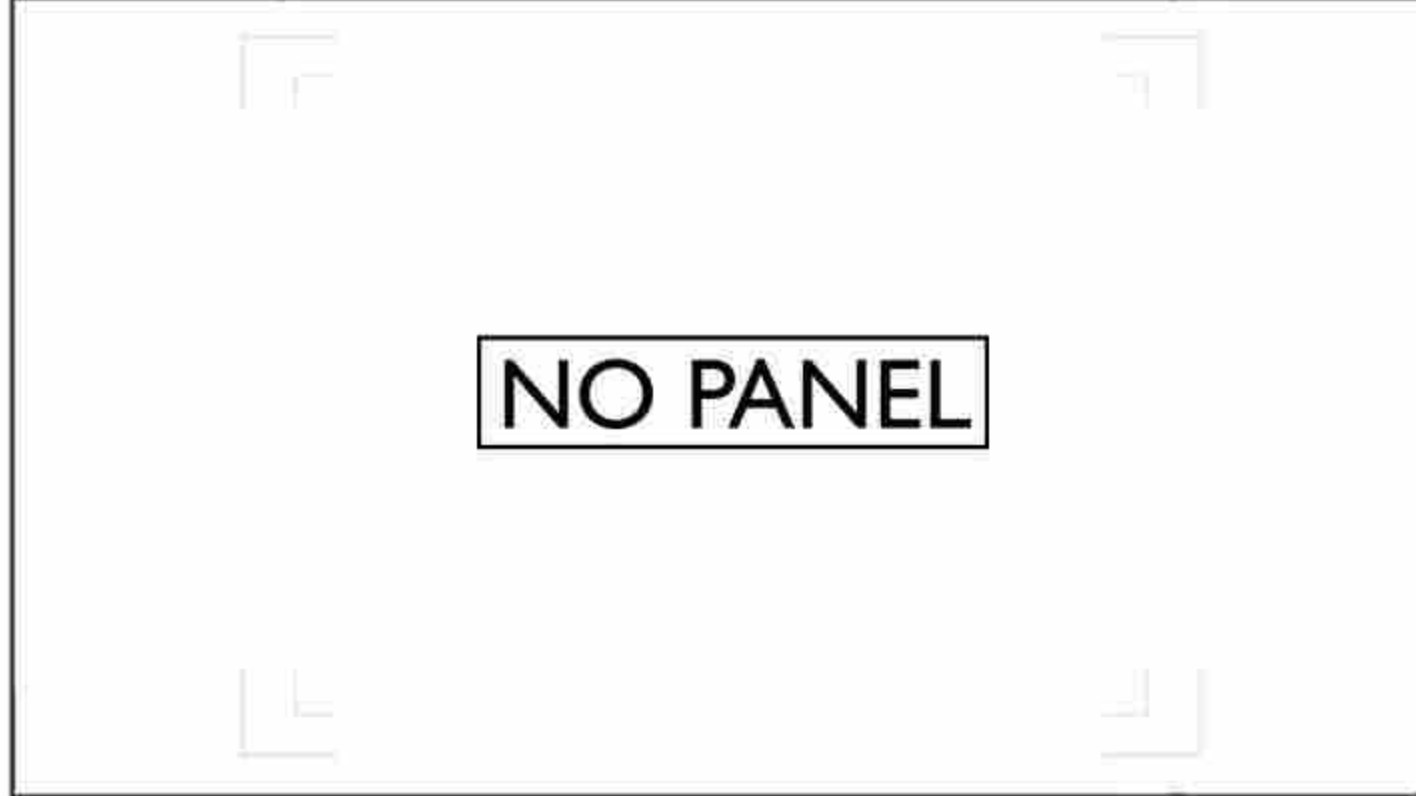


Slug:

Trans:



Scene: Panel: BG:

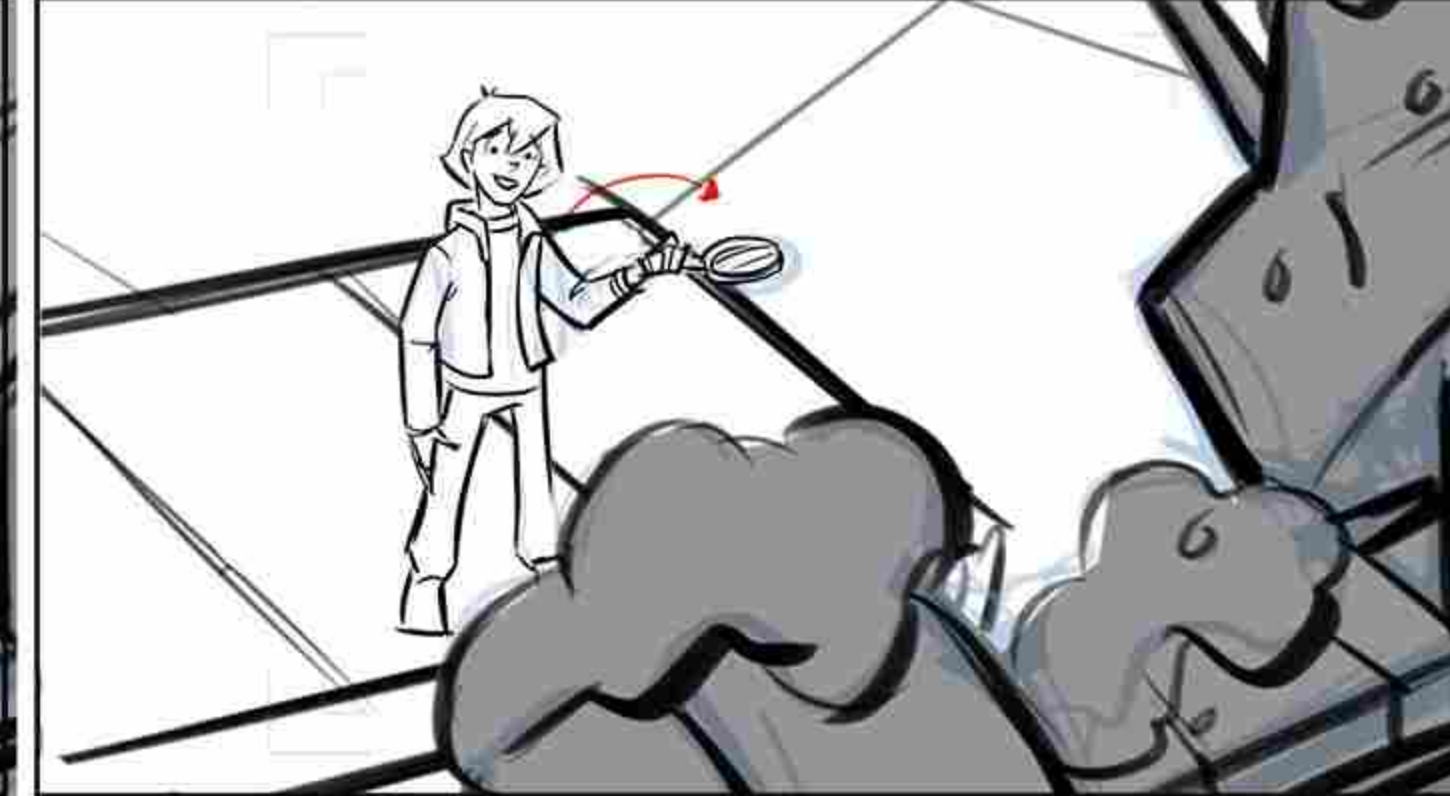


CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Action:	
Dial:	
Slug:	Trans:

Action:	
OTS STRONGARM, ON RUSSELL.	
Dial:	
60 RUSSELL NO,	
Slug:	Trans:

Action:	
Dial:	
60 RUSSELL (CONTD)"BABYSIT" MEANS	
Slug:	Trans:

Scene: CONTD Panel: 3

BG:



Scene: CONTD Panel: 4

BG:



CUT

Scene:

Panel: 1

BG:



HU

Action:

Dial:

60 RUSSELL
WATCH OVER SOMEONE...

Slug:

Trans:

Action:

Dial:

60 RUSSELL
...WHO CAN'T WATCH OVER HIMSELF.

Slug:

Trans:

Action:

CLOSE ON RUSSELL.
(HOOK UP)

Dial:

60 RUSSELL
DON'T WORRY.

Slug:

Trans:

Scene: CONTD Panel: **2**

BG:



Scene: CONTD Panel: **3**

BG:



Scene: CONTD Panel: **4**

BG:



Action:

Dial:

60 RUSSELL: (CONTD)
I'VE EXPERIENCED A FEW SUGAR JOLTS...

Slug:

Trans:

Action:

Dial:

60 RUSSELL: (CONTD)
...IN MY DAY...

Slug:

Trans:

Action:

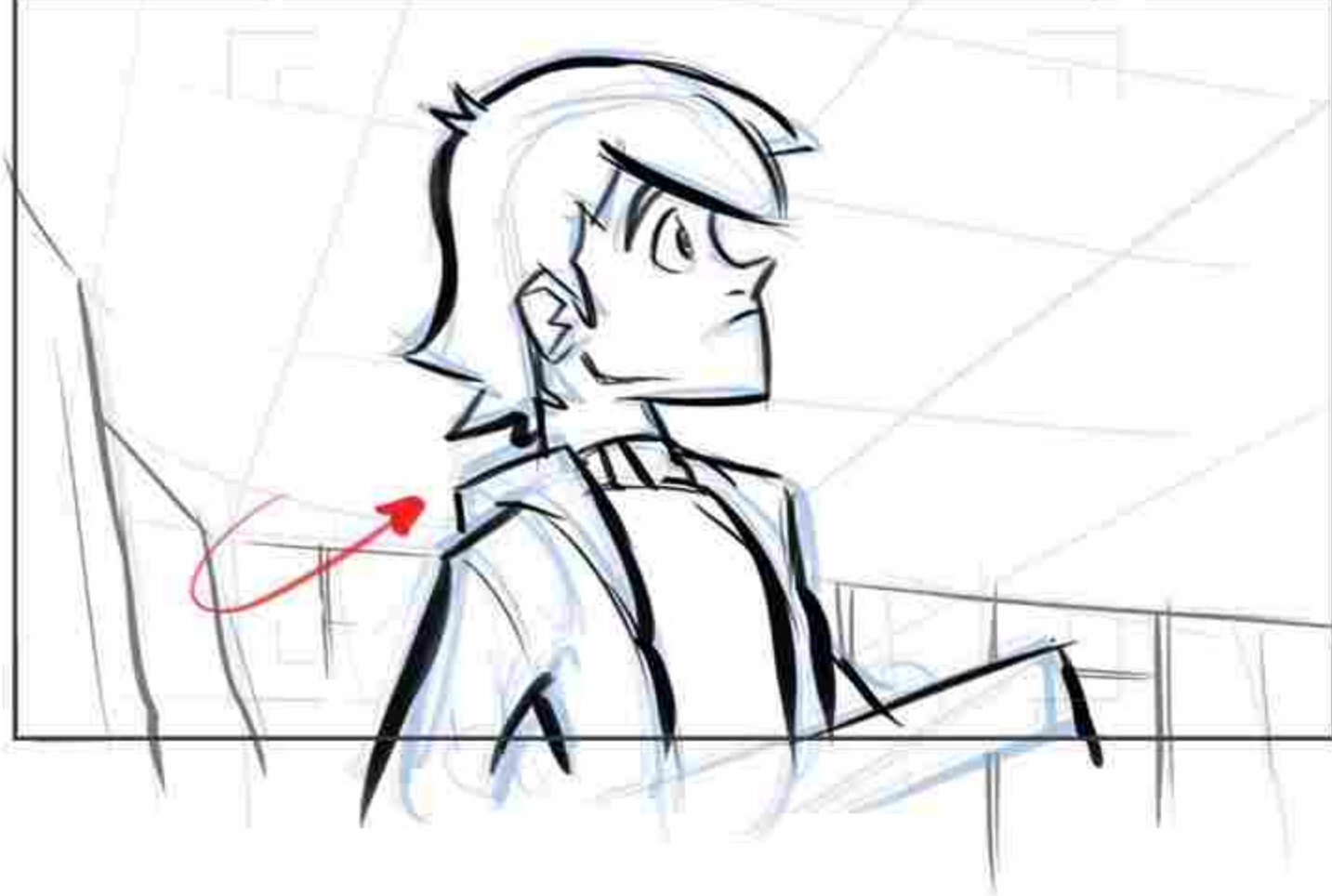
Dial:

60 RUSSELL: (CONTD)
..THIS'LL BE EASY.

Slug:

Trans:

Scene: CONTD Panel: 5 BG:



Action:

RUSSELL REACTS TO (OS) VOICE.

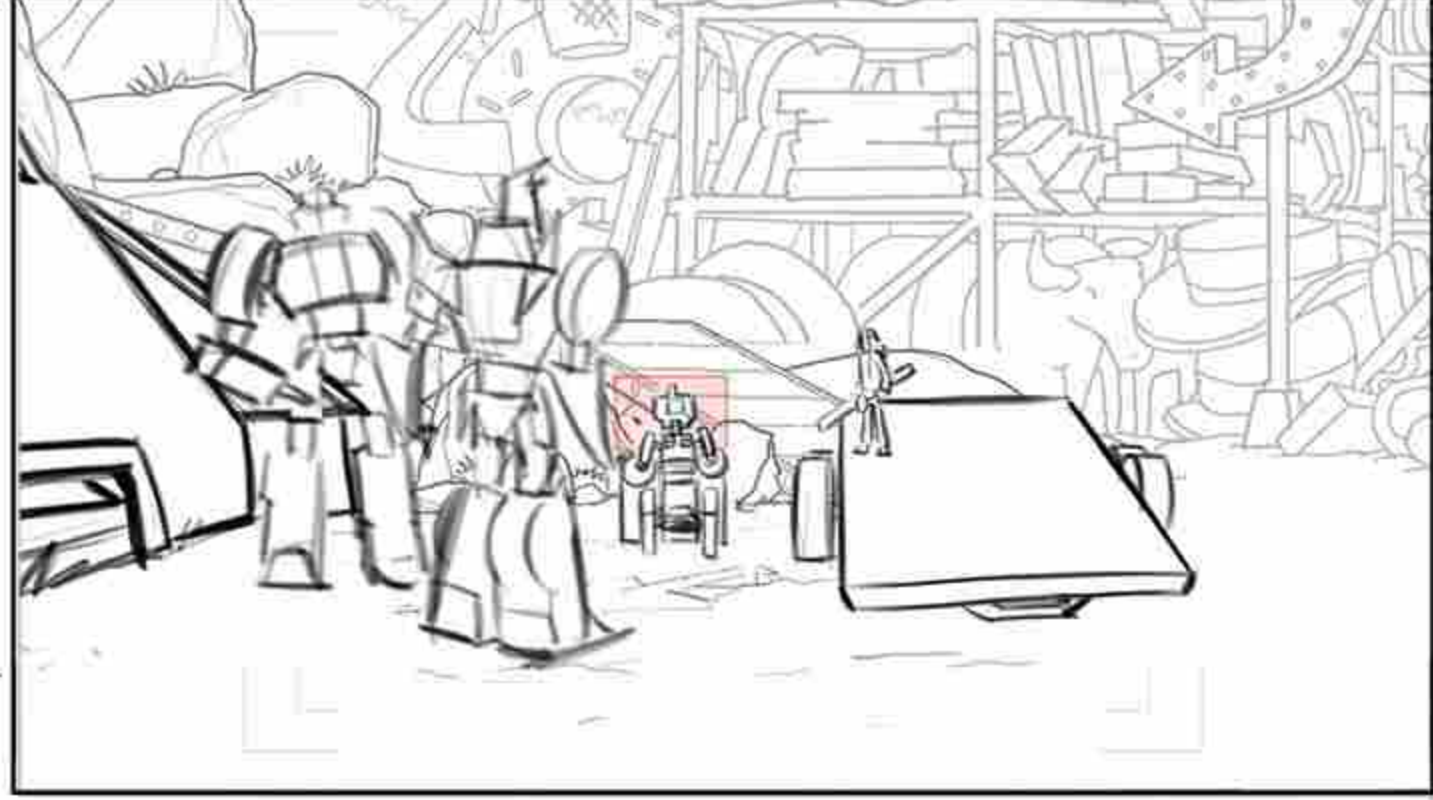
Dial:

61 BUMBLEBEE (O.S.)
I'M THE KING OF THE CLOTHES DRYERS!

Slug: Trans:

CUT

Scene: Panel: 1 BG:



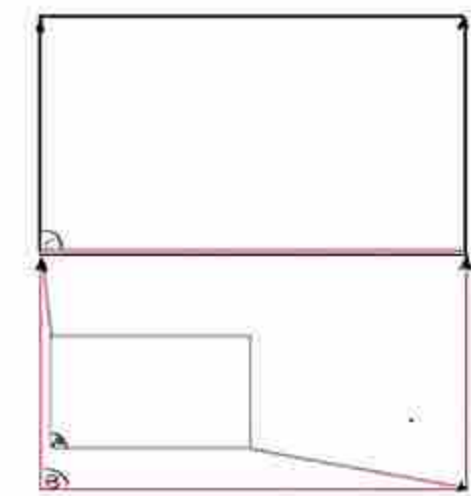
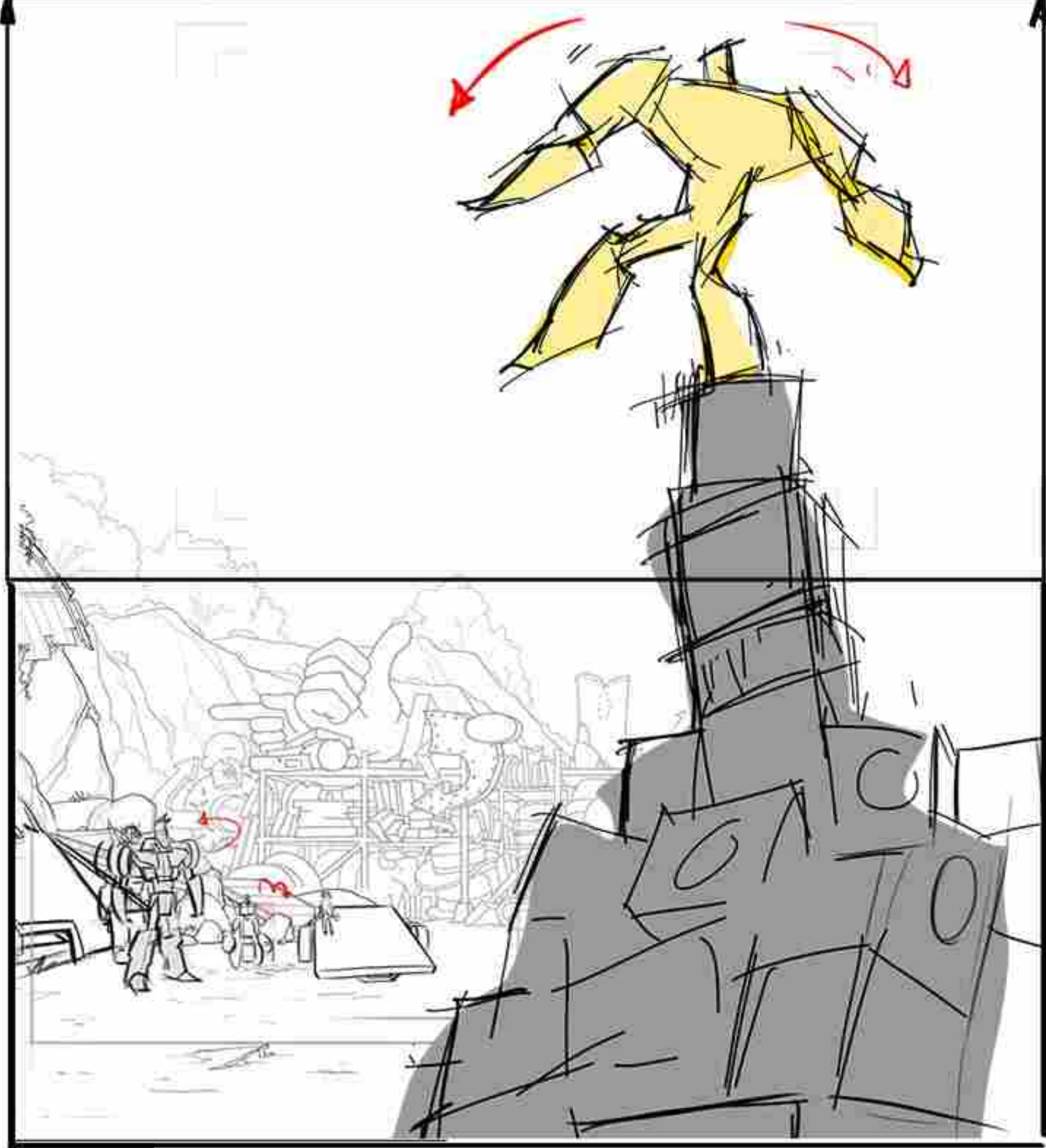
Action:

WIDE ON ALL. THEY TURN.
TRUCK OUT AND PAN TO REVEAL
BUMBLEBEE BALANCING ON A TOP OF A PILE OF DRYERS.

Dial:

Slug: Trans:

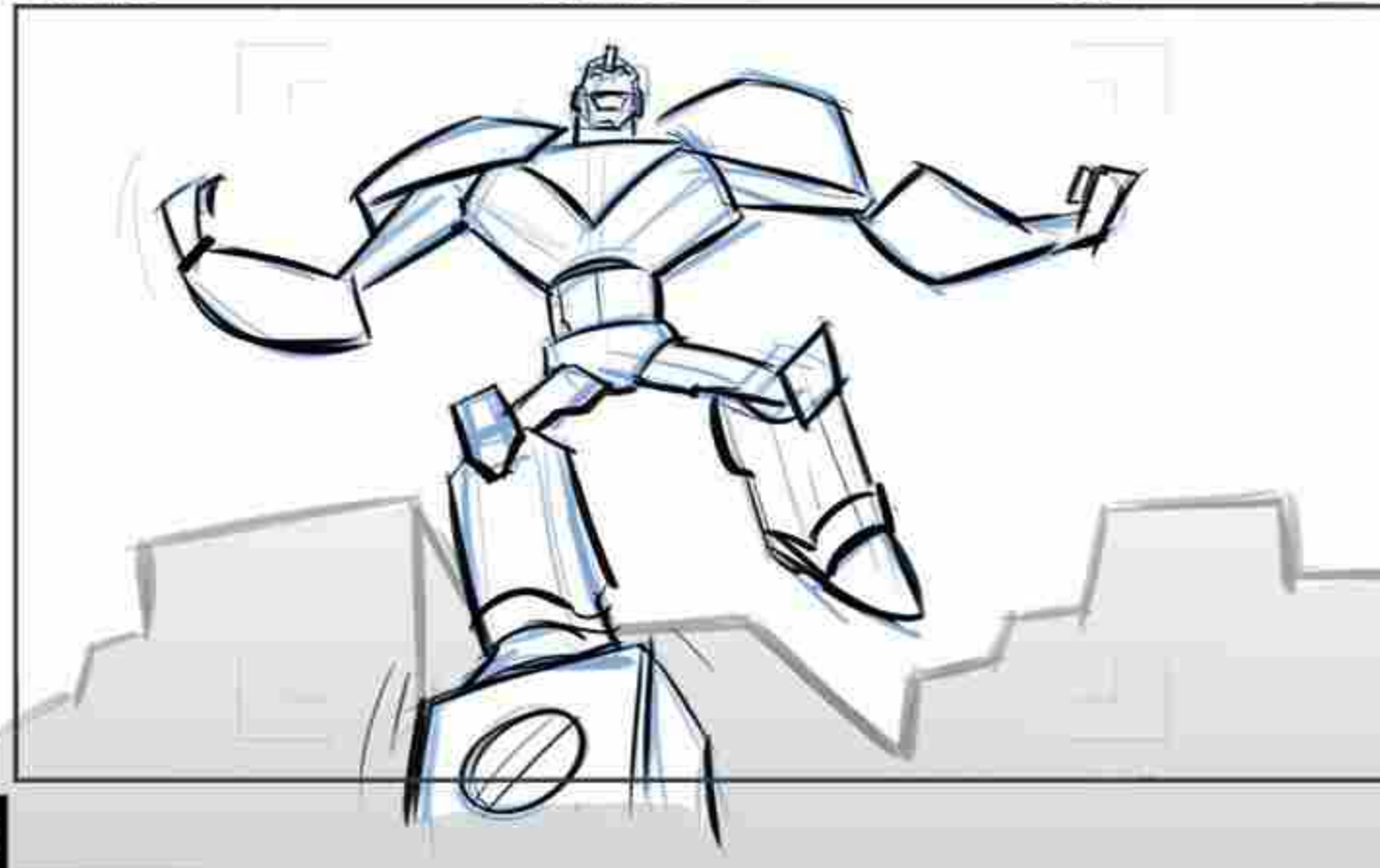
Scene: CONTD Panel: 2 BG:



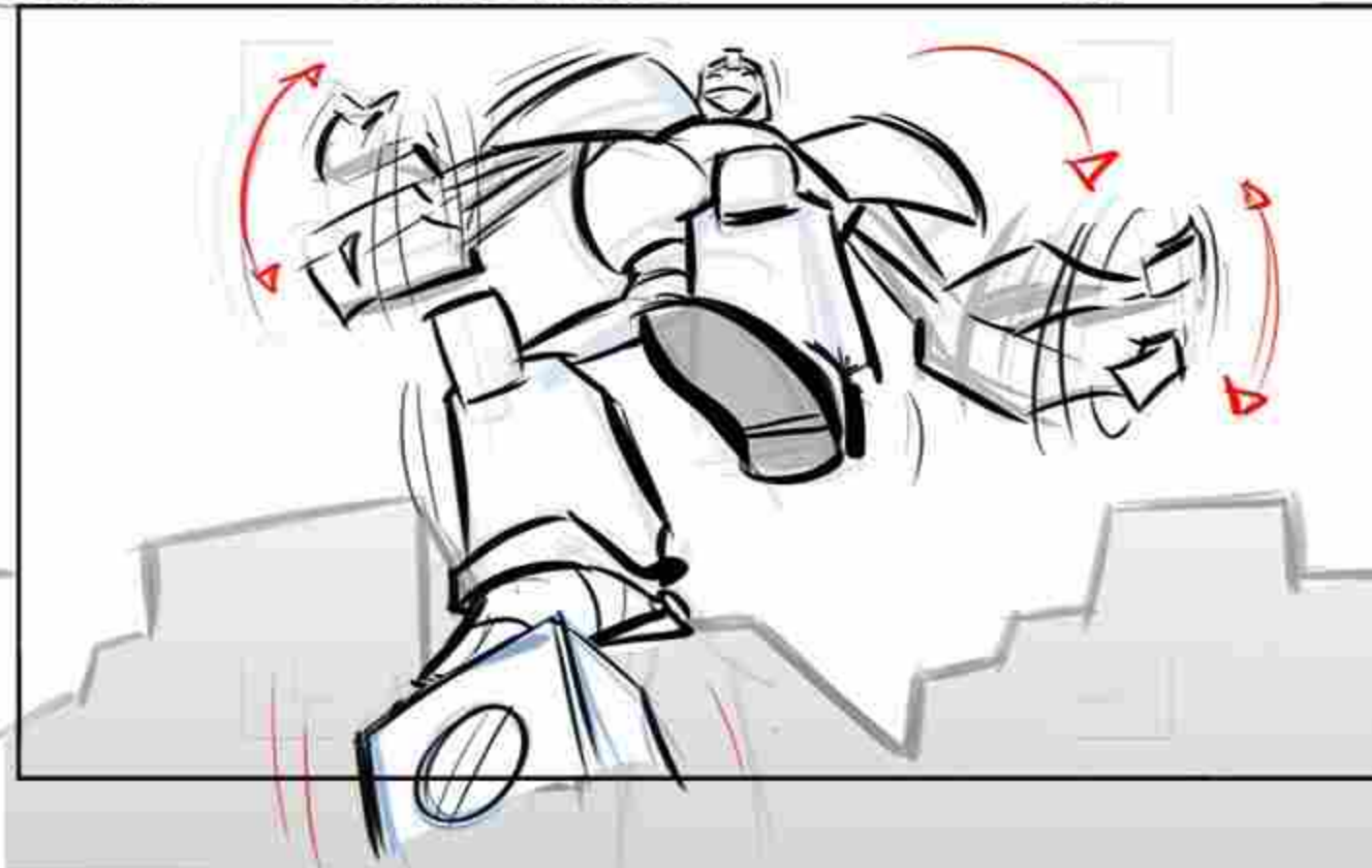
TRUCK OUT A - B,
THEN PAN B - C,

CUT

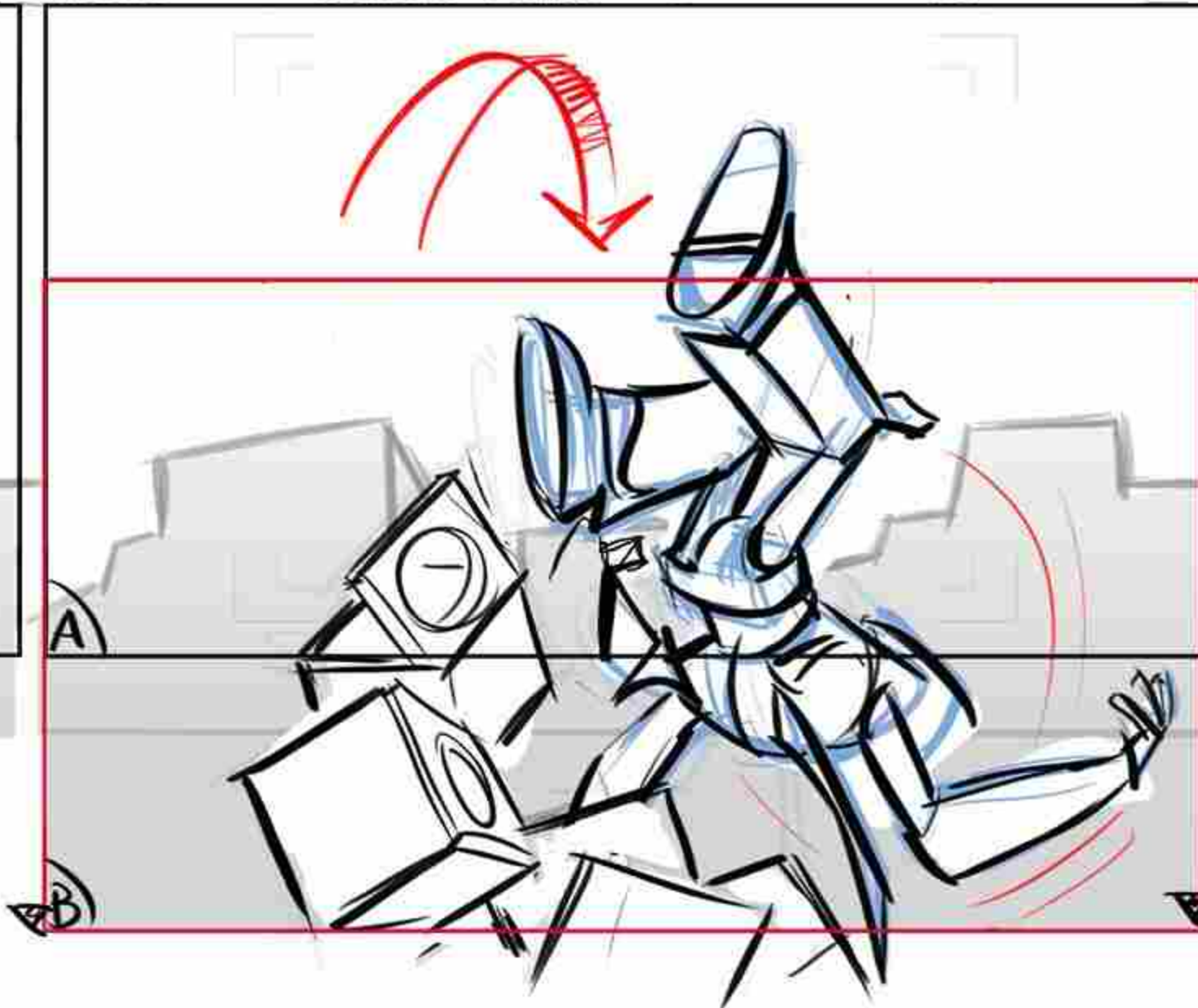
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

REVERSE ANGLE ON BUMBLEBEE TEETERING ON THE DRYERS.

Dial:

62 BUMBLEBEE (CONT'D)
ALL HAIL

Slug:

Trans:

Action:

HE PINWHEELS WITH HIS ARMS.

Dial:

62 BUMBLEBEE (CONT'D)
...THE KING!

Slug:

Trans:

Action:

ADJUST PAN AS BB FALLS.

Dial:

62 BUMBLEBEE (CONT'D)
<WHOA!>

Slug:

Trans:



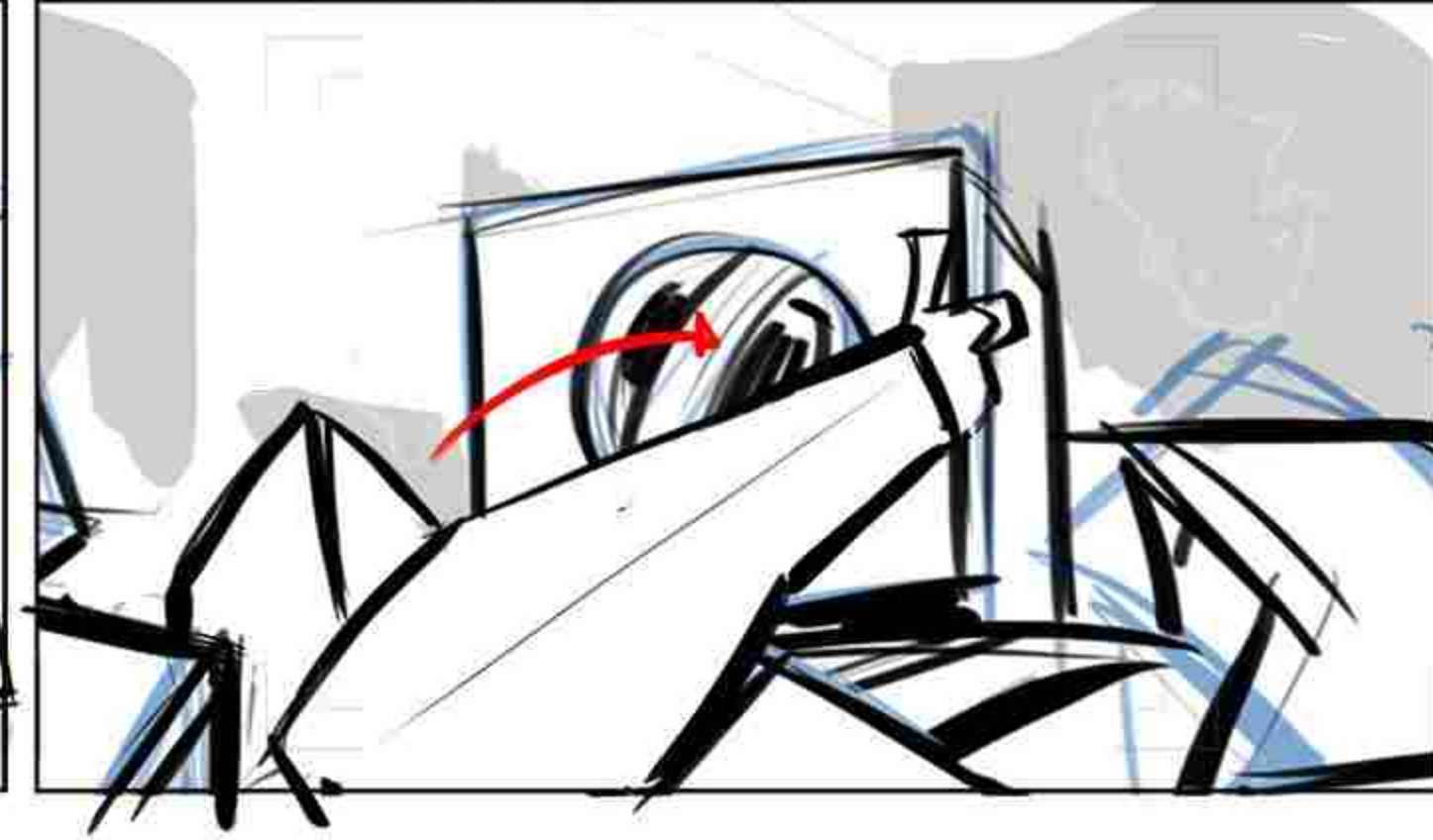
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

CLOSE ON A PILE OF DRYERS.

Dial:

Slug:

Trans:

Action:

TRUCK IN ON BUMBLEBEE, A DRYER ON HIS HEAD,
AS HE POPS UP.

Dial:

Slug:

Trans:

Action:

HE REACHES FOR THE DRYERS DOOR.

Dial:

Slug:

Trans:

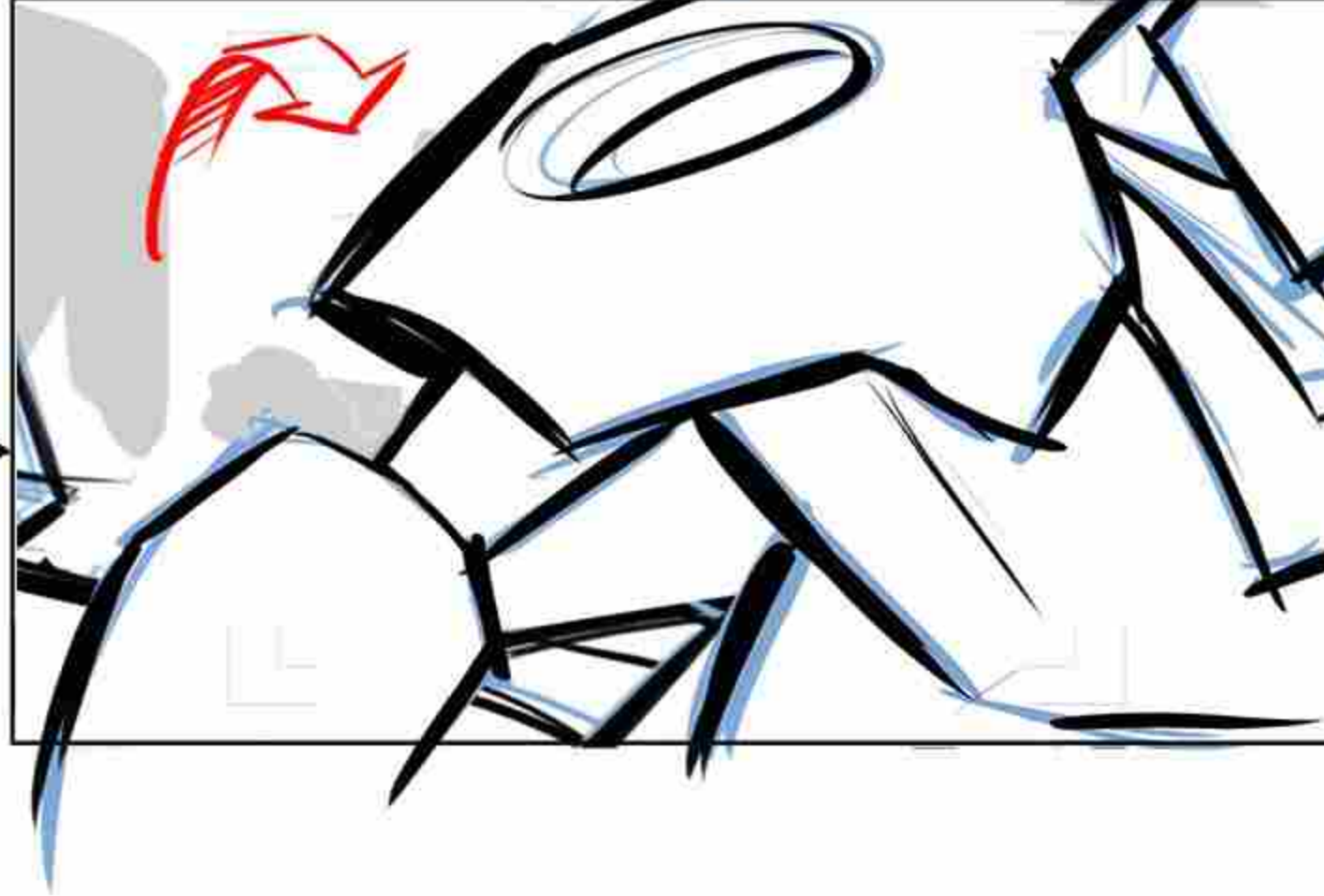
Scene: CONTD Panel: 4

BG:



Scene: CONTD Panel: 5

BG:



Scene:

Panel:

BG:

NO PANEL

Action:

BB, LAUGHING MANICALLY, OPENS THE DRYER DOOR.

Dial:

64 BUMBLEBEE
<MANIACAL LAUGHTER!>

Slug:

Trans:

Action:

HE GETS UP.

Dial:

Slug:

Trans:

Action:

Dial:

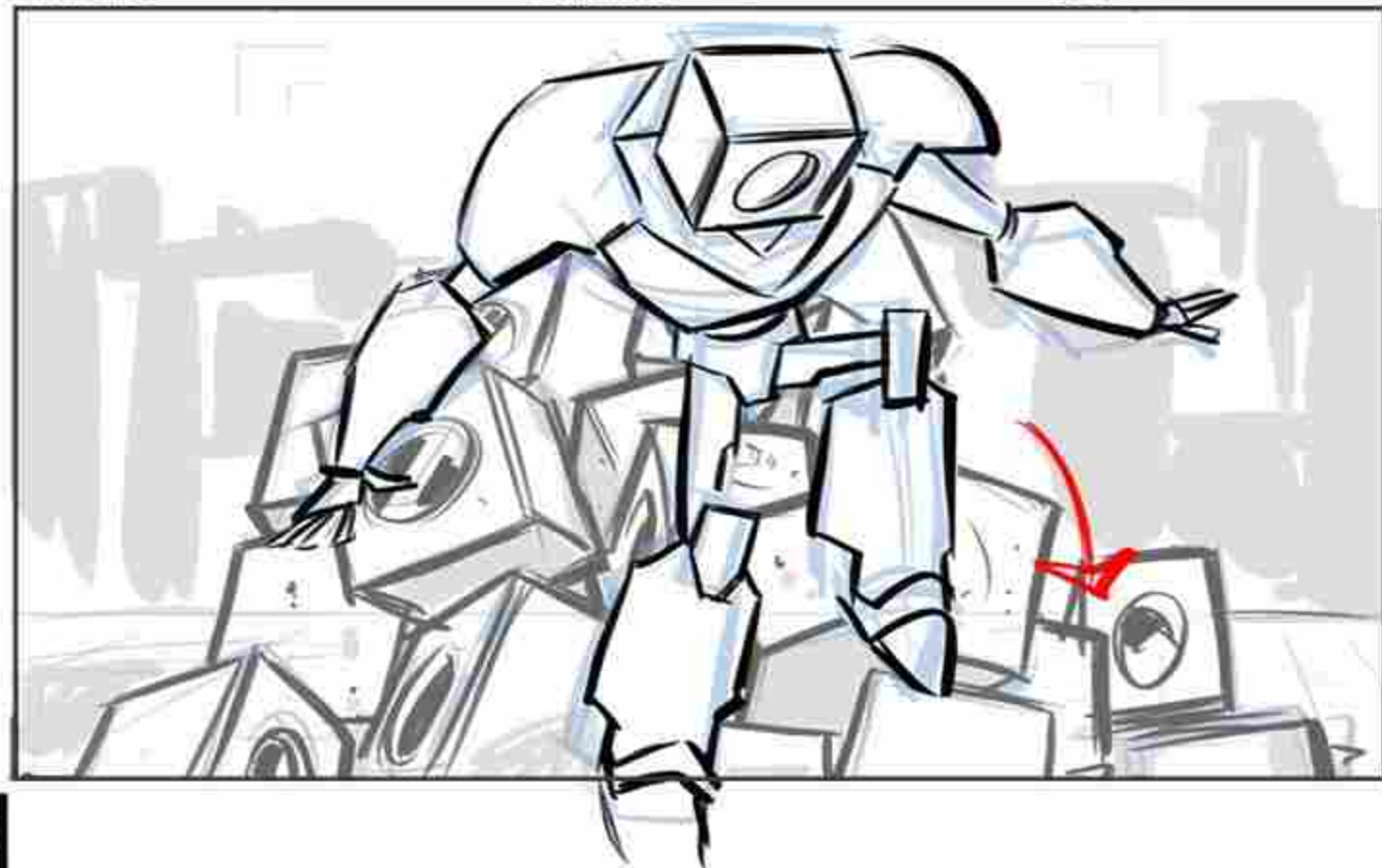
Slug:

Trans:

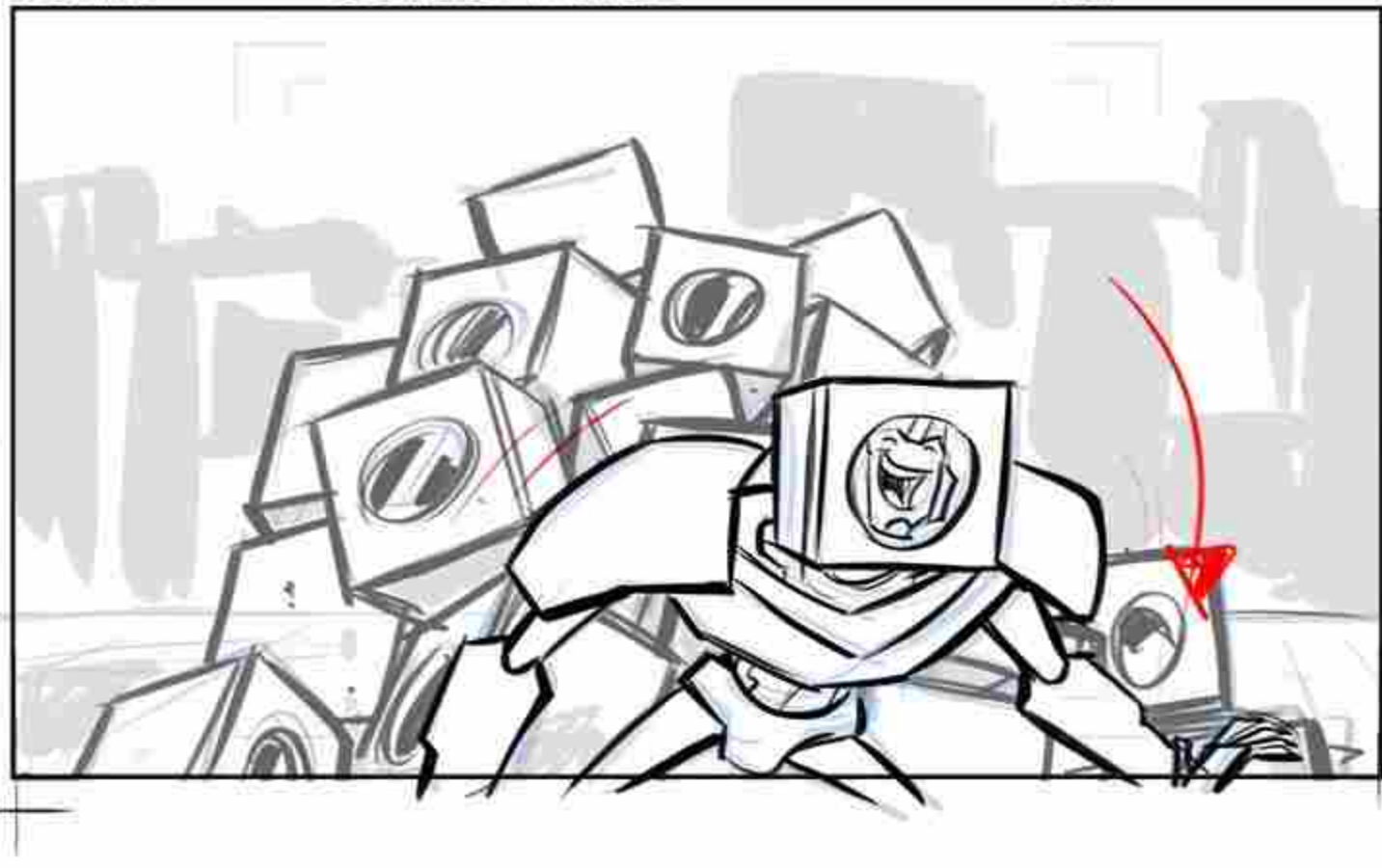


CUT

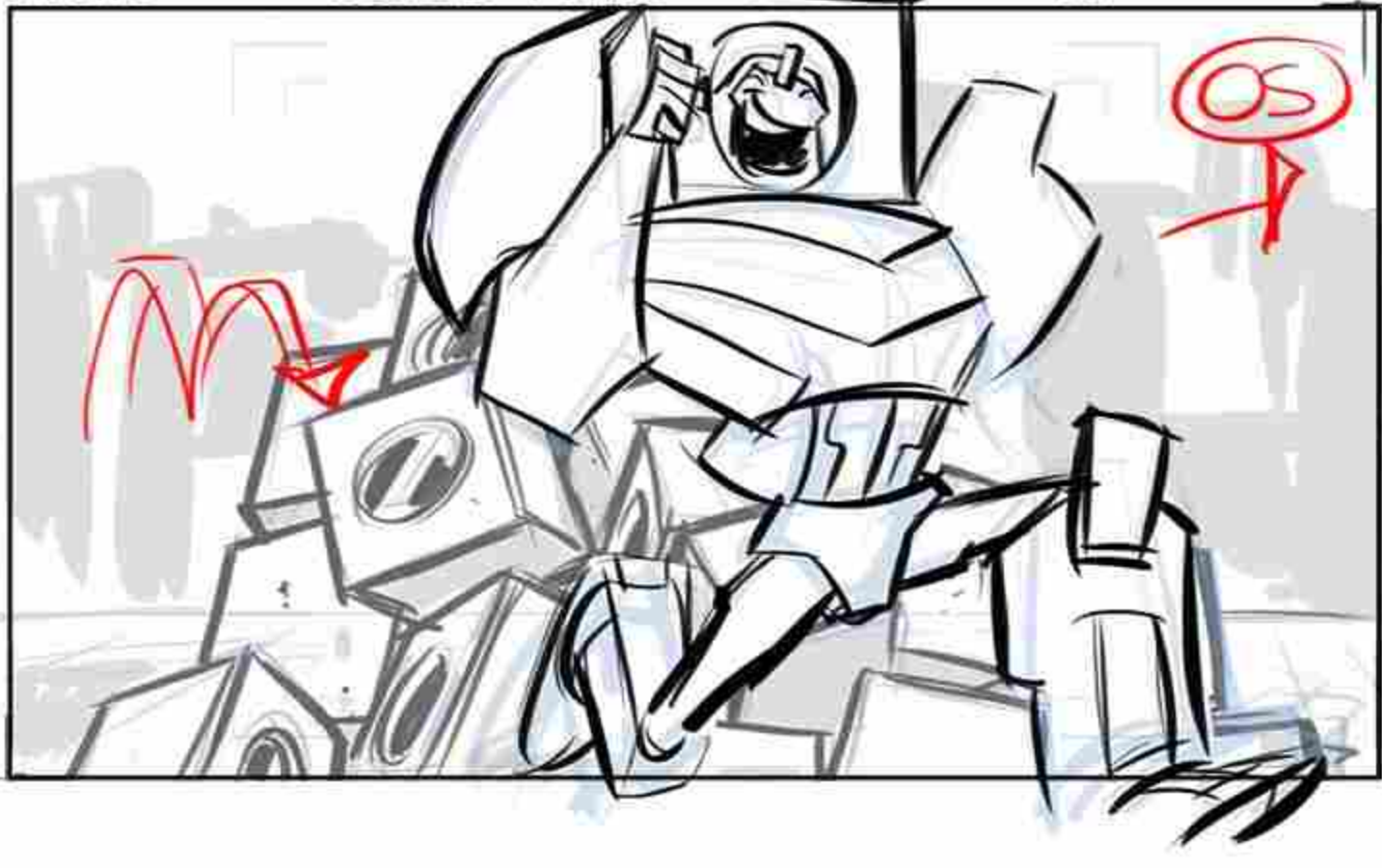
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



HU

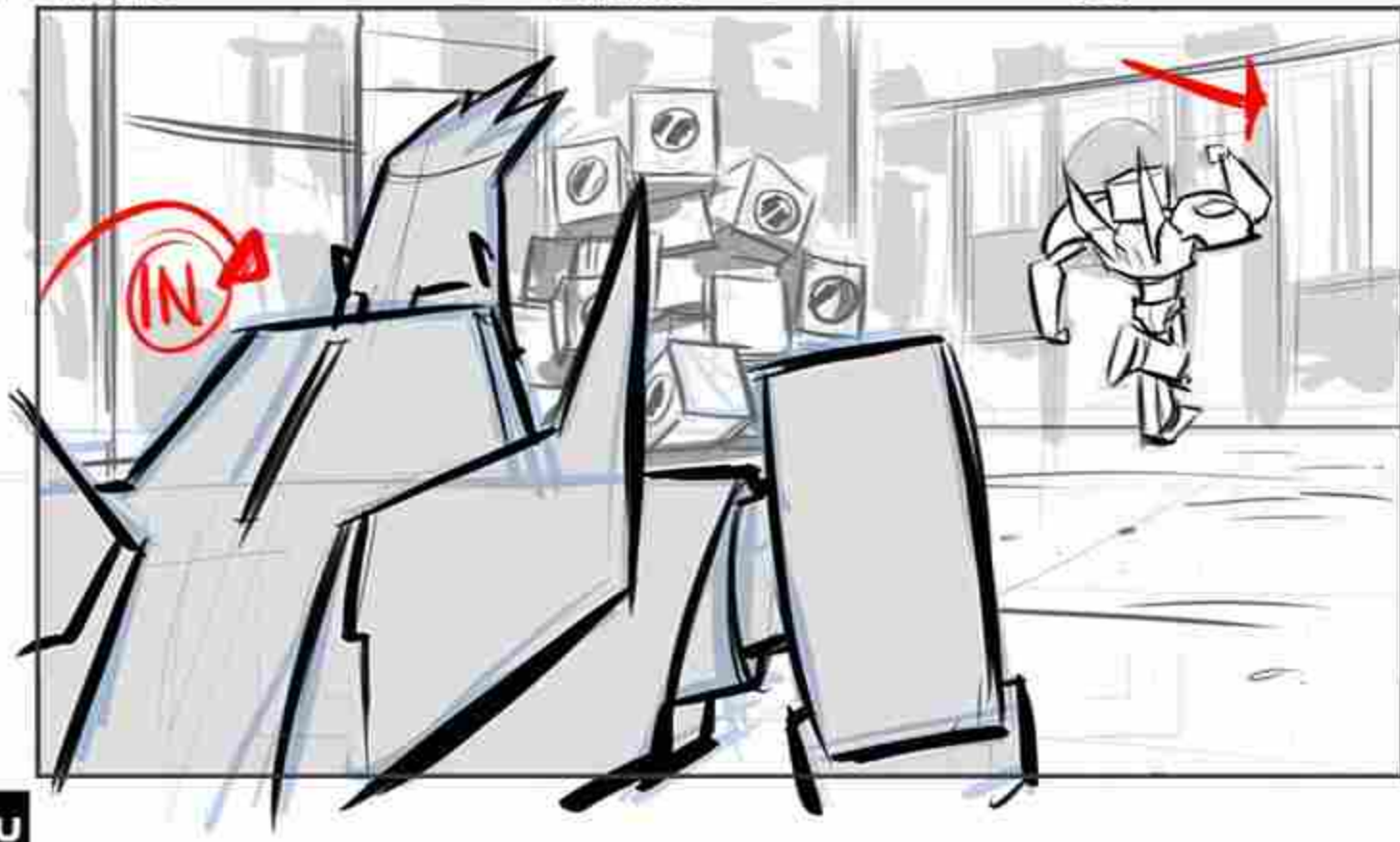
Action:	
BB, LAUGHING MANICALLY, LEAPS OFF THE PILE OF DRYERS...	
Dial:	
64 BUMBLEBEE <MANIACAL LAUGHTER!>	
Slug:	Trans:

Action:	
HE LANDS..	
Dial:	
Slug:	Trans:

Action:	
.....THEN BOLTS OFF, LAUGHING MANIACALLY!	
Dial:	
Slug:	Trans:

CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



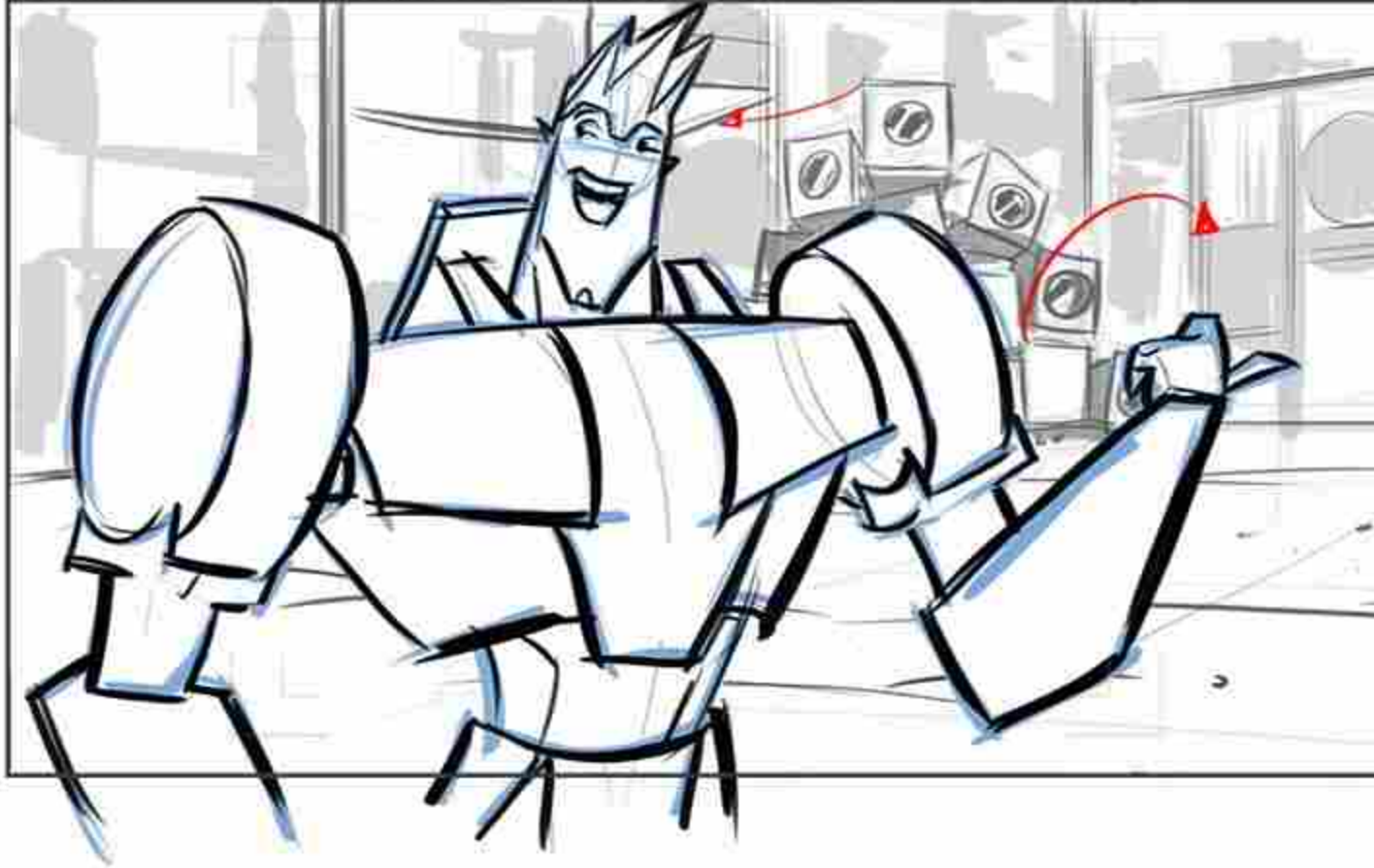
Action:	
BEE BOLTS OFF, <LAUGHING MANIACALLY>! SIDESWIPE STEPS INTO SCENE.	
Dial:	
64 BUMBLEBEE <MANIACAL LAUGHTER!>	
Slug:	Trans:

Action:	
SW STOPS AS BUMBLEBEE RACES OUT.	
Dial:	
65 SIDESWIPE <LAUGHS>	
Slug:	Trans:

Action:	
ADJUST BG AS SIDESWIPE TURNS.	
Dial:	
65 SIDESWIPE <LAUGHS> I HAVE TO SAY,...	
Slug:	Trans:

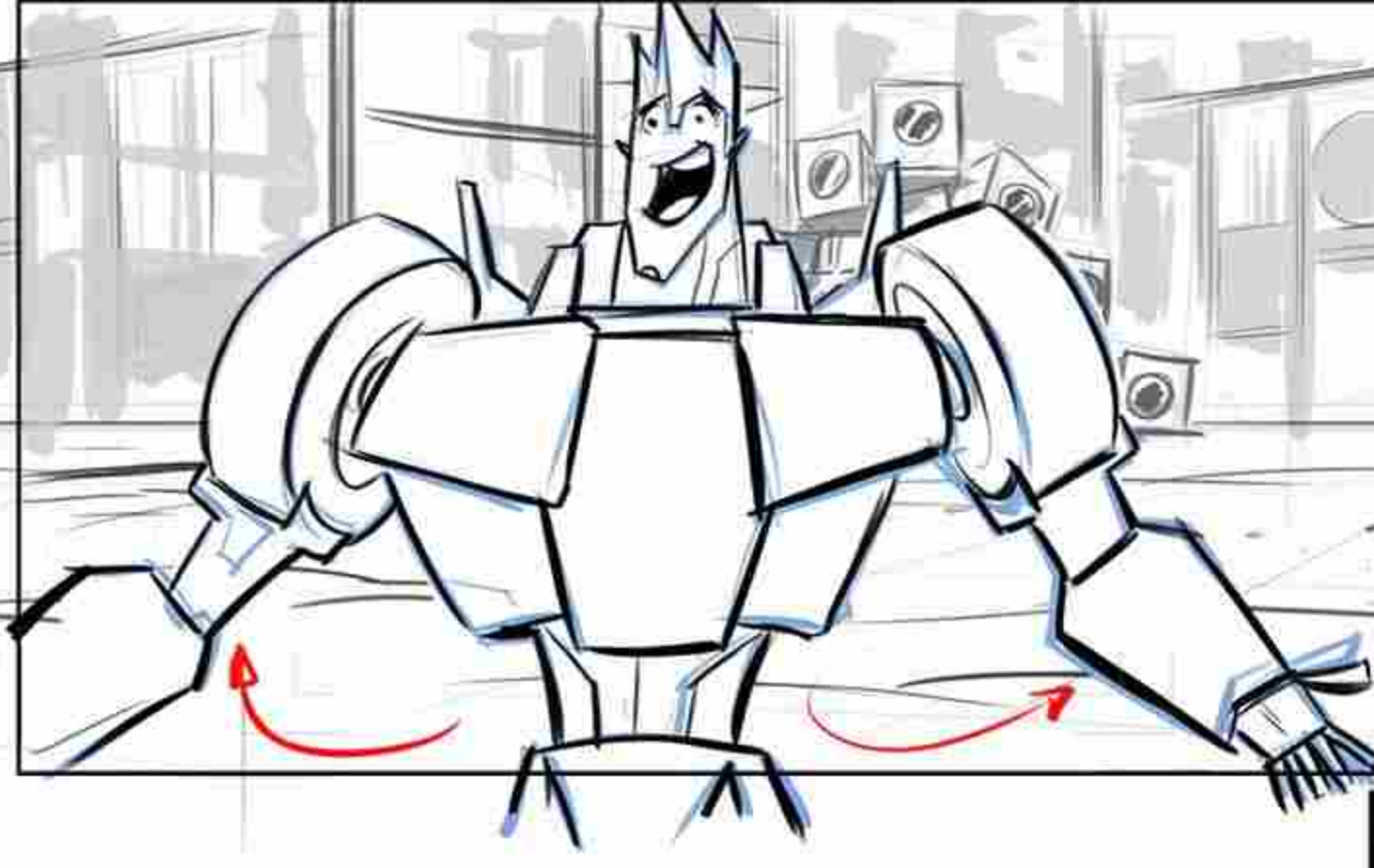
Scene: CONTD Panel: 4

BG:



Scene: CONTD Panel: 5

BG:

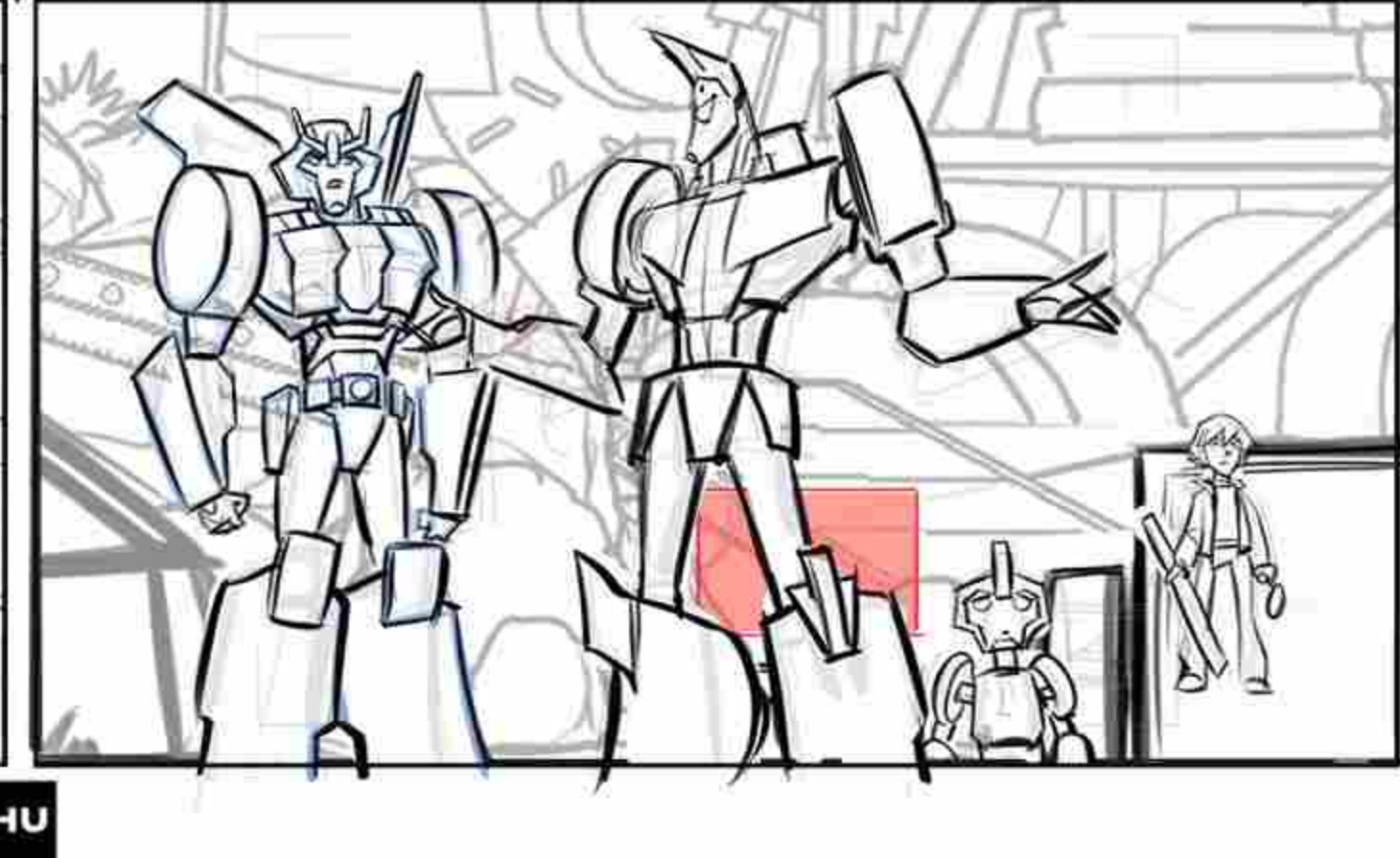


CUT

Scene:

Panel: 1

BG:



HU

Action:

Dial:

65 SIDESWIPE
..THIS NEW BUMBLEBEE.....

Slug:

Trans:

Action:

Dial:

65 SIDESWIPE
...IS PRETTY AWESOME!

Slug:

Trans:

Action:

Dial:

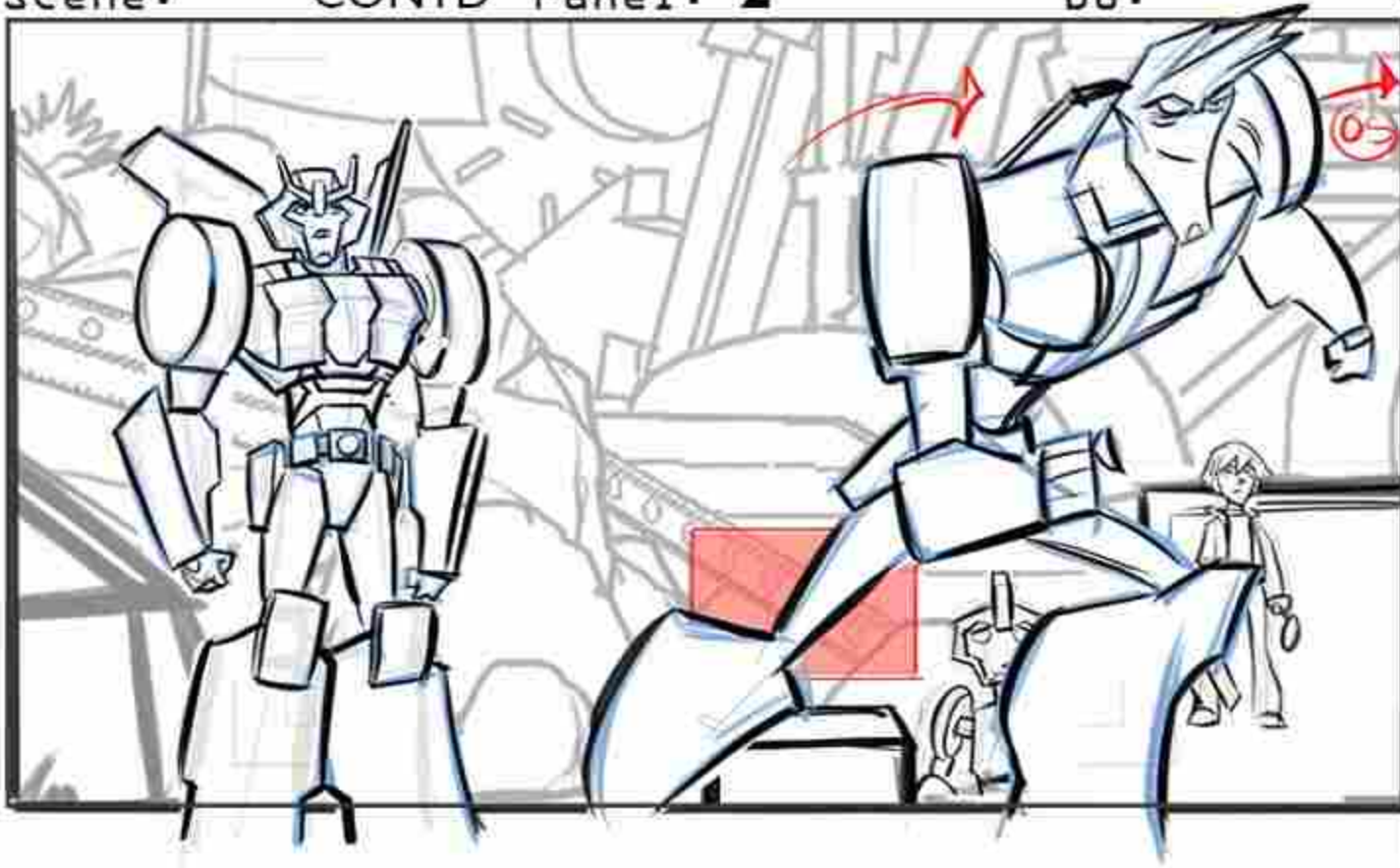
BACK TO FIXIT, STRONGARM AND RUSSELL
- JUST STARING O.S. AT BEE IN DISBELIEF.

Slug:

Trans:

Scene: CONTD Panel: 2

BG:

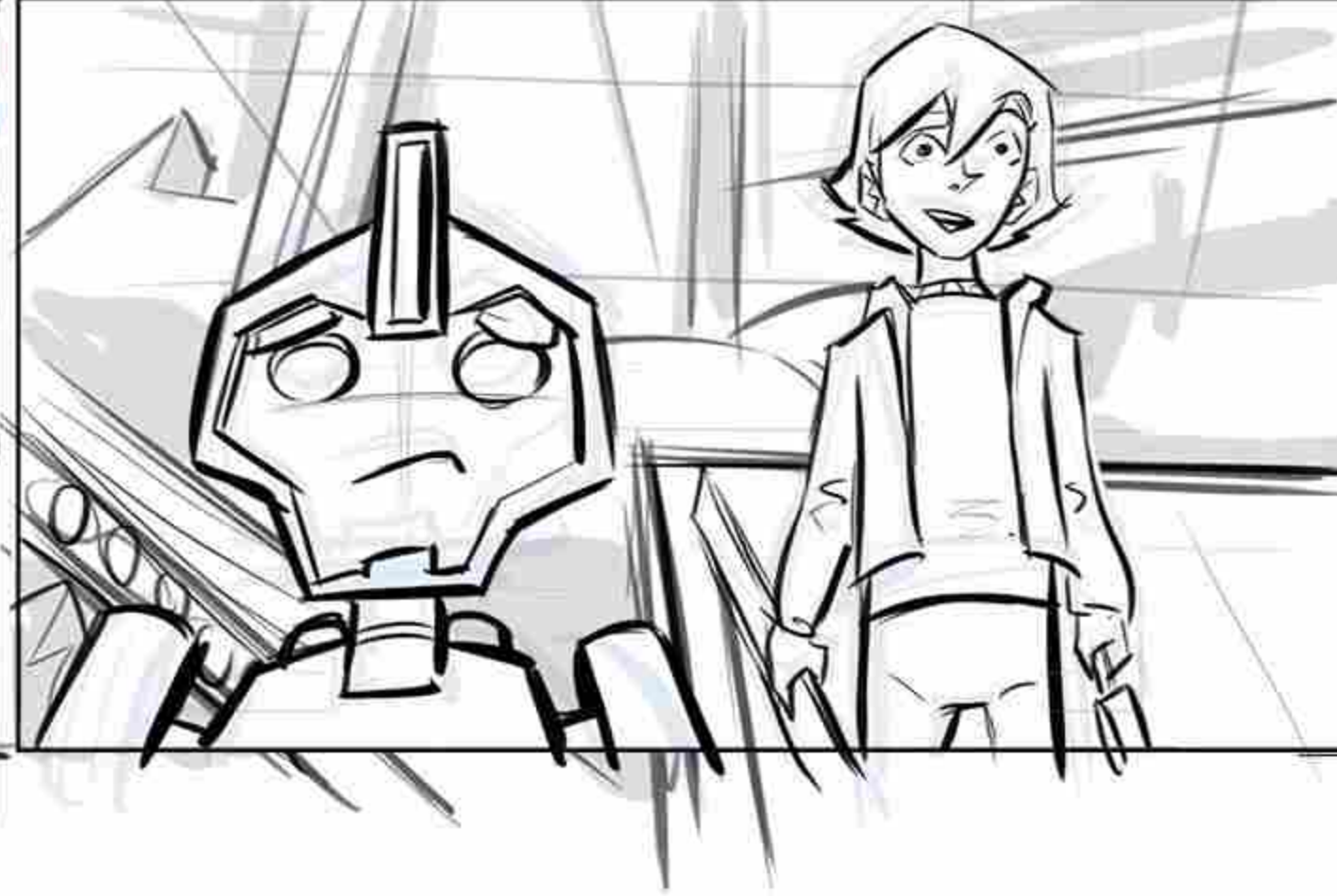


CUT

Scene:

Panel: 1

BG:



Scene: CONTD Panel: 2

BG:



Action:

SIDESWIPE RUNS OS. STAGE.

Dial:

Slug:

Trans:

Action:

CLOSE ON FIXIT AND RUSSELL
- JUST STARING O.S. AT BEE IN DISBELIEF.

Dial:

66 RUSSELL
"EASY" MIGHT HAVE BEEN

Slug:

Trans:

Action:

FIXIT TURNS TO RUSSELL.

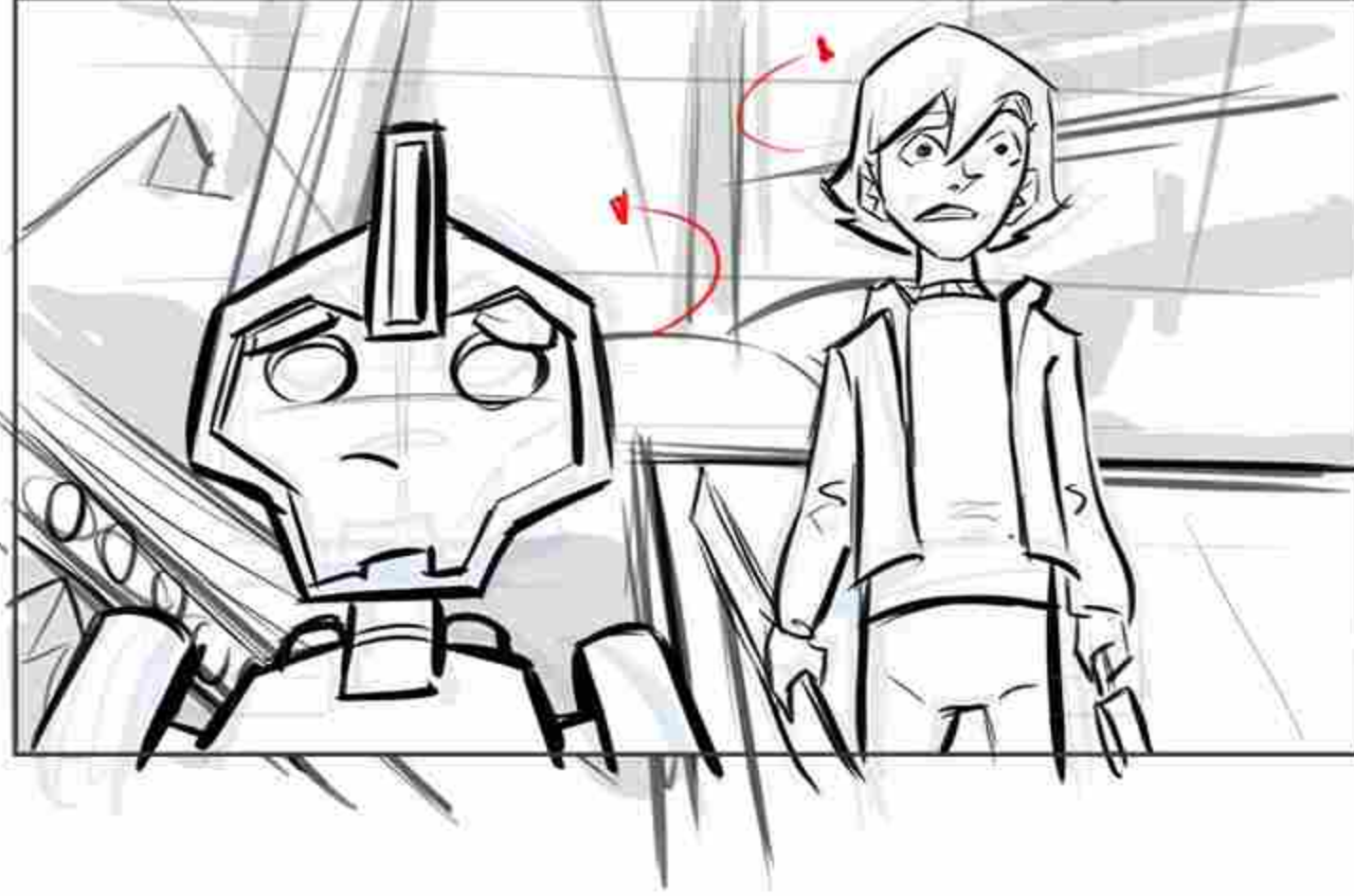
Dial:

66 RUSSELL
.....A WEE BIT..

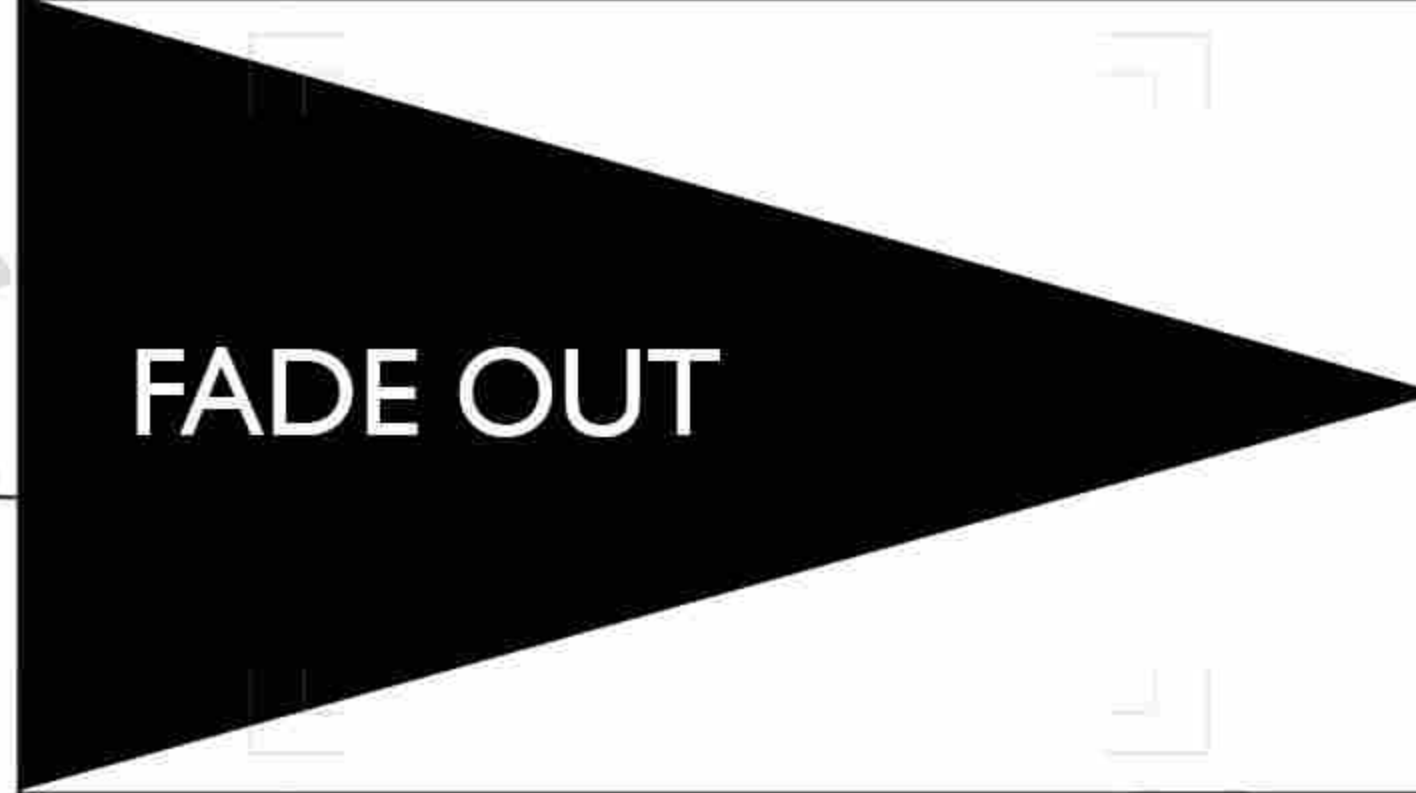
Slug:

Trans:

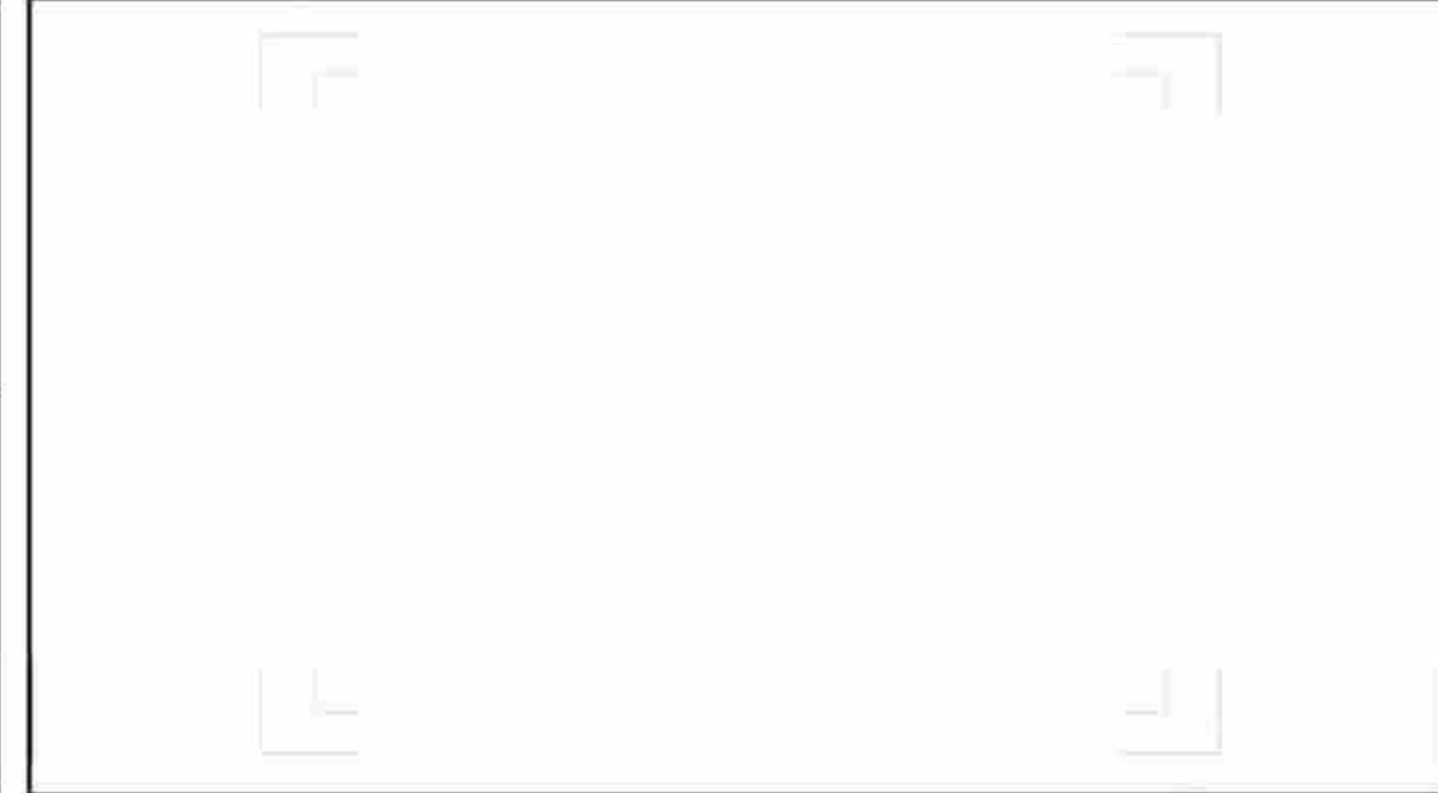
Scene: CONTD Panel: 3 BG:



Scene: Panel: BG:



Scene: Panel: BG:



Action:

THEY BOTH TURN TO LOOK OS, STILL IN DISBELIEF.

Dial:

66 RUSSELL
.....OPTIMISTIC...

Slug:

Trans:

Action:

Dial:

Slug:

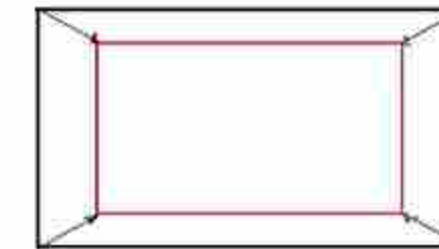
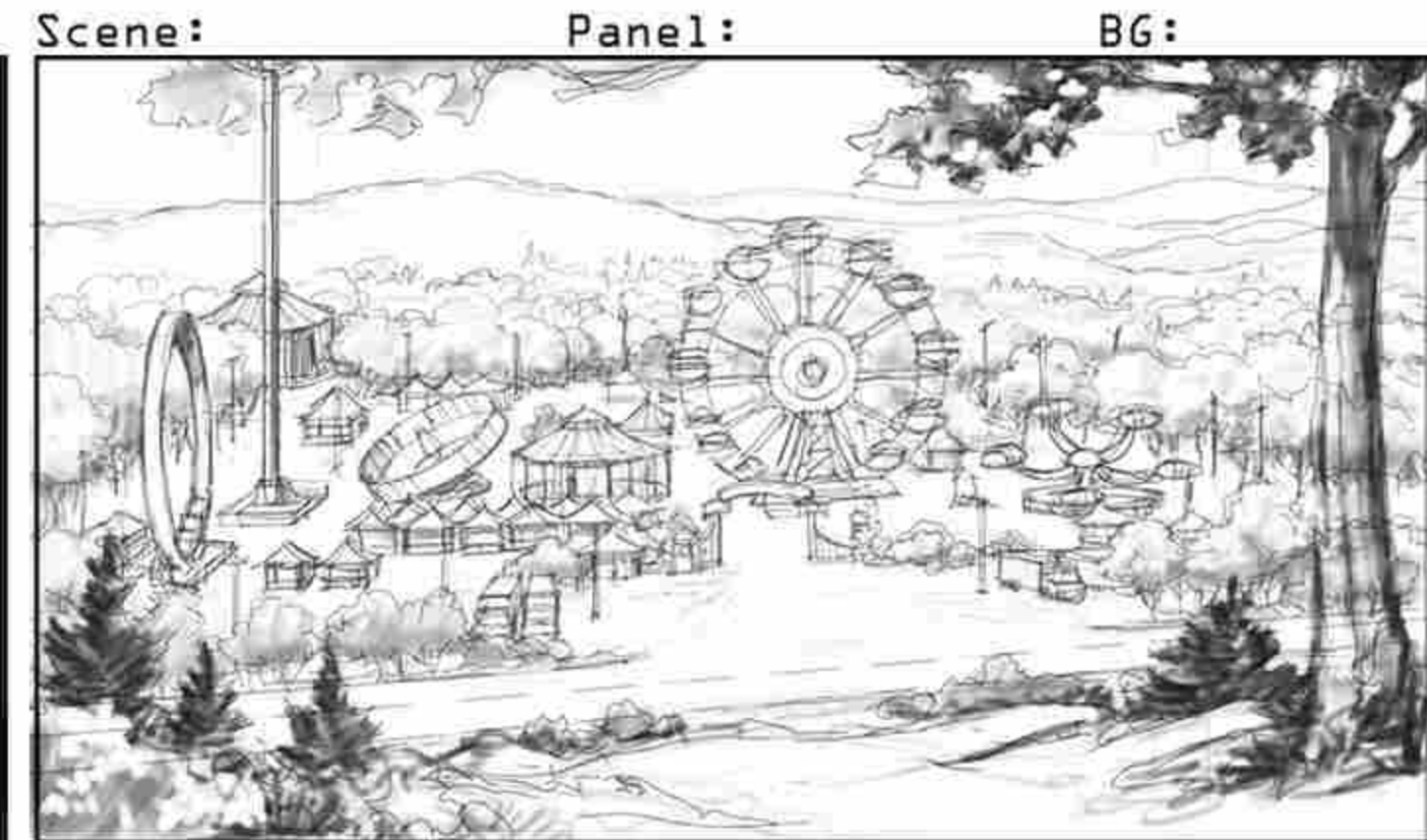
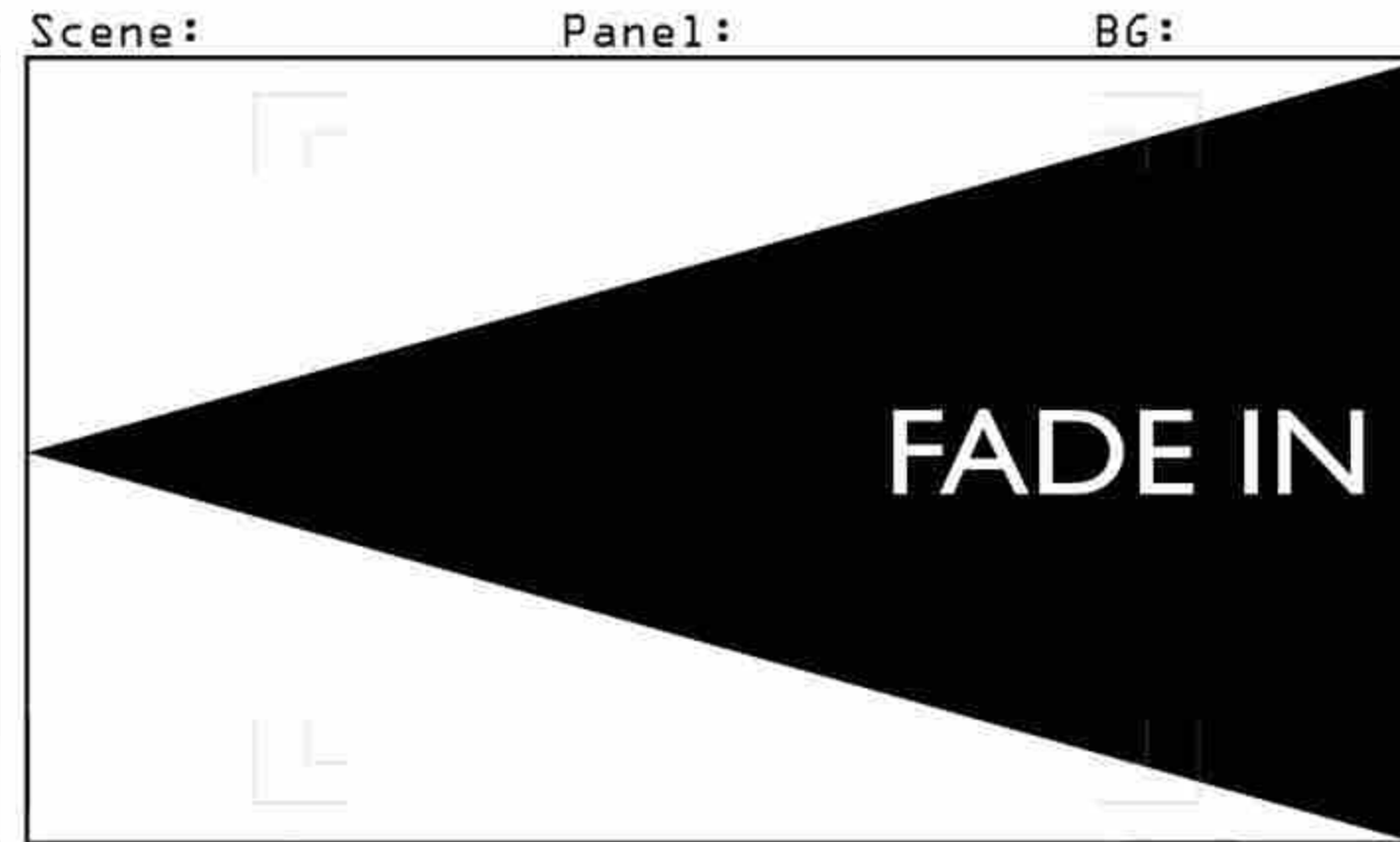
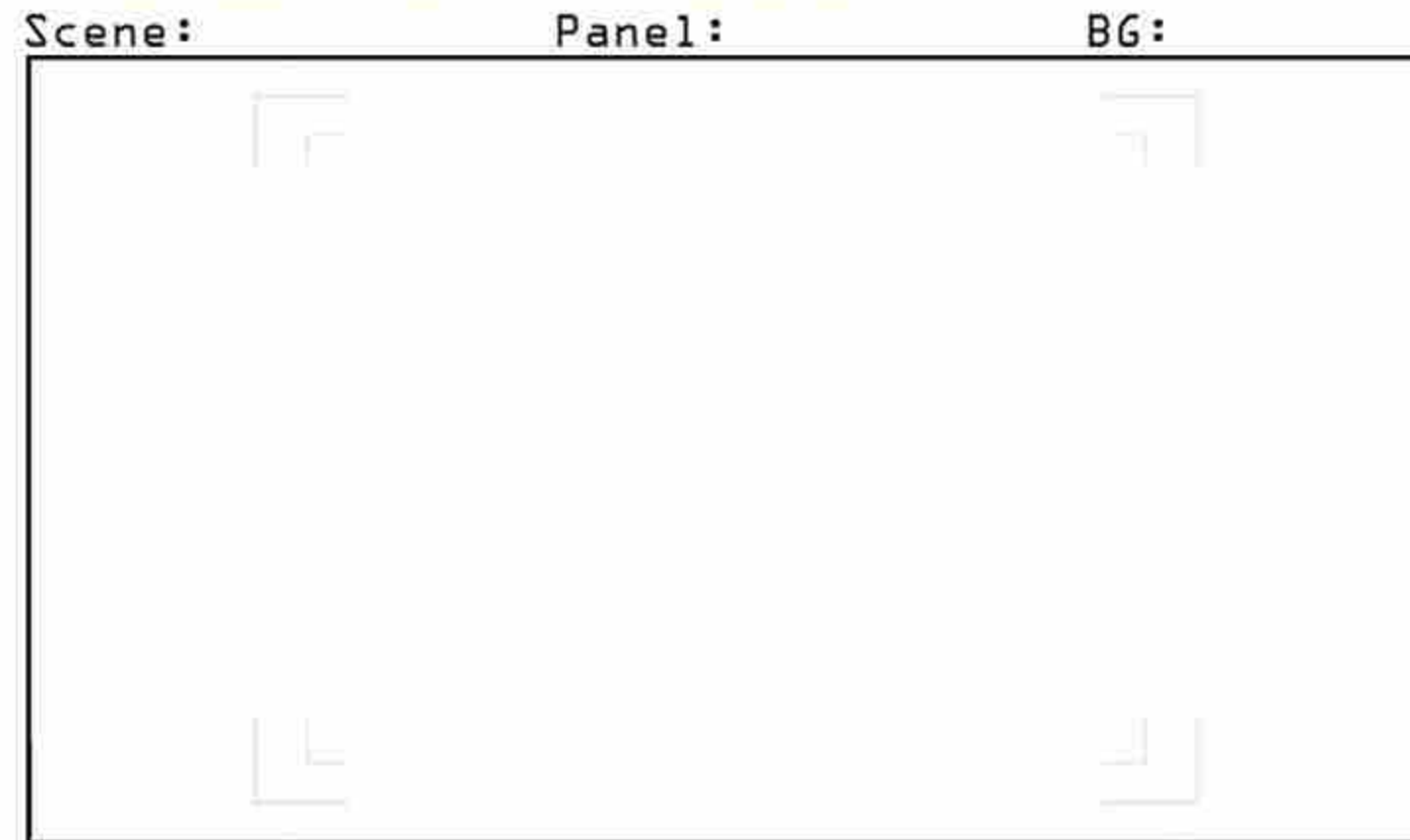
Trans:

Action:

Dial:

Slug:

Trans:

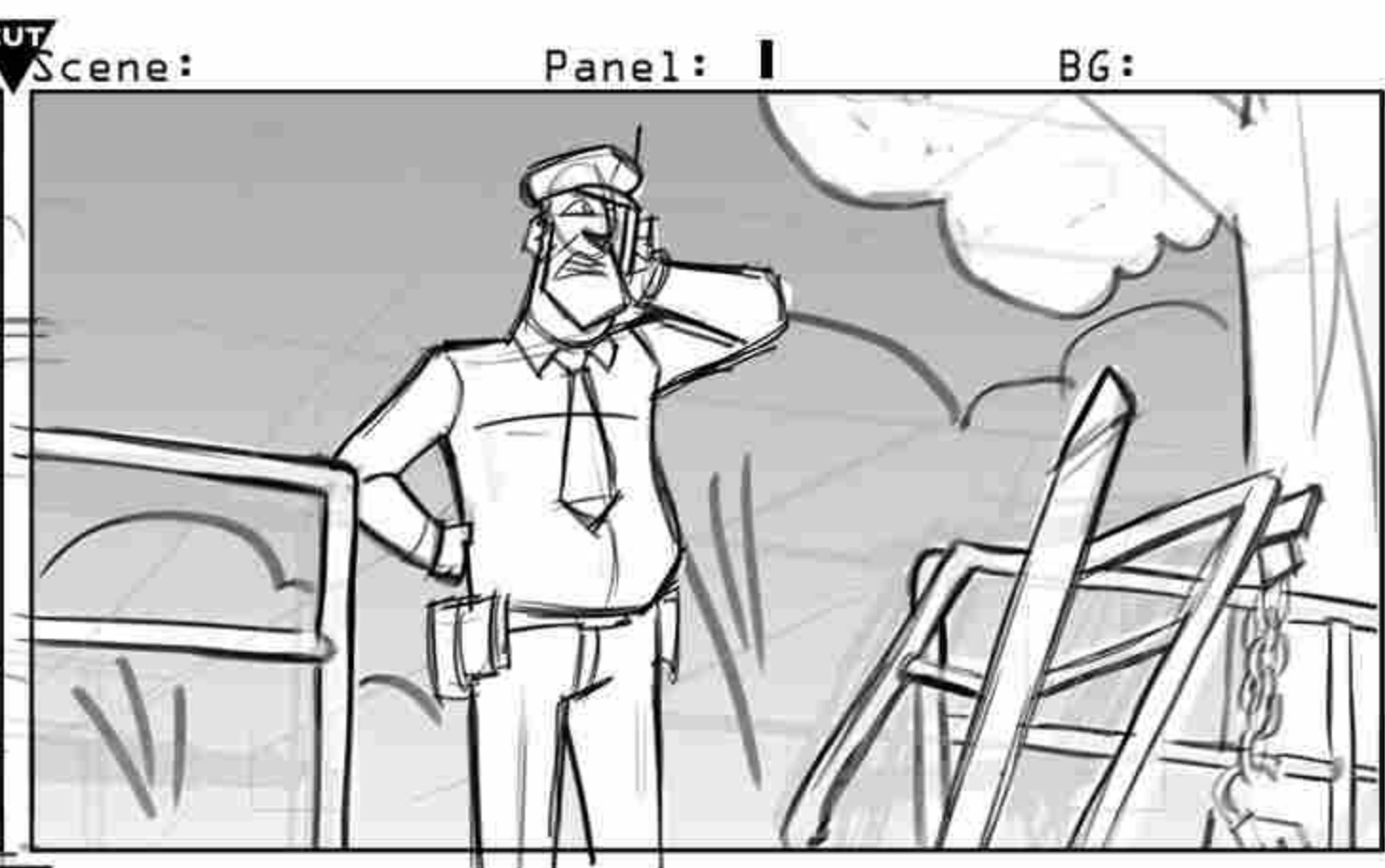
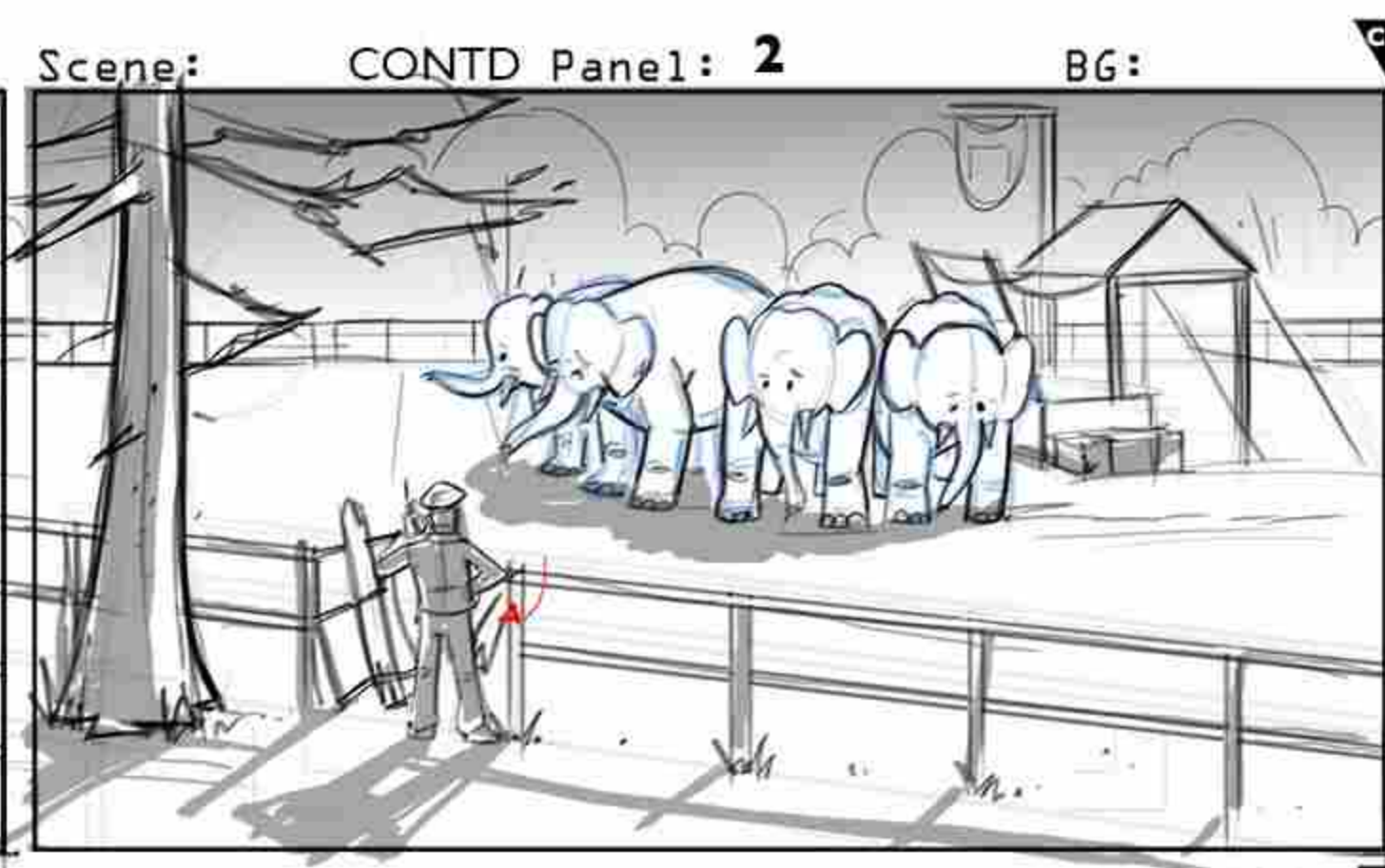
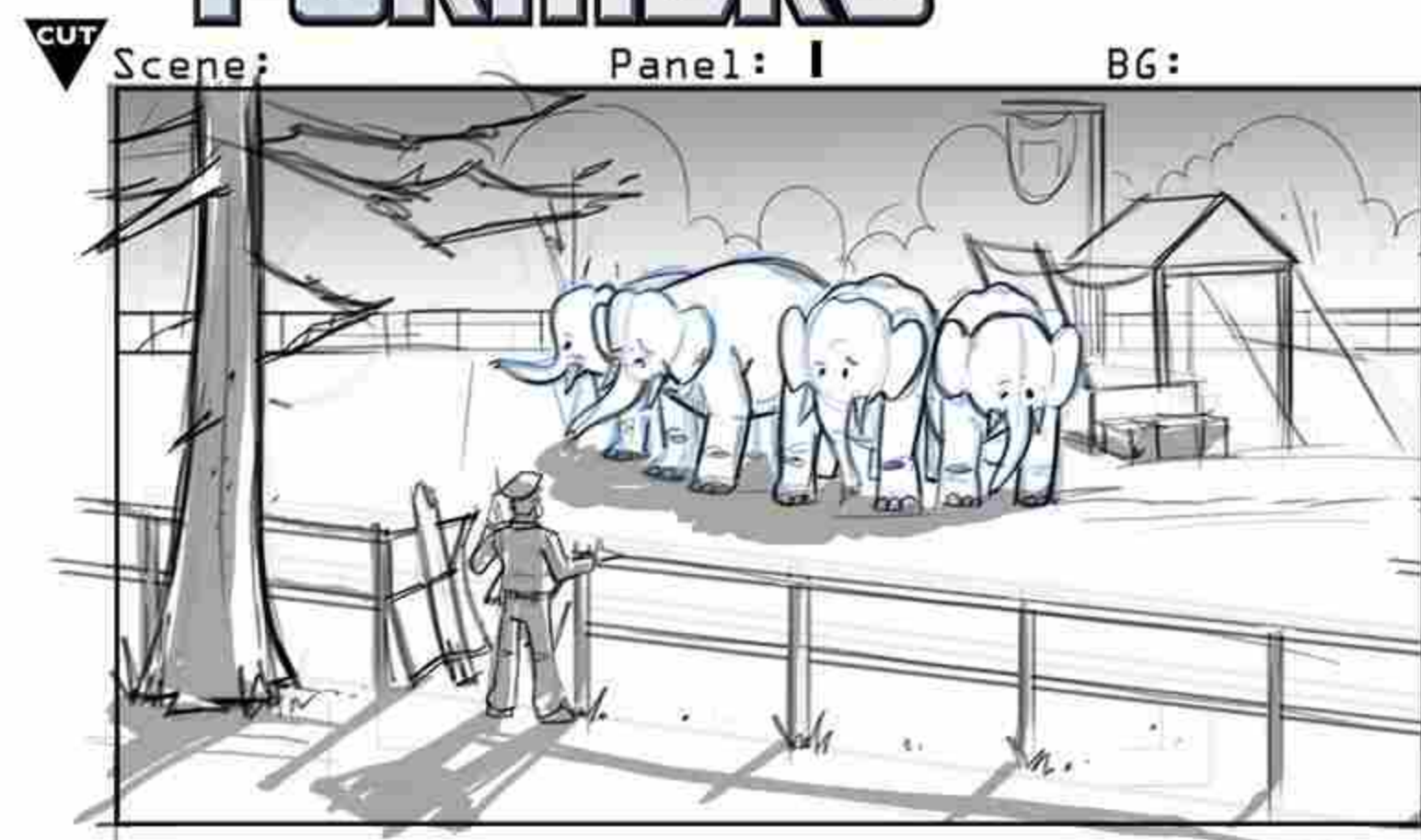


DRIFT IN A - B.

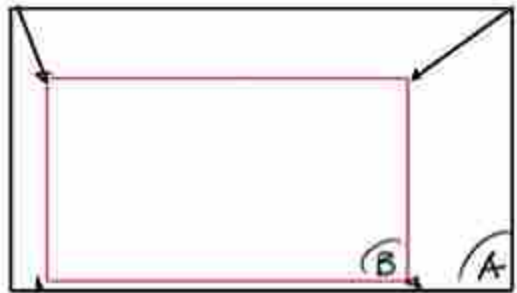
Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
9. EXT. CARNIVAL GROUNDS - NIGHT * ESTABLISH THE PARK AS WE HEAR THE DISTANT NOISE OF ELEPHANTS <TRUMPETING> NERVOUSLY...	
Dial:	
67 SECURITY GUARD (V.O.) YEAH, THIS IS BOB...SOMETHING'S SPOOKING THE ANIMALS...	
Slug:	Trans:



HU



DRIFT IN.

Action:

EXT. ELEPHANT PEN - CARNIVAL GROUNDS - NIGHT
A SECURITY GUARD STANDS AT THE PEN'S LARGE GATE
TALKING INTO A HAND-HELD RADIO.

SFX: <NERVOUS ELEPHANTS TRUMPETING>

Dial:

Slug: Trans:

Action:

Dial:

Slug: Trans:

Action:

CLOSE ON THE SECURITY GUARD.

SFX: <NERVOUS ELEPHANTS TRUMPETING>

Dial:

68 SECURITY GUARD
I HAVEN'T SEEN ANYTHING

Slug: Trans:

Scene: CONTD Panel: 2

BG:



PAN WITH ACTION A - B.

Action:

Dial: 68 SECURITY GUARD
..... OUT OF THE...

Slug: Trans:

Scene: CONTD Panel: 3

BG:



Action: HE LOOKS DOWN, PAN WITH ACTION ANGLE ON THE BROKEN GATE.

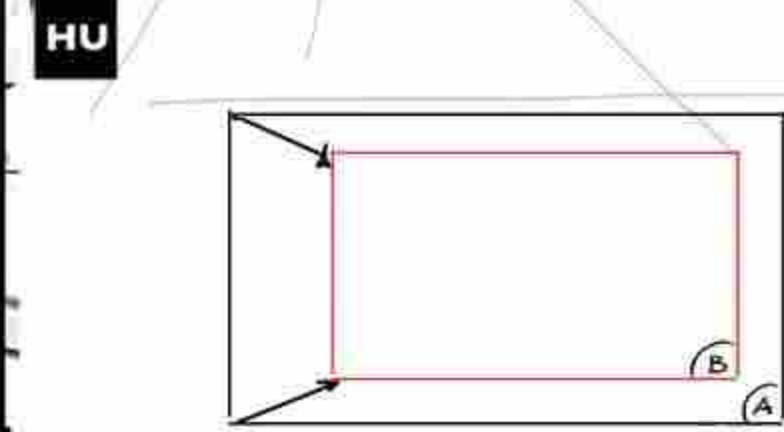
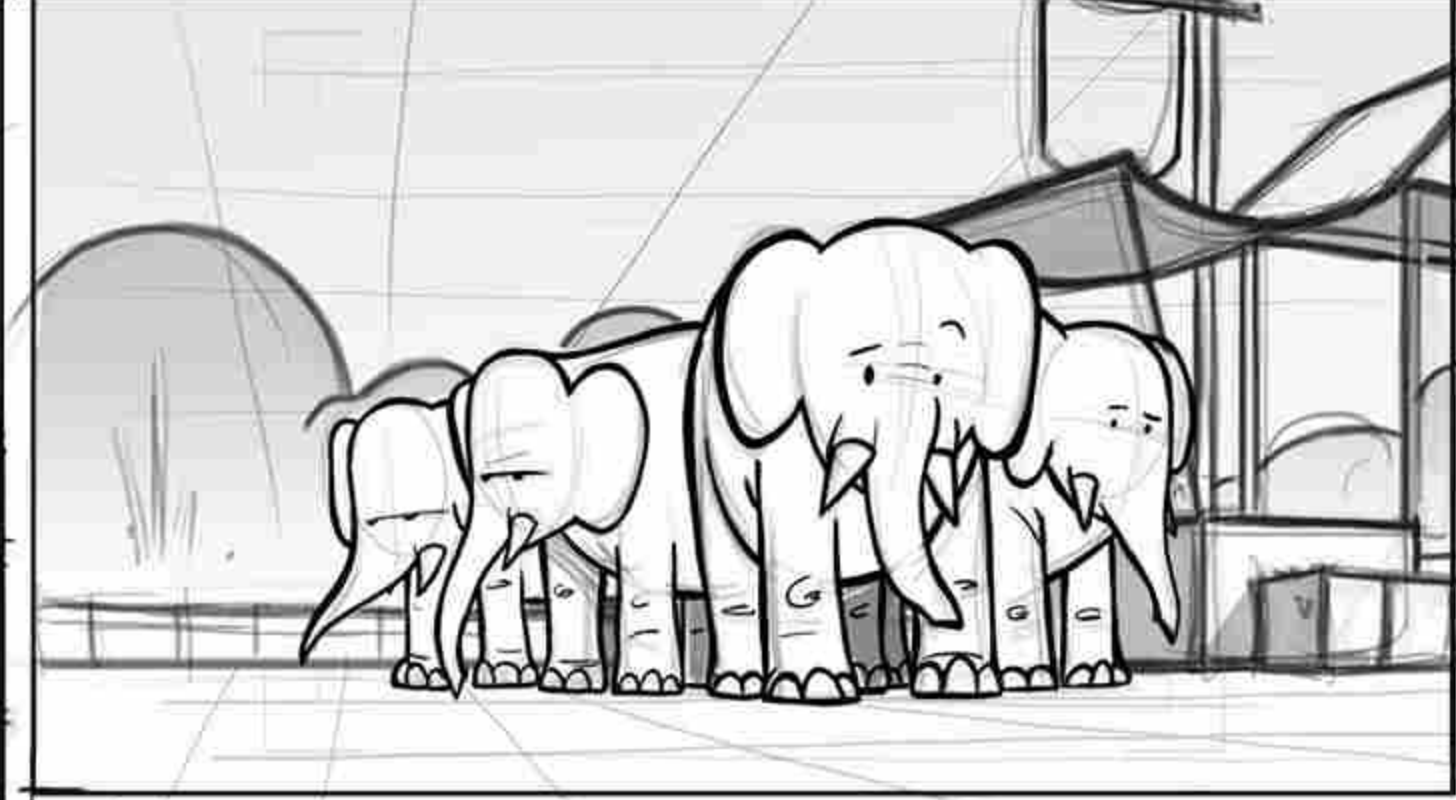
Dial: 68 SECURITY GUARD
....WHOA, HANG ON...
69 SECURITY GUARD (CONT'D)
SOMEONE'S BROKEN INTO THE ELEPHANT PEN!

Slug: Trans:

CUT

Scene: Panel: 1

BG:

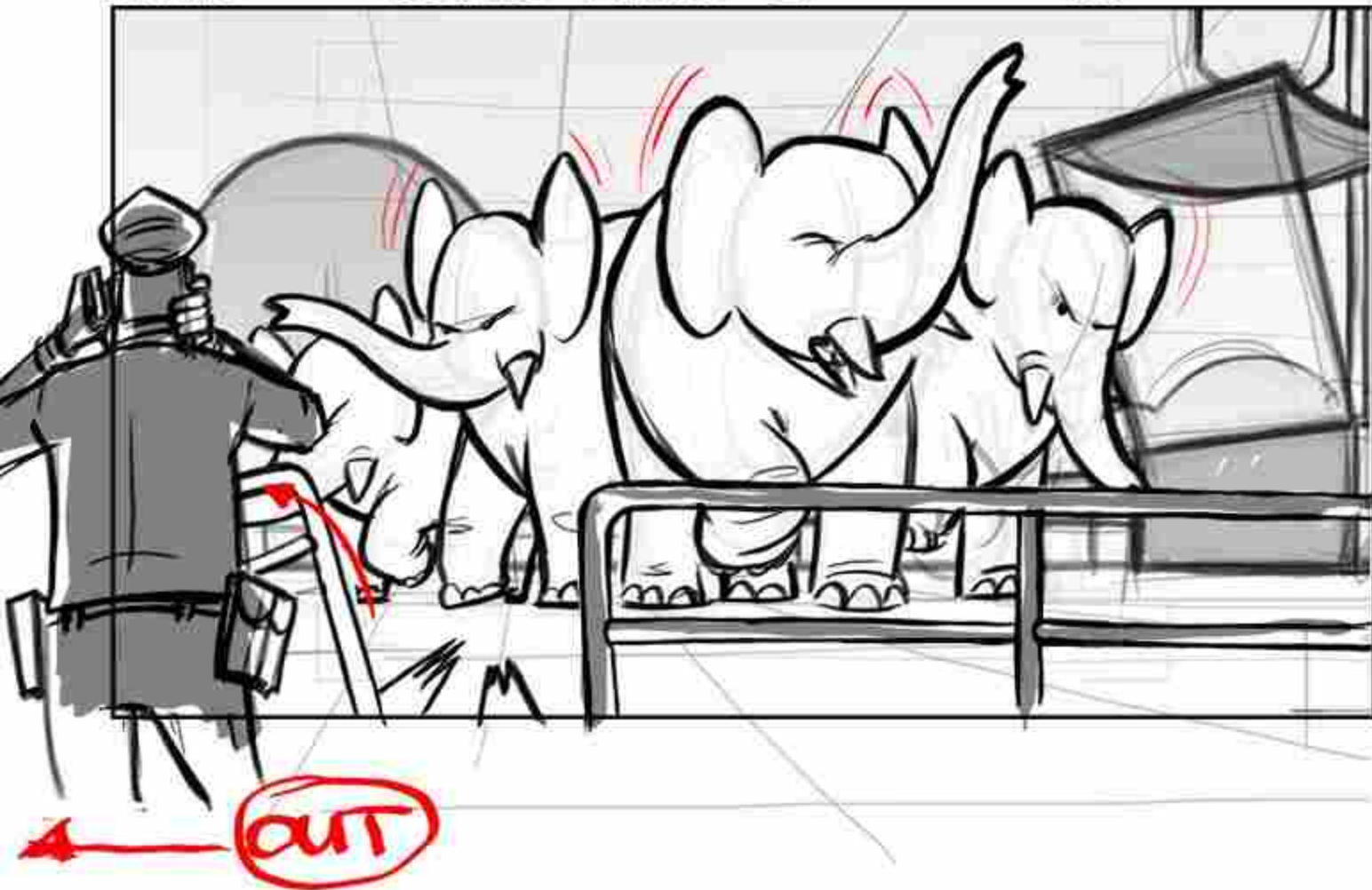


Action: HOOK UP
ANGLE ON THE ELEPHANT PEN, DRIFT IN PAST
THE GUARD ON THE RESTLESS ELEPHANTS.

Dial:

Slug: Trans:

Scene: CONTD Panel: 2 BG:

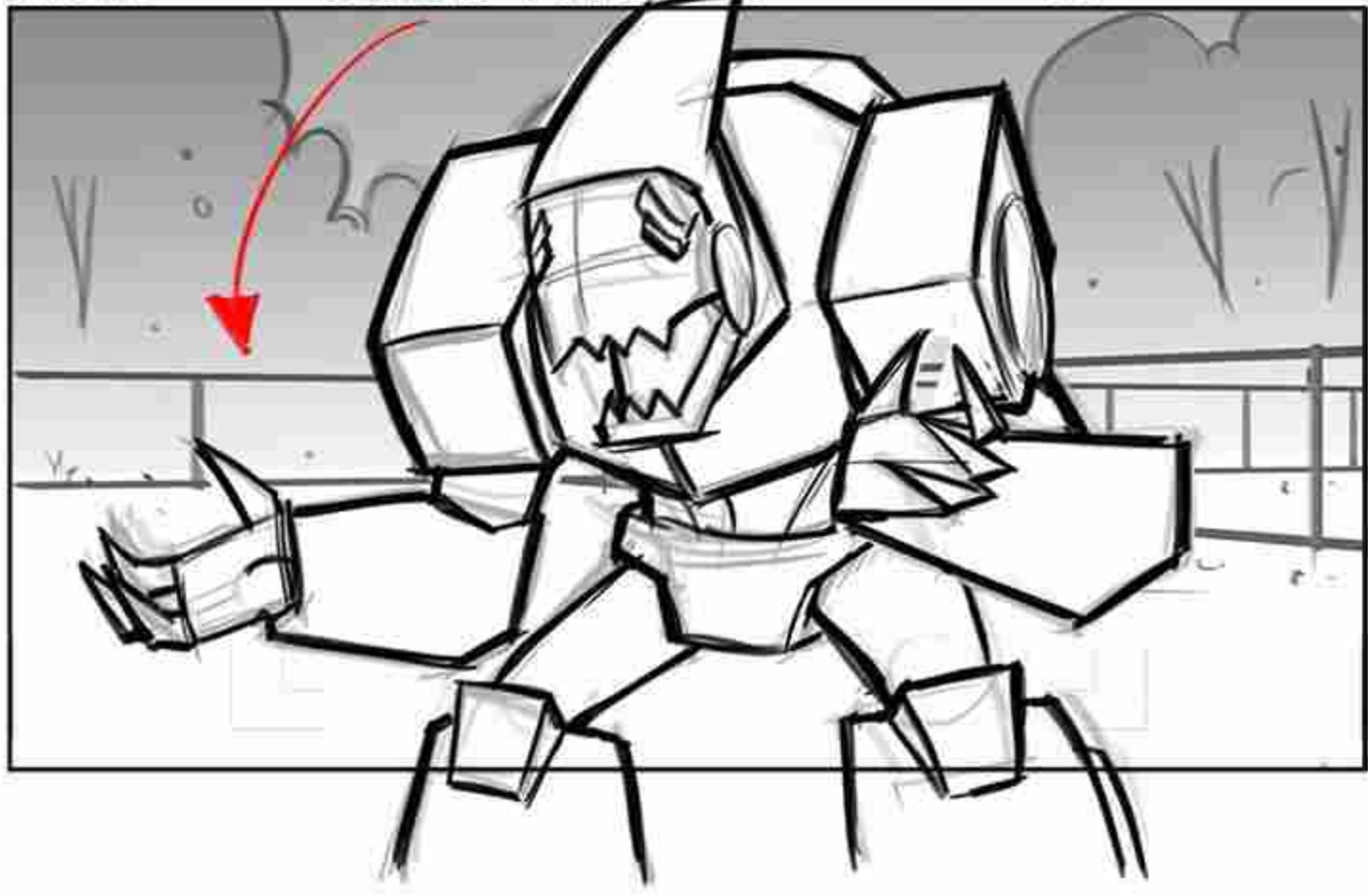


CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Action:	
PAN GUARD OUT DURING TRUCK IN.	
Dial:	
<NERVOUS ELEPHANTS TRUMPETING>	
Slug:	Trans:

Action:	
IN THE PEN - FRUSTRATED QUILLFIRE, BEHIND THE ELEPHANTS WHERE THE GUARD CAN'T SEE HIM, TRIES TO URGE THE PACHYDERMS TOWARD THE PEN'S GATE.	
Dial:	
70 QUILLFIRE: YES! I UNDERSTAND!	
Slug:	Trans:

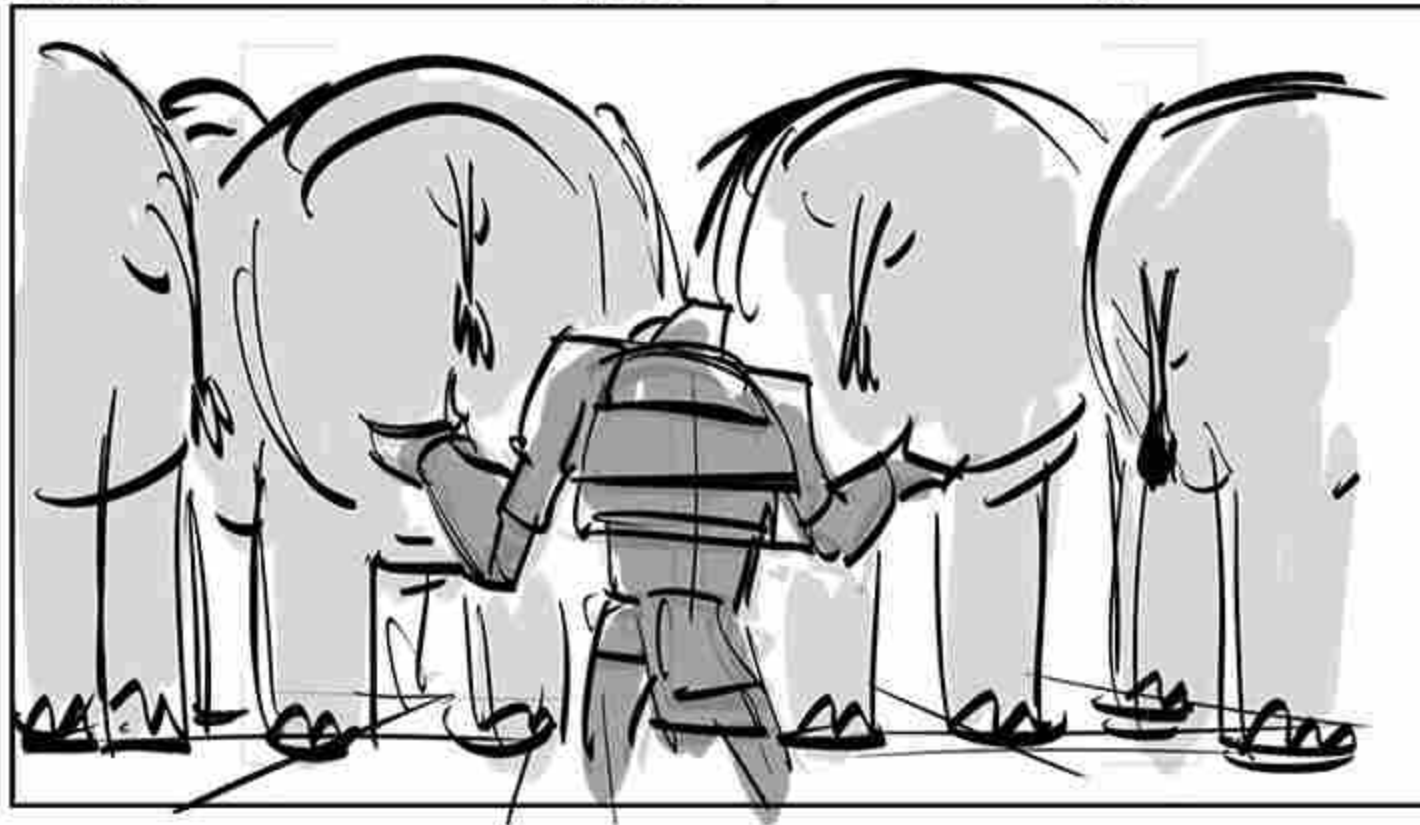
Action:	
Dial:	
70 QUILLFIRE: (CONTD) YOU'RE OVERWHELMED BY THE PROSPECT OF FREEDOM.	
Slug:	Trans:

CUT

Scene:

Panel: 1

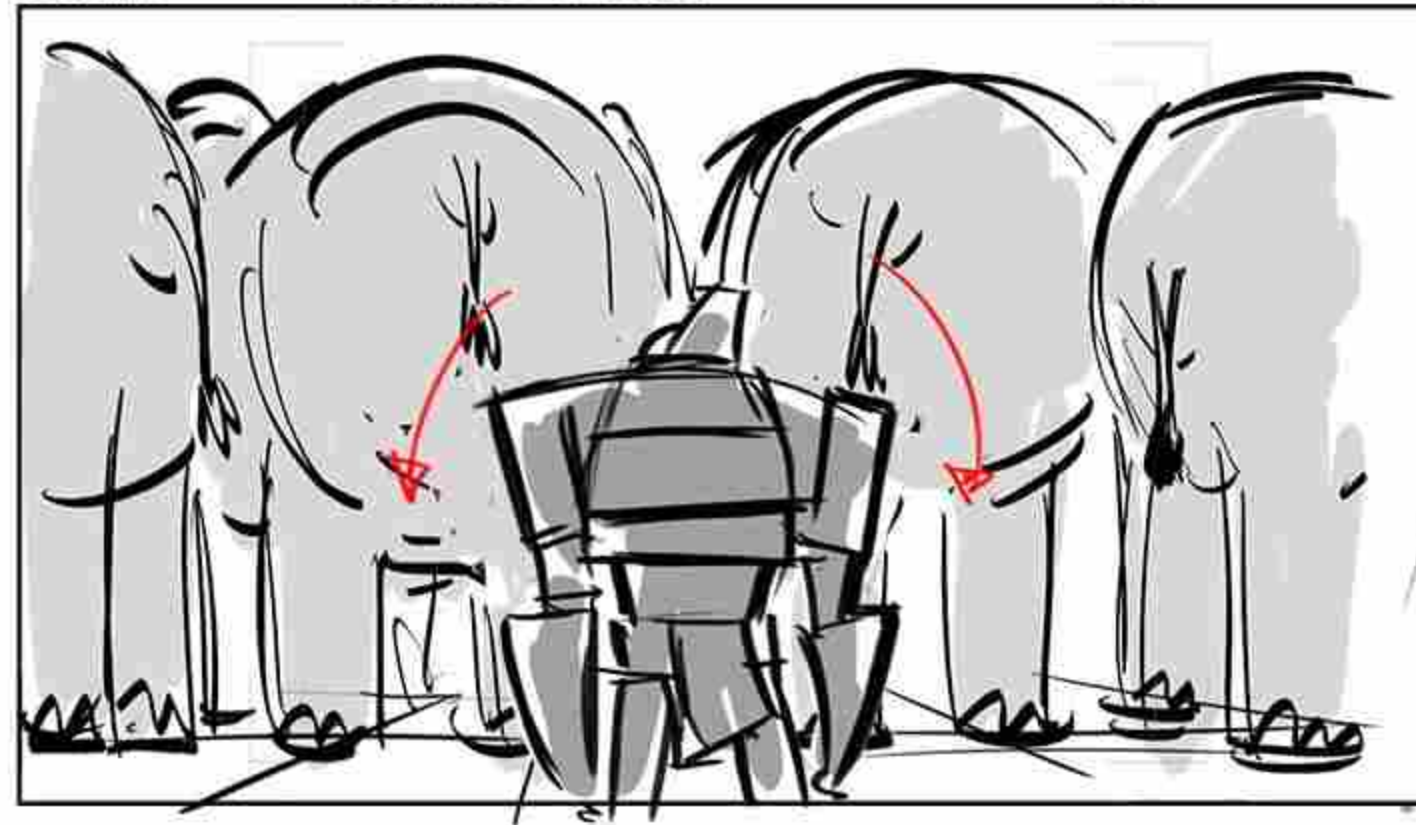
BG:



Scene:

CONTD Panel: 2

BG:



CUT

Scene:

Panel: 1

BG:



HU

Action:

REVERSE ANGLE ON THEQUILLFIRE AND THE PACHYDERMS.

Dial:

70 QUILLFIRE: (CONTD)
BUT YOU CAN'T STAY IN
THIS CAGE OUT OF FEAR!

Slug:

Trans:

Action:

QUILLFIRE DROPS HIS ARMS IN FRUSTRATION.

Dial:

70 QUILLFIRE:
<FRUSTRATED GROAN>

Slug:

Trans:

Action:

CLOSE ON QUILLFIRE.

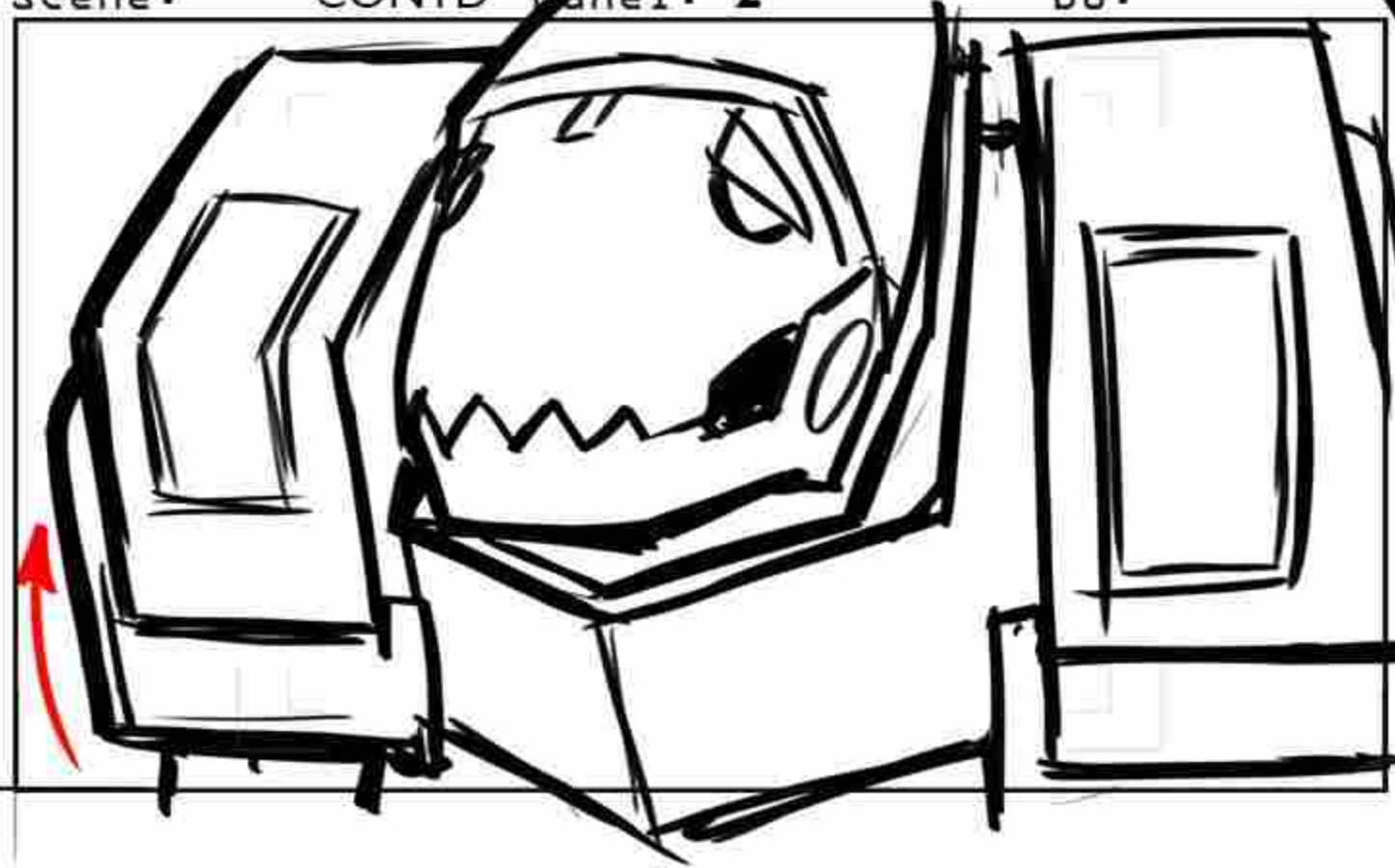
Dial:

Slug:

Trans:

Scene: CONTD Panel: 2

BG:



CUT

Scene: Panel: 1

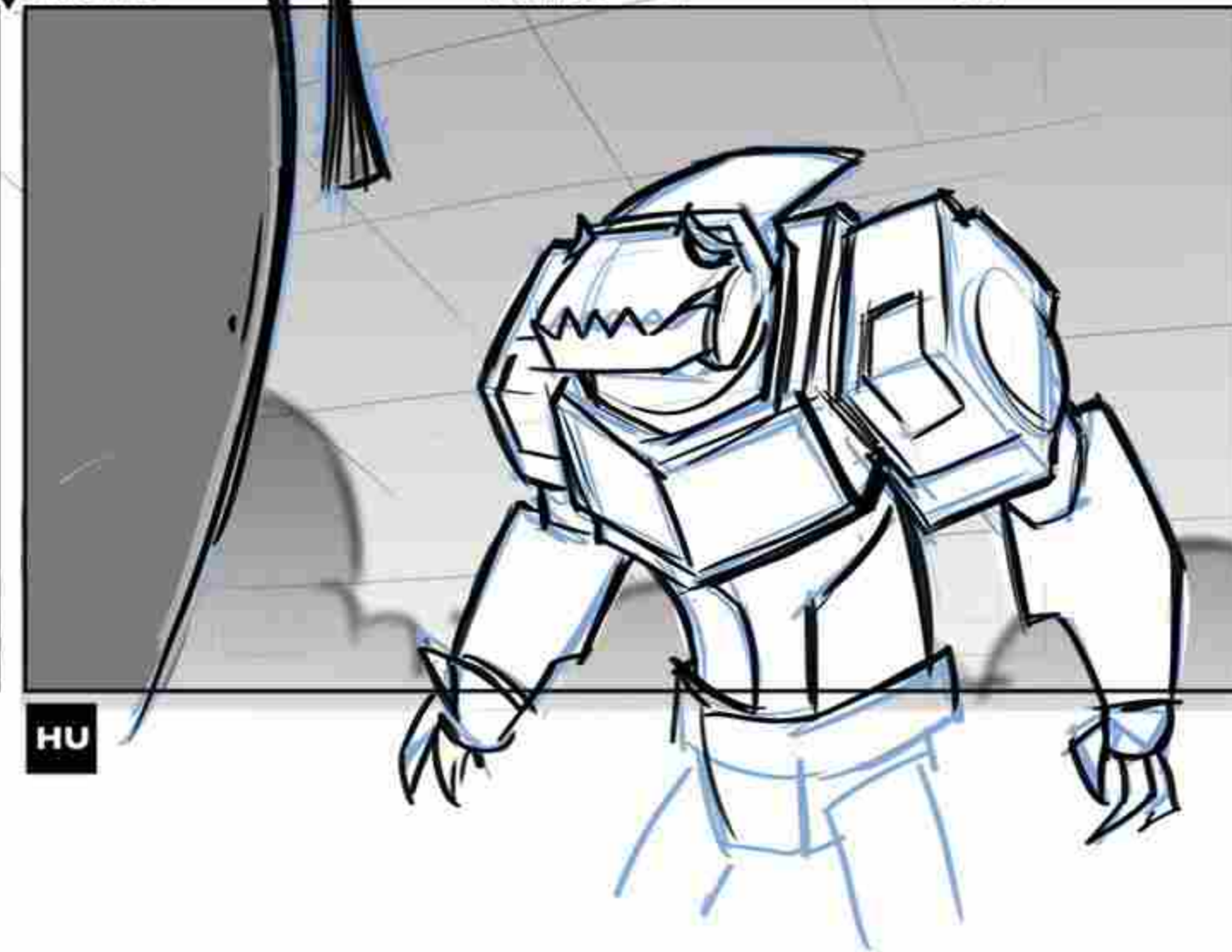
BG:



CUT

Scene: Panel: 1

BG:



Action:

QUILLFIRE LOOKS UP.

Dial:

Slug:

Trans:

Action:

QUILLFIRE'S POV OF THE PACHYDERMS HIND-QUARTERS.

Dial:

71 QUILLFIRE: (CONT'D) (OS)
PERHAPS THIS ACTIVATES THESE
CREATURES...

Slug:

Trans:

Action:

ANGLE ON QUILLFIRE.

Dial:

Slug:

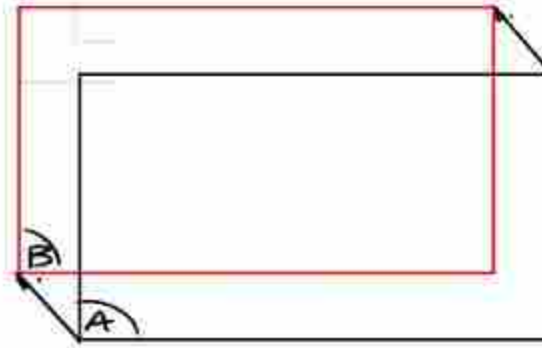
Trans:

Scene: CONTD. Panel: 2 BG: Scene:



Panel:

BG:



SHIFT W/ANIM. A - B

Scene: CONTD. Panel: 3 BG:



Action:

QUILLFIRE REACHES UP. PAN WITH ACTION.

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

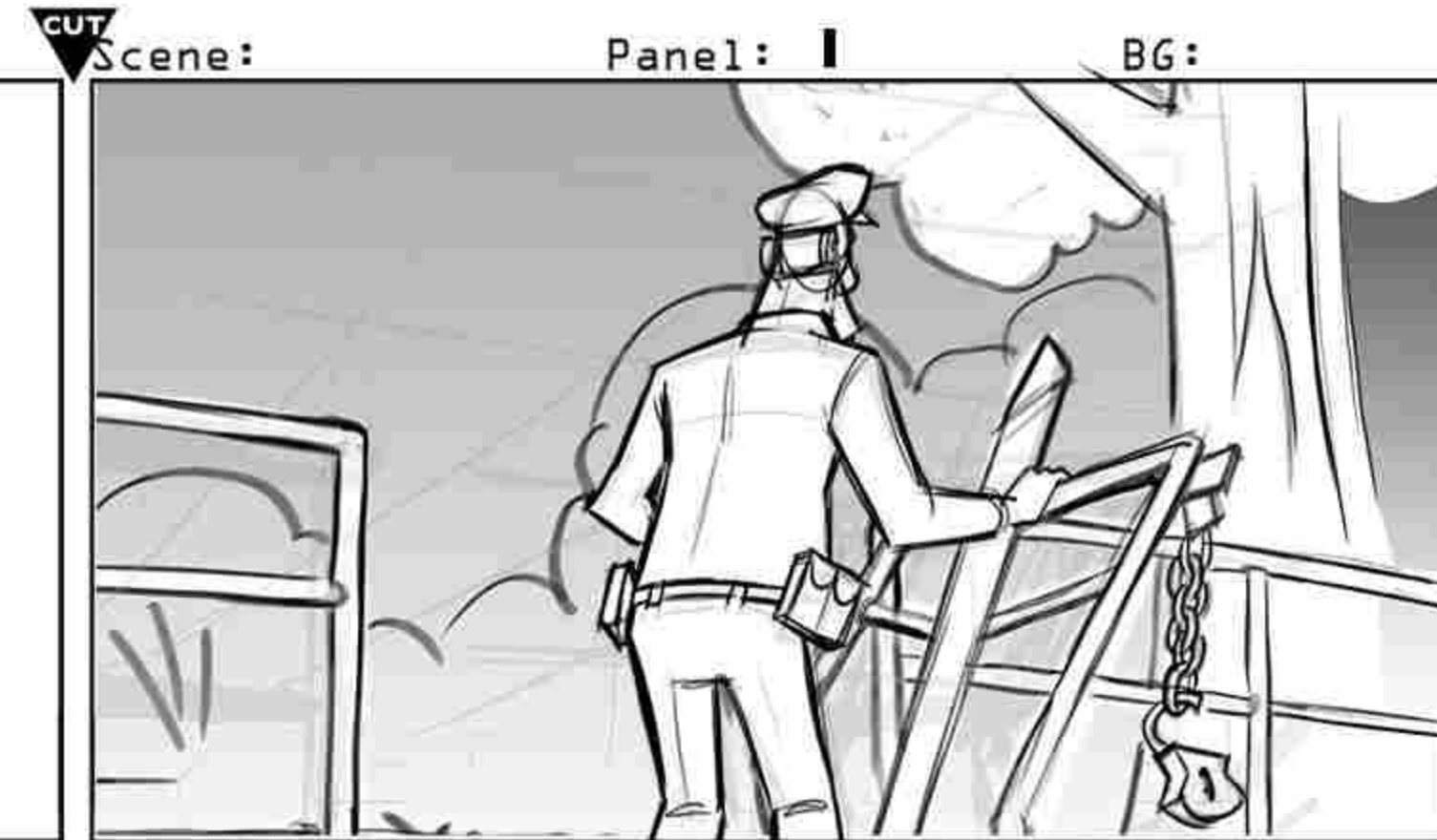
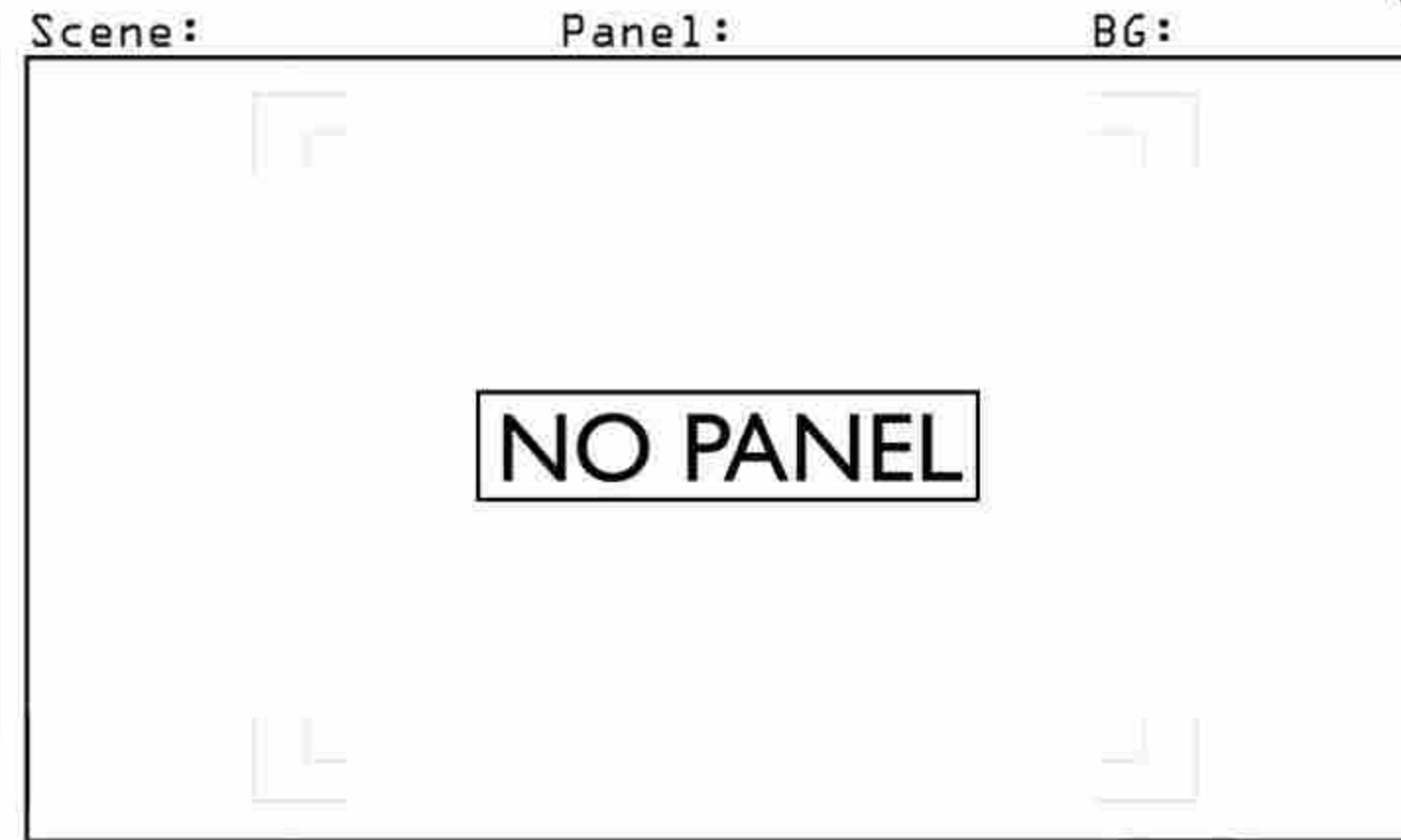
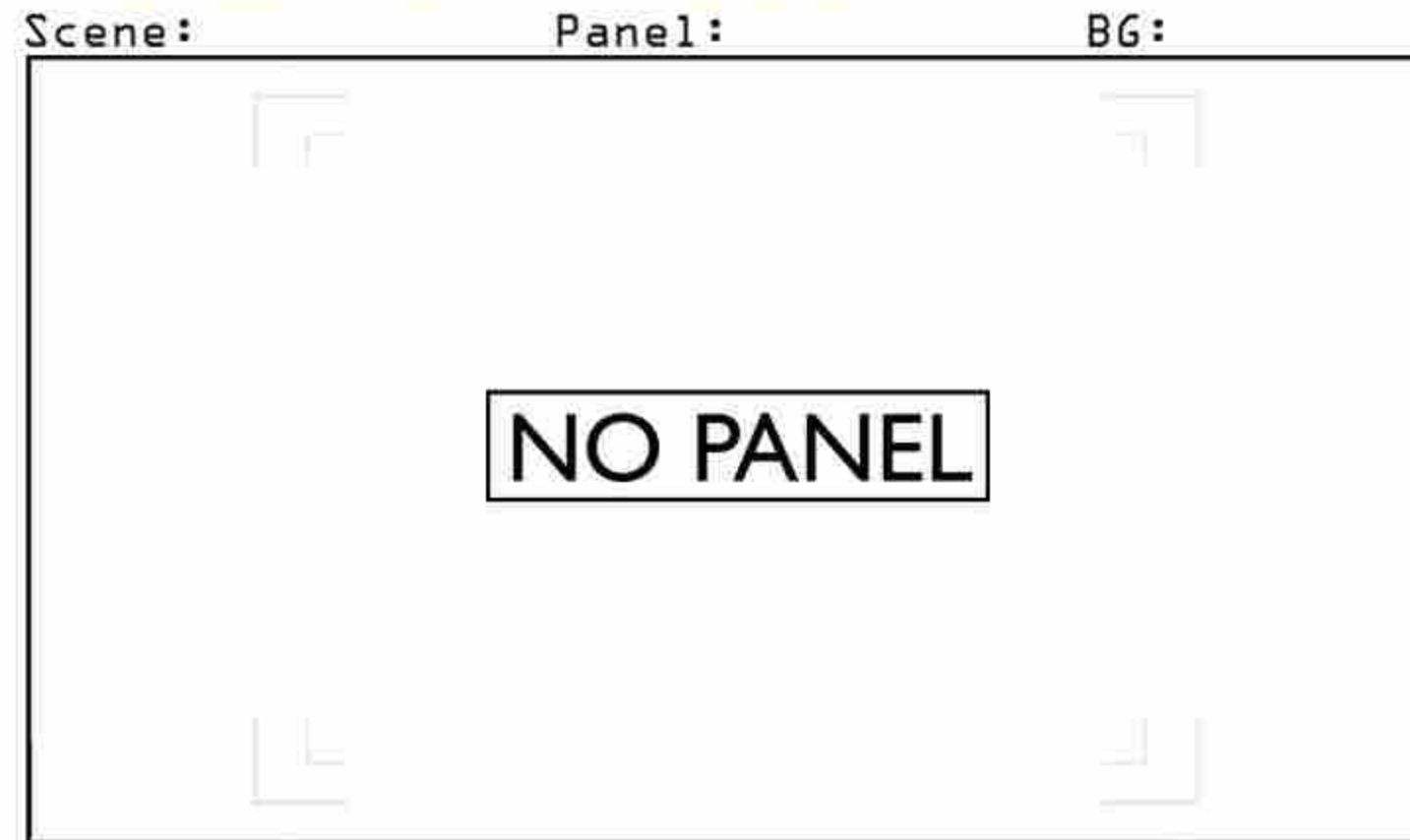
Action:

HE TUGS ON THE ELEPHANT'S TAIL.

Dial:

Slug:

Trans:



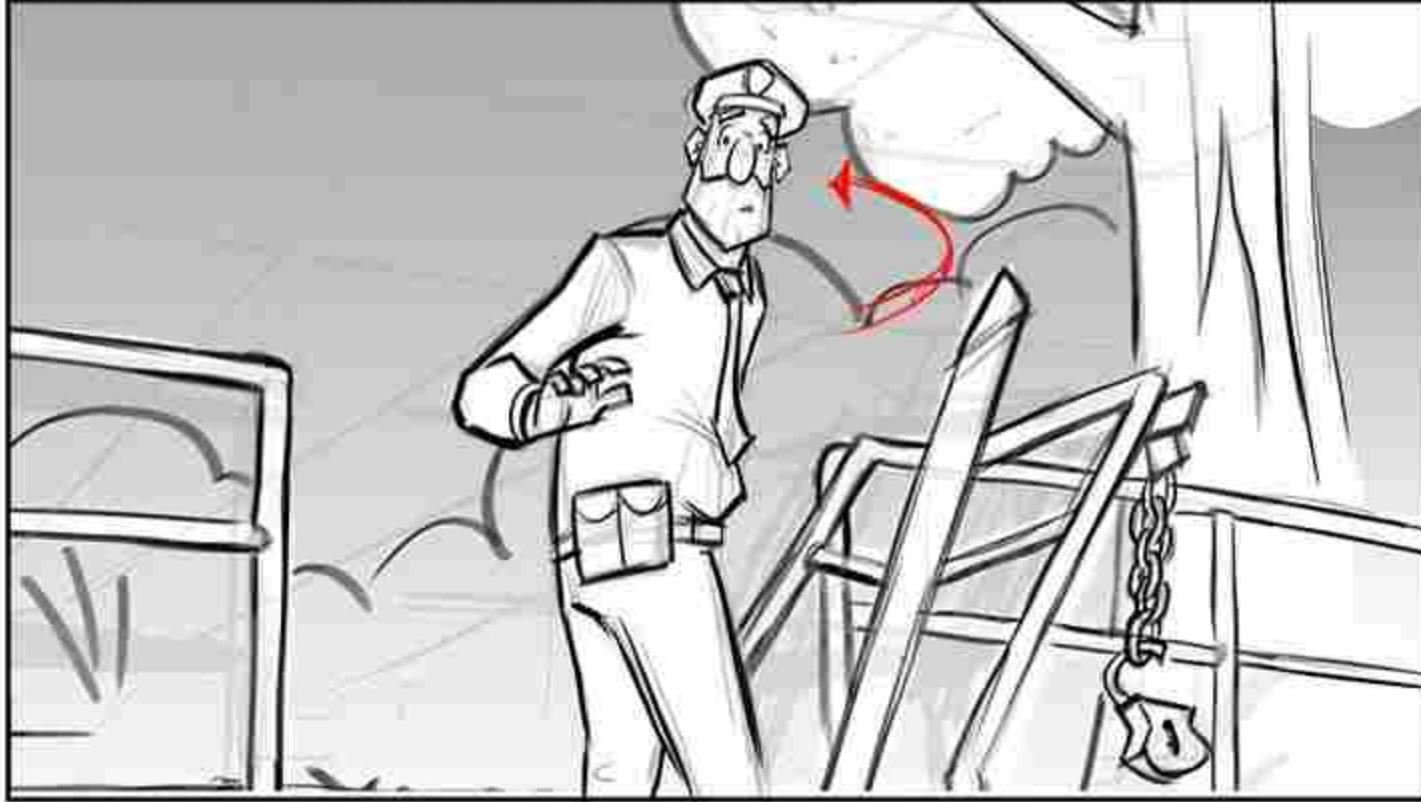
Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
<p>ANGLE ON THE SECURITY GUARD AT THE FENCE. WE HEAR<PANICKED ELEPHANT TRUMPETING> O.S., THEN THE <THUNDERING RUNNING STEPS> OF A STAMPEDE!</p>	
Dial: SFX: <PANICKED ELEPHANT TRUMPETING>	
Slug:	Trans:

Scene: CONTD Panel: 2

BG:



CUT

Scene:

Panel: 1

BG:

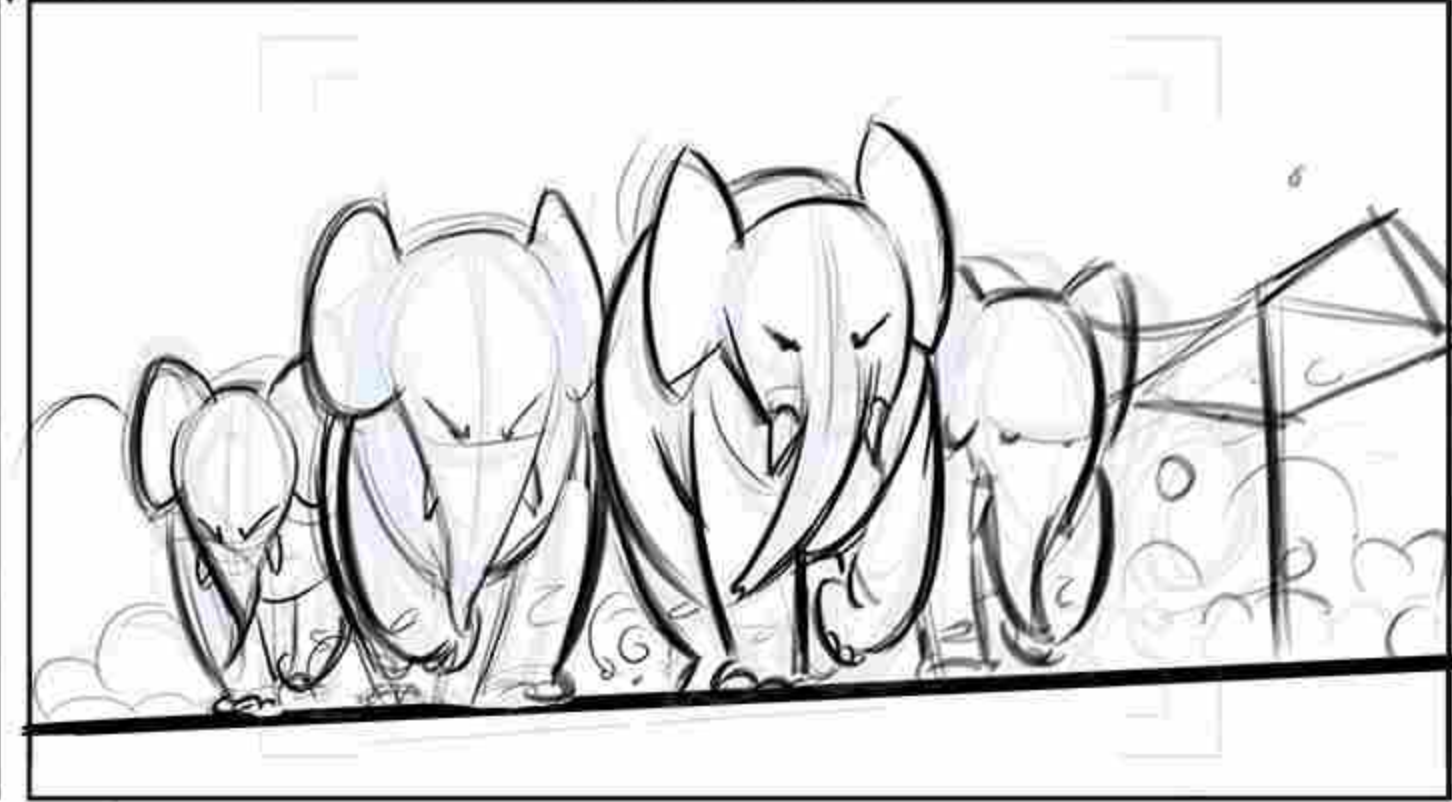


CUT

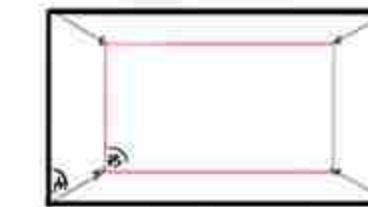
Scene:

Panel: 1

BG:



HU



PUSH IN

(CAMERA SHAKE)

Action:

THE SECURITY GUARD TURNS AND GOES WIDE EYED!

Dial:

Slug:

Trans:

Action:

CU ON WIDE-EYED GUARD SCREAMING IN FEAR!

SFX: <PANICKED ELEPHANT TRUMPETING>

Dial:

SECURITY GUARD:
<SCREAM!>

Slug:

Trans:

Action:

ANGLE ON THE SECURITY GUARD AT THE FENCE.

EFX: (DUST)

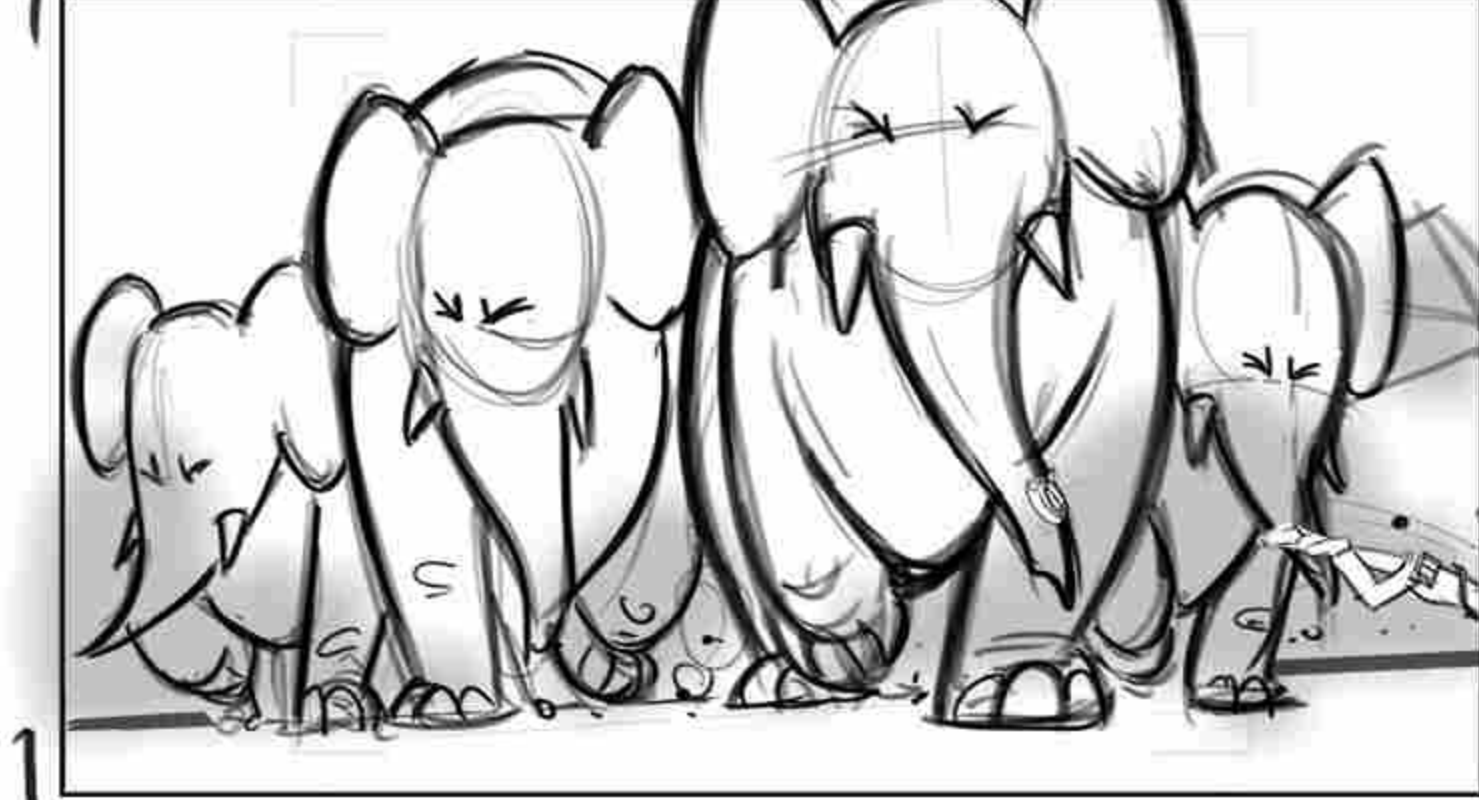
SFX: <PANICKED ELEPHANT TRUMPETING>

Dial:

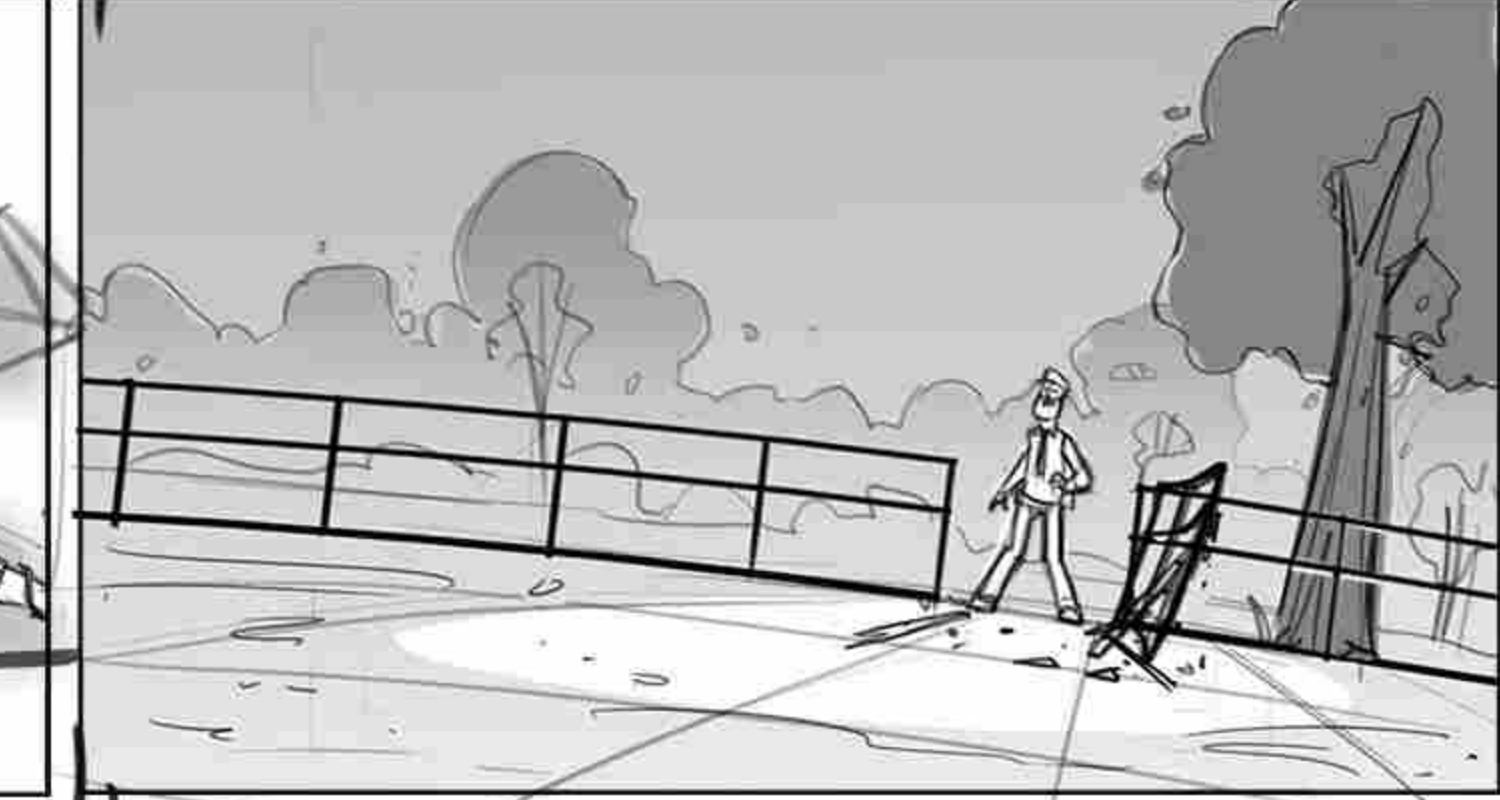
Slug:

Trans:

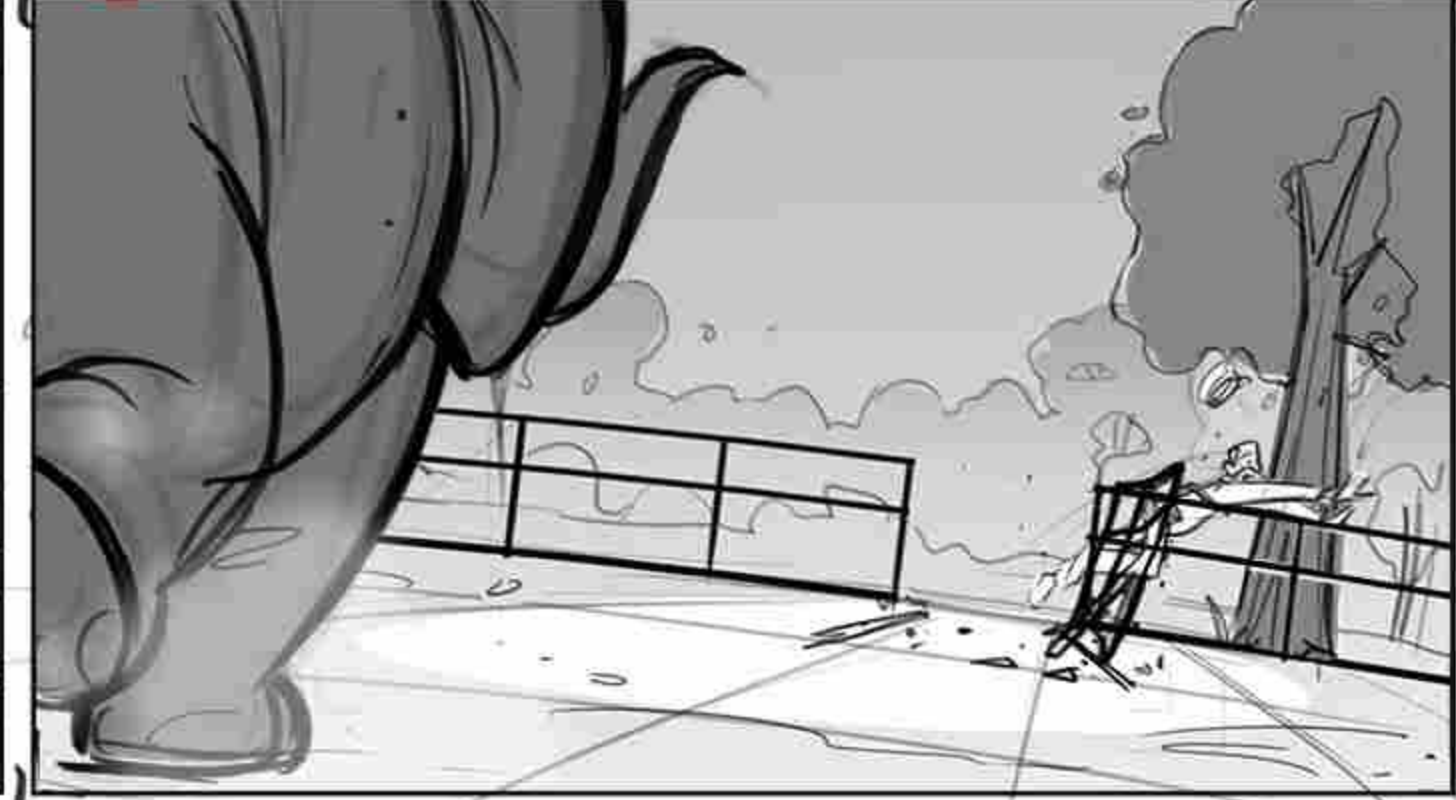
Scene: CONTD Panel: 2 BG:



CUT Scene: Panel: 1 BG:




Scene: CONTD Panel: 2 BG:



Action: (CAMERA SHAKE)
TRUCK IN AS THE ELEPHANTS CHARGE FORWARD TO CAMERA.

Dial:

Slug: Trans:

Action: (CAMERA SHAKE) 
ANGLE ON THE GATE THE SECURITY GATE IS STILL STANDING THERE.

Dial: SFX: <PANICKED ELEPHANT TRUMPETING>

Slug: Trans:

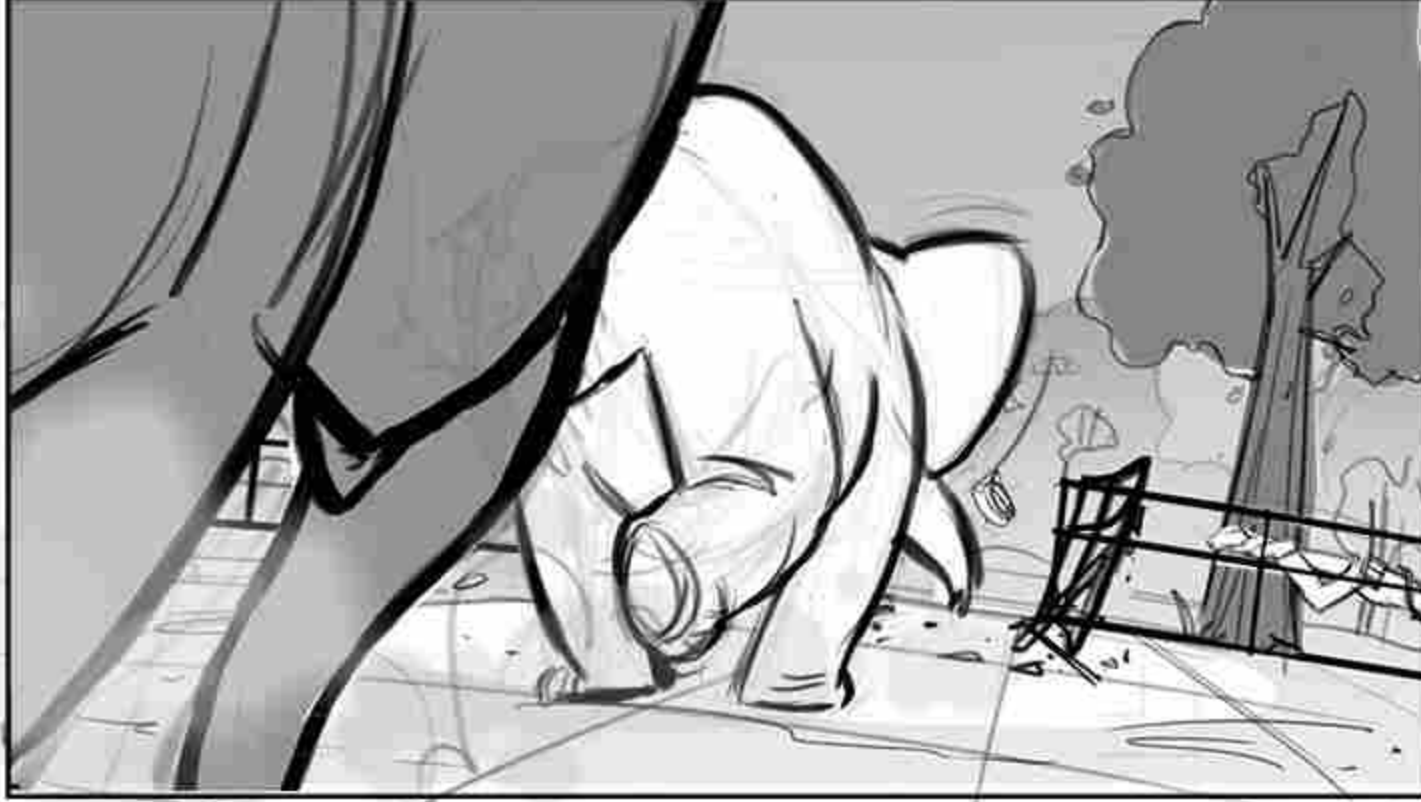
Action: 
THE ELEPHANTS STAMPEDE IN. THE SECURITY GUY LEAPS OUT OF THE WAY.

Dial: 72 SECURITY GUARD
<BWAA!> <DIVE EFFORT!>

Slug: Trans:

Scene: CONTD Panel: 3

BG:



CUT

Scene:

Panel: 1

BG:



HU

Scene: CONTD Panel: 2

BG:



DRIFT IN

Action:

Action:

ANOTHER ANGLE ON THE LAST OF THE ELEPHNATS AS
THEY EXIT PAST CAMERA. SLOW DRIFT IN ON QUILLFIRE.

Action:

ON QUILLFIRE- TRIUMPHANT!

Dial:

Dial:

Dial:

73. QUILLFIRE:
YES! BE FREE!

Slug:

Trans:

Slug:

Trans:

Slug:

Trans:

CUT

Scene: Panel: **1** BG:



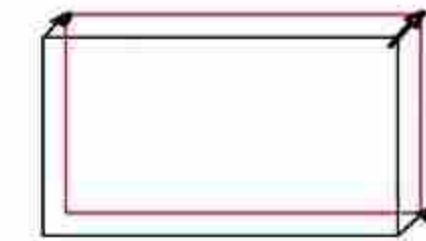
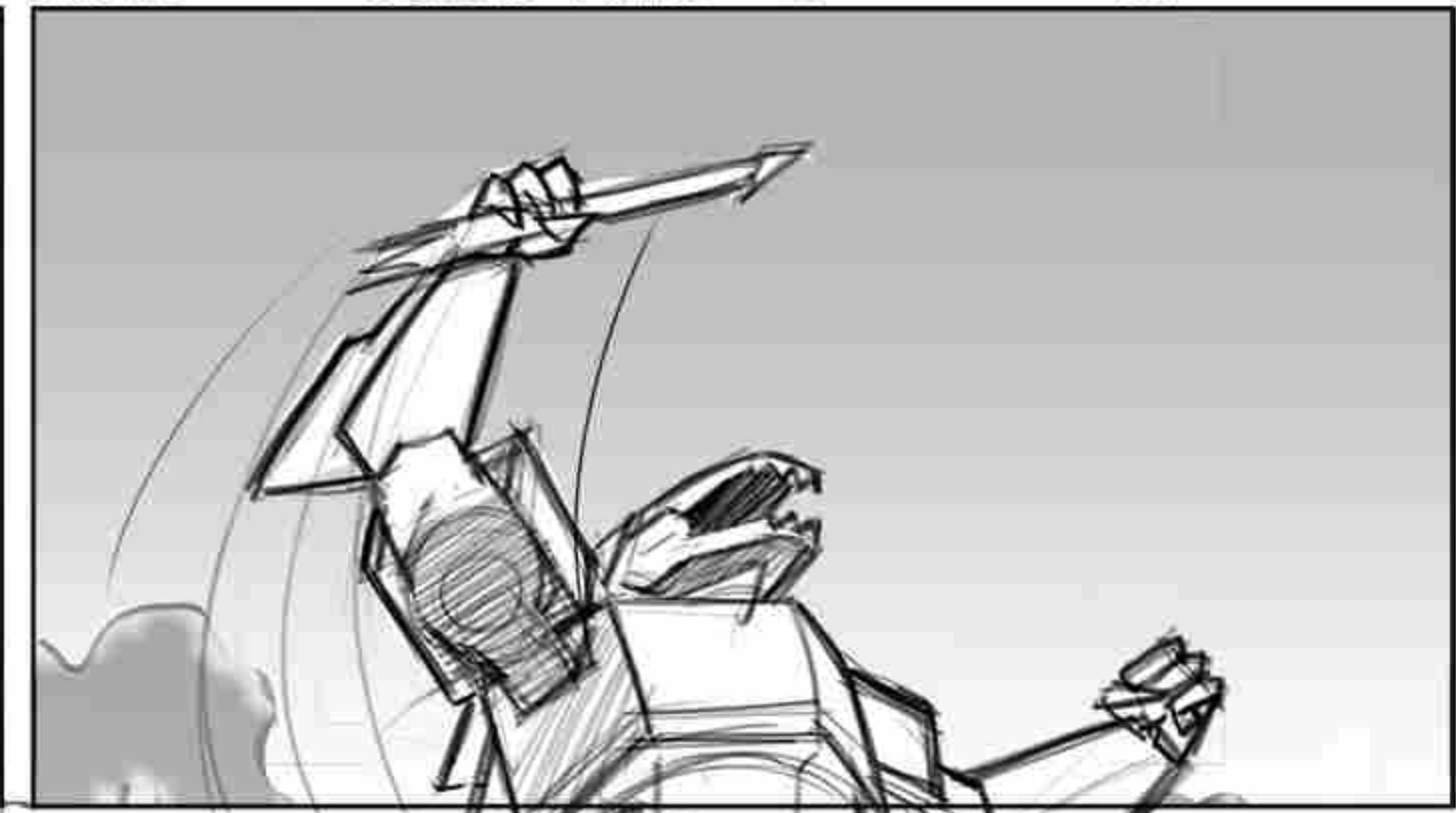
HU

(START POSE)

Scene: CONTD Panel: **2** BG:



Scene: CONTD Panel: **3** BG:



ADJUST

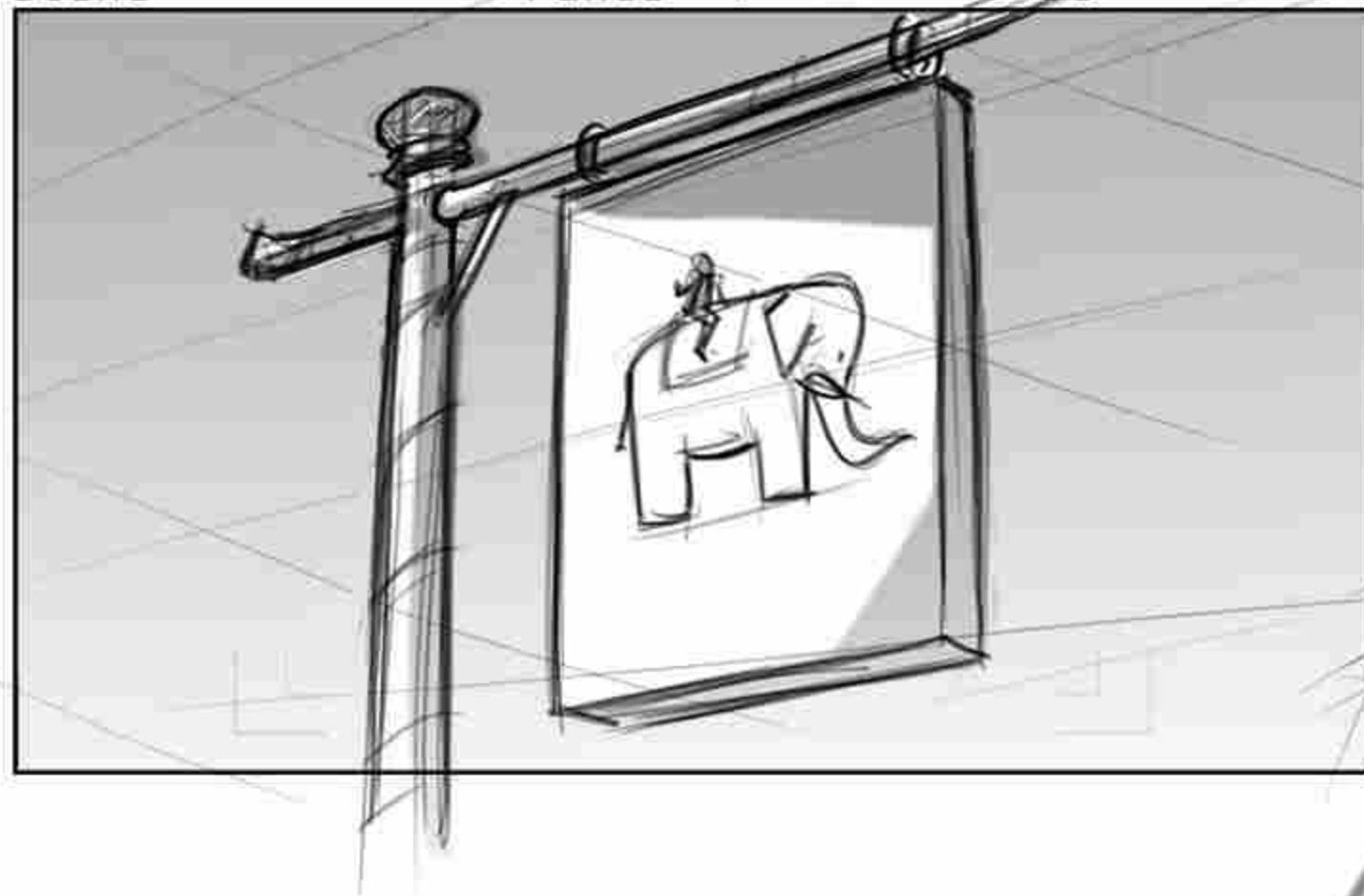
Action:	
HOOK UP CLOSE ON QUILLFIRE.	
Dial:	
Slug:	Trans:

Action:	
HE REACHES BEHIND HIS BACK...	
Dial:	
Slug:	Trans:

Action:	
..AND PULLS OUT A QUILL, LIFTING IT UP DRAMACTICALLY. ADJUST BG WITH ACTION.	
Dial:	
Slug:	Trans:

CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

CLOSE ON THE "ELEPHANT PEN" SIGN.

Dial:

Slug:

Trans:

Action:

THE QUILL FLASHES INTO SCENE....

Dial:

Slug:

Trans:

Action:

..CARVING A STROKE THROUGH THE WOOD.

Dial:

Slug:

Trans:

Scene: CONTD Panel: 4

BG:



Scene: CONTD Panel: 5

BG:



Scene: CONTD Panel: 6

BG:



Action:

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

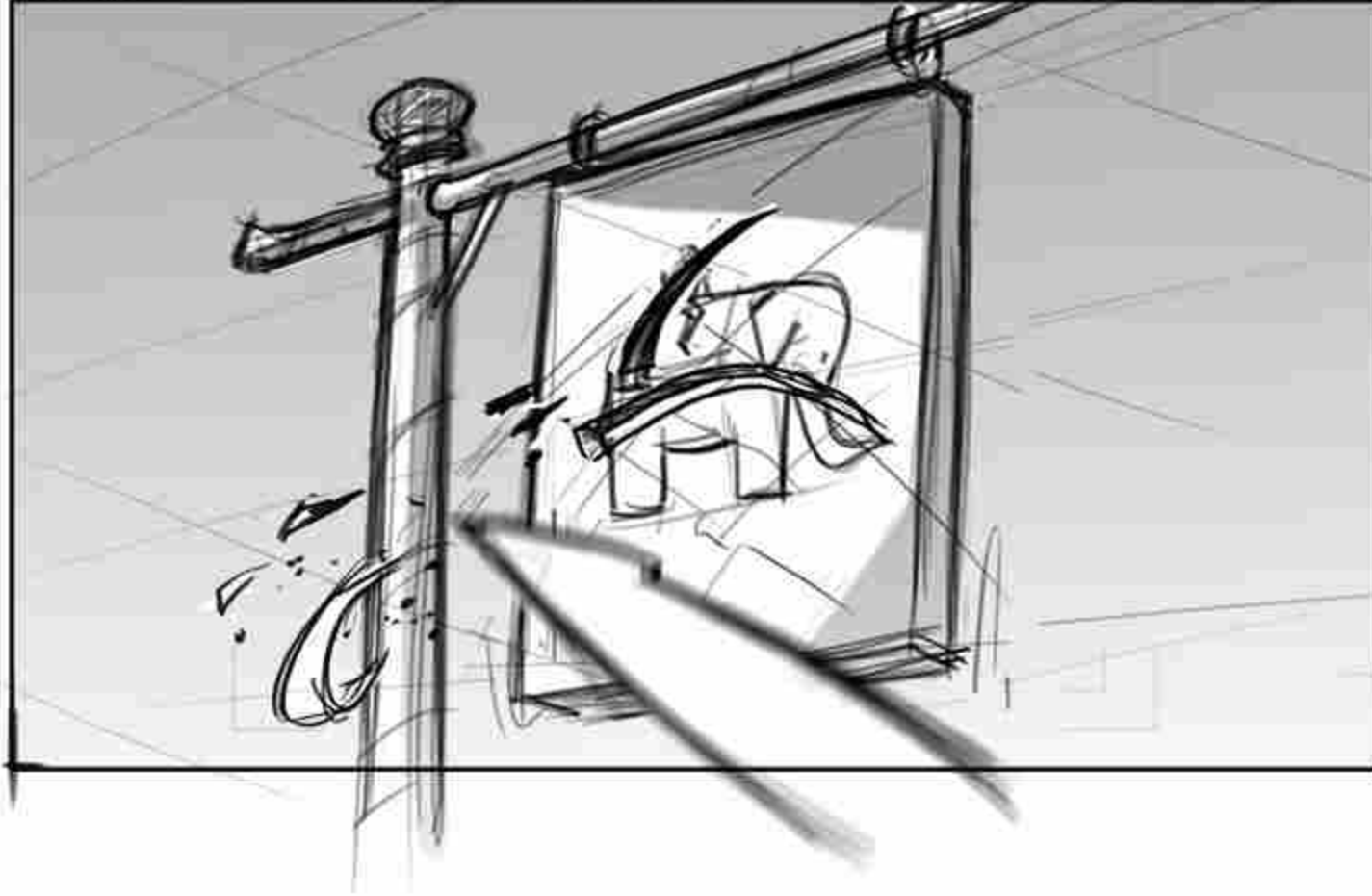
Action:

Dial:

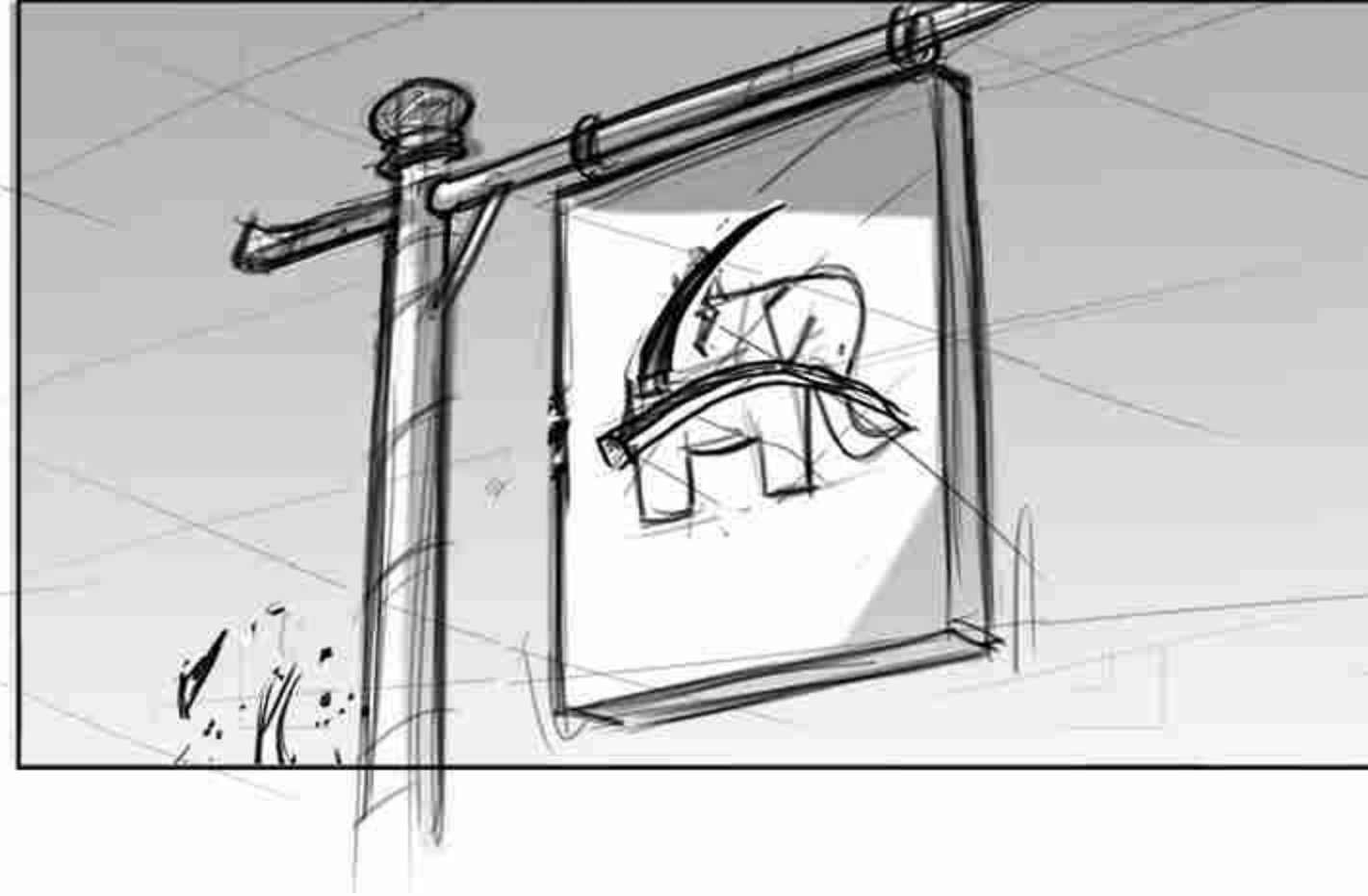
Slug:

Trans:

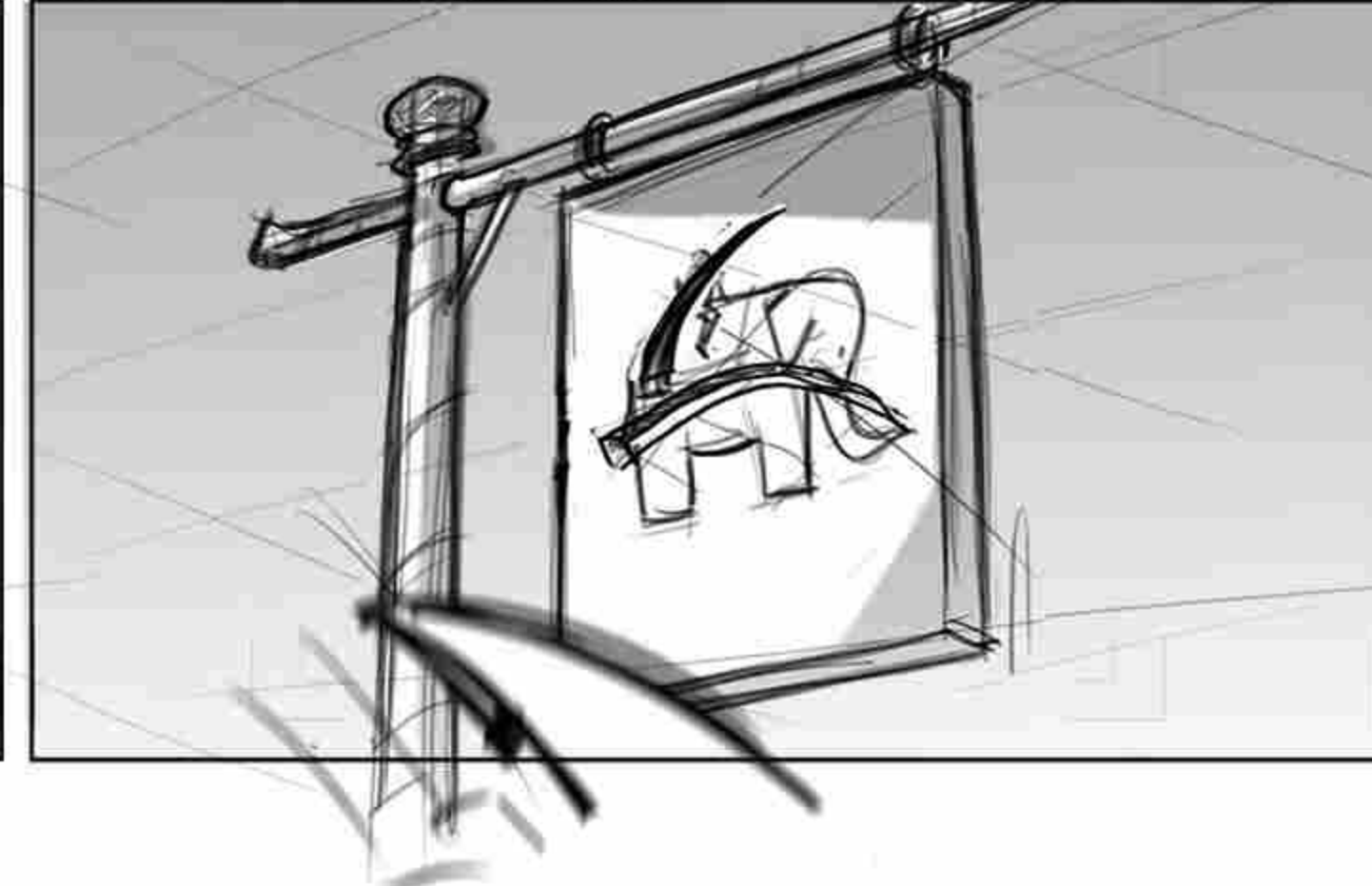
Scene: CONTD Panel: 7 BG:



Scene: CONTD Panel: 8 BG:



Scene: CONTD Panel: 9 BG:



Action:

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

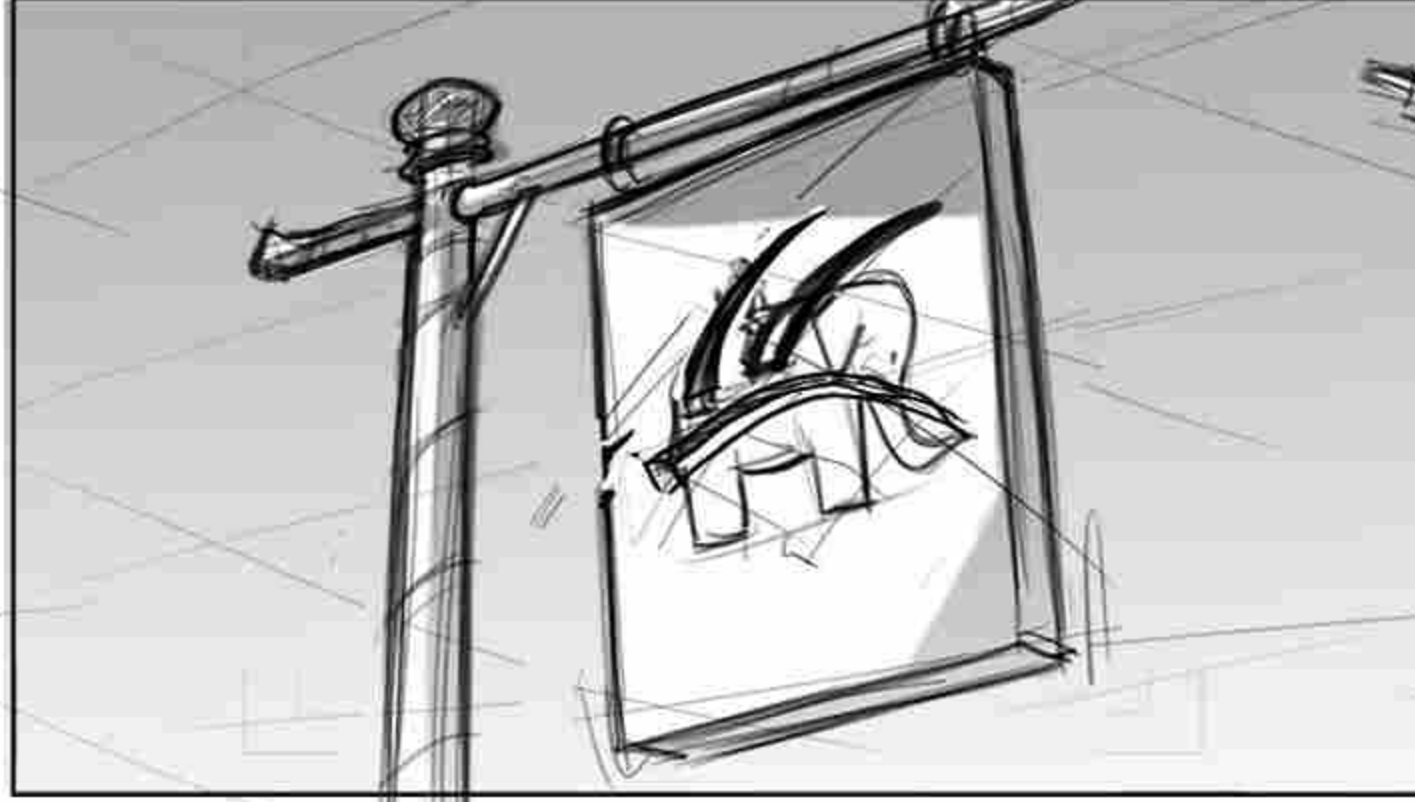
Scene: CONTD Panel: **10**

BG:



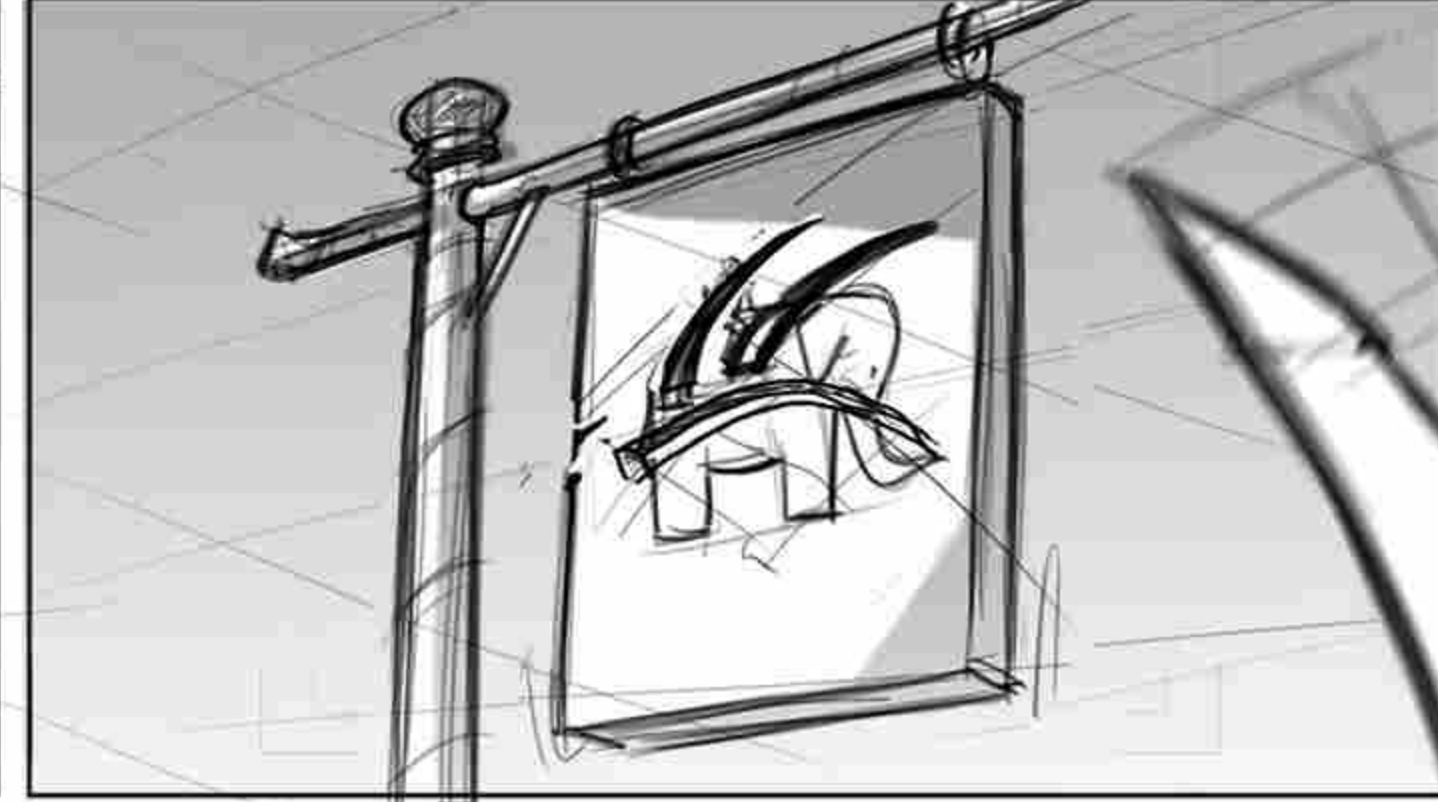
Scene: CONTD Panel: **11**

BG:



Scene: CONTD Panel: **12**

BG:



Action:

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

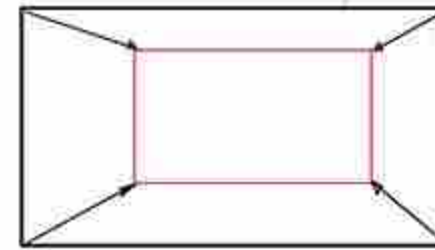
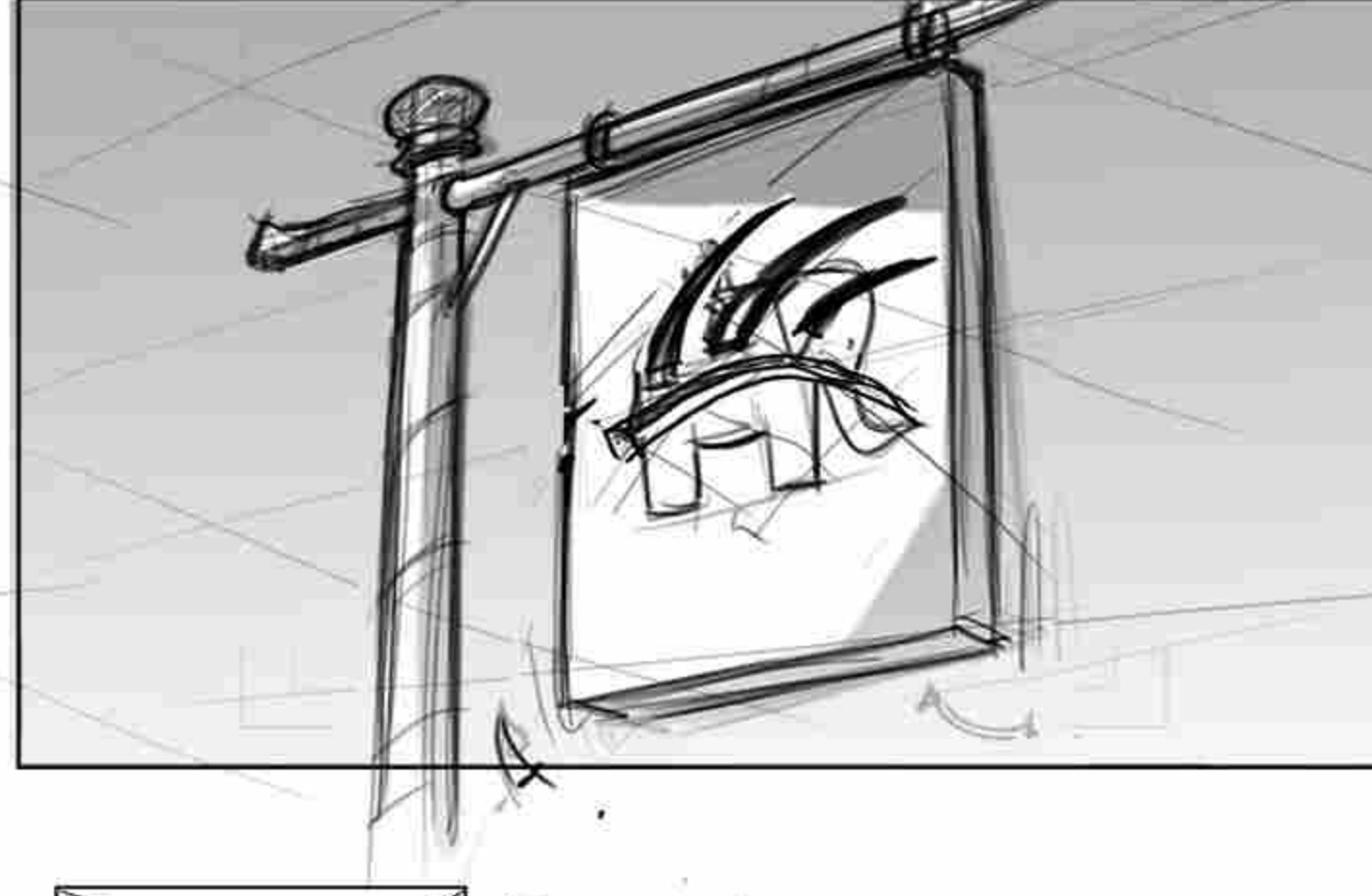
Trans:

THE QUILL FLASHES INTO SCENE AGAIN.....

Scene: CONTD Panel: 13 BG:

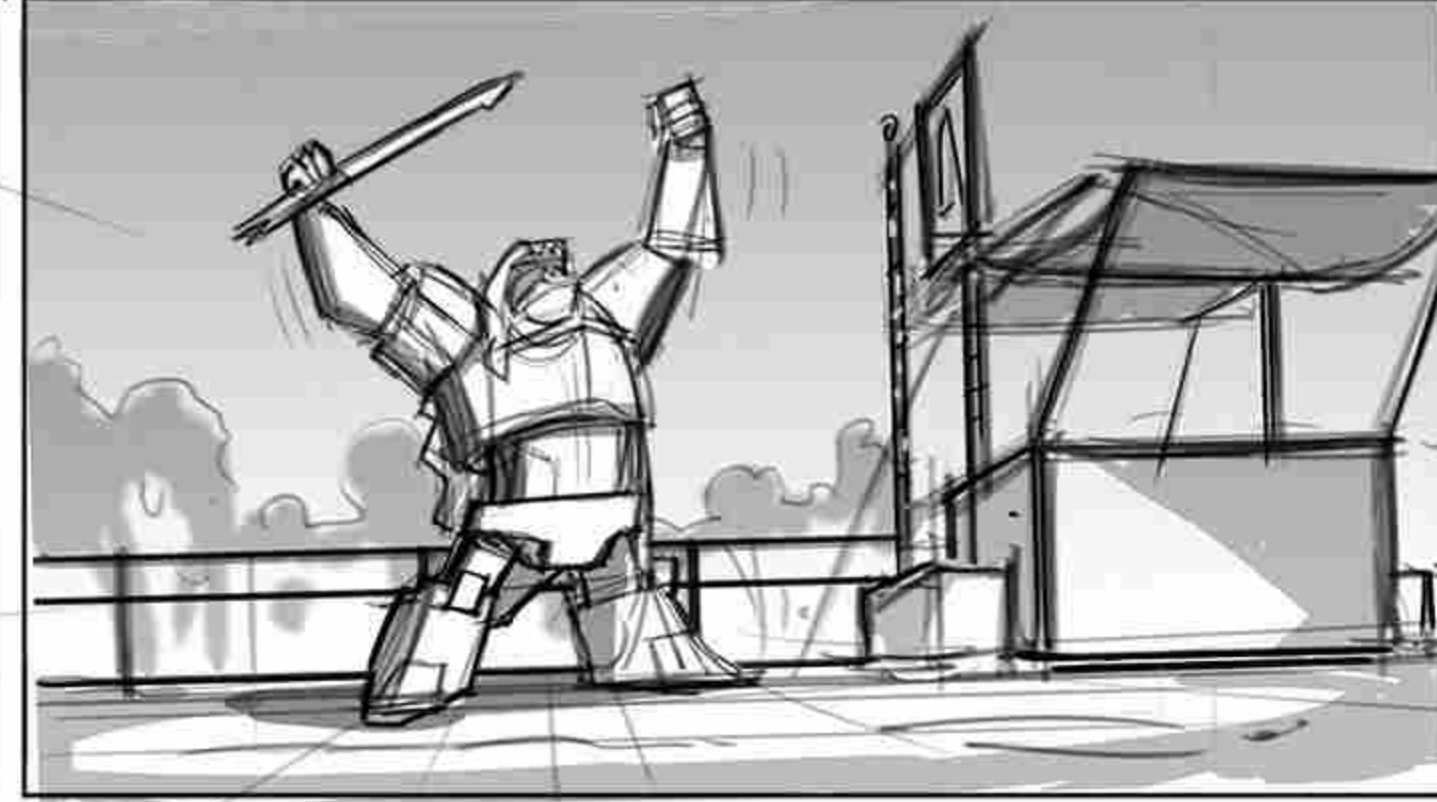


Scene: CONTD Panel: 14 BG:



PUSH IN

CUT Scene: Panel: 1 BG:



DRIFT IN

Action:

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

PUSH IN ON THE SIGN. QUILLFIRE HAS
CARVED HIS LOGO INTO THE SIGN.

Action:

Dial:

Slug:

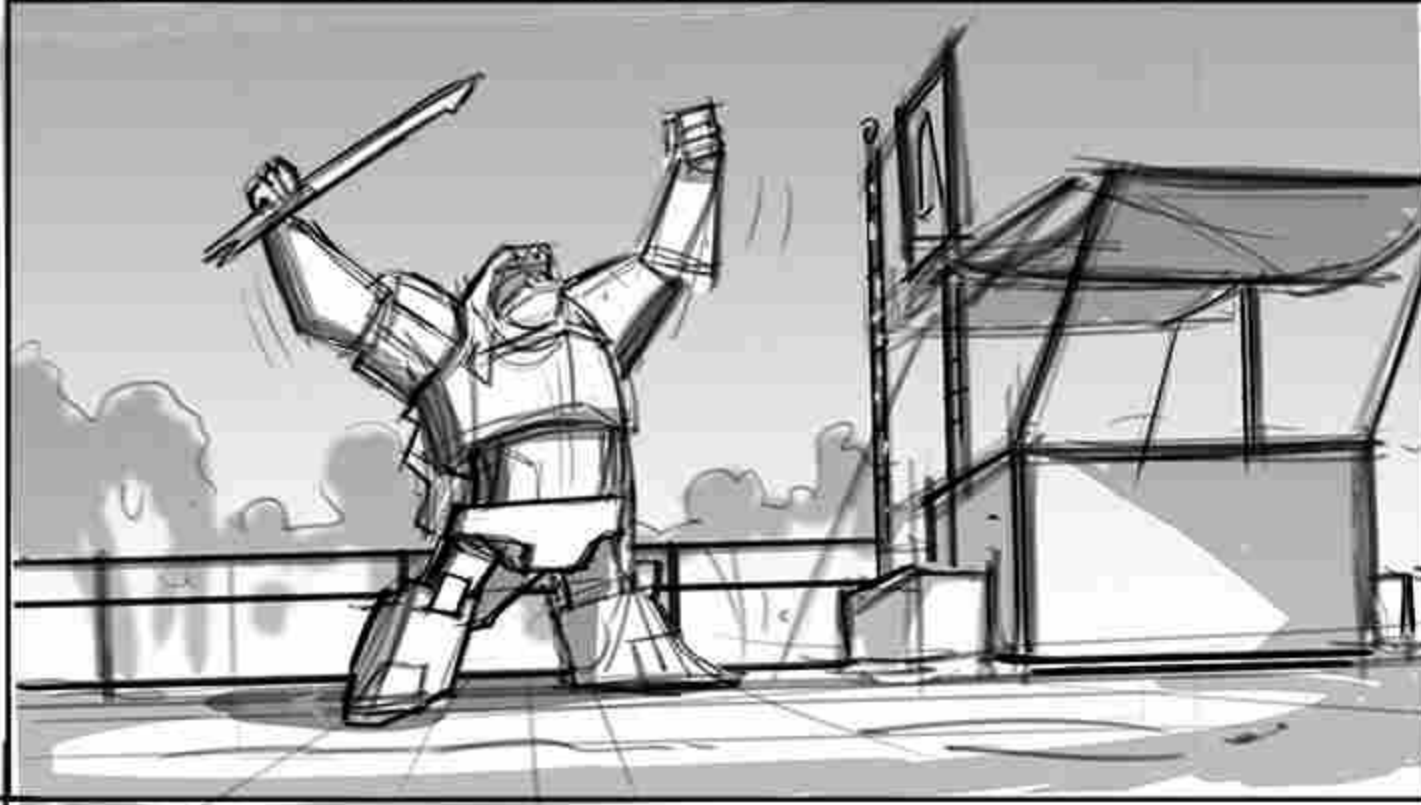
Trans:

WIDE ON QUILLFIRE TRIUMHANT!
DRIFT IN.

74 QUILLFIRE: CONT'D)
SOUND THE TRUMPETS ...

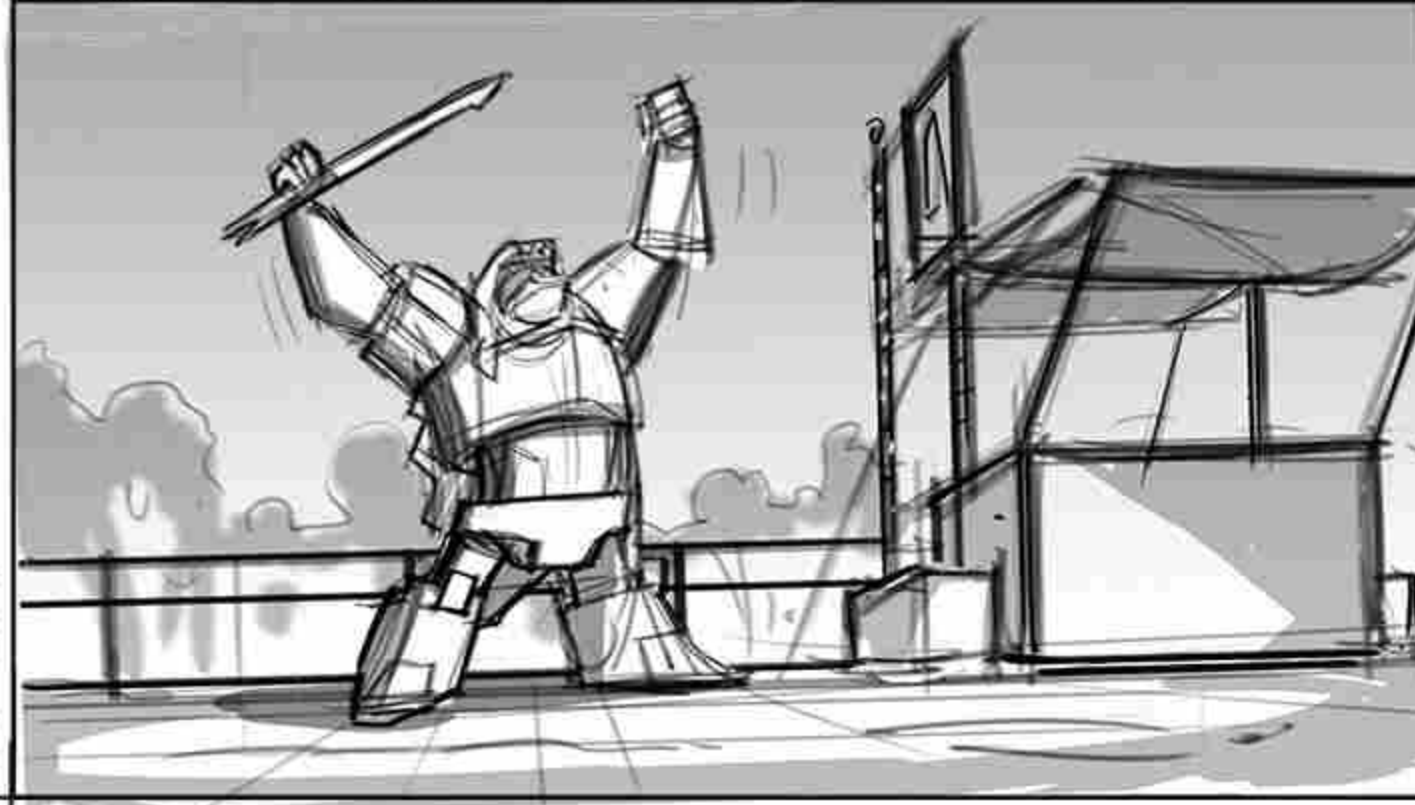
Scene: CONTD Panel: 2

BG:



Scene: CONTD Panel: 3

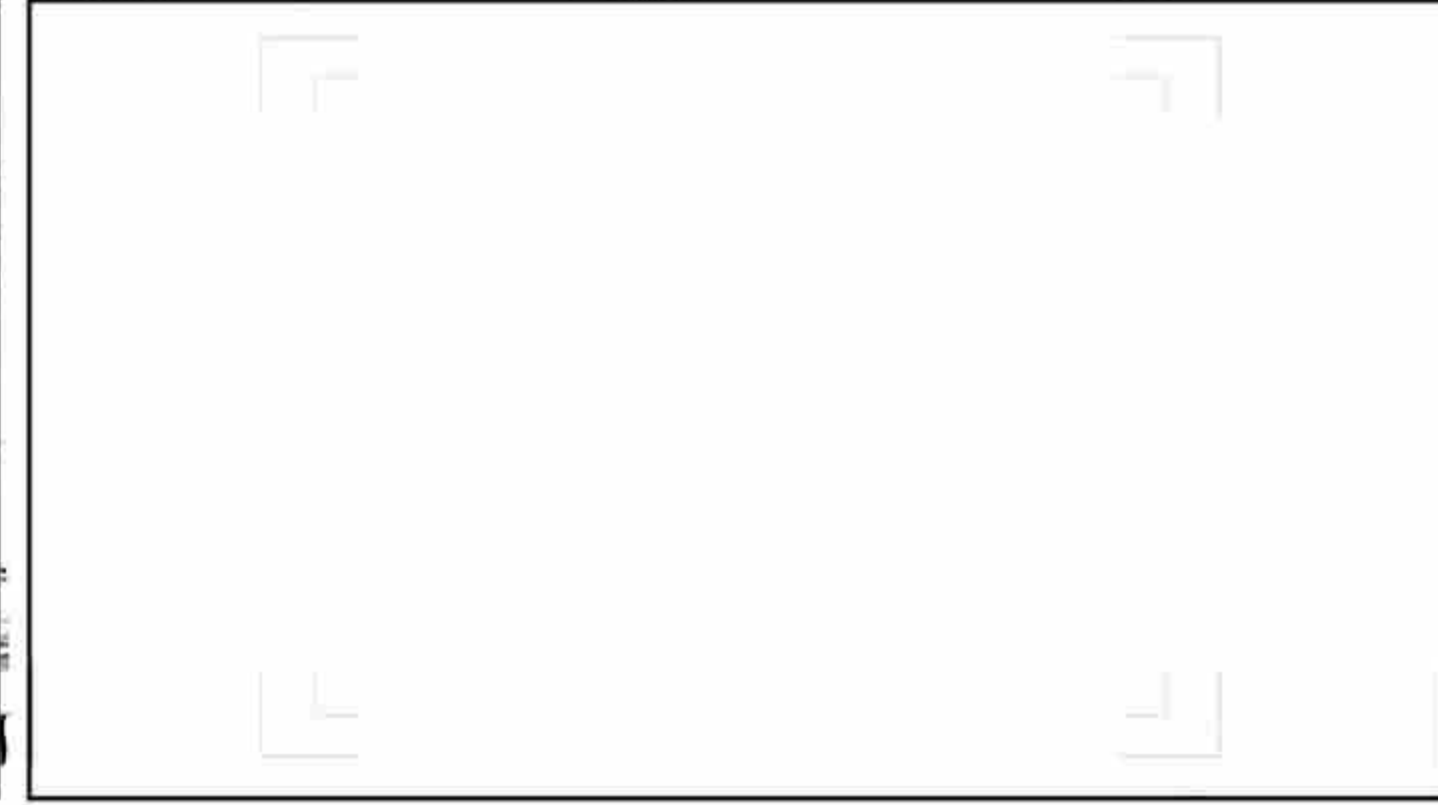
BG:



Scene:

Panel:

BG:



Action:



Dial:

74. QUILLFIRE: (CONT'D)
... OF ...

Slug:

Trans:



Action:



Dial:

74. QUILLFIRE: (CONT'D)
..... REVOLUTION!

Slug:

Trans:



Action:

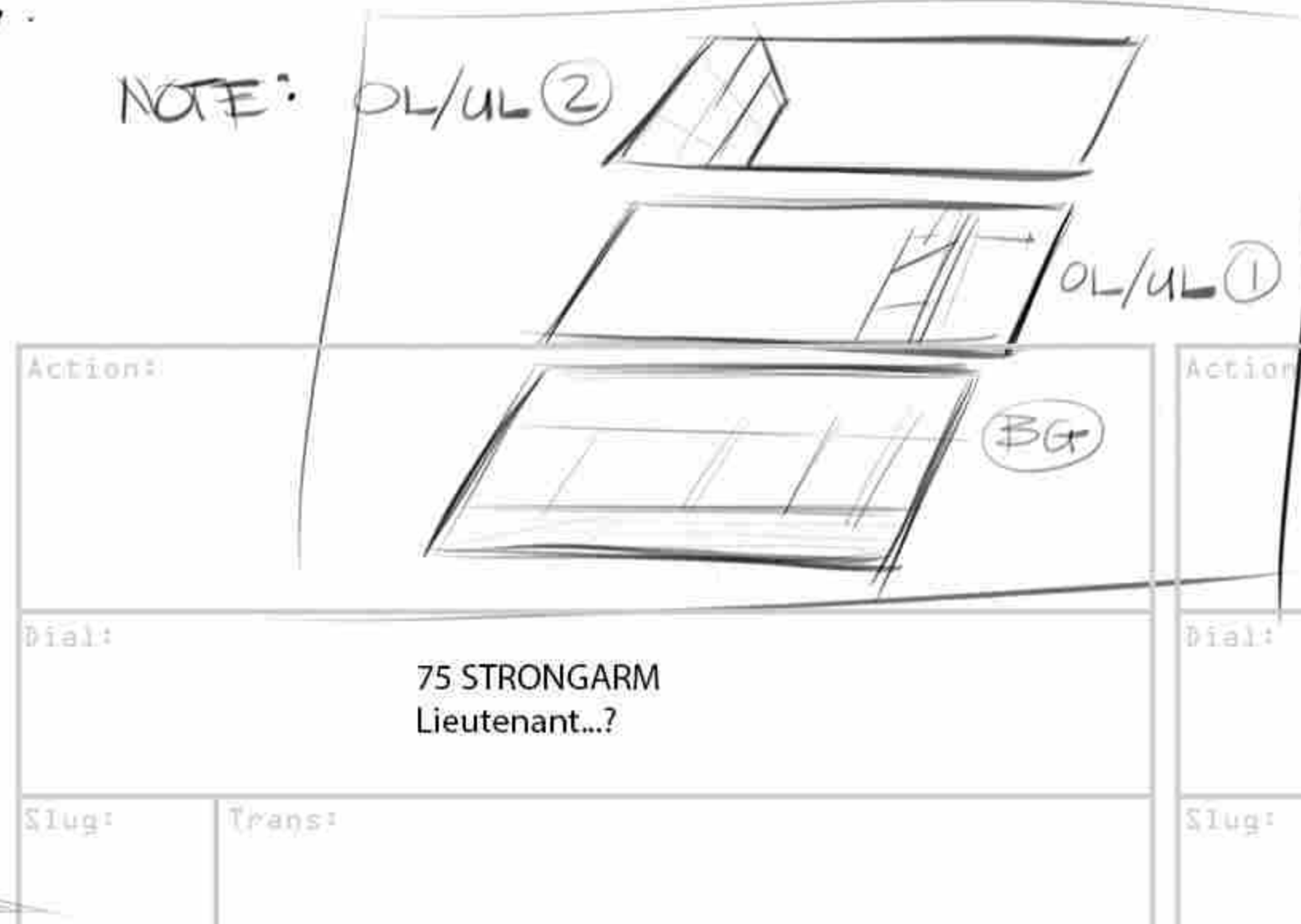
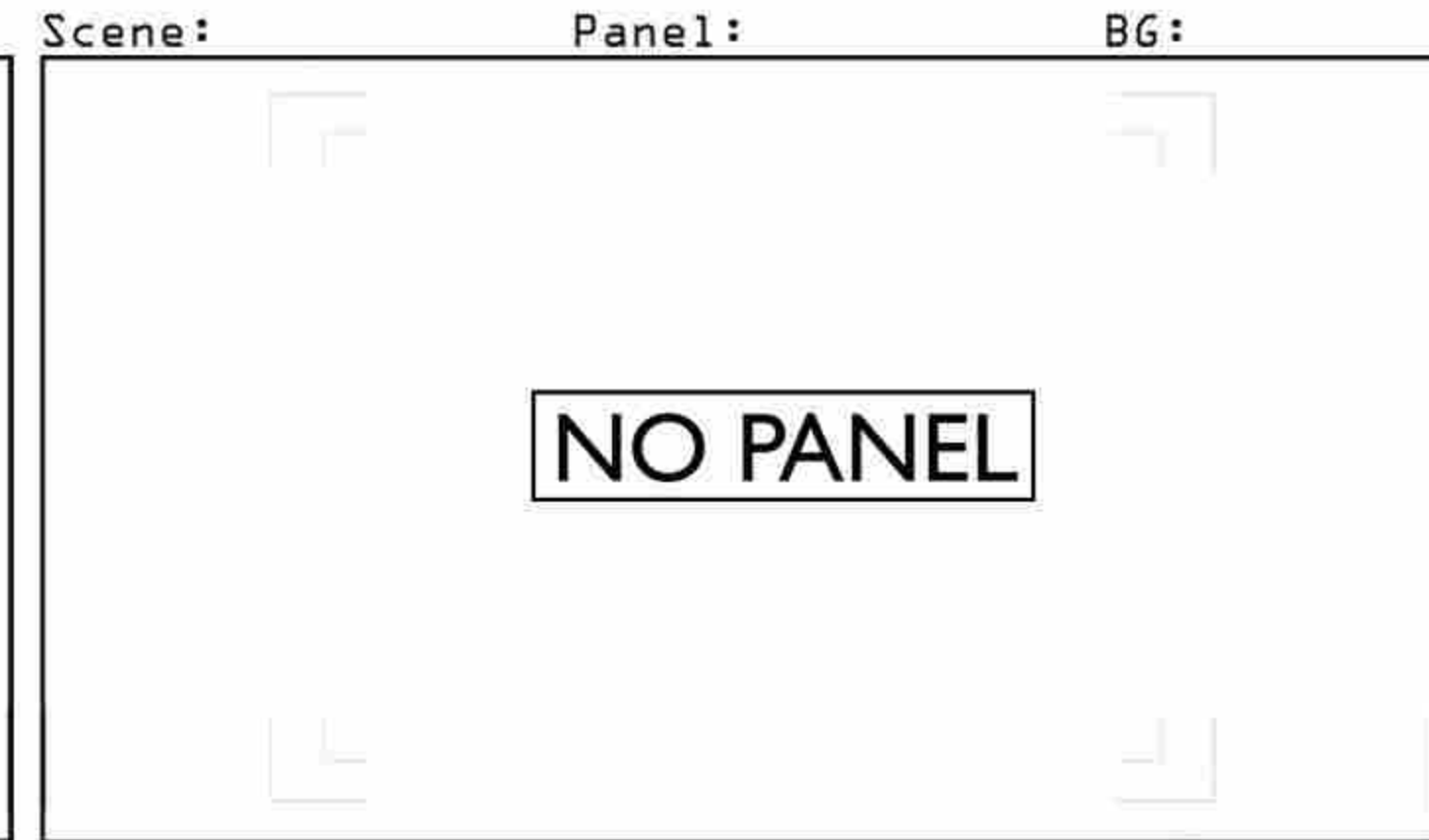
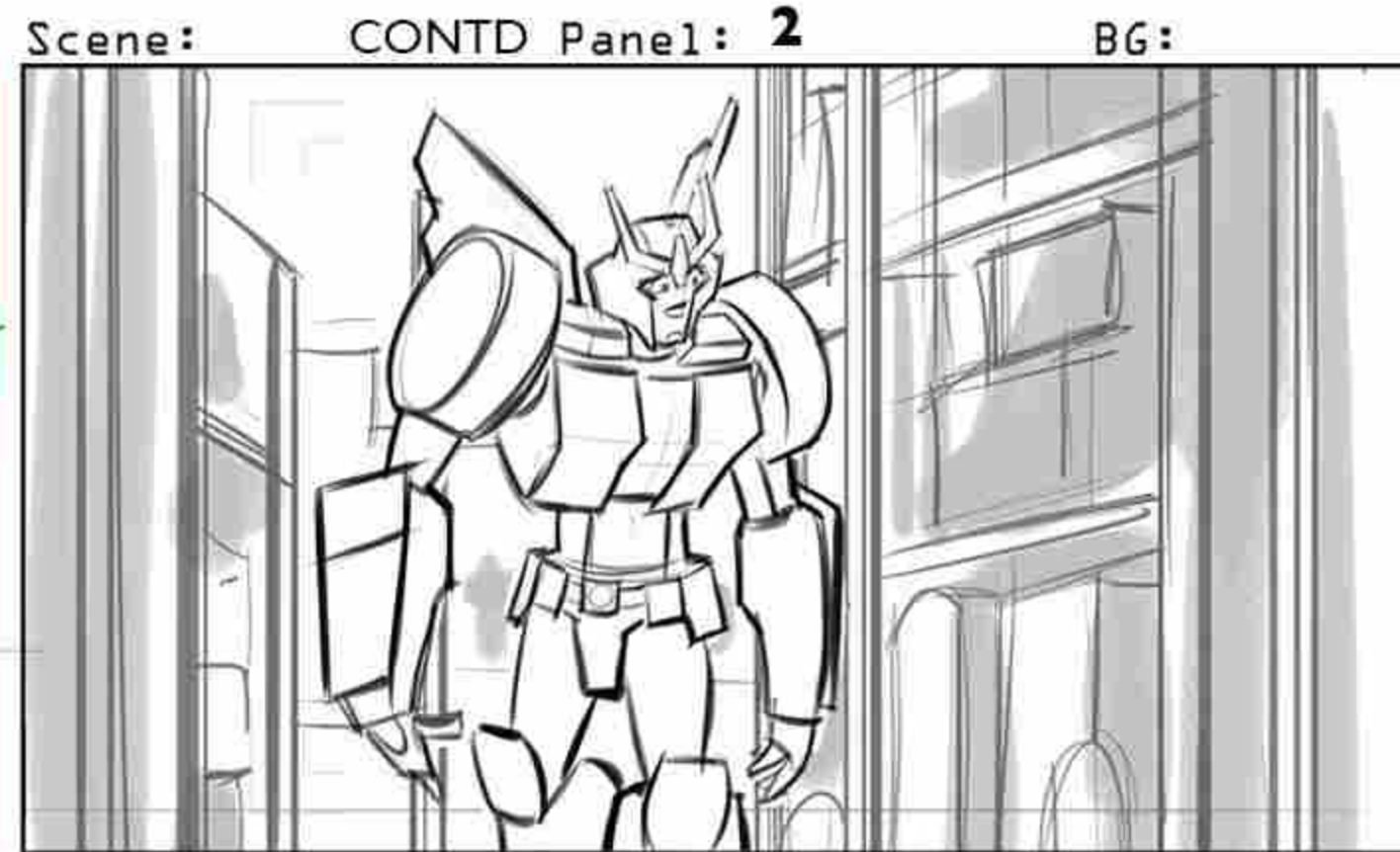
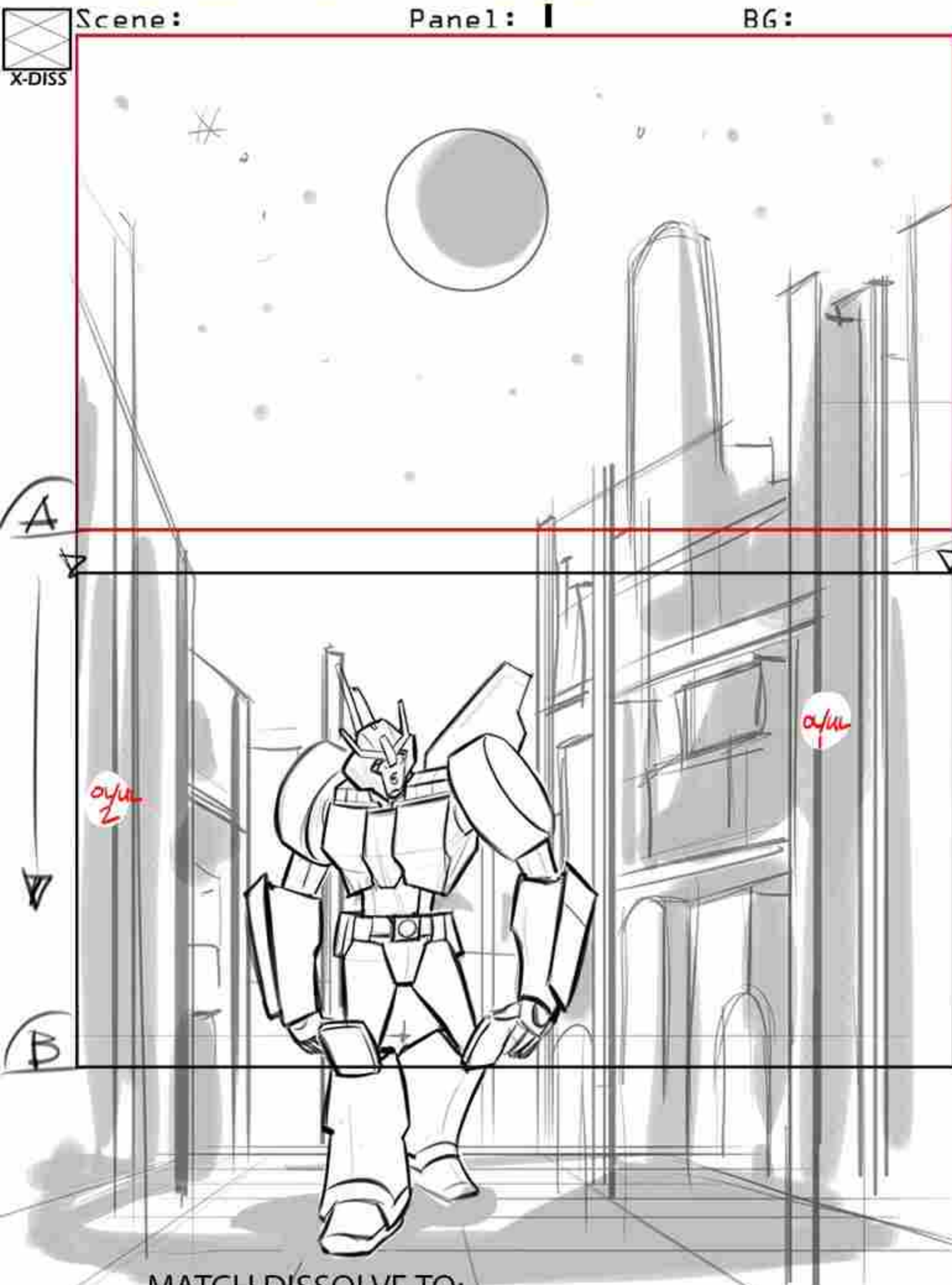


Dial:

Slug:

Trans:





MATCH DISSOLVE TO:
BOT MODE STRONGARM searches the aisles.

Scene: CONTD Panel: 3 BG:



Scene: CONTD Panel: 4 BG:



Scene: CONTD Panel: 5 BG:



Action:
SHIFT OL/UL 1, SLIGHT BG PAN, PAN IN OL/UL 2 IN AS ST LOOKS UP OVER THE RACK.

Dial:
75 STRONGARM
WHY DON'T ...

Slug: Trans:

Action:
SHIFT OL/UL 1, SLIGHT BG PAN, PAN IN OL/UL 2 OUT AS ST LOOKS TO THE RT.

Dial:
75 STRONGARM
...YOU COME..

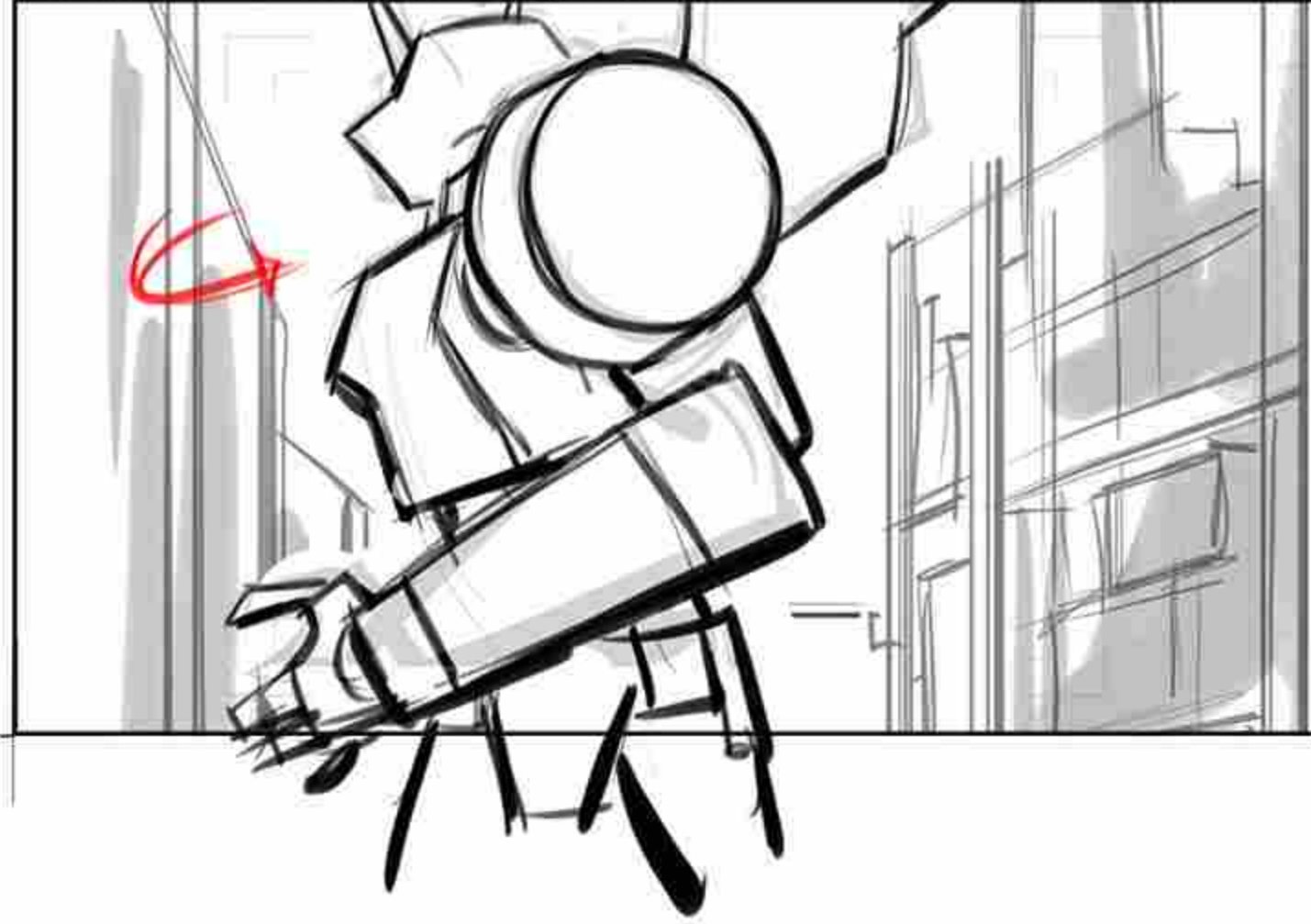
Slug: Trans:

Action:
STRONGARM CONTINUES TO STEP FORWARD AS SHE LOOKS AROUND.

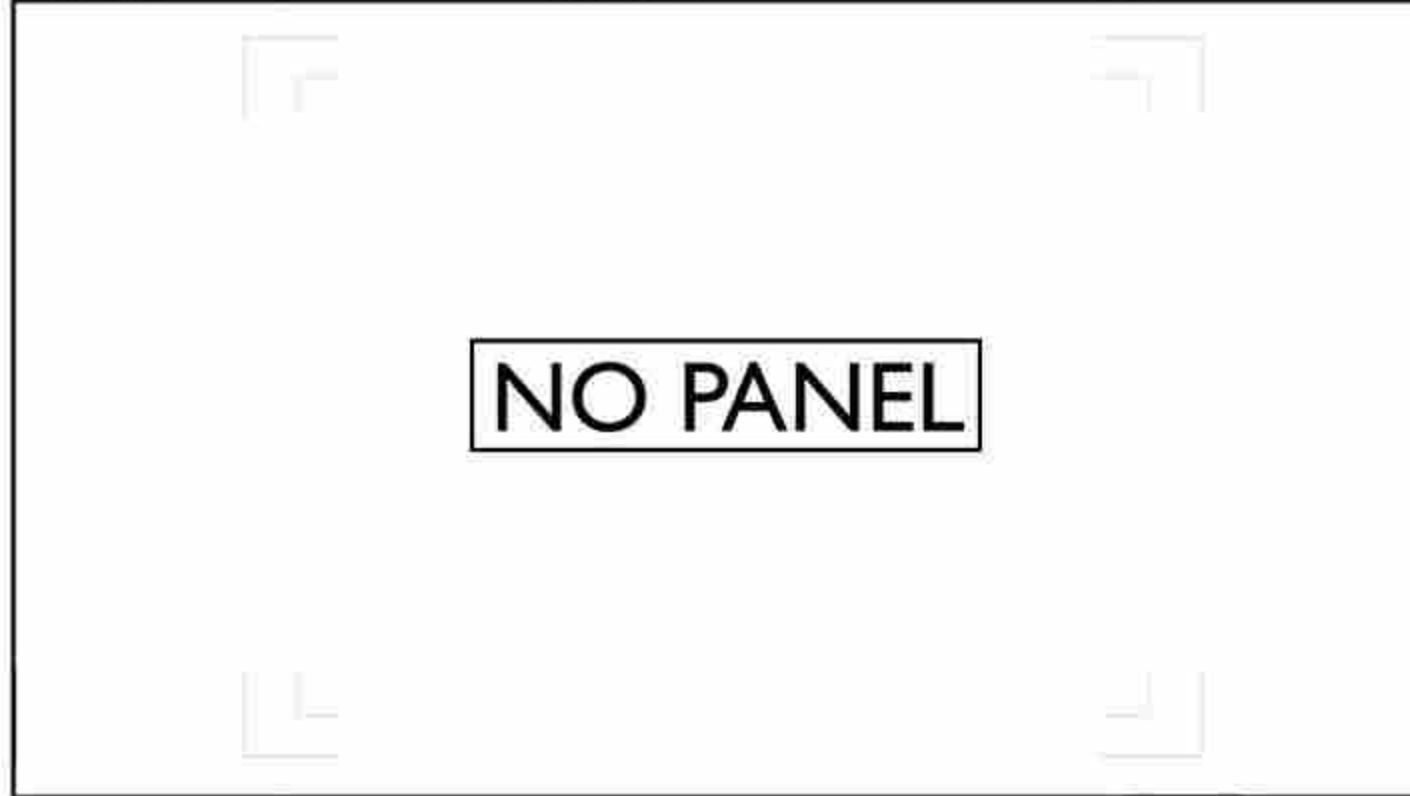
Dial:
75 STRONGARM
...SO WE...

Slug: Trans:

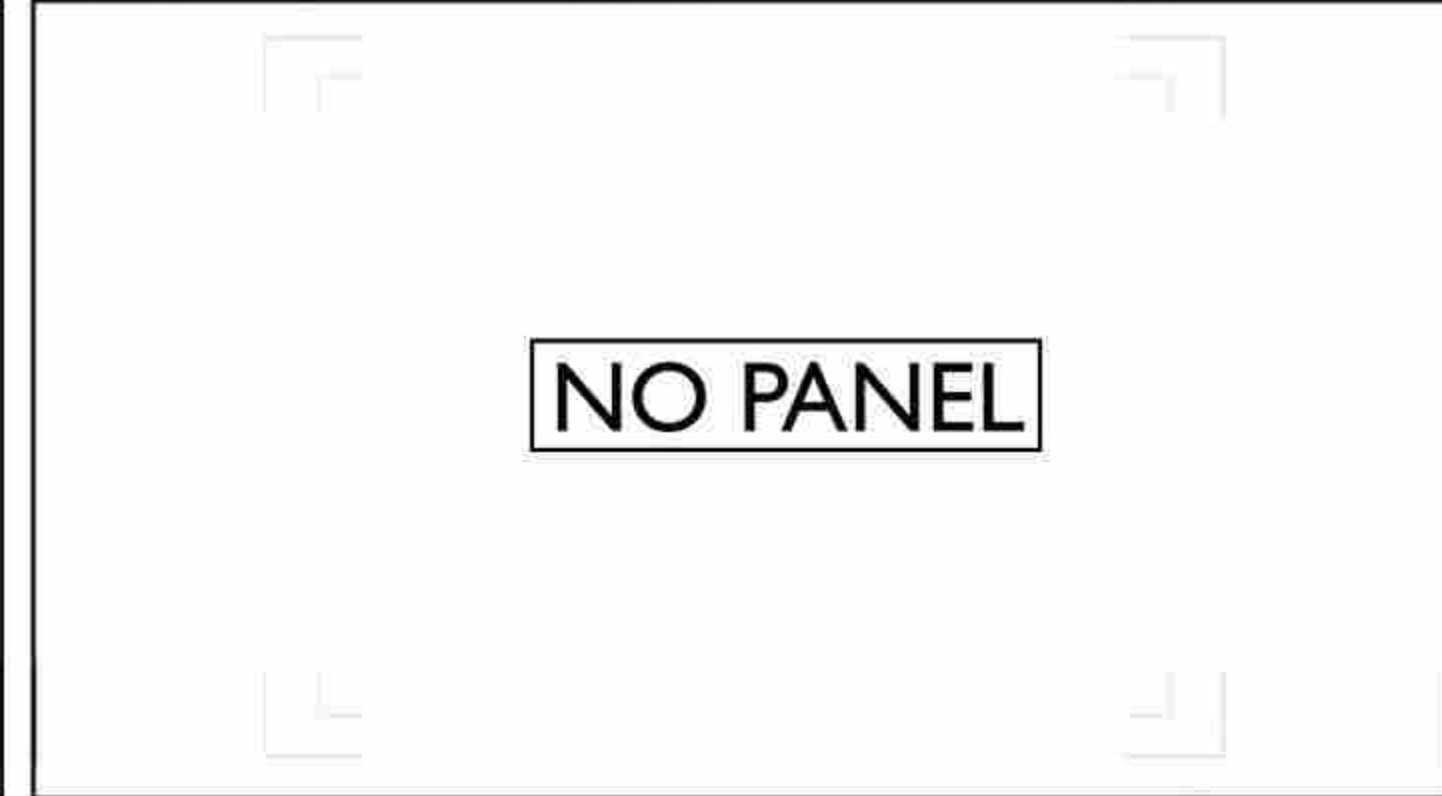
Scene: CONTD Panel: 6 BG:



Scene: Panel: BG:



Scene: Panel: BG:



Action:

Dial:

75 STRONGARM
...CAN

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

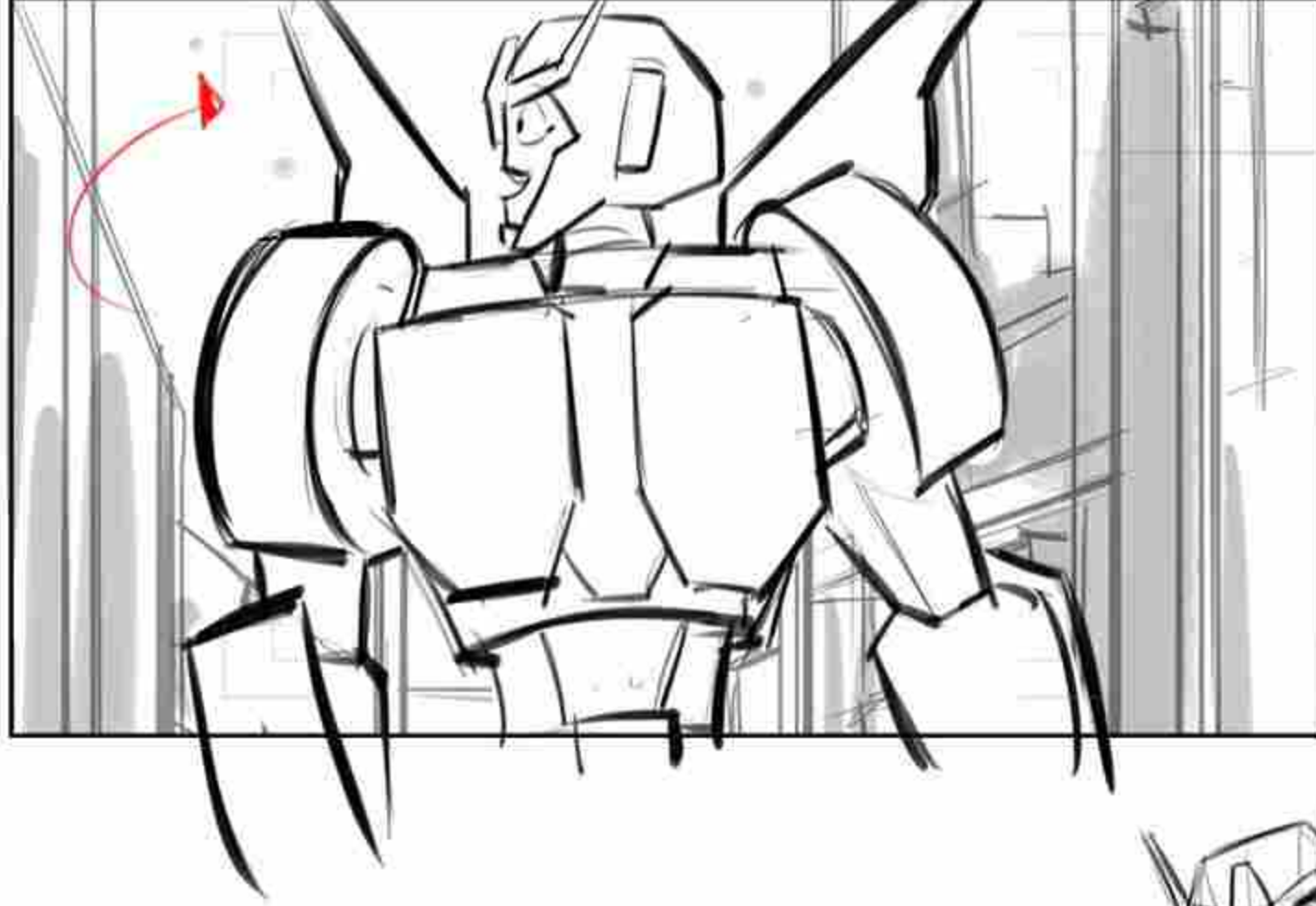
Action:

Dial:

Slug:

Trans:

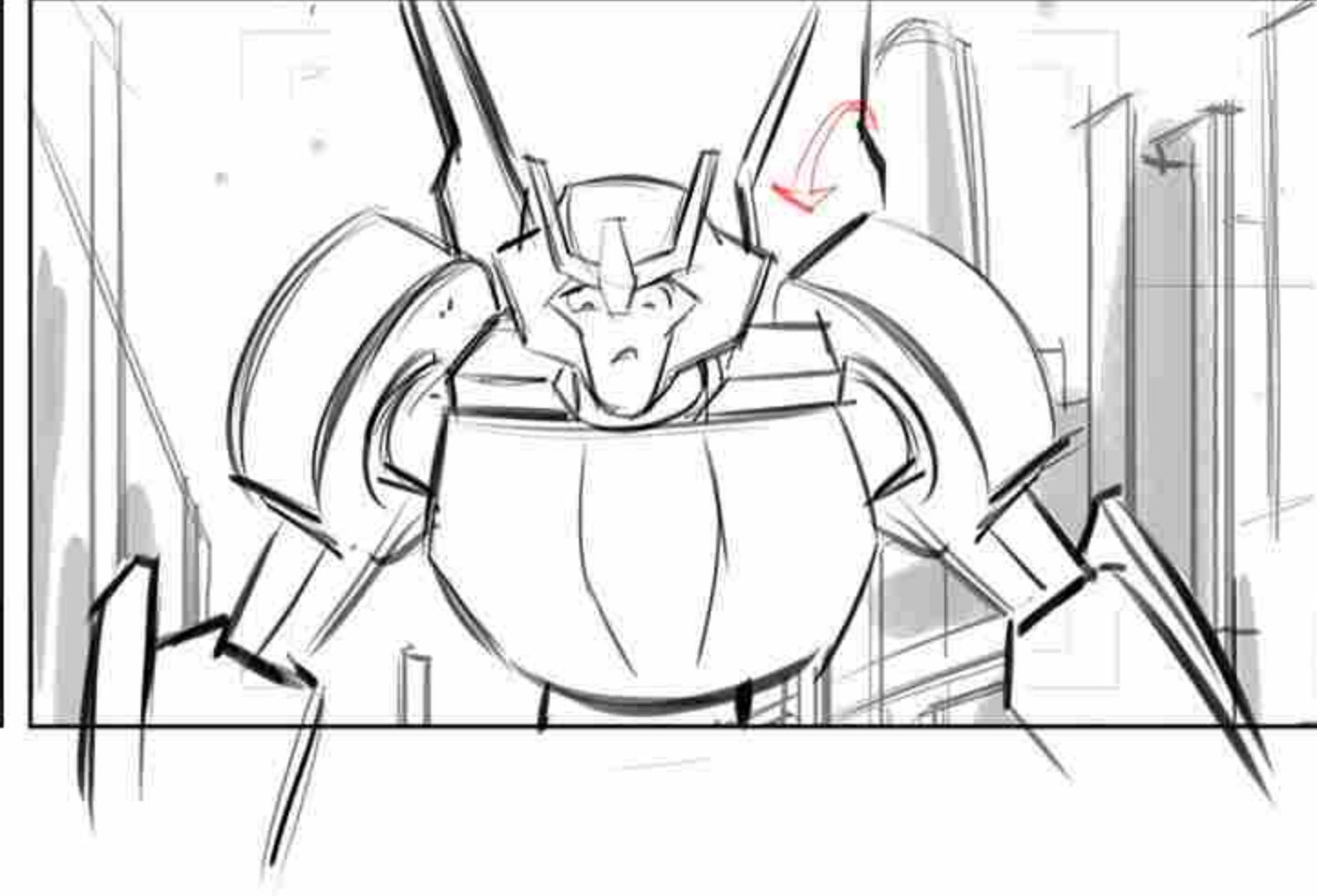
Scene: CONTD Panel: 7 BG:



Scene: CONTD Panel: 8 BG:



Scene: CONTD Panel: 9 BG:



Action:

Dial:

75 STRONGARM
....ALL PLAY

Slug:

Trans:

Action:

AS STRONGARM STEPS FORWARD, ADJUST BG AND OL/UL'S SOUTH.
SUDDENLY SHE STOPS.

Dial:

75 STRONGARM
....TOGETHER...?

Slug:

Trans:

Action:

SHE LOOKS DOWN

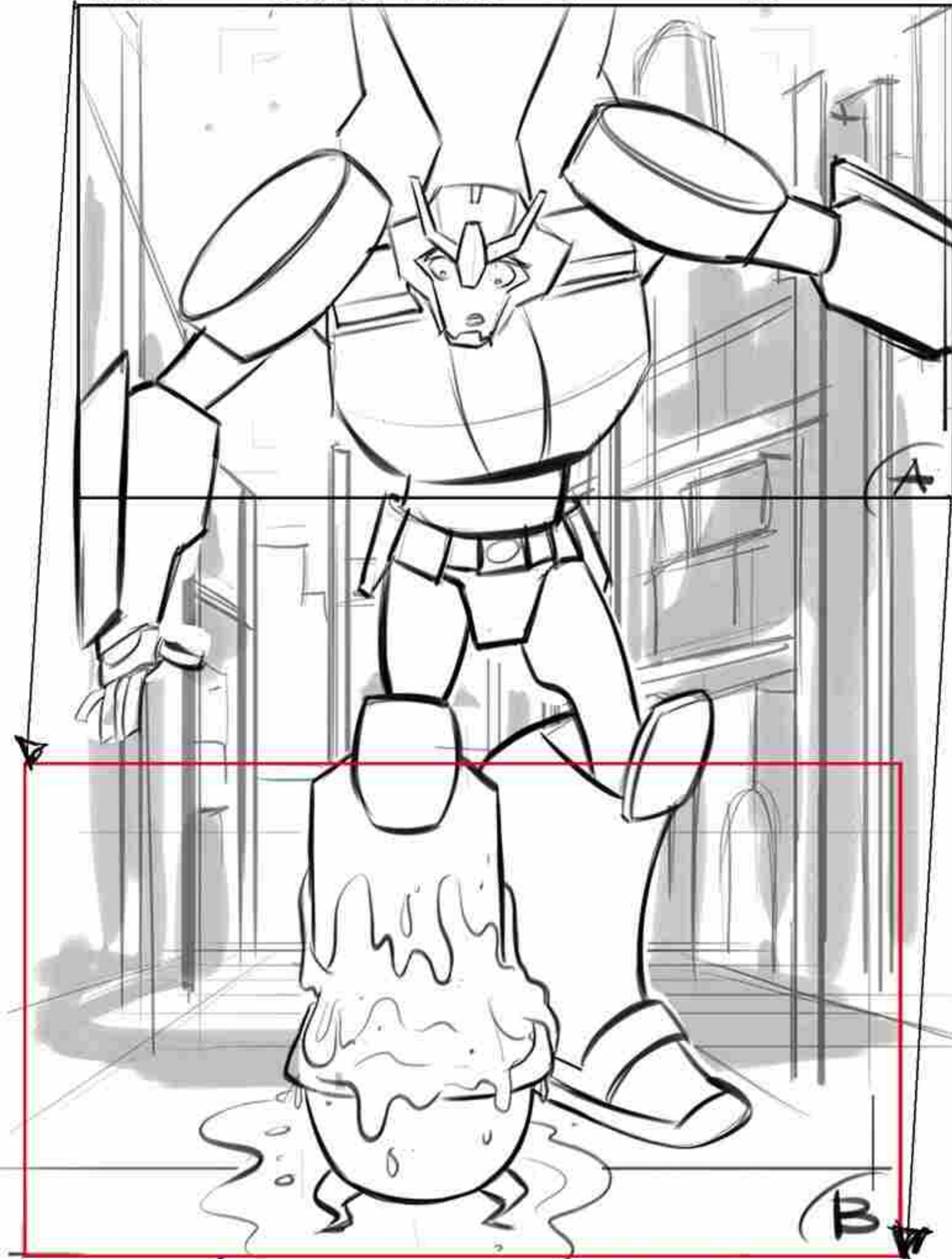
Dial:

Slug:

Trans:

Scene: CONTD Panel: 10

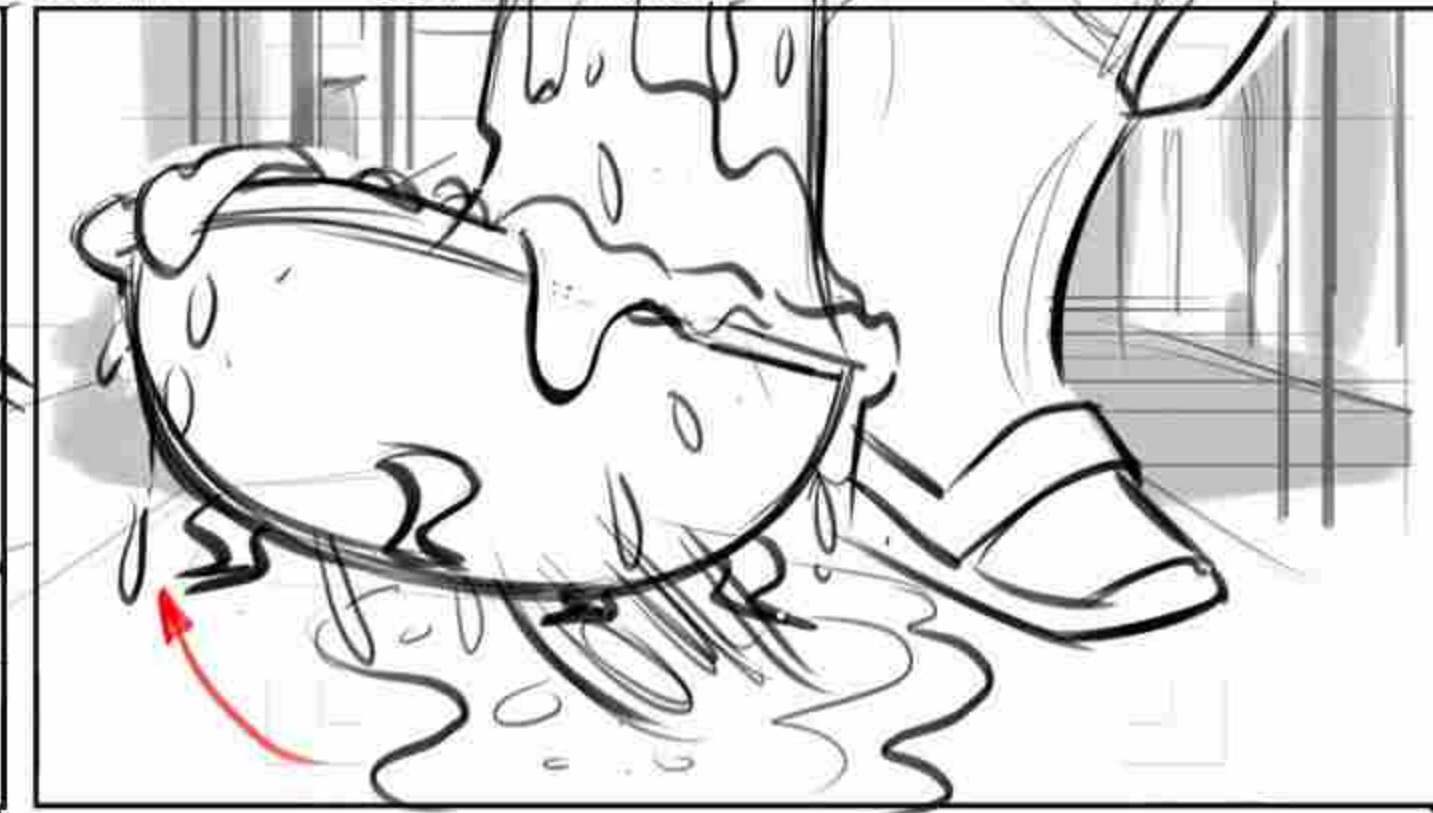
BG:



PAN DOWN A - BAS STONGARM LOOKS DOWN...HER FOOT IS STUCK IN A WASHTUB...FILLED WITH RUBBER CEMENT.

Scene: CONTD Panel: 11

BG:

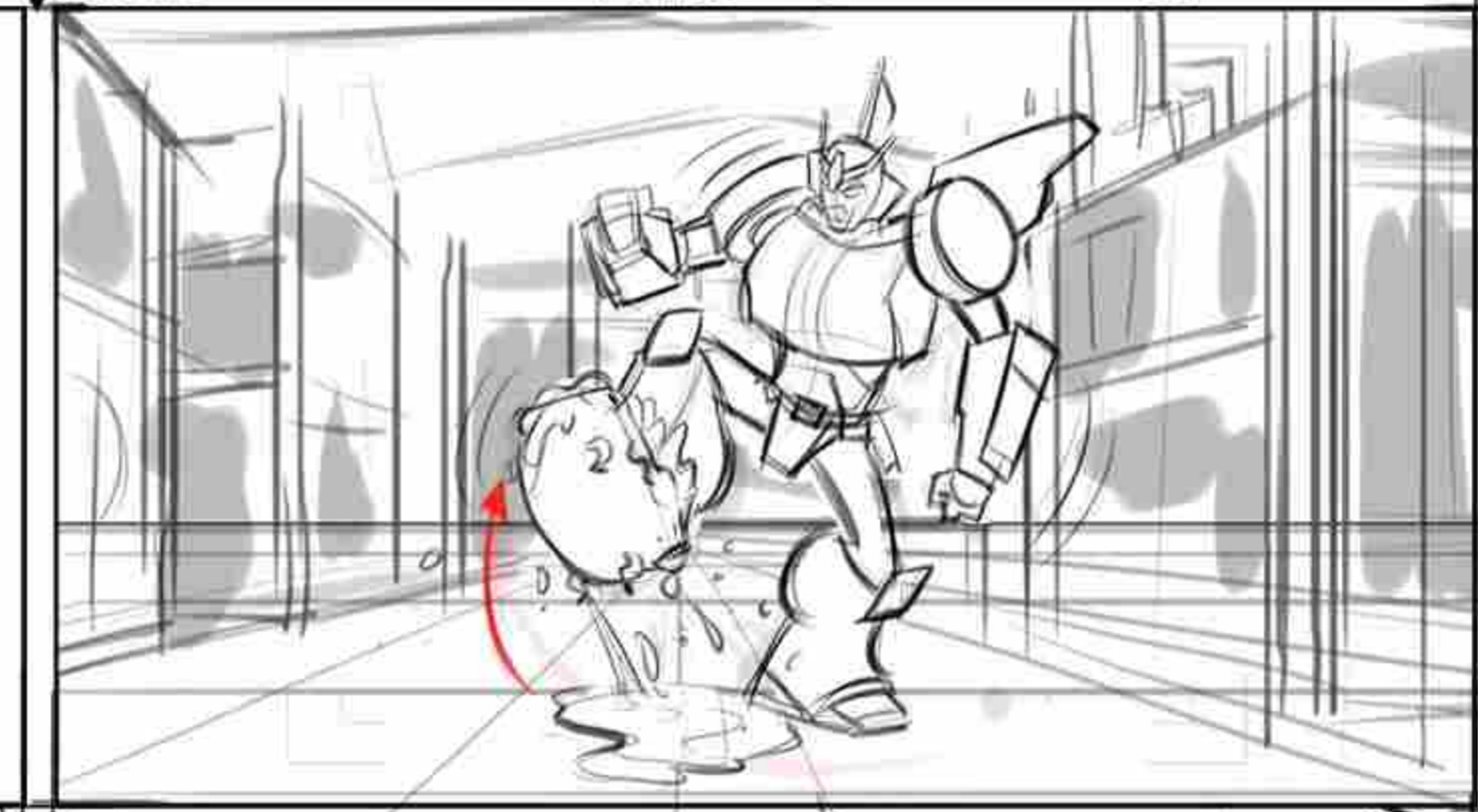


CUT

Scene:

Panel: 1

BG:

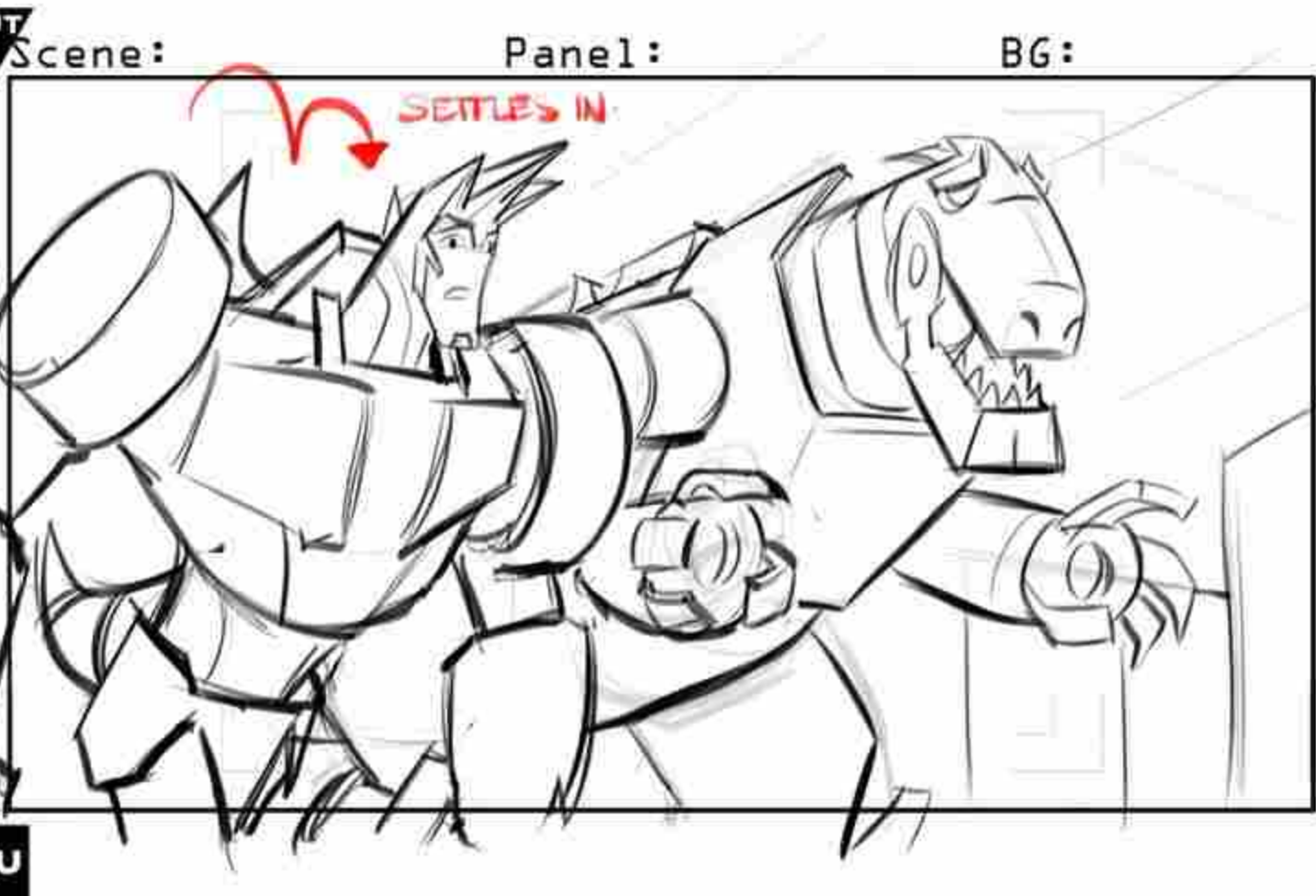
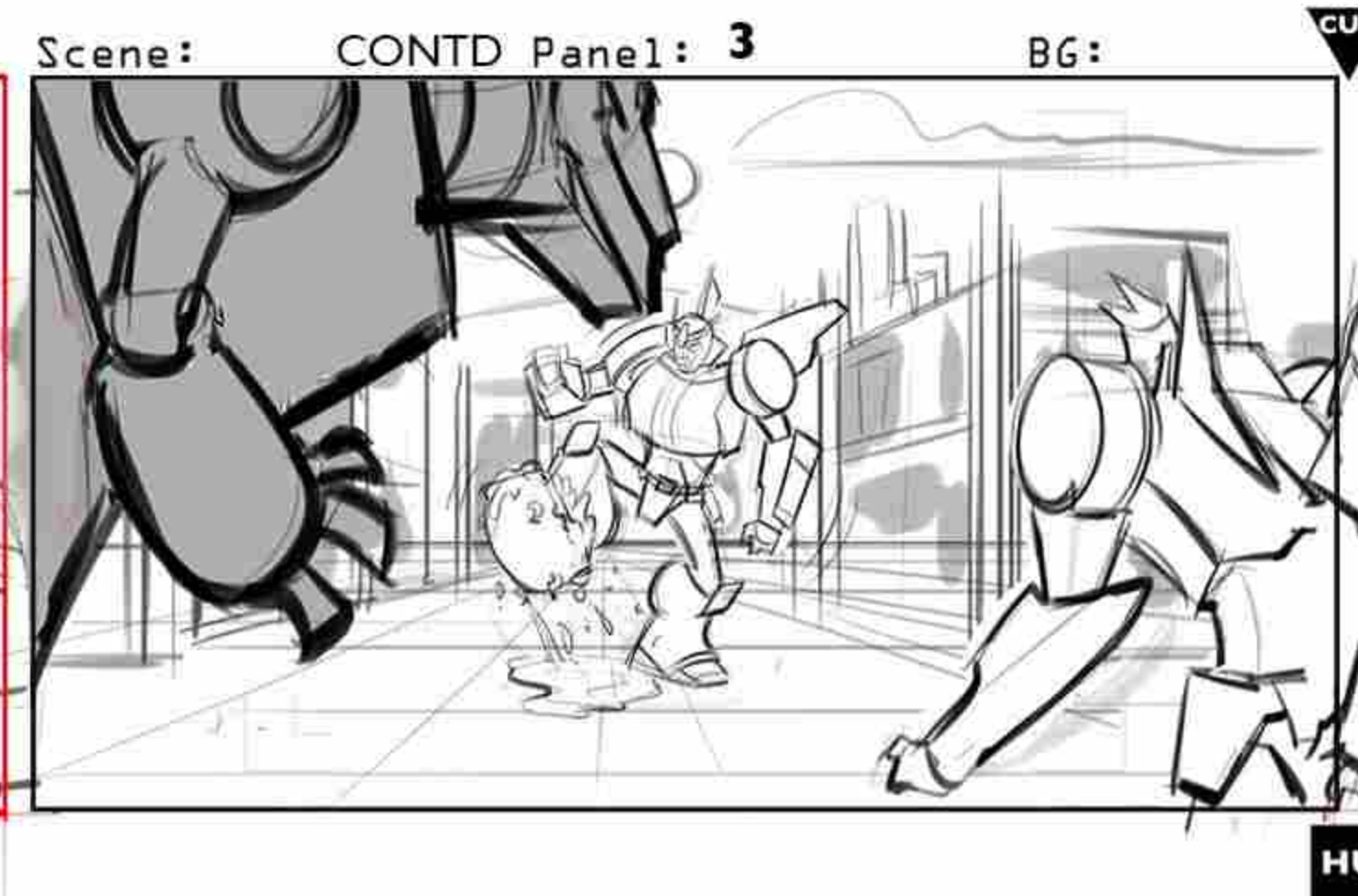
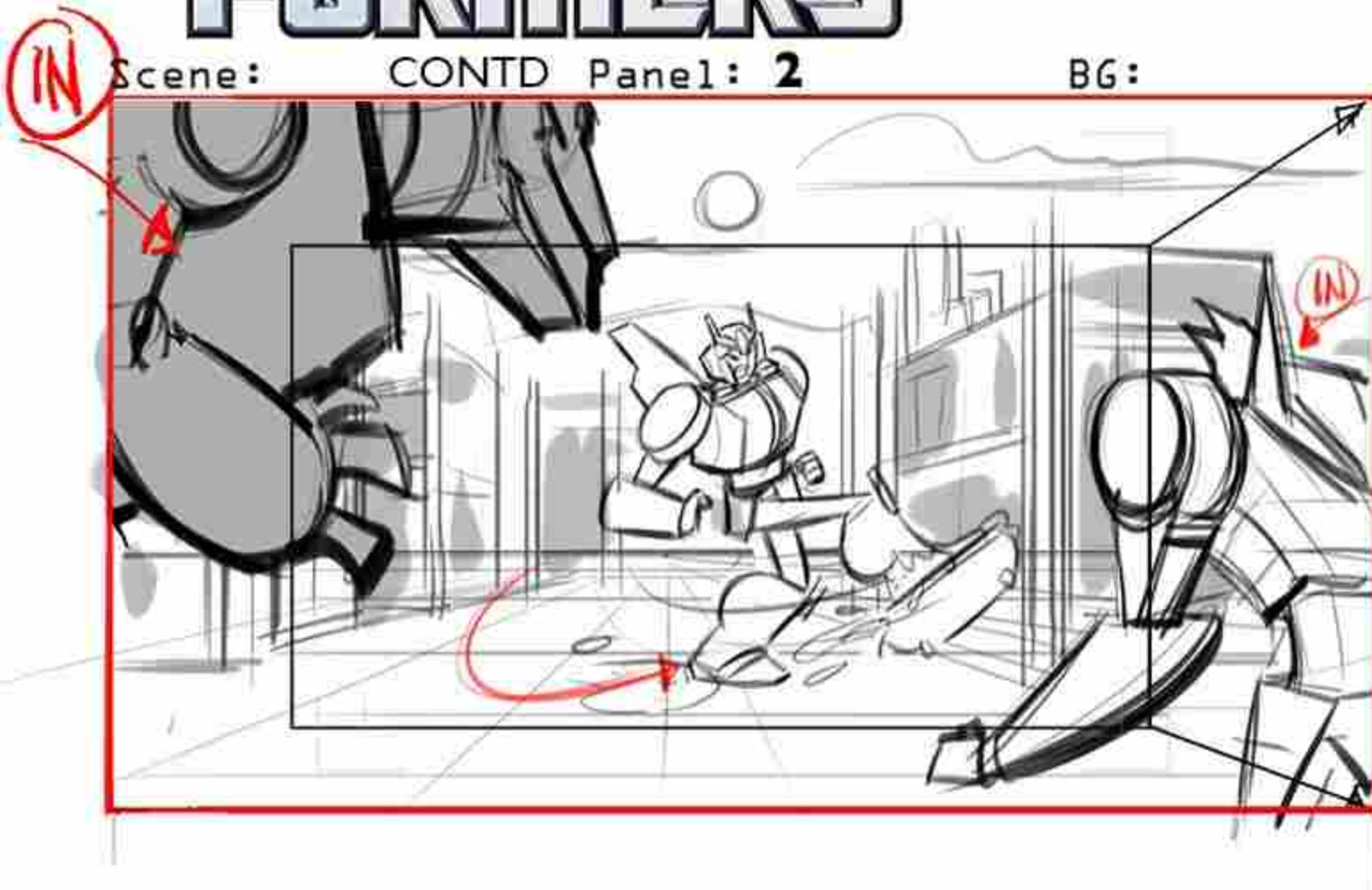


HU



Action:	
SHE LIFTS HER FOOT.	
Dial:	
Slug:	Trans:

Action:	
HOOK UP. WIDE ON STRONGARM AS SHE TRIES TO SHAKE OFF THE WASHTUB.	
Dial:	
76 STRONGARM (CONT'D) <FRUSTRATED CRY!>	
Slug:	Trans:



Action:

TRUCK OUT AS GRIMLOCK AND SIDESWIPE STEPS INTO SCENE.

Dial:

76 STRONGARM (CONT'D)
<FRUSTRATED CRY!>

Slug: Trans:

Action:

Dial:

Slug: Trans:

Action:

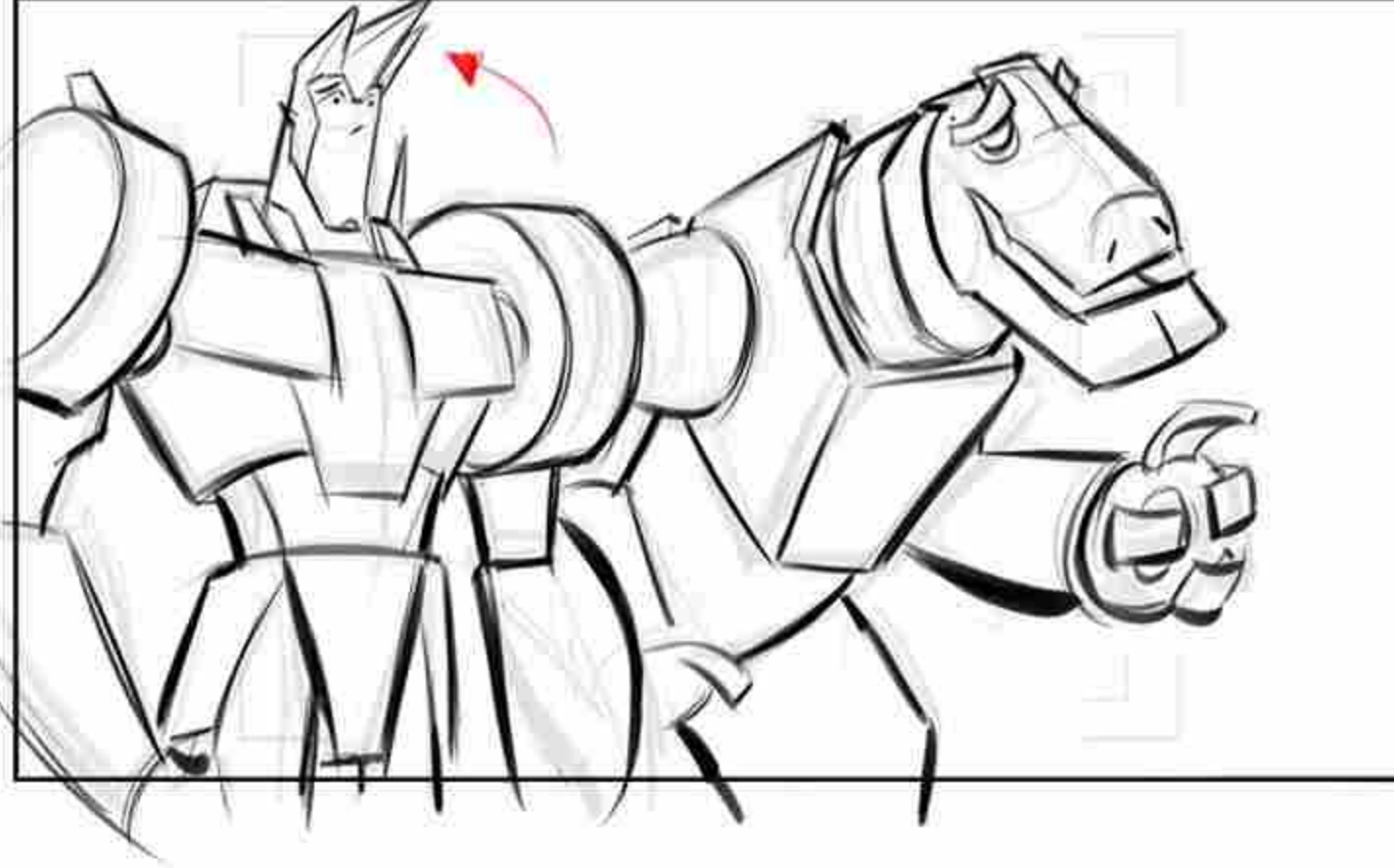
ANGLE ON SIDESWIPE AND GRIMLOCK.

Dial:

77 GRIMLOCK:
SOMETHING'S WRONG

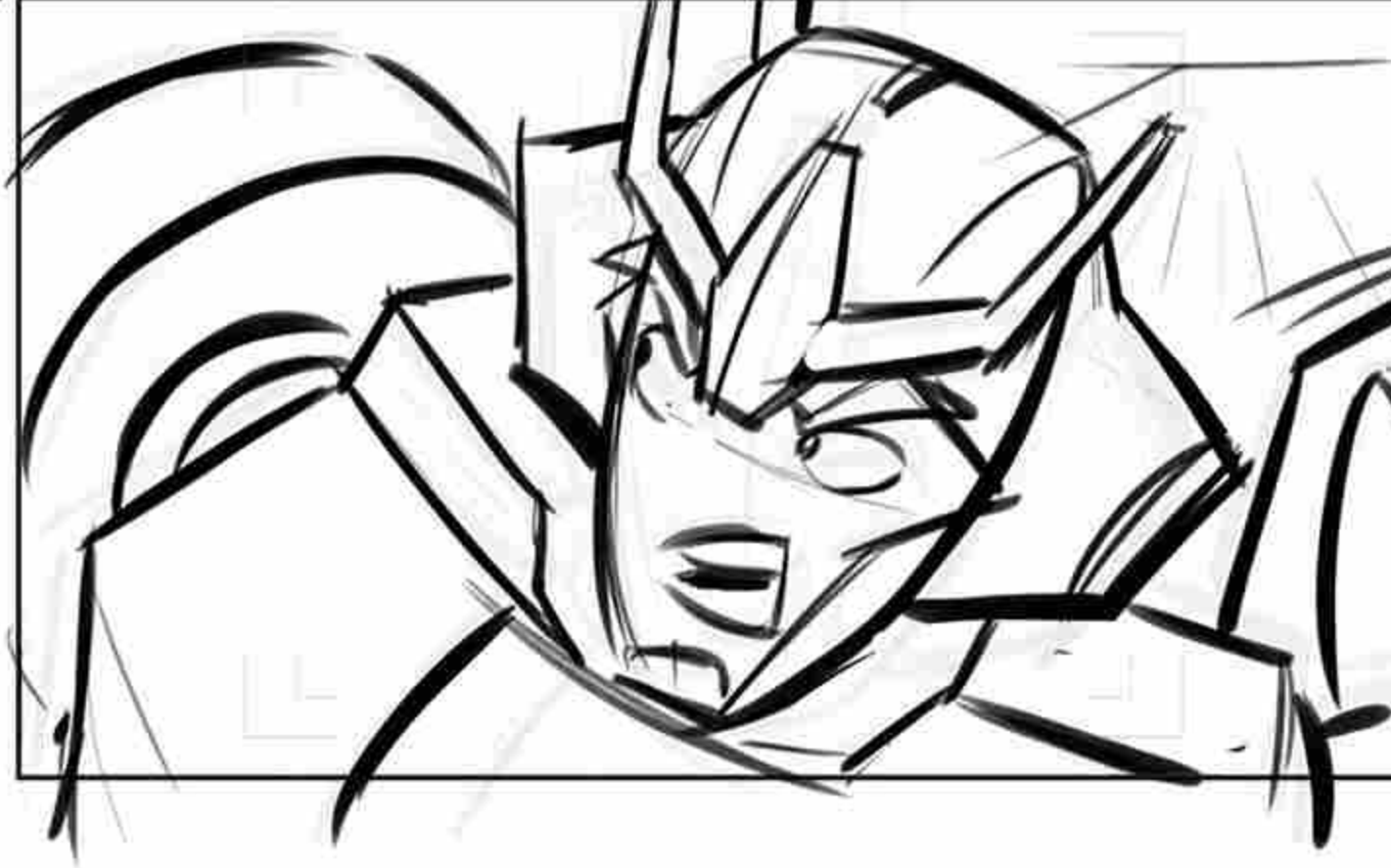
Slug: Trans:

Scene: CONTD Panel: **2** BG:



CUT

Scene: Panel: **1** BG:



Scene: CONTD Panel: **2** BG:



Action:

SIDESWIPE STRAIGHTENS UP.

Dial:

77 GRIMLOCK:
....WITH YOUR FOOT.

Slug:

Trans:

Action:

CLOSE ON A STRUGGLING STRONGARM.

Dial:

78 STRONGARM
(FRUSTRATED)
HELP ME GET THIS

Slug:

Trans:

Action:

Dial:

78 STRONGARM
(FRUSTRATED)
.....WASHTUB OFF!

Slug:

Trans:



Scene:

Panel:

BG:



Scene:

CONTD Panel:

BG:



Scene:

CONTD Panel:

BG:



Action:

WIDE ON STRONGARM
(START POSE)

Dial:

Slug:

Trans:

Action:

GRIMLOCK STEPS IN TO HELP

Dial:

Slug:

Trans:

Action:

GRIMLOCK REACHES FOR THE WASHTUB.

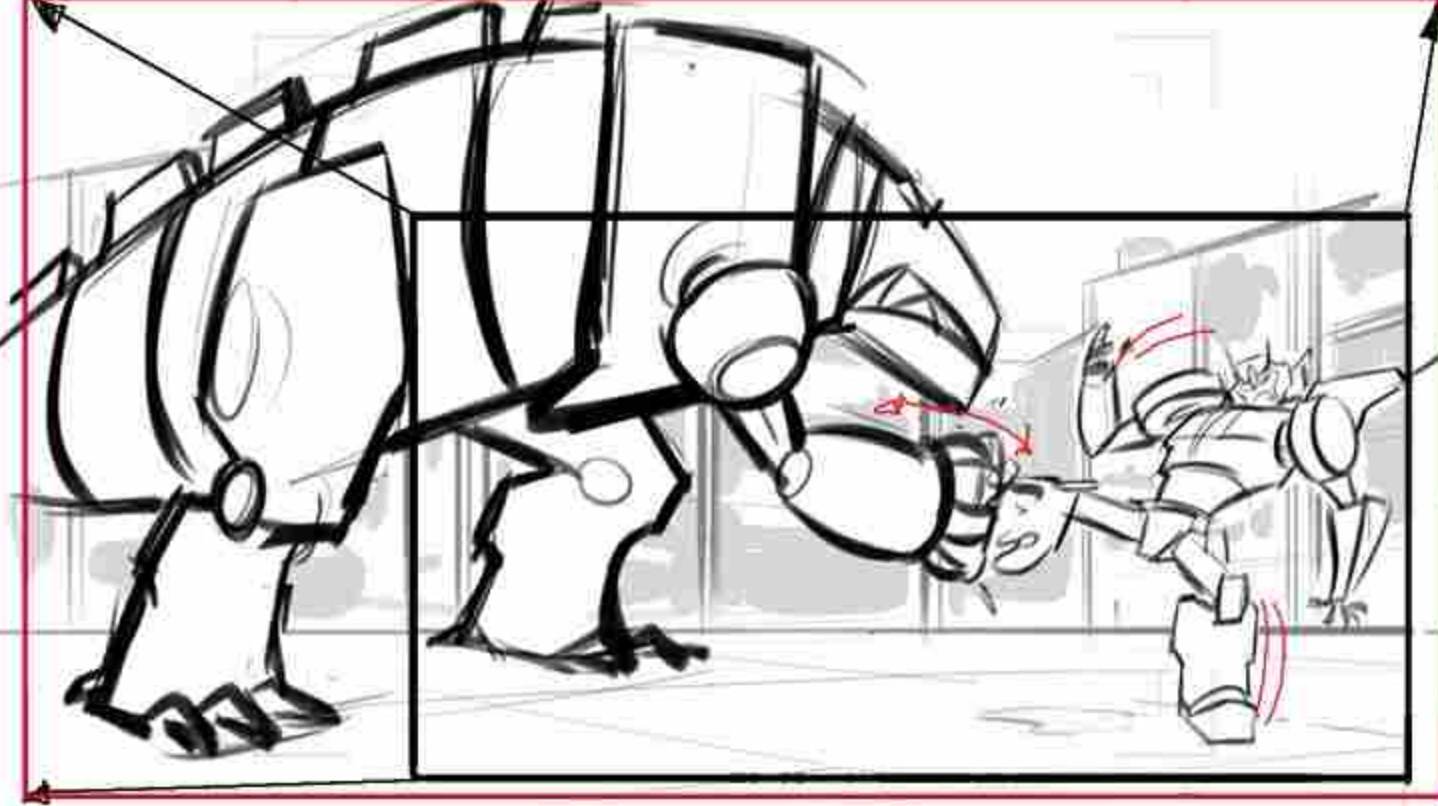
Dial:

Slug:

Trans:

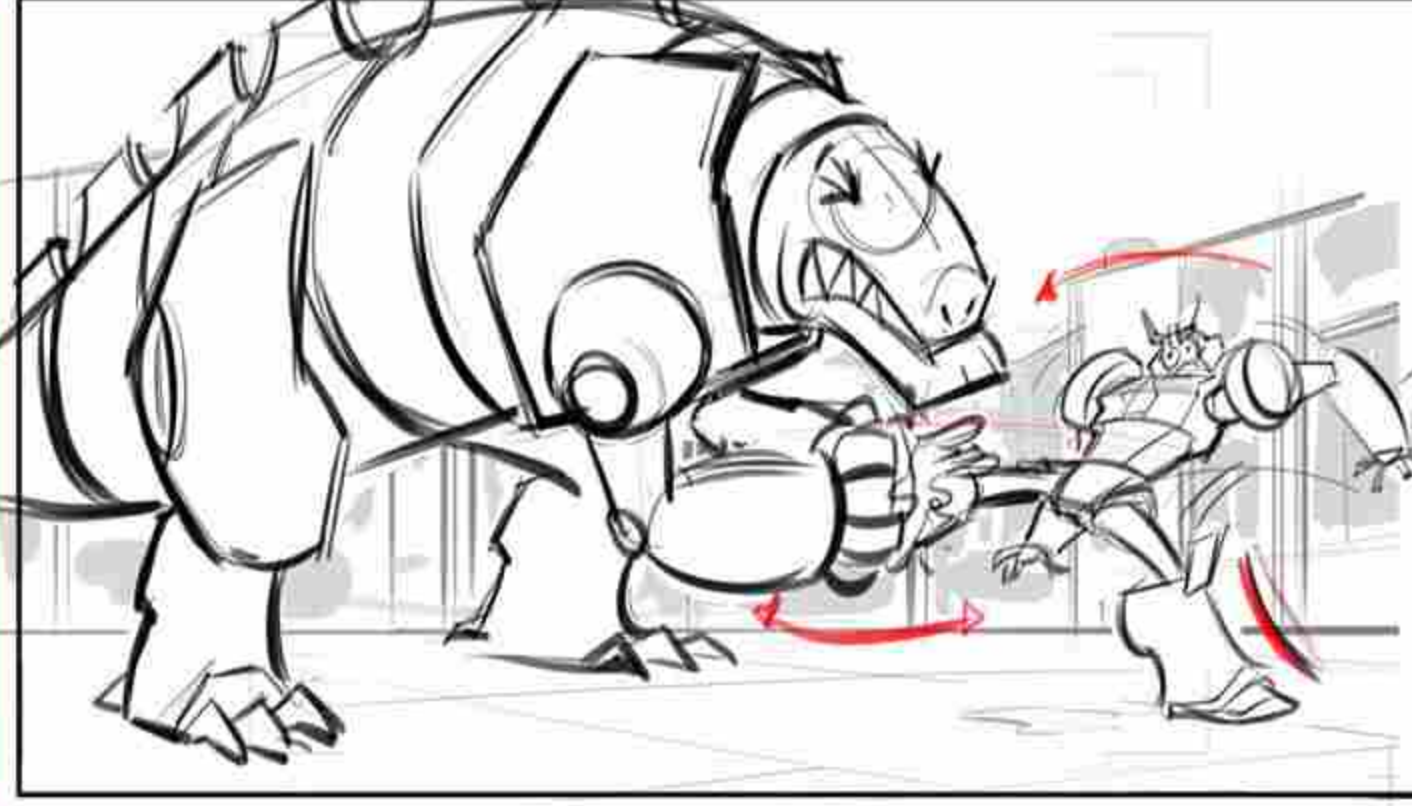
Scene: CONTD Panel: 4

BG:



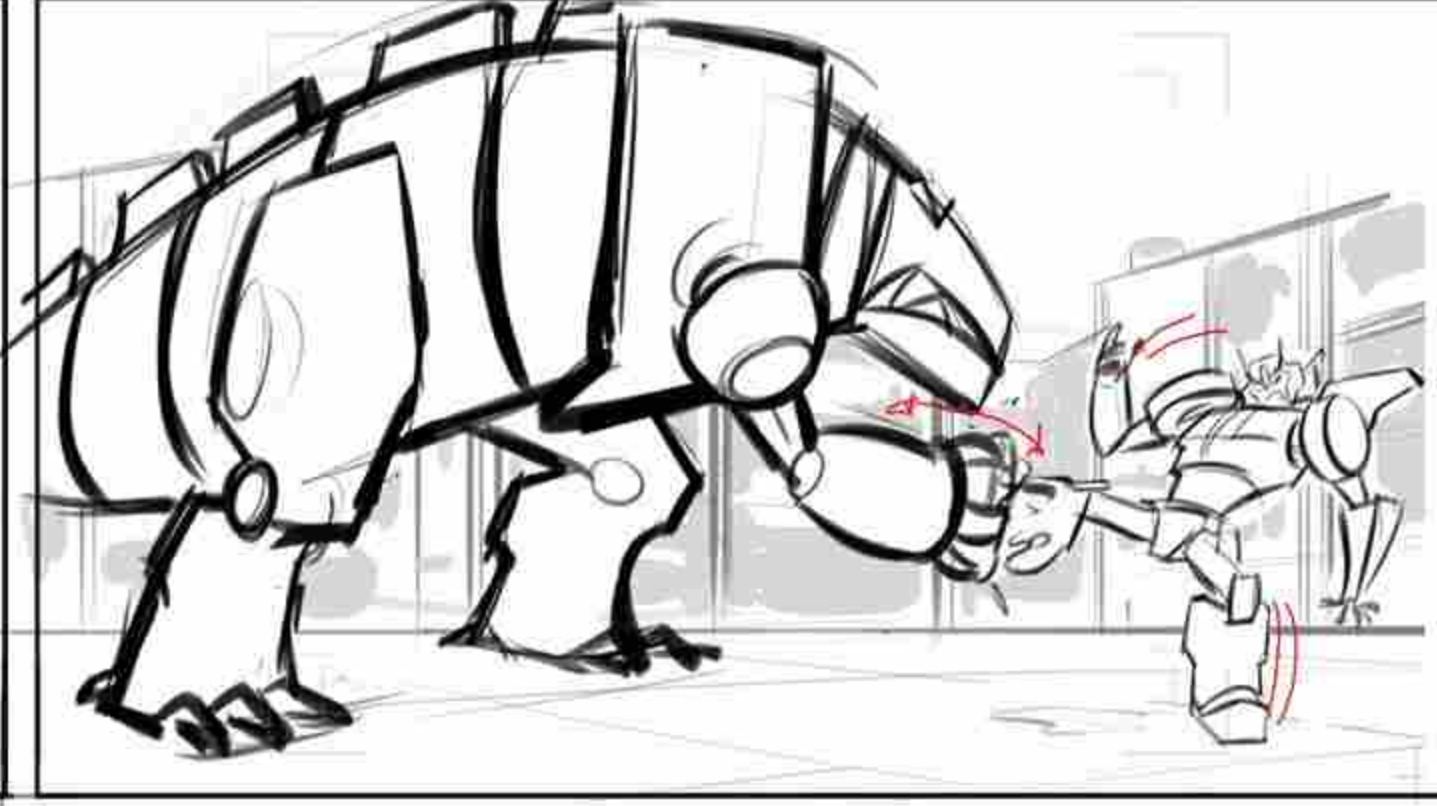
Scene: CONTD Panel: 5

BG:



Scene: CONTD Panel: 6

BG:



Action:

FAST TRUCK OUT AS GRIMLOCK STARTS YANKING
ON THE WASHTUB.

Dial:

79 GRIMLOCK / STRONGARM
<STRUGGLE EFFORTS>

Slug:

Trans:

Action:

79 GRIMLOCK / STRONGARM
<STRUGGLE EFFORTS>

Slug:

Trans:

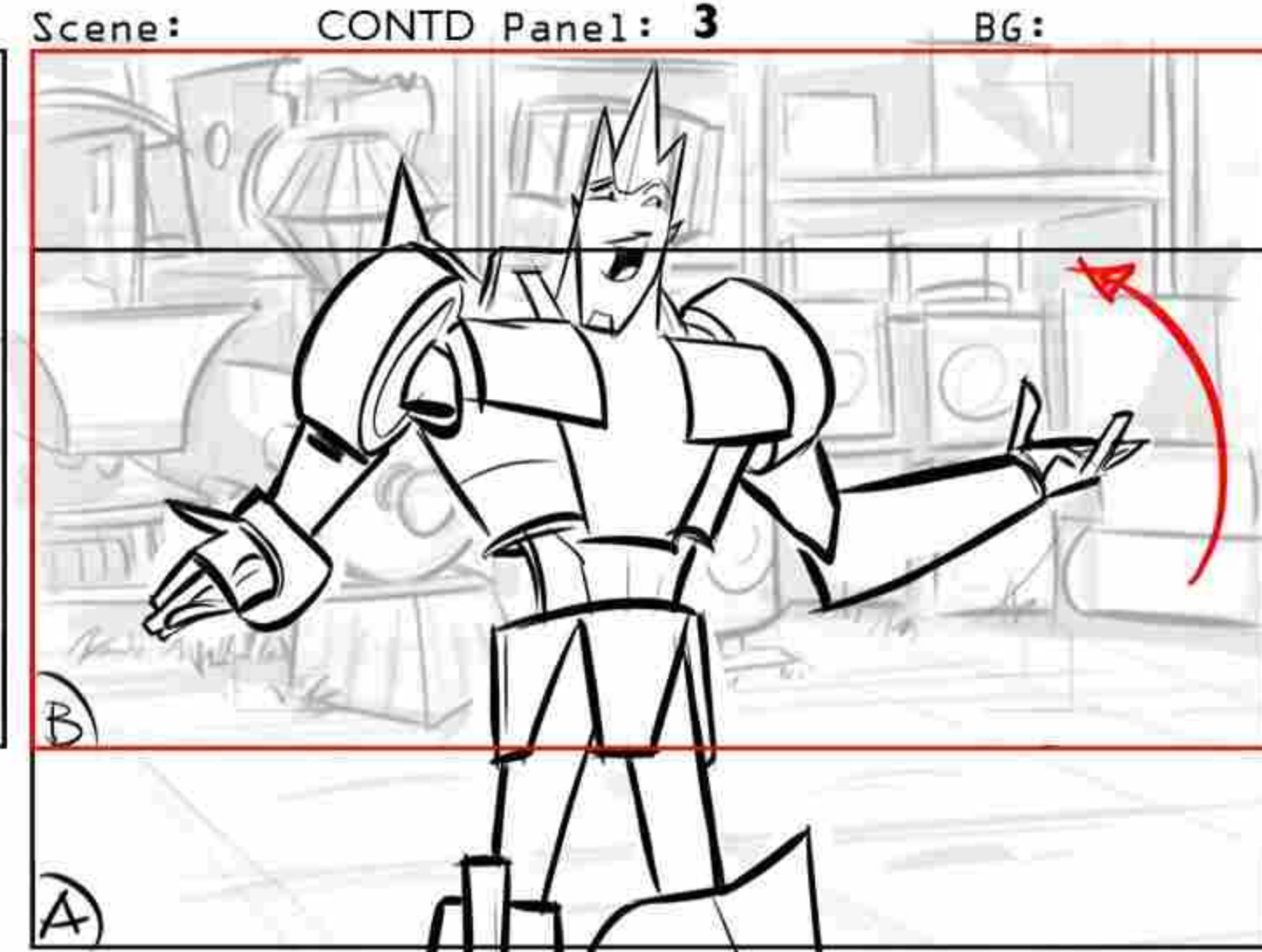
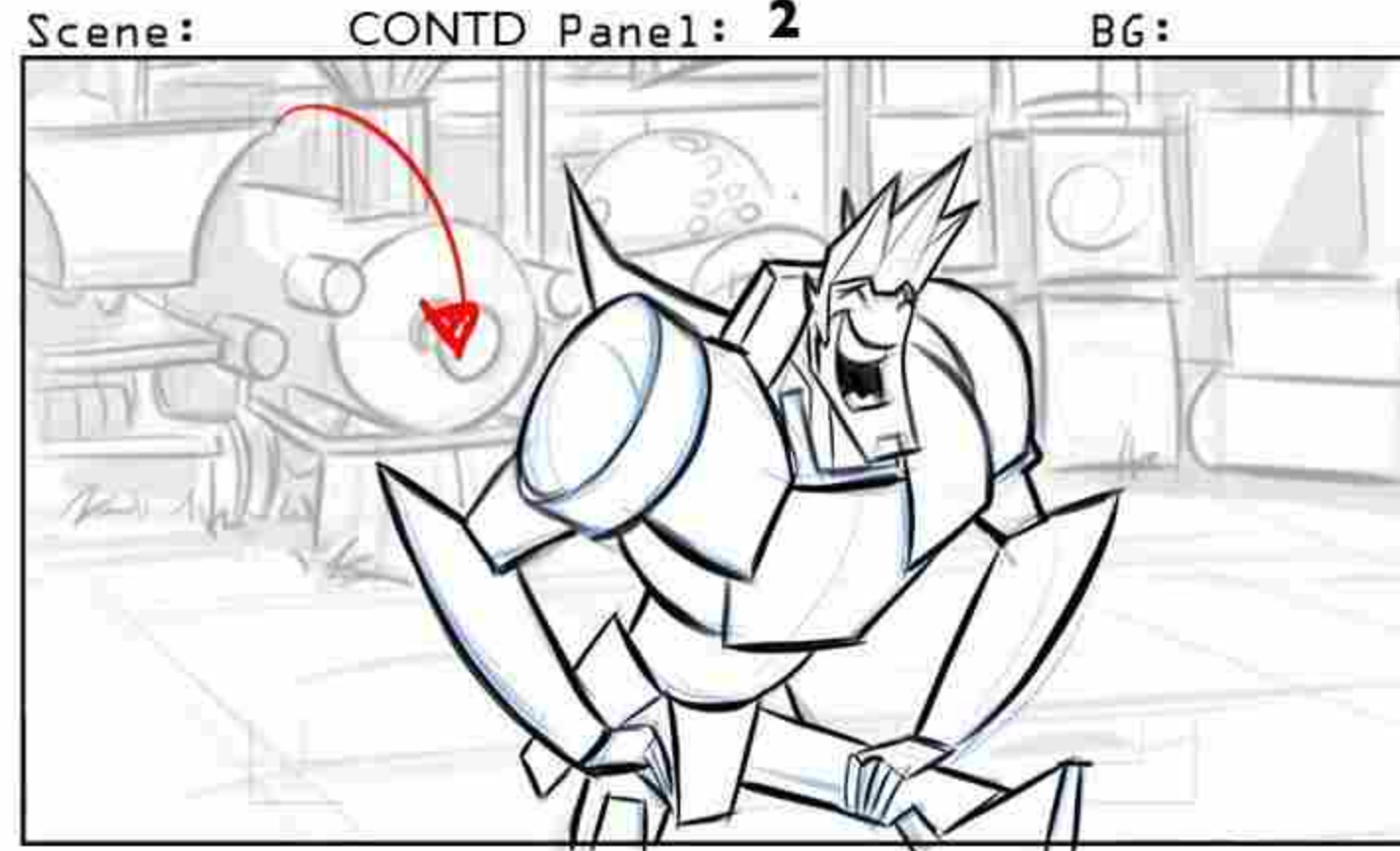
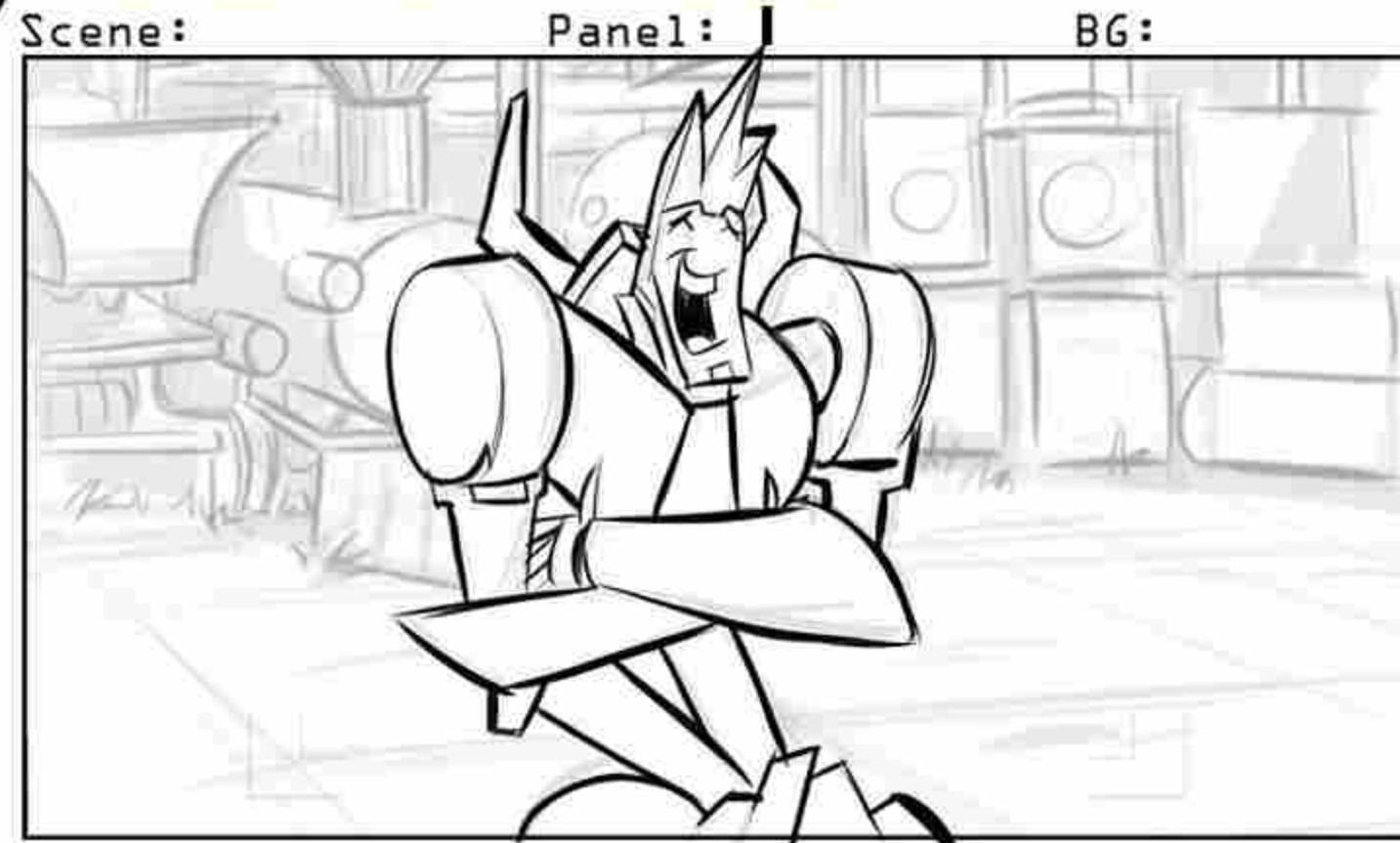
Action:

79 GRIMLOCK / STRONGARM
<STRUGGLE EFFORTS>

Slug:

Trans:

CUT



Action:	
ANGLE ON SIDESWIPE BUSTING A GUT.	
Dial:	
80 SIDESWIPE: <LAUGHING>	
Slug:	Trans:

Action:	
Dial:	
80 SIDESWIPE: RUBBER CEMENT!	
Slug:	Trans:

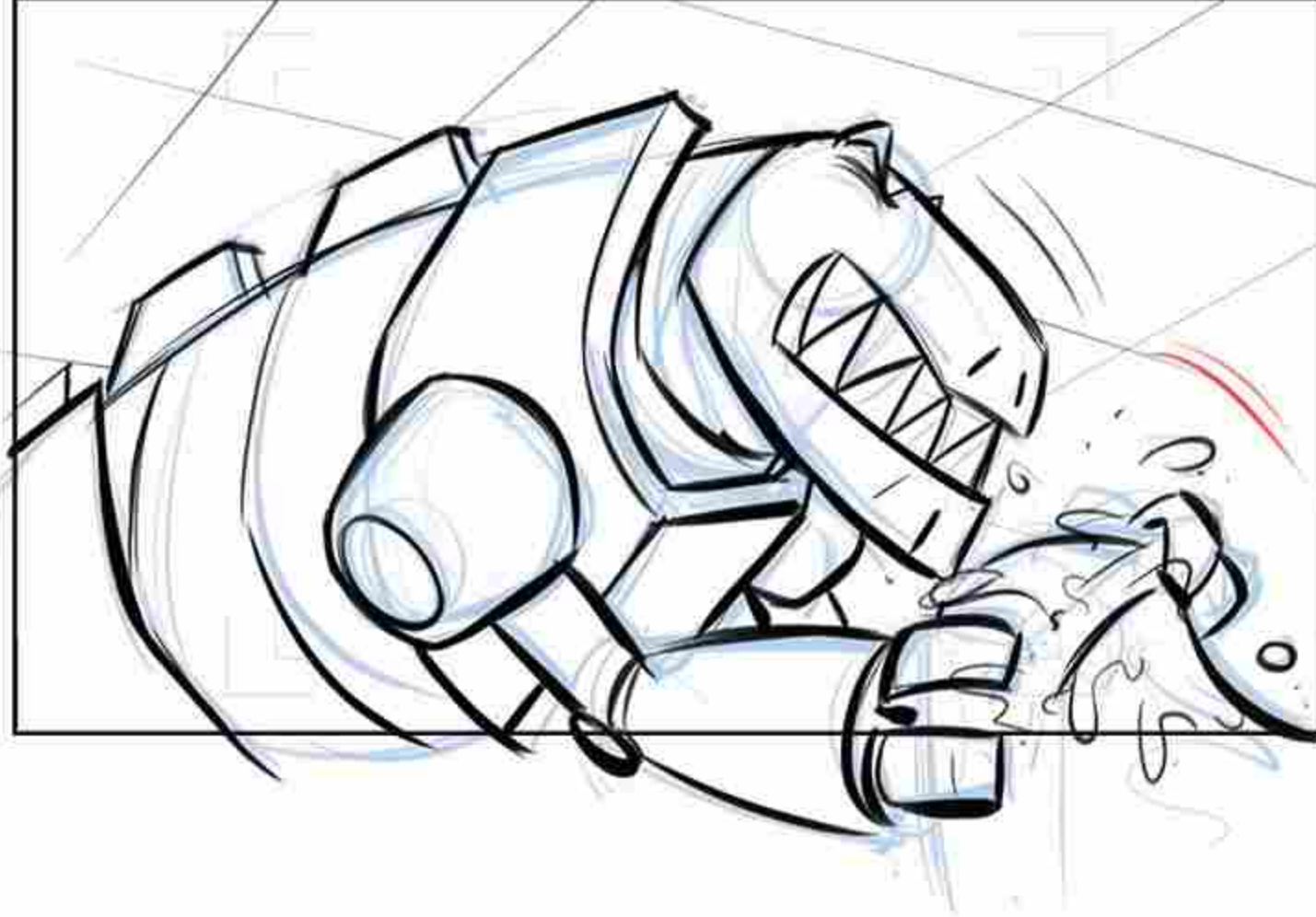
Action:	
ADJUST WITH ACTION AS SIDESWIPE STRAIGHTENS UP.	
Dial:	
80 SIDESWIPE: CLASSIC!	
Slug:	Trans:

CUT

Scene:

Panel: 1

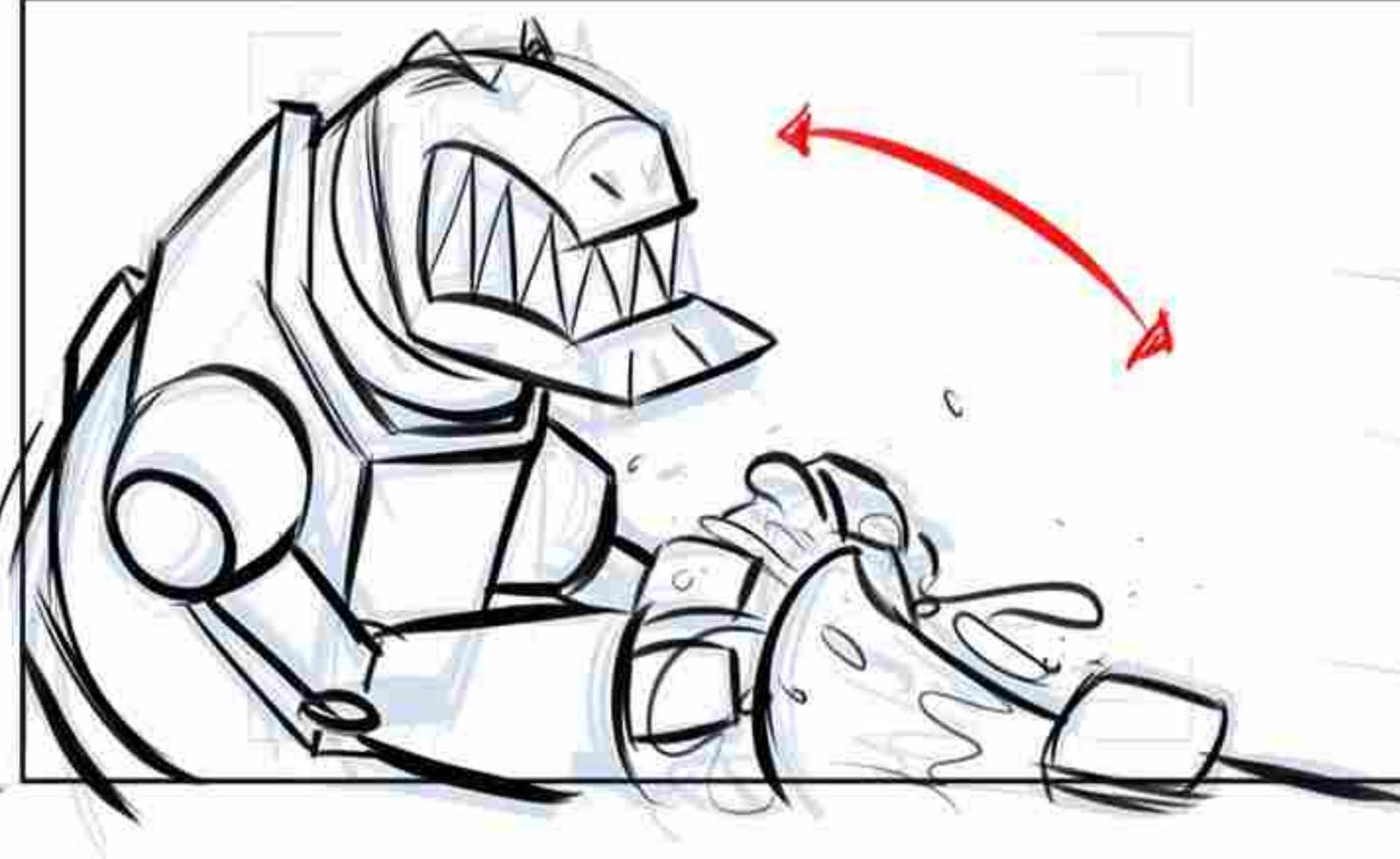
BG:



Scene:

CONTD Panel: 2

BG:

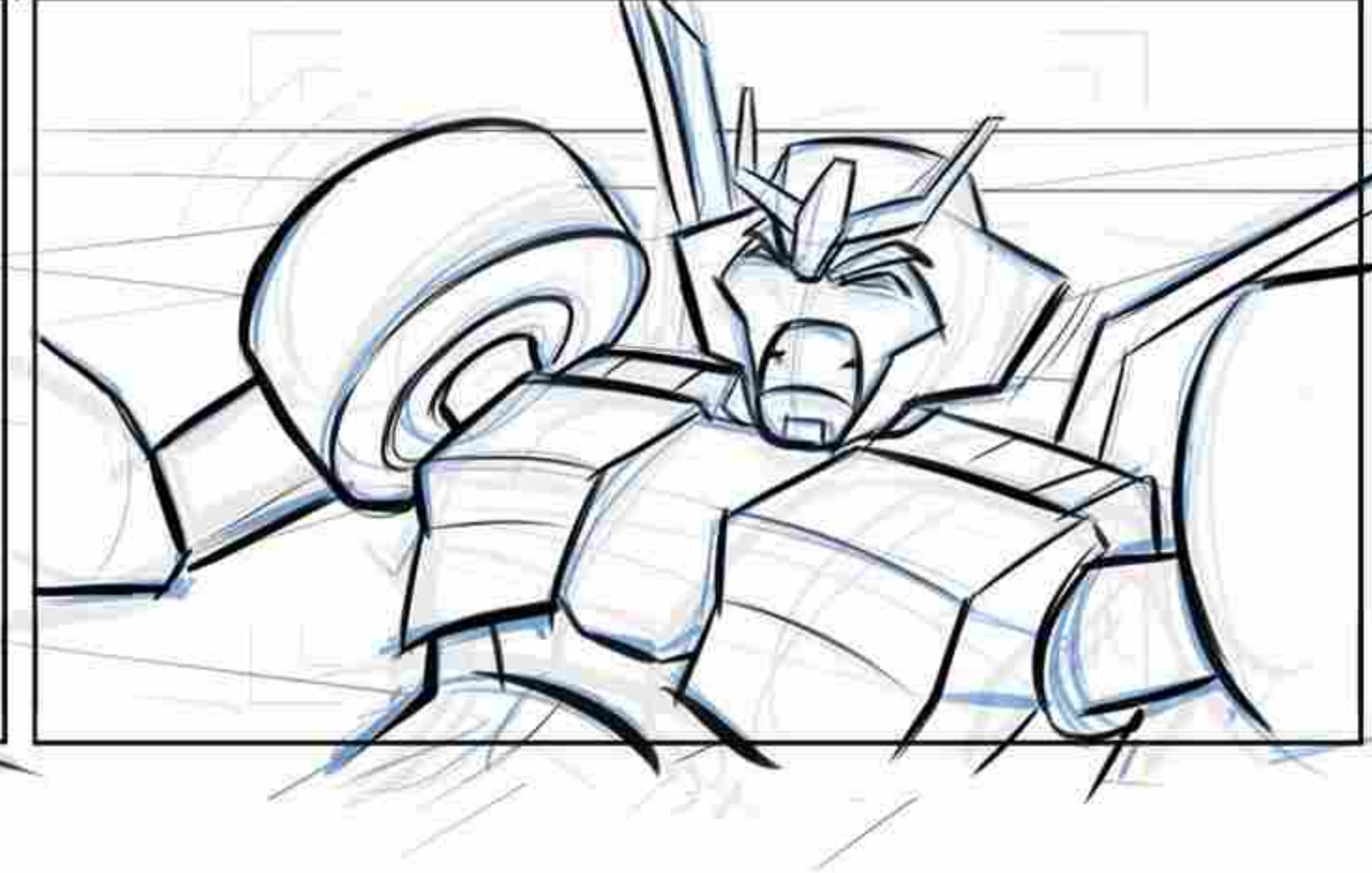


CUT

Scene:

Panel: 1

BG:



Action:

CLOSE ON A STRUGGLING GRIMLOCK.

Dial:

79 GRIMLOCK / STRONGARM
<STRUGGLE EFFORTS>

Slug:

Trans:

Action:

Dial:

79 GRIMLOCK / STRONGARM
<STRUGGLE EFFORTS>

Slug:

Trans:

Action:

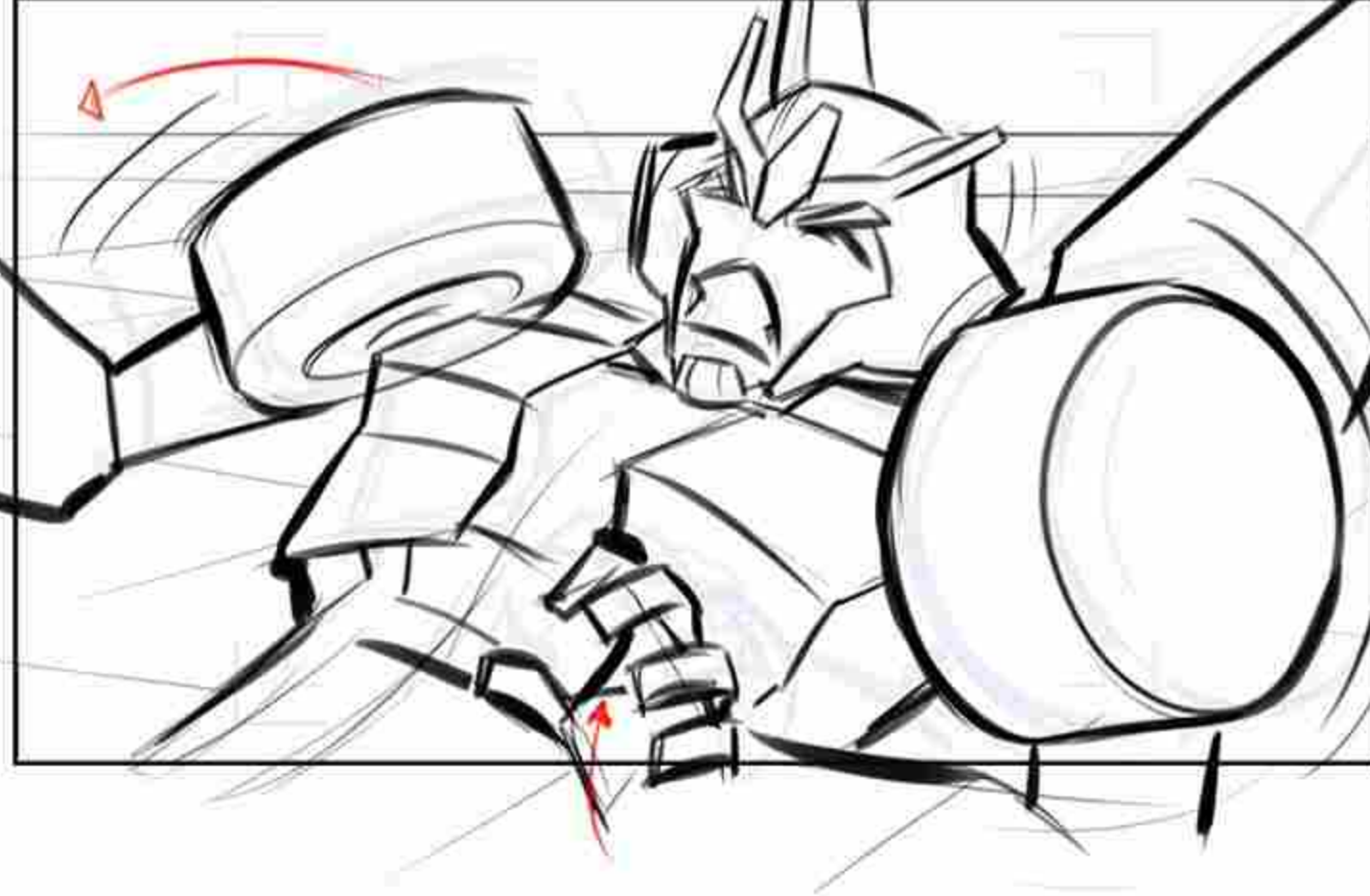
Dial:

79 GRIMLOCK / STRONGARM
<STRUGGLE EFFORTS>

Slug:

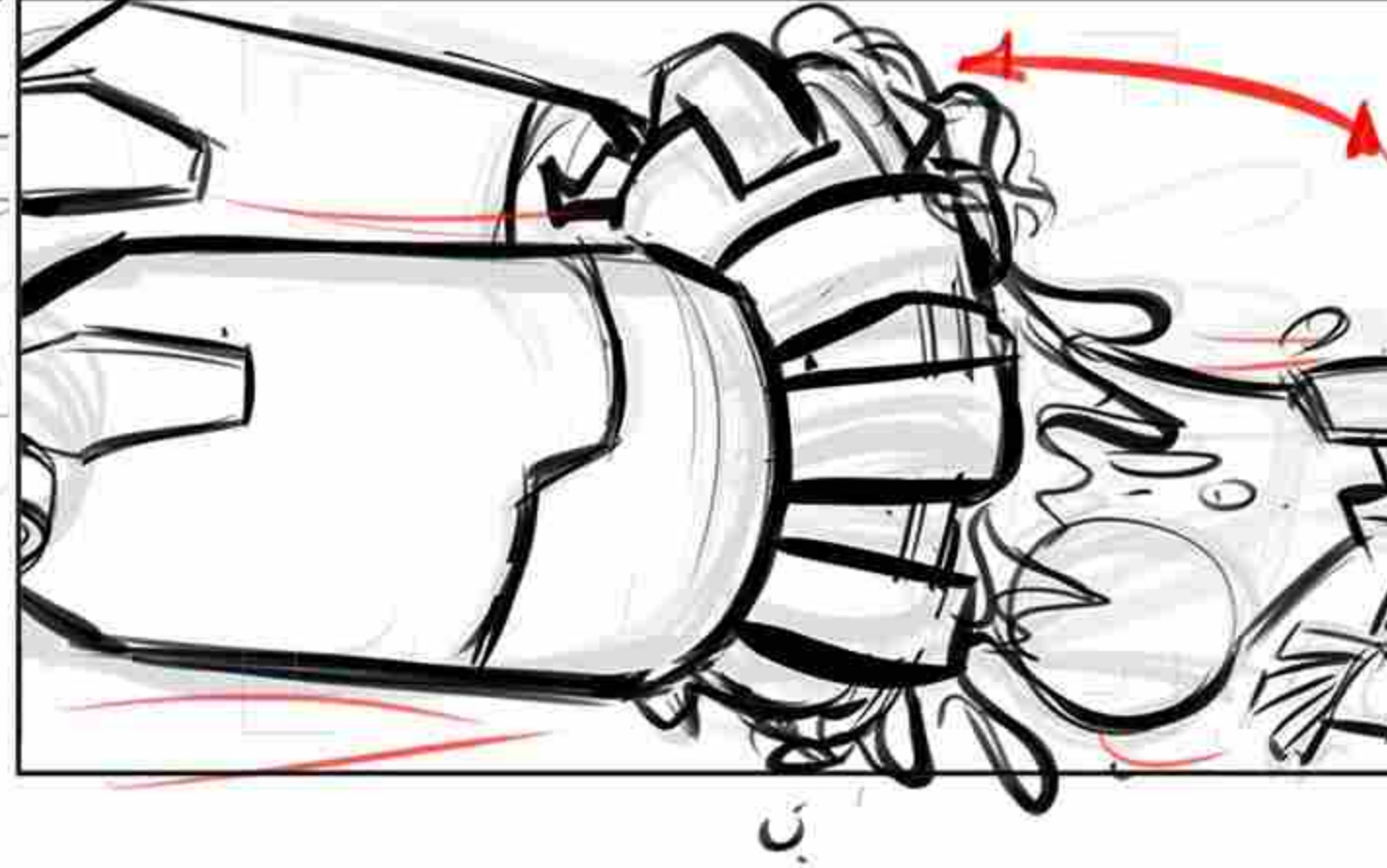
Trans:

Scene: Panel: 2 BG:

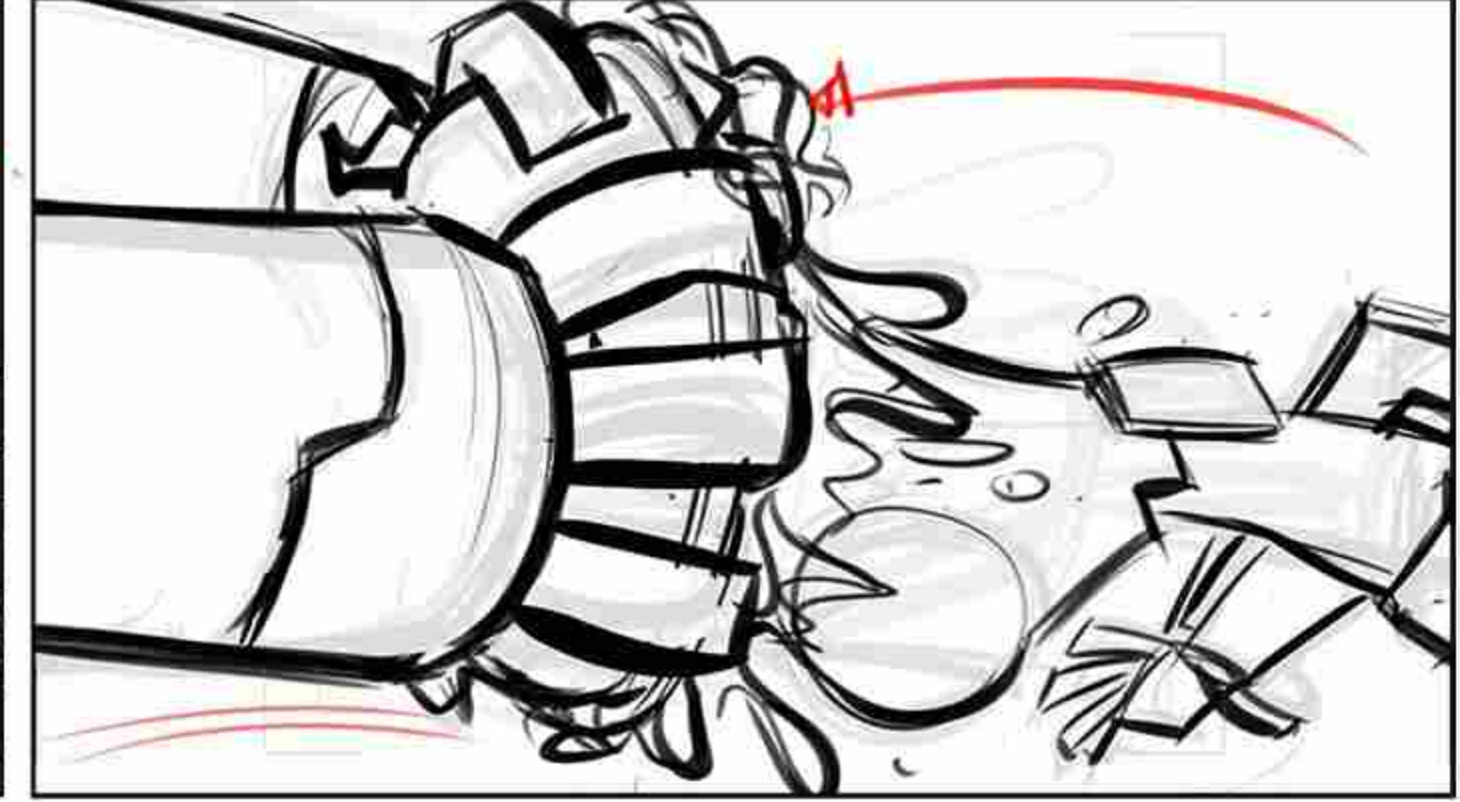


CUT

Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



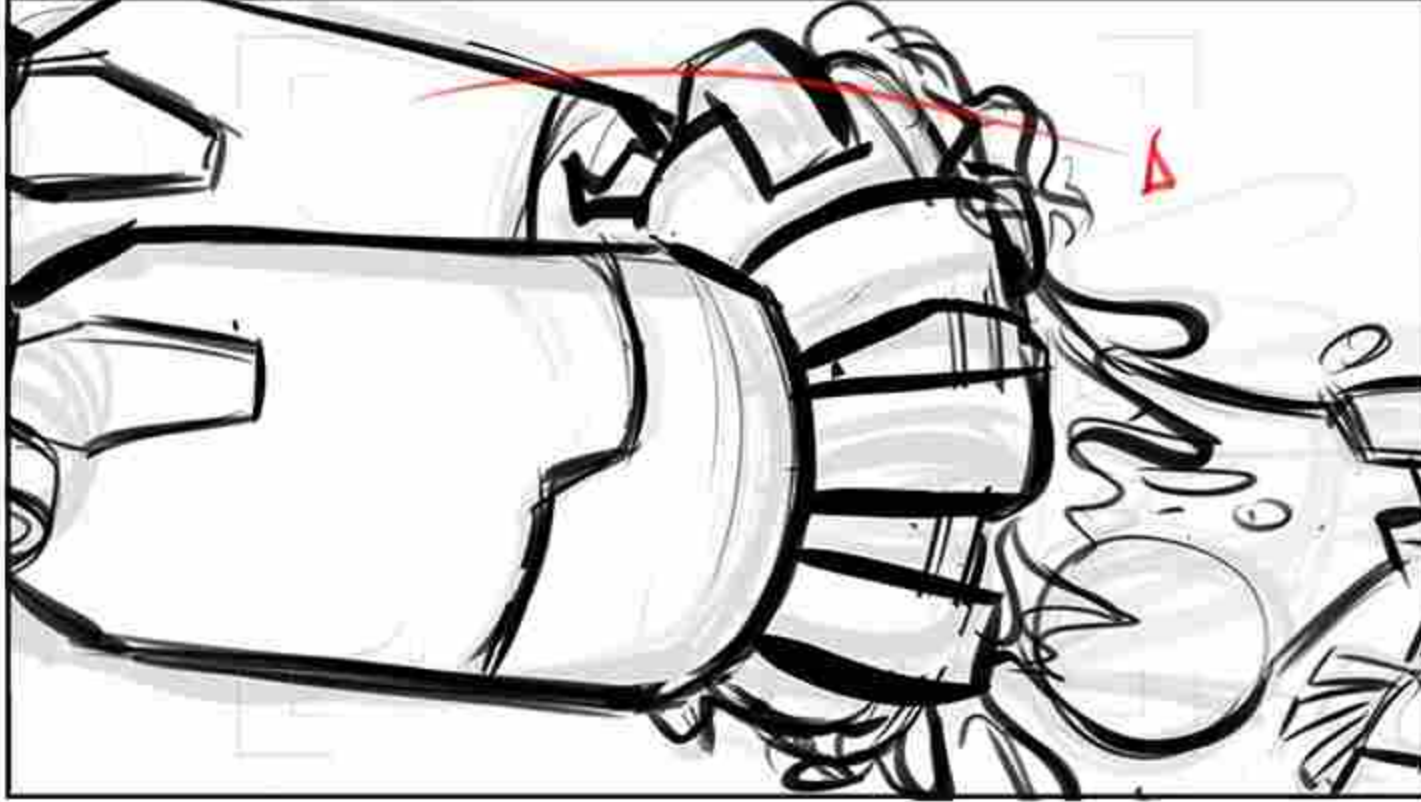
Action:	
Dial: 79 GRIMLOCK / STRONGARM <STRUGGLE EFFORTS>	
Slug:	Trans:

Action: CLOSE ON THE STICKY WASHTUB, GRIMLOCK PULLS EVEN HARDER...	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

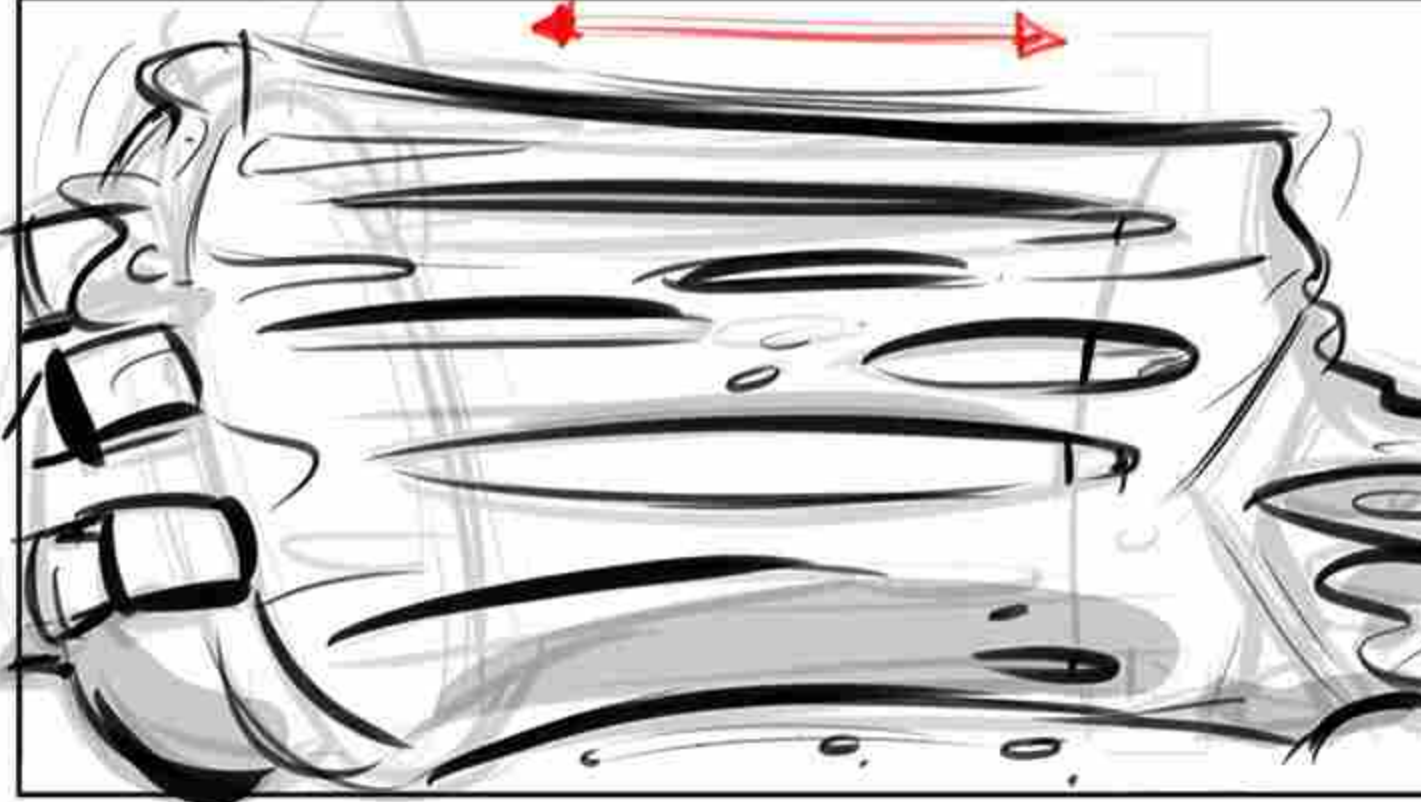
Scene: CONTD Panel: **3**

BG:



Scene: CONTD Panel: **4**

BG:



Scene: CONTD Panel: **5**

BG:



Action:



Dial:

79 GRIMLOCK / STRONGARM
<STRUGGLE EFFORTS>

Slug:

Trans:



Action:



STRETCHING UNTIL IT ...

Dial:

79 GRIMLOCK / STRONGARM
<STRUGGLE EFFORTS>

Slug:

Trans:



Action:



.....SNAPS APART!

Dial:



Slug:

Trans:

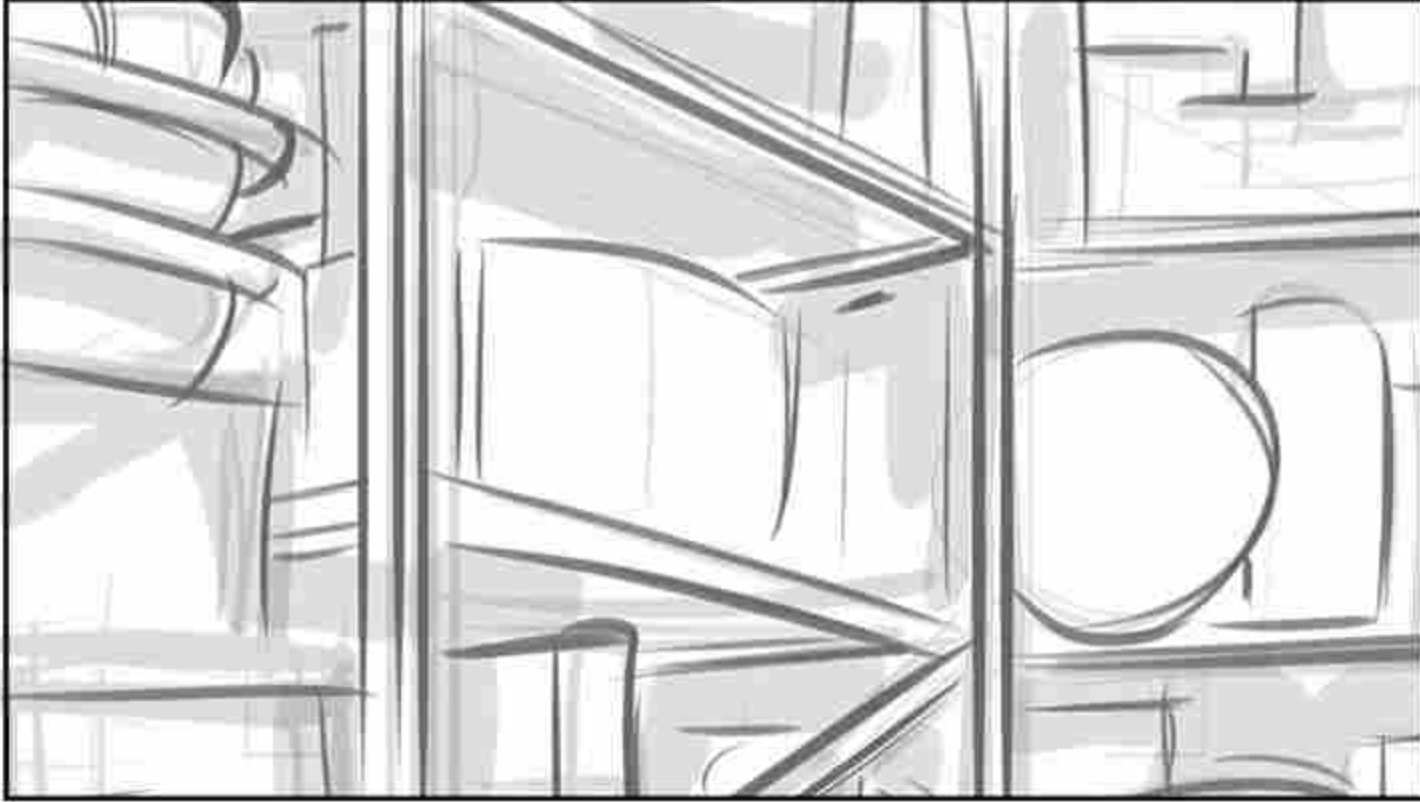




Scene:

Panel: 1

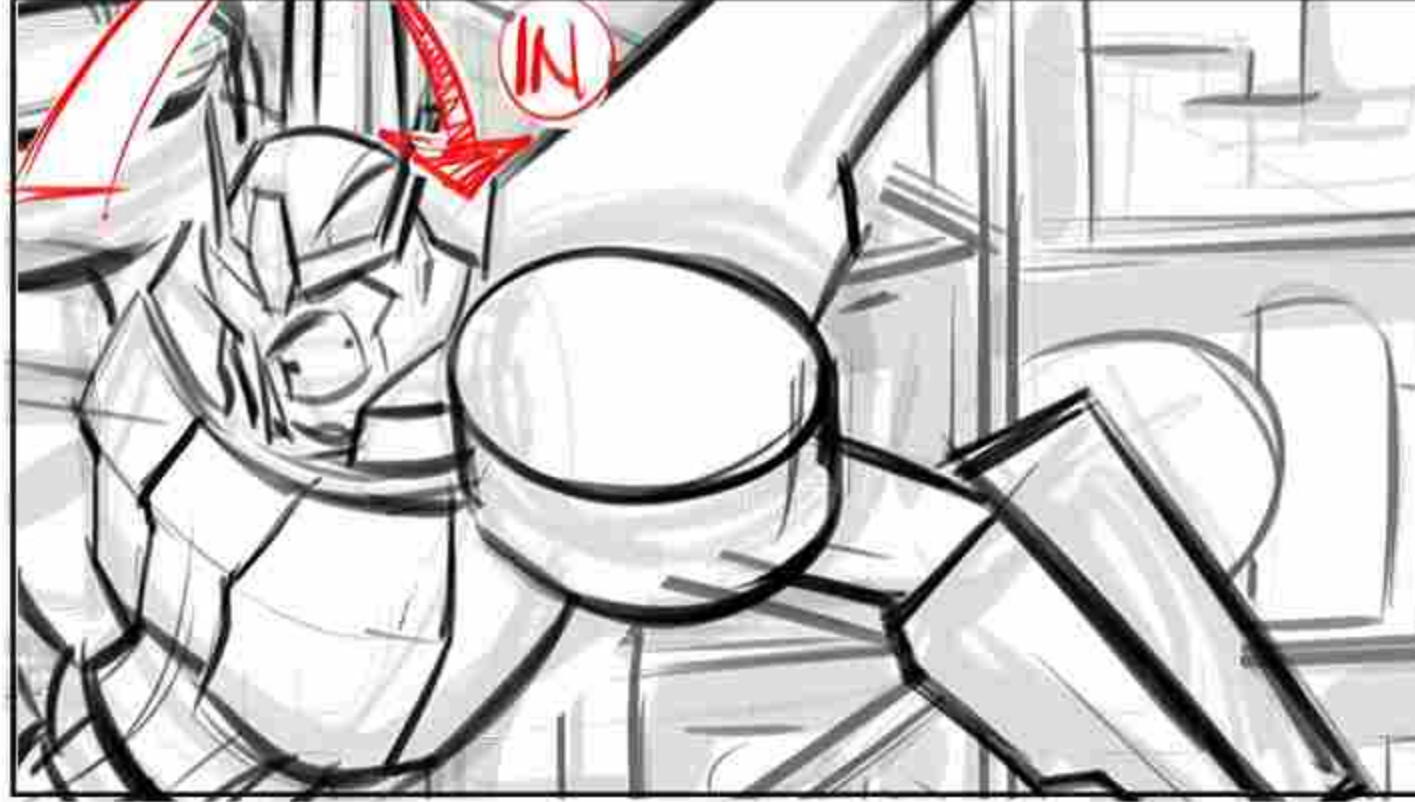
BG:



Scene:

CONTD Panel: 2

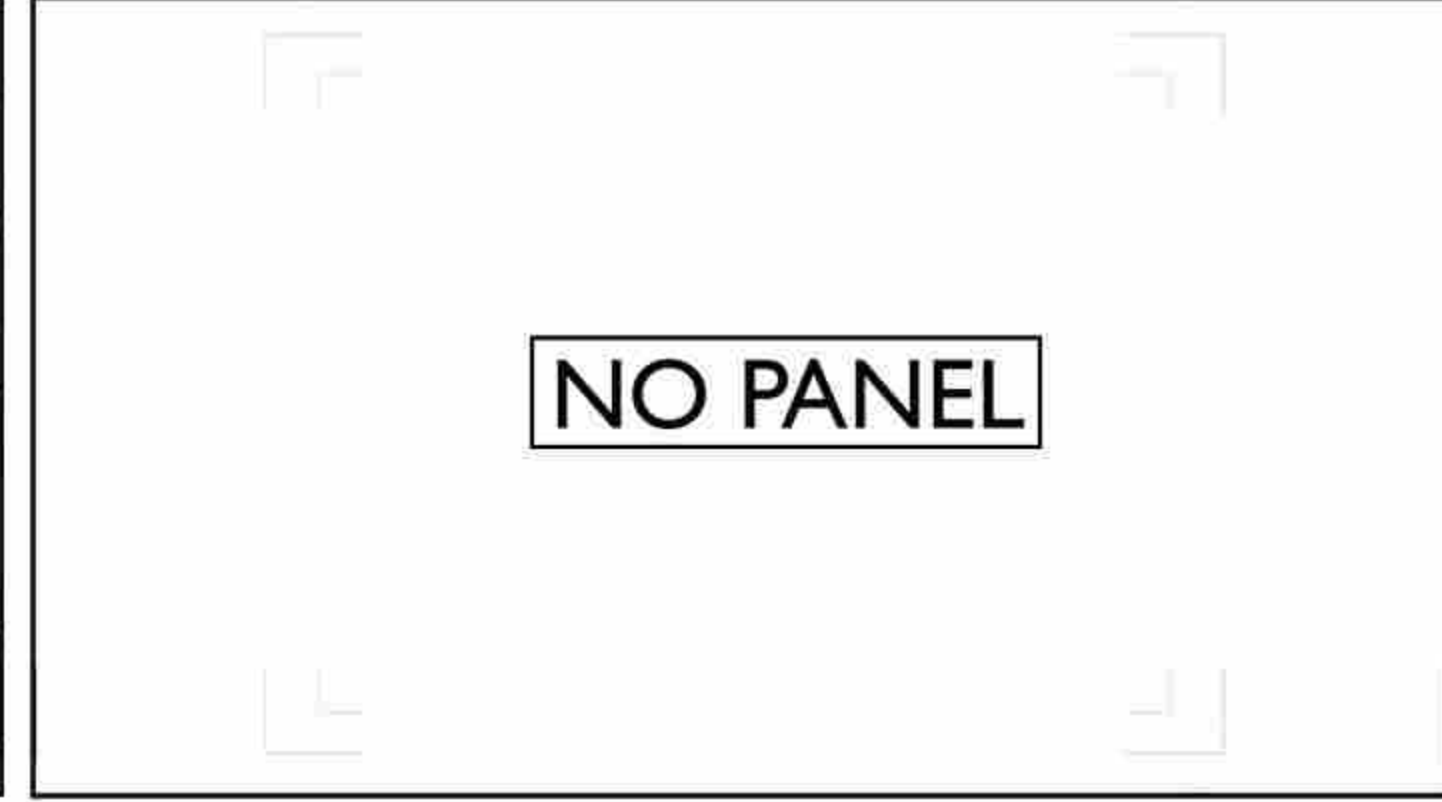
BG:



Scene:

Panel:

BG:



Action:

ANGLE ON SCRAPYARD.

Dial:

81 GRIMLOCK / STRONGARM (OS)
<TUMBLING OOPS>

Slug:

Trans:

Action:

STRONGARM HOPS IN.

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Scene:

Panel: **3**

BG:

Scene:

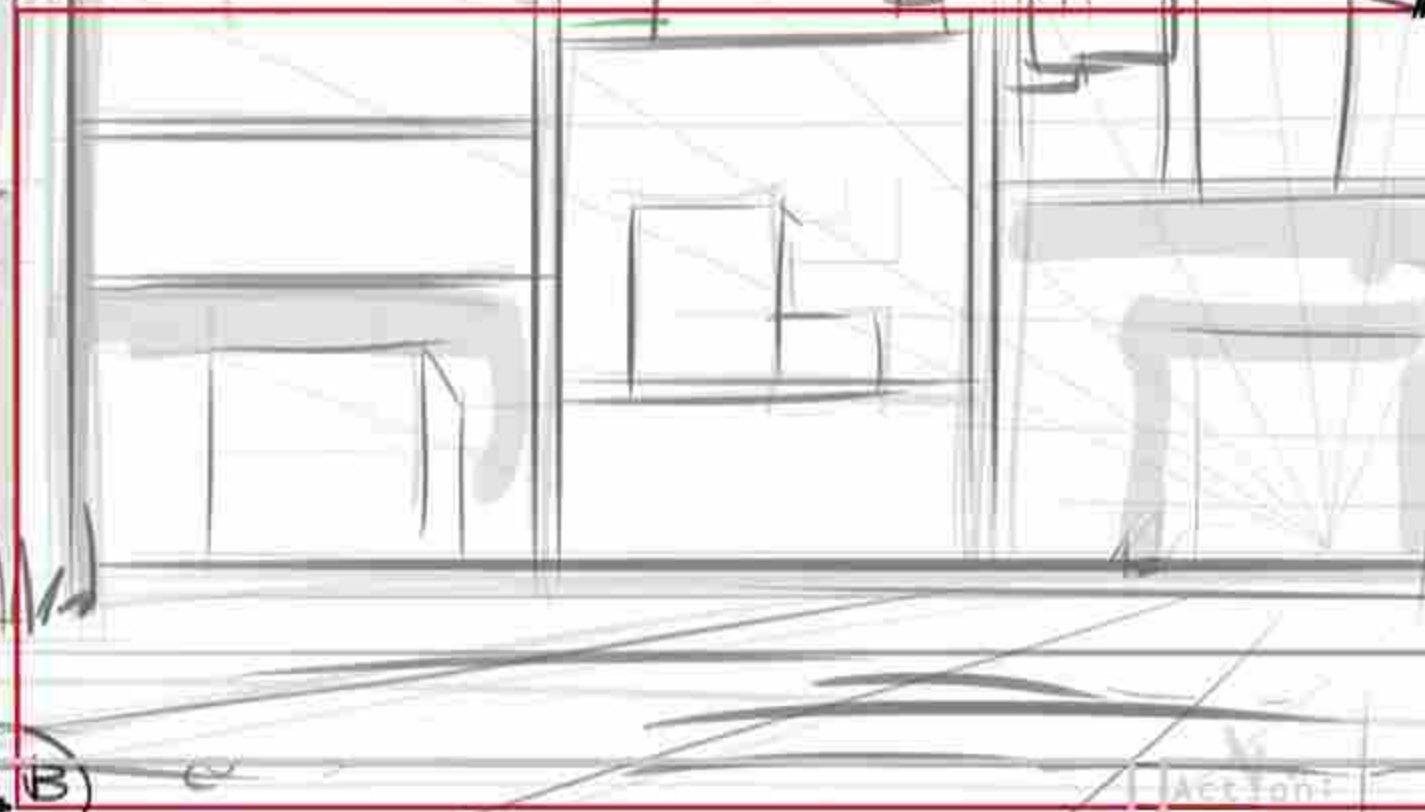
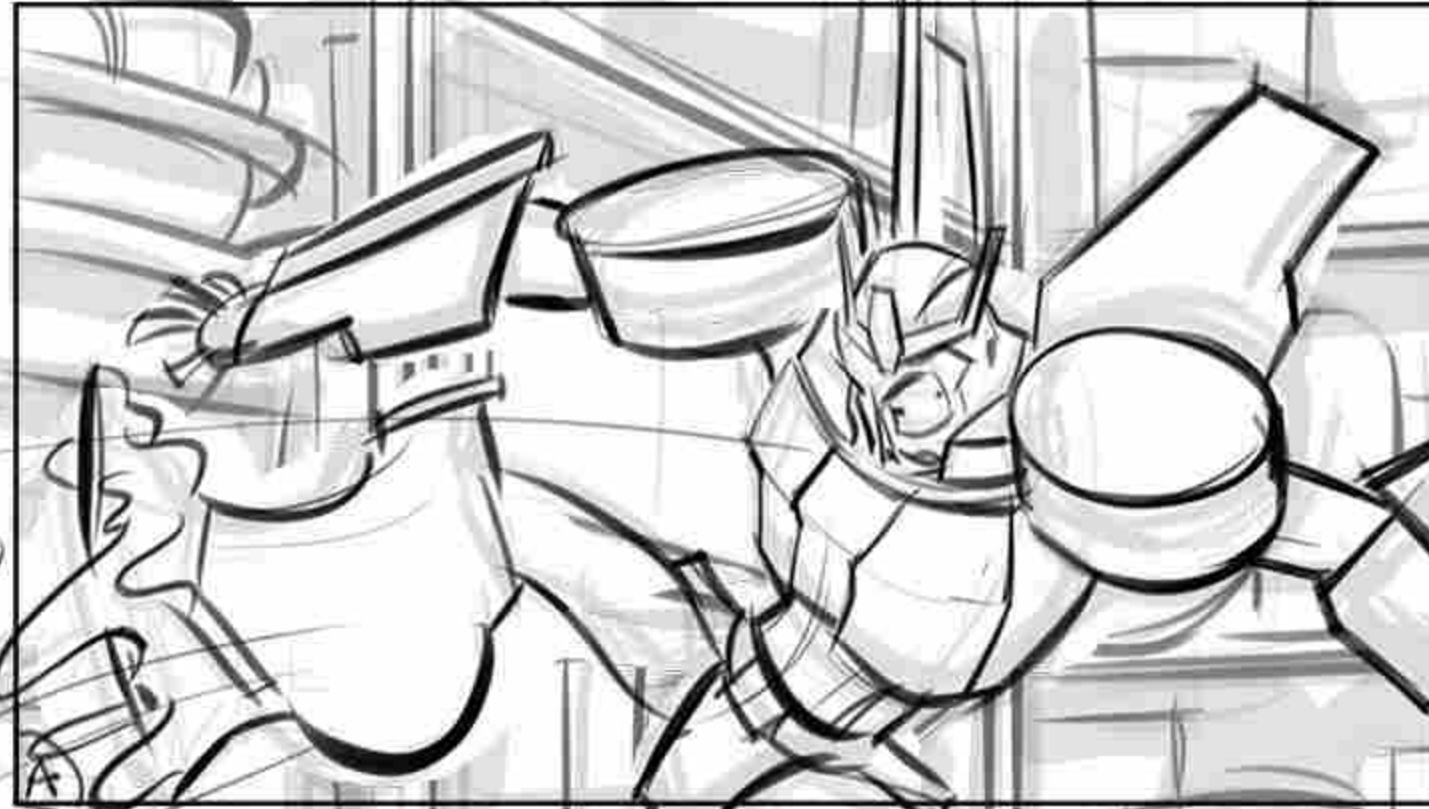
Panel:

BG:

Scene:

Panel:

BG:



Action:

ANGLE ON SCRAPYARD.

Dial:

81 STRONGARM
<TUMBLING OOPS>

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Scene: CONTD Panel: 4

BG:

Scene:

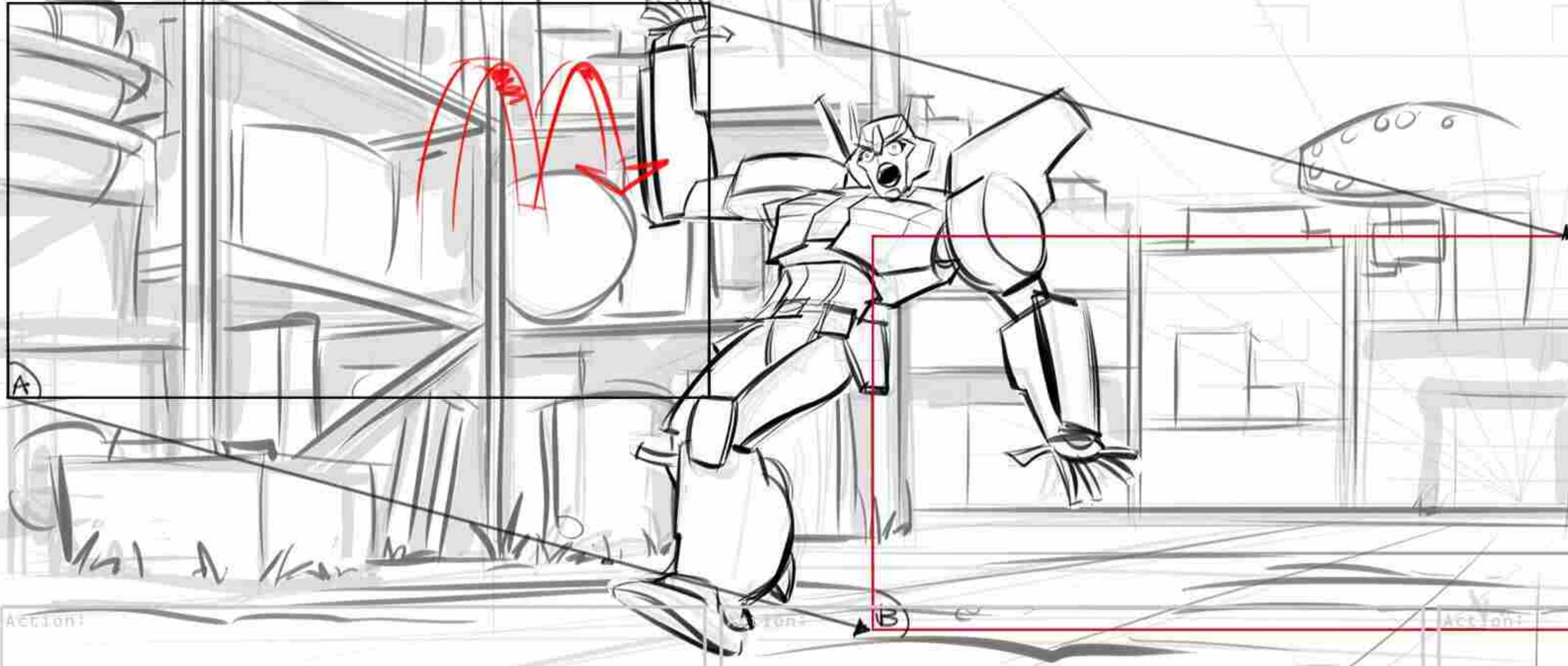
Panel:

BG:

Scene:

Panel:

BG:



Action:

STRONGARM STUMBLES BACKWARDS.
PAN WITH ACTION A - B

Dial:

8I STRONGARM
<TUMBLING OOFs>

Slug:

Trans:

Dial:

Slug:

Trans:

Dial:

Slug:

Trans:

Scene: CONTD Panel: **5**

BG:

Scene:

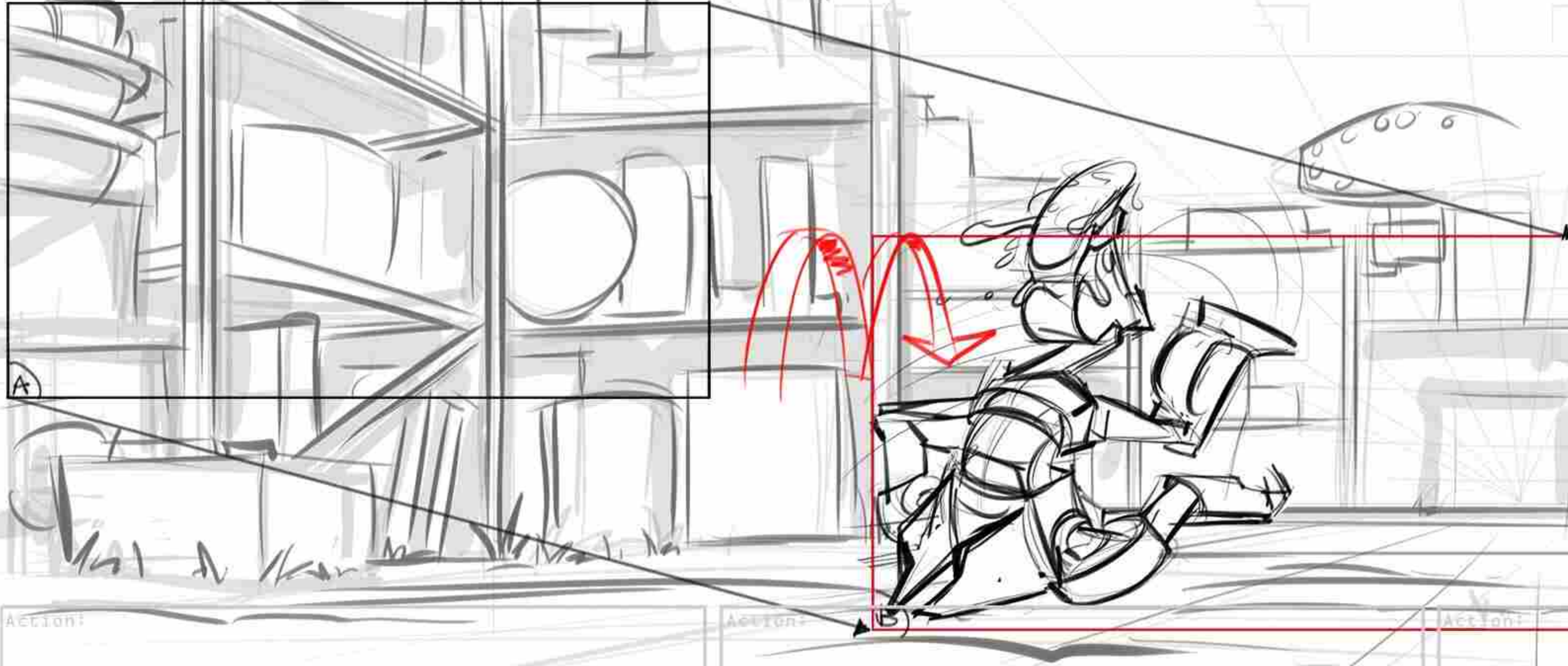
Panel:

BG:

Scene:

Panel:

BG:



Action:

SHE TRIPS AND TUMBLES BACK..

Dial:

81 STRONGARM
<TUMBLING OOF>

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Scene: CONTD Panel: 6

BG:

Scene:

Panel:

BG:

Scene:

Panel:

BG:



Action:

Action:

Action:

SHE FALLS FLAT ON HER FACE.

Dial:

Dial:

Dial:

81 STRONGARM
<TUMBLING OOPS>

Slug:

Trans:

Slug:

Trans:

Slug:

Trans:

Scene: CONTD Panel: 8

BG:

Scene:

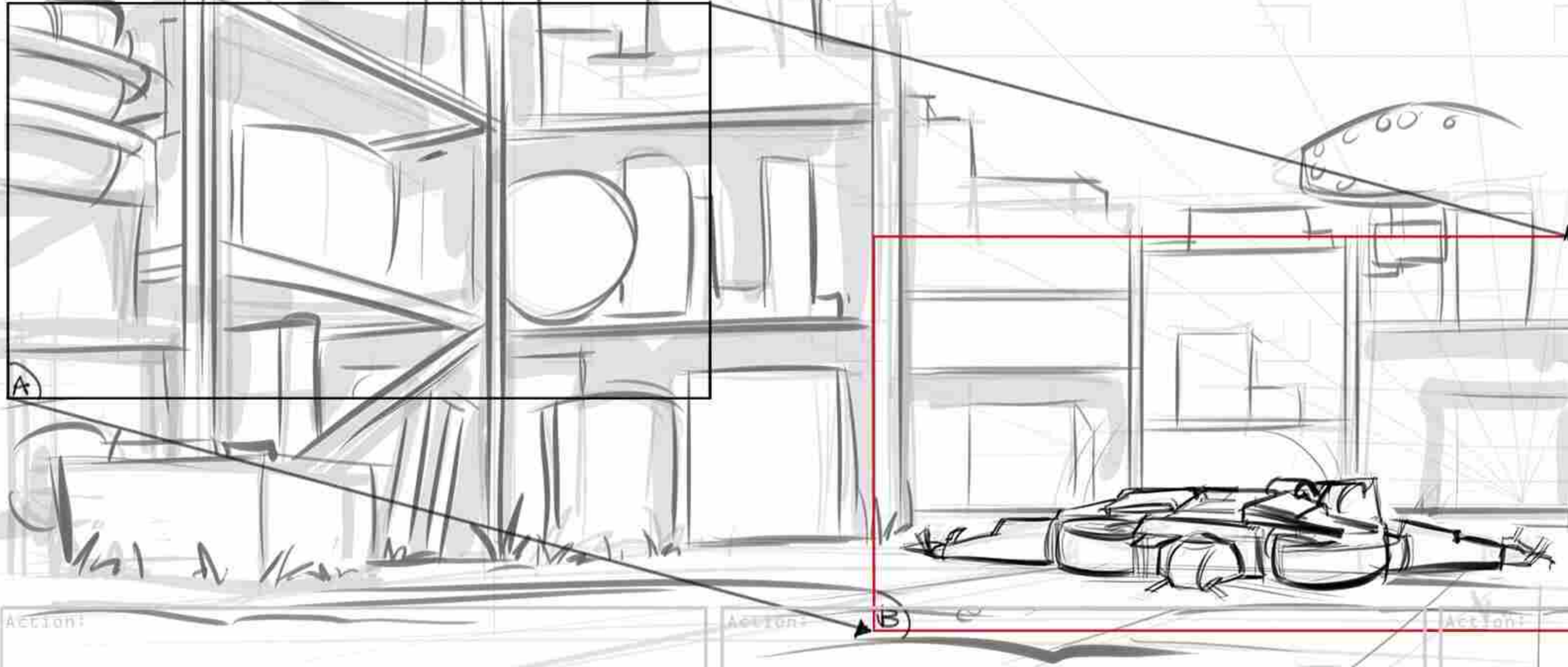
Panel:

BG:

Scene:

Panel:

BG:



Action:

Action:

Action:

Dial:

Dial:

Dial:

81 STRONGARM
<TUMBLING OOFs>

Slug:

Trans:

Slug:

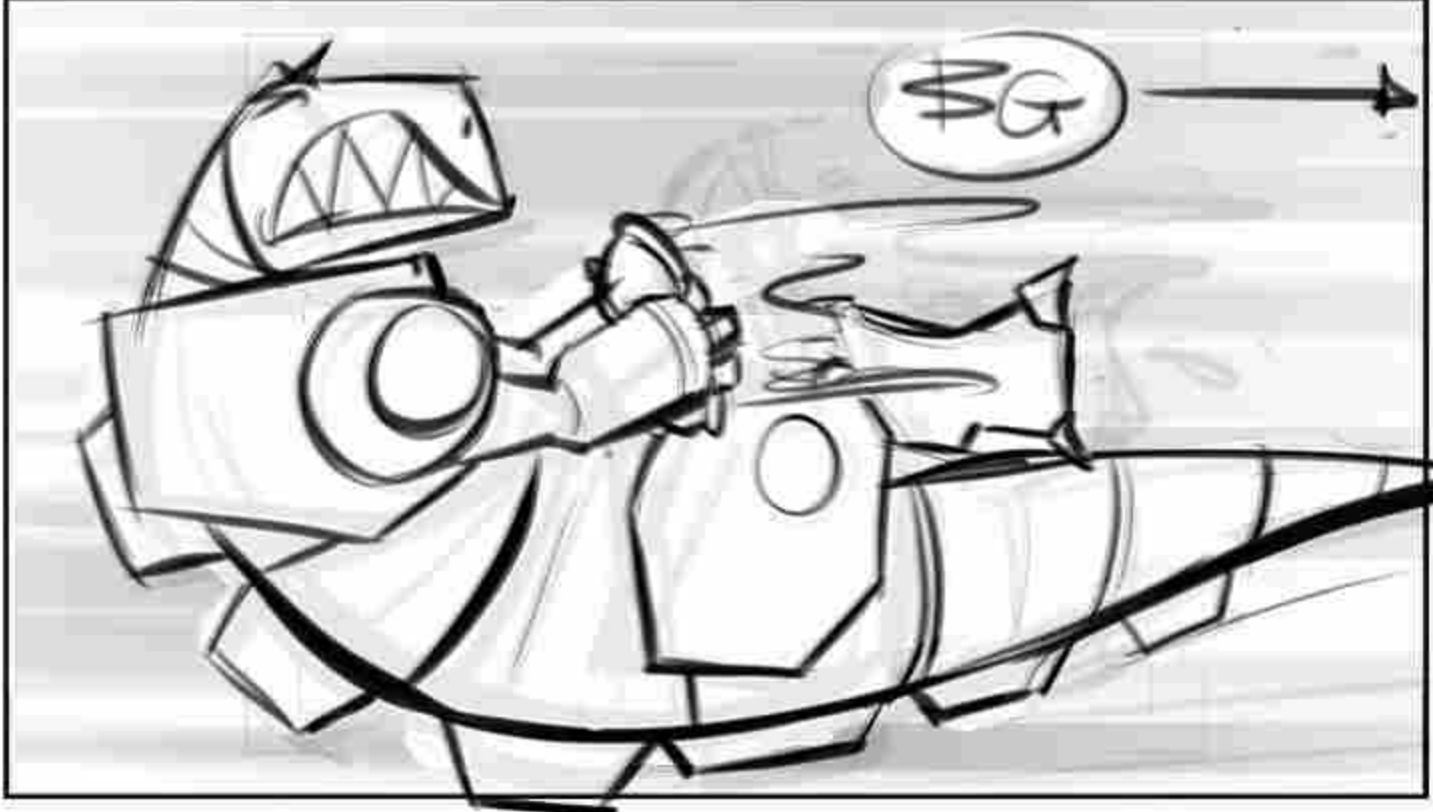
Trans:

Slug:

Trans:

CUT

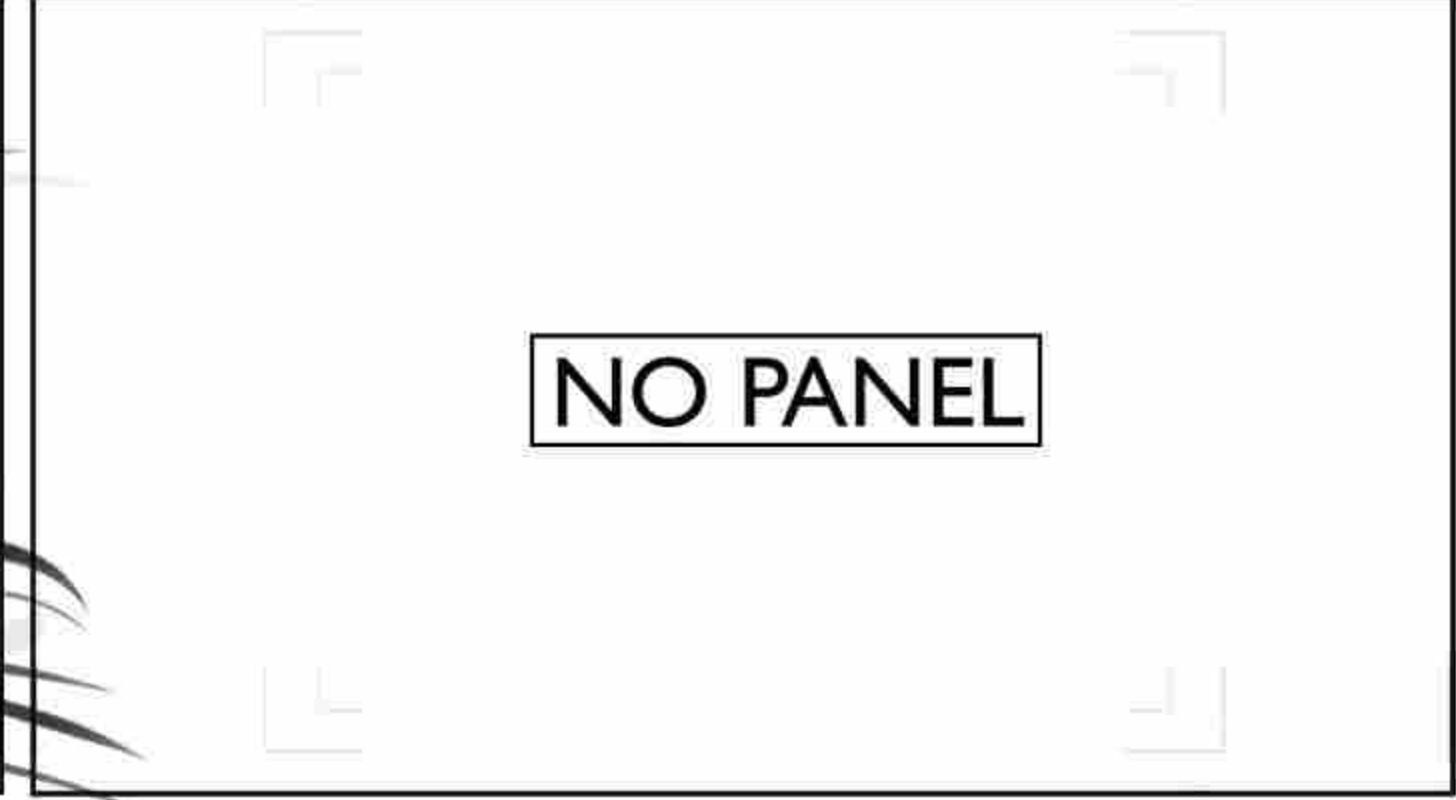
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: Panel: BG:

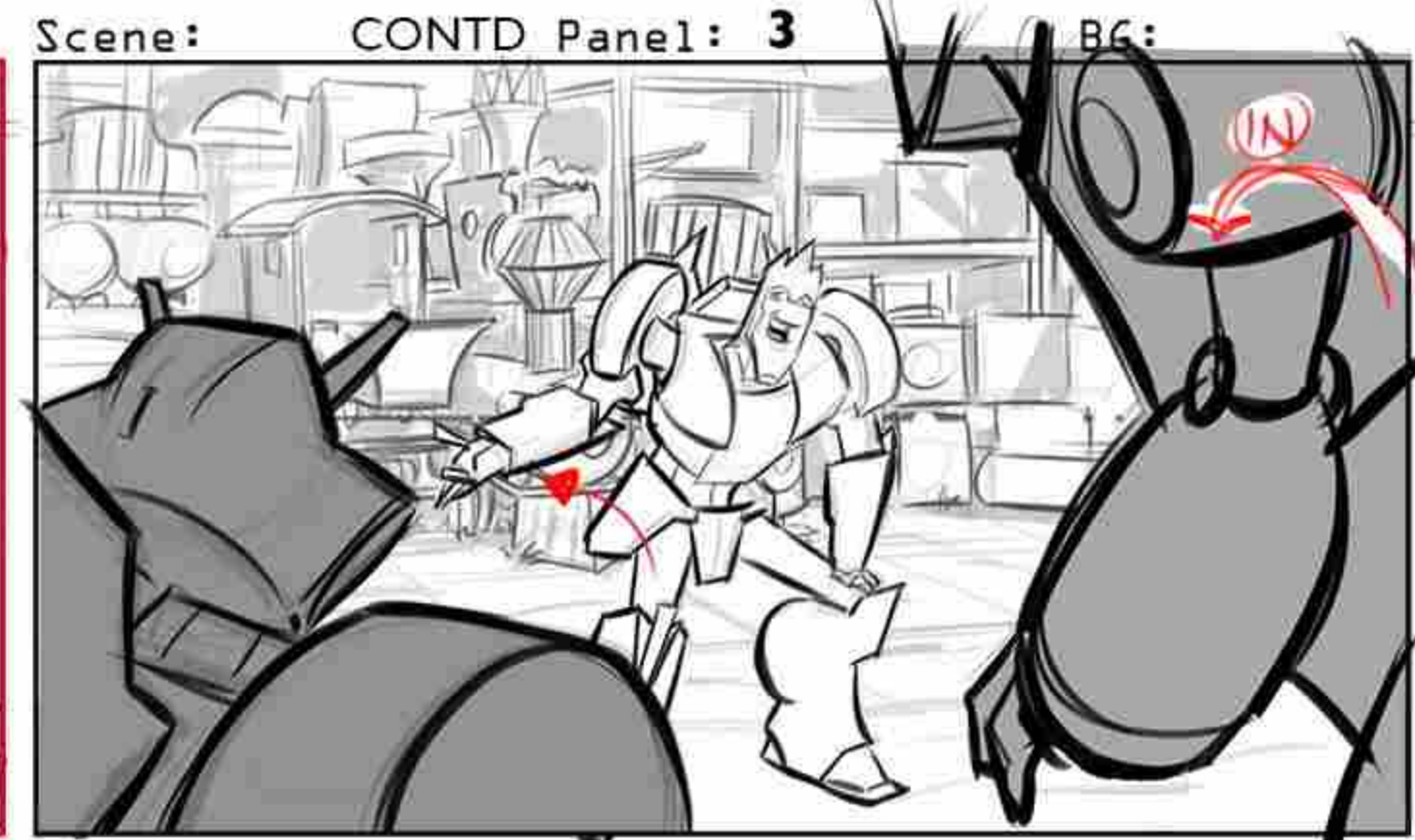
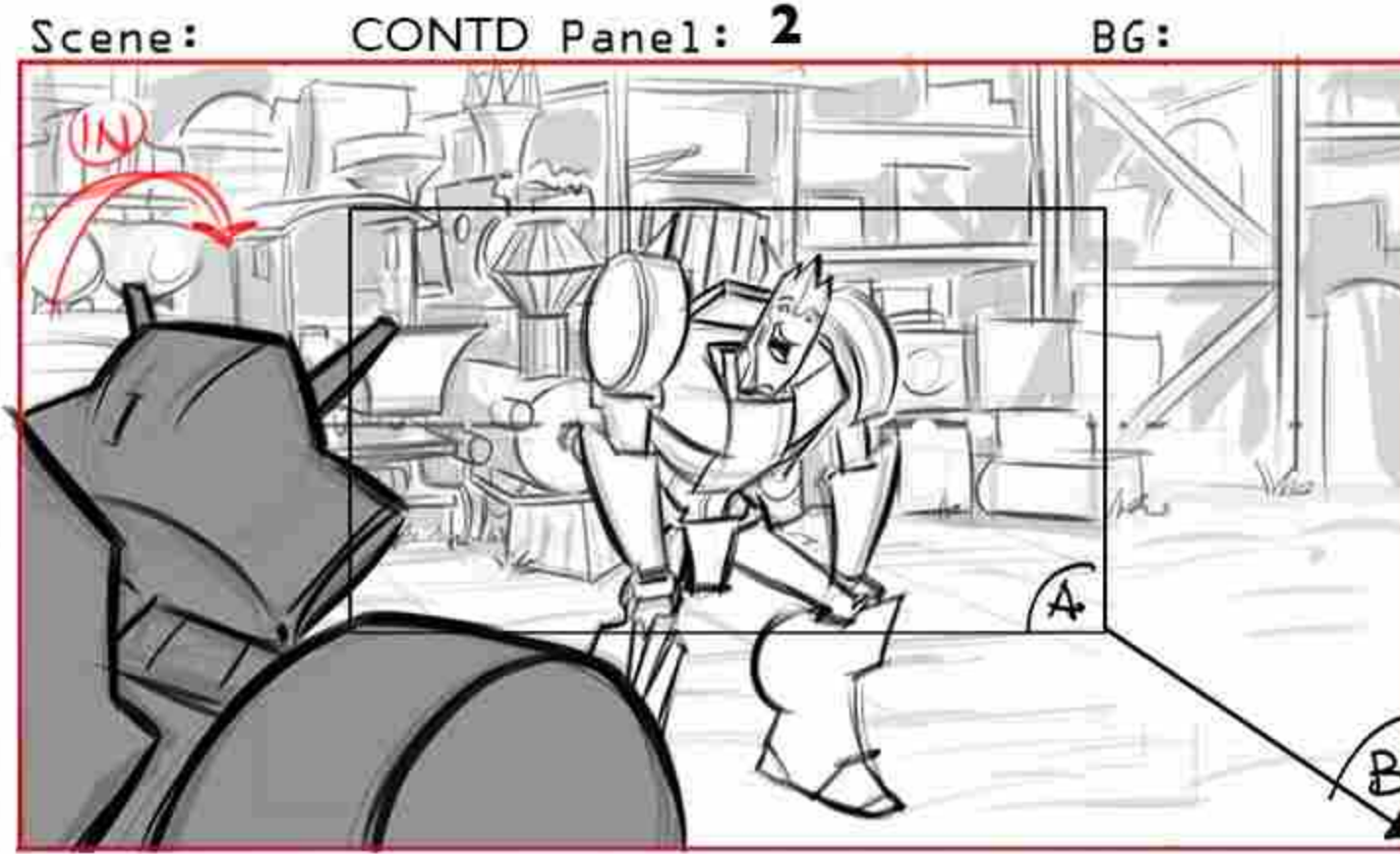
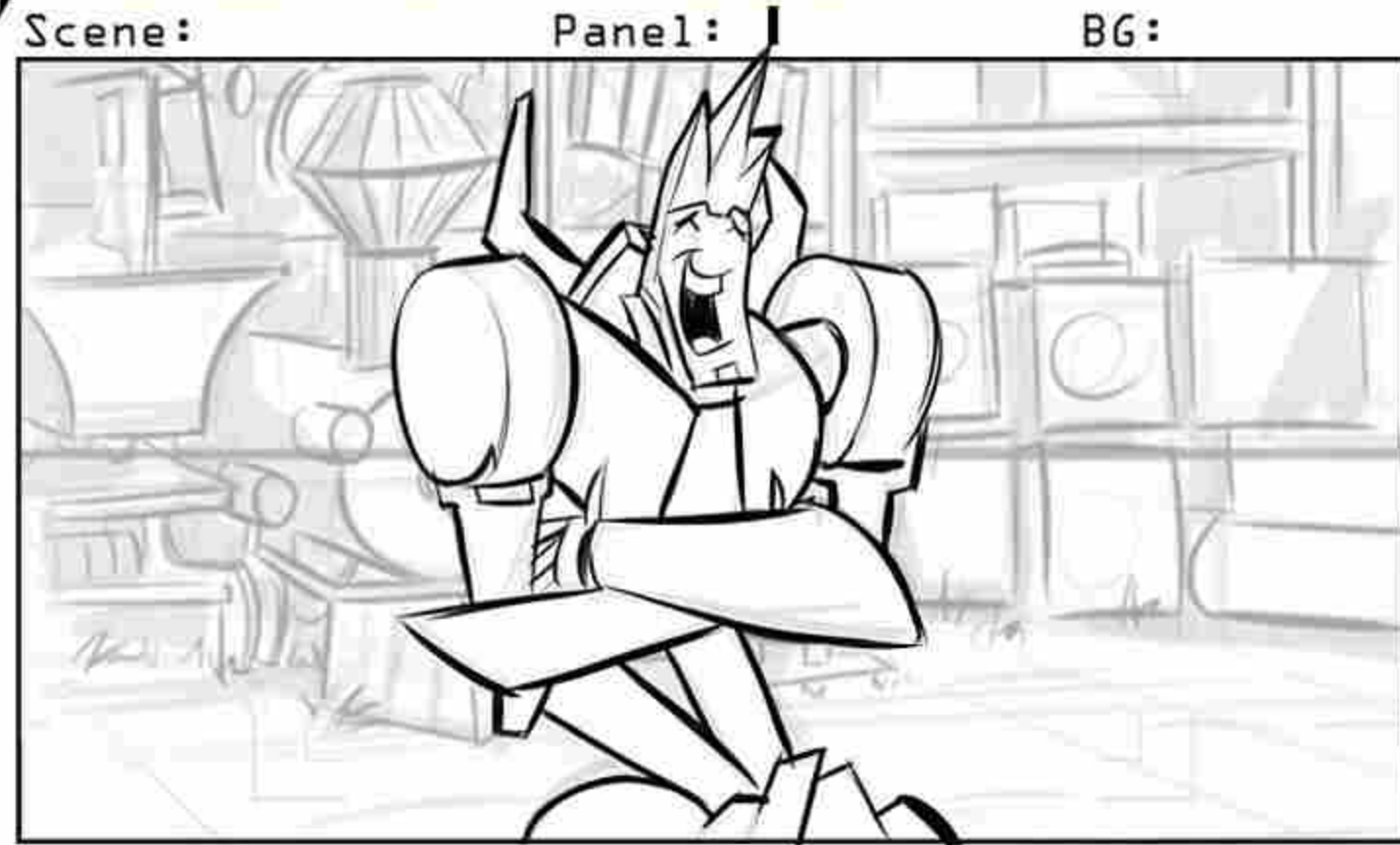


Action:	
ANGLE ON GRIMLOCK FYING BACKWARDS. ZIP PAN BG.	
Dial:	
81 GRIMLOCK <TUMBLING OOPS>	
Slug:	Trans:

Action:	
SLAMMING INTO A RACK.	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

CUT



Action:	
ANGLE ON SIDESWIPE, LAUGING EVEN HARDER.	
Dial:	
82 SIDESWIPE <OUTRAGEOUS LAUGHING FIT>	
Slug:	Trans:

Action:	
TRUCK OUT A - B AS STRONGARM THEN GRIMLOCK STEP IN.	
Dial:	
83 SIDESWIPE (CONT'D) (TEASING;THROUGH LAUGHS) <LAUGHS> STILL WANT	
Slug:	Trans:

Action:	
Dial:	
83 SIDESWIPE (CONT'D) <LAUGHS>TO BE LEADER...?	
Slug:	Trans:

CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

ANGLE ON STRONGARM AND GRIMLOCK.
STRONGARM HAS A CLUMP OF GRASS IN HER MOUTH.

Dial:

84 STRONGARM (GLARING AT HIM)
SEE THAT THE LIEUTENANT DOESN'T HURT HIMSELF.

Slug:

Trans:

Action:

SHE SPITS IT OUT.

Dial:

Slug:

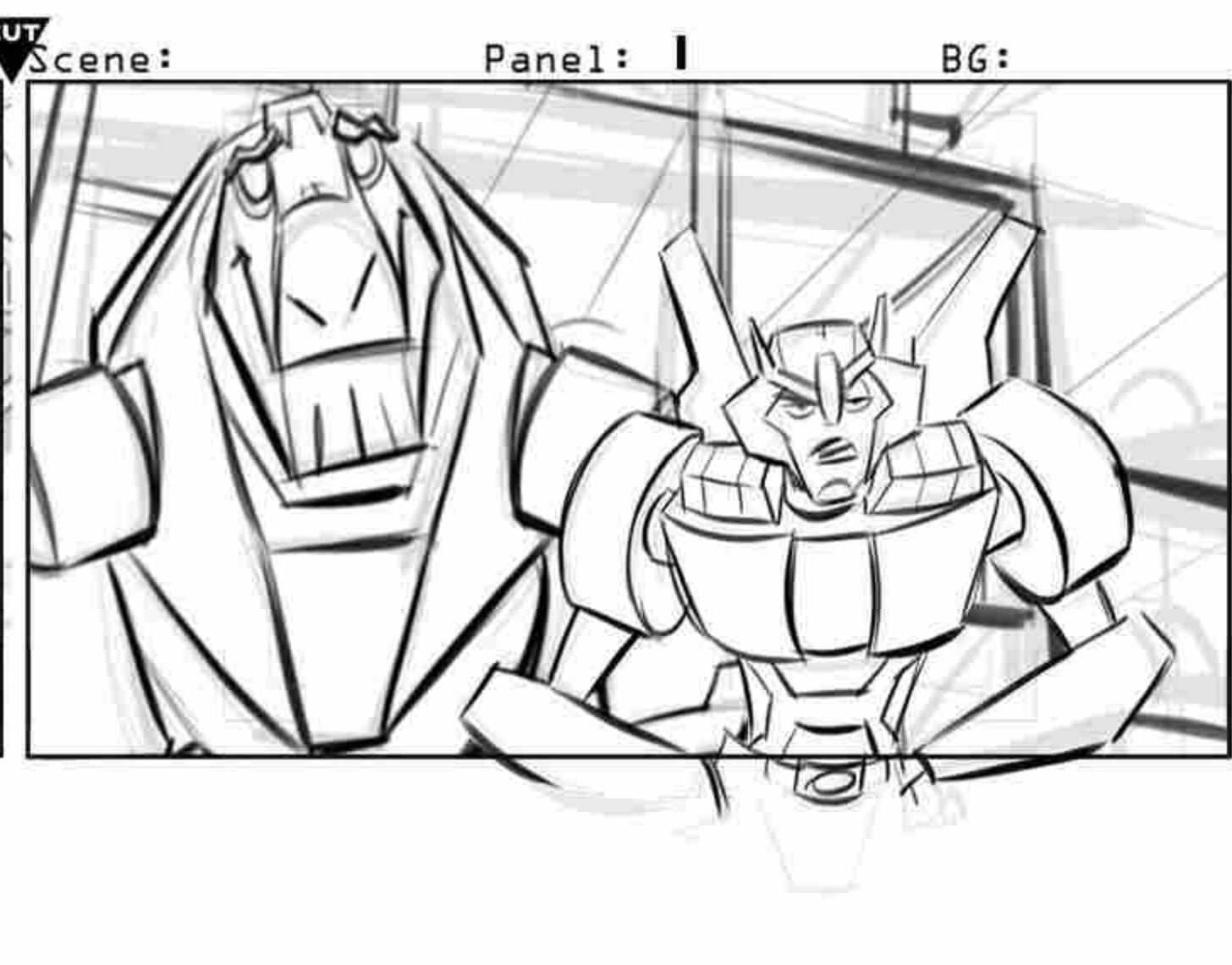
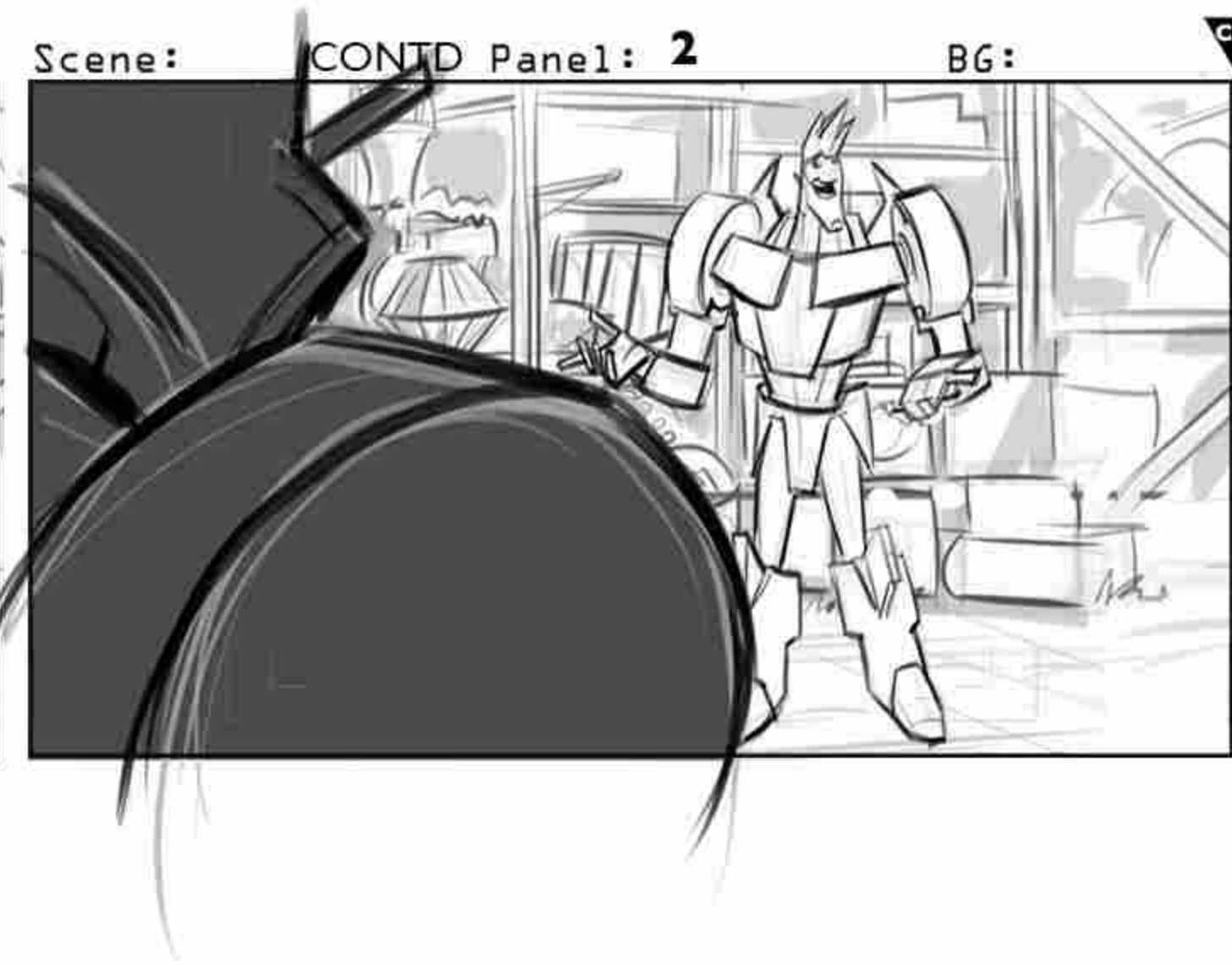
Trans:

Action:

84 STRONGARM (GLARING AT HIM)
I CAN'T TAKE

Slug:

Trans:



Action:
OTS STRONGARM,ANGLE ON SIDESWIPE.

Dial:
85 SIDESWIPE
NO PROBLEM!

Slug: Trans:

Action:

Dial:
85 SIDESWIPE
WE'LL COMPARE NOTES ON ADVANCED PRANKING!

Slug: Trans:

Action:
ANGLE ON STRONGARM AND GRIMLOCK.

Dial:
86 STRONGARM
I'LL TRACK DOWN QUILLFIRE ALONE...

Slug: Trans:

Scene: CONTD Panel: **2**

BG:



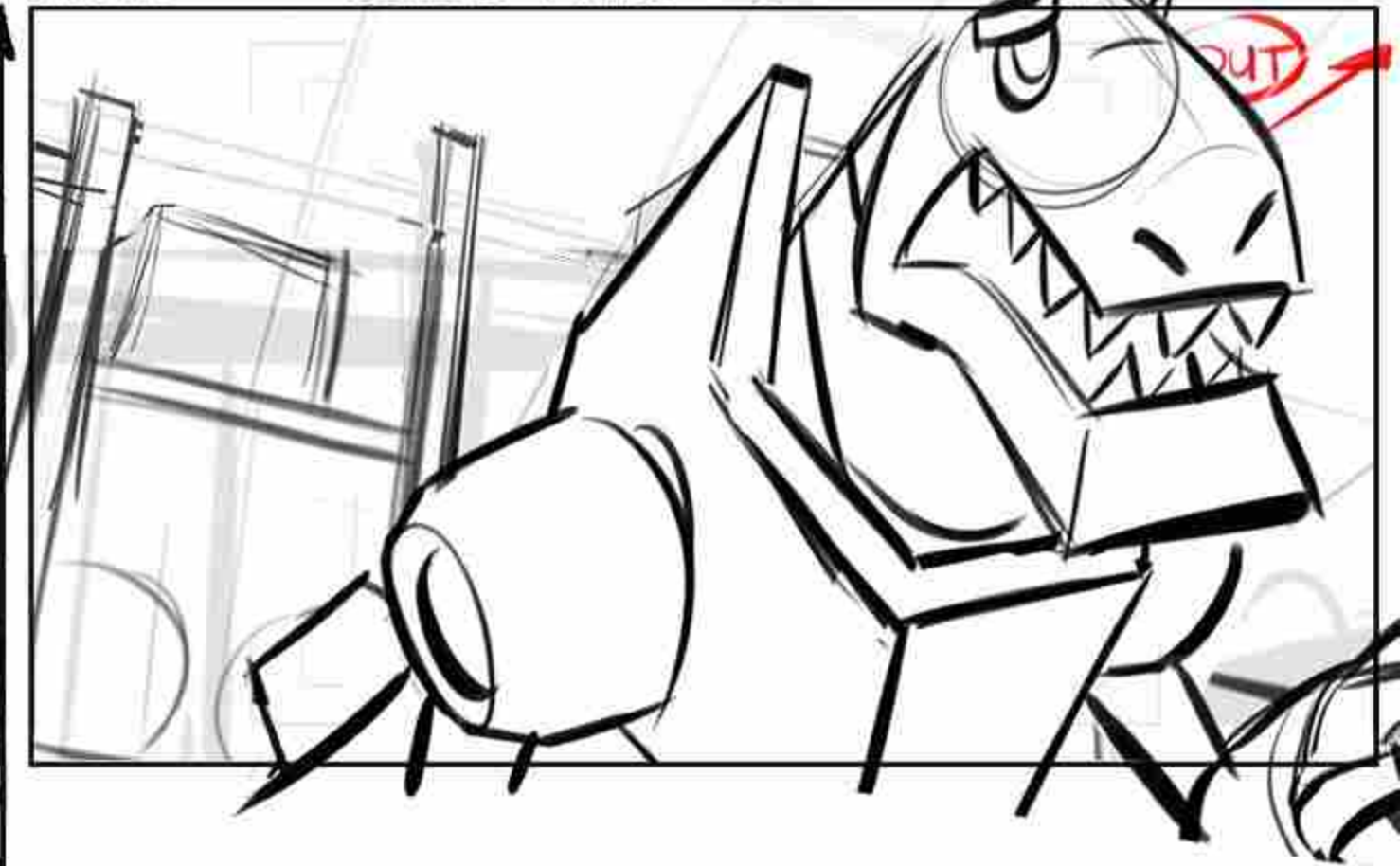
Scene: CONTD Panel: **3**

BG:



Scene: CONTD Panel: **4**

BG:

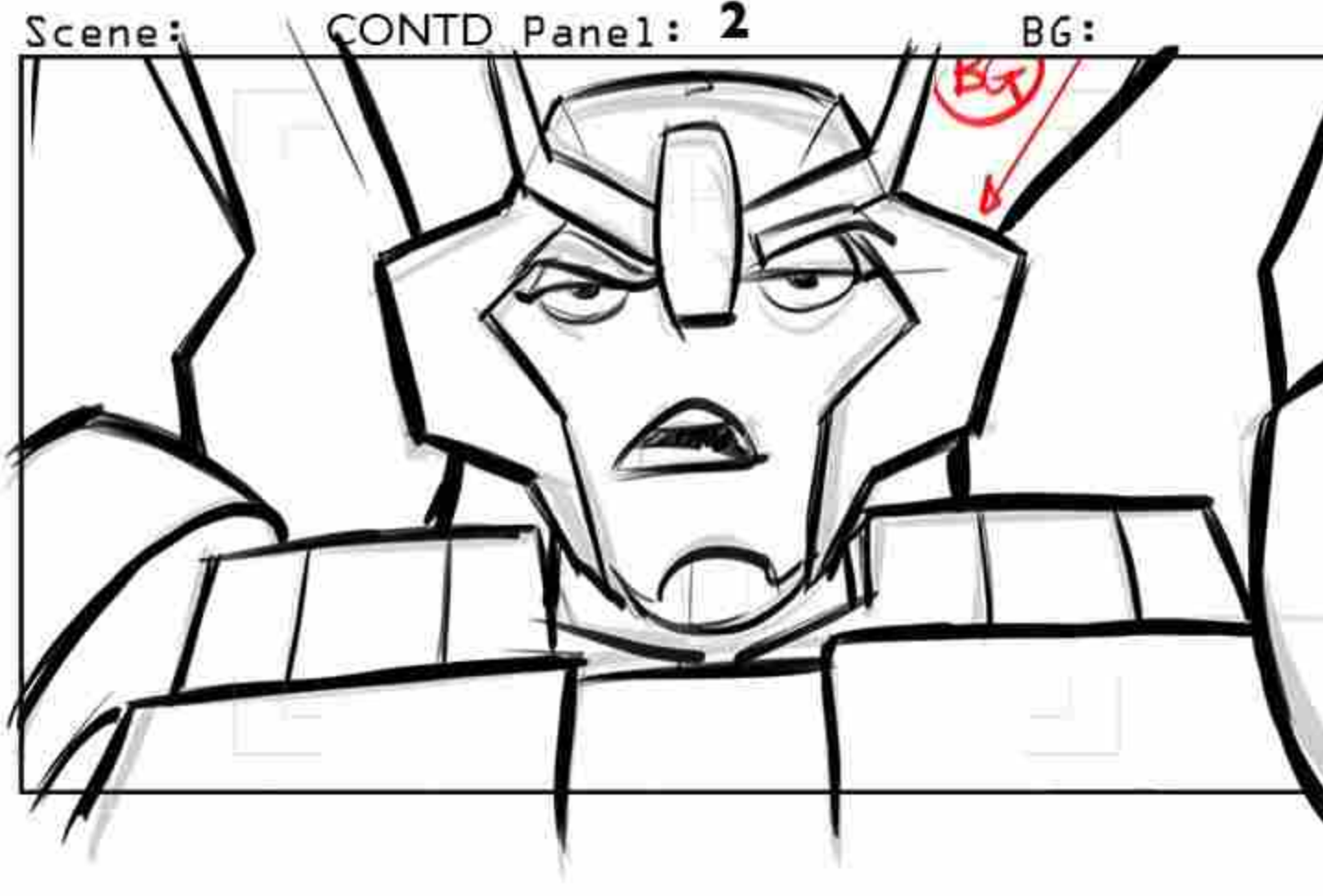
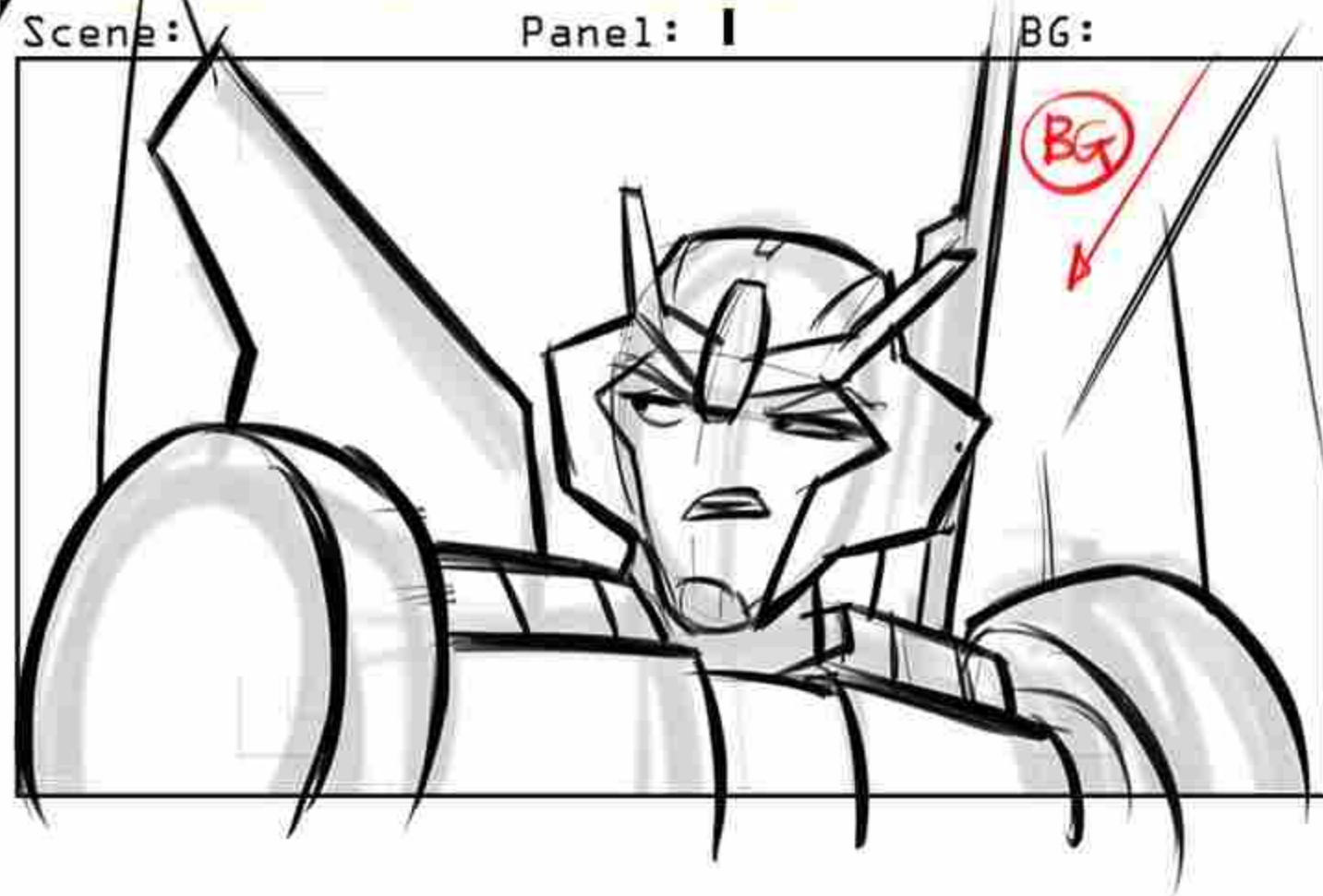


Action:	
STRONGARM STRIDES FORWARD.,TURNING TO GRIMLOCK.	
Dial:	
86 STRONGARM: (CONTD) COME ON, GRIMLOCK.	
Slug:	Trans:

Action:	
ADJUST WITH ANIM A - B AS STRONGARM EXITS. GRIMLOCK STEPS FORWARD.	
Dial:	
87 GRIMLOCK (HONESTLY CONFUSED) UHM, STRONGARM, HOW ARE YOU	
Slug:	Trans:

Action:	
Dial:	
87 GRIMLOCK (HONESTLY CONFUSED)ALONE WHEN YOU'RE WITH ME?	
Slug:	Trans:

CUT



Action:

ANGLE ON STRONGARM AS SHE WLAKS TO CAMERA.
ANIMATE BG BACK.

Dial:

88 STRONGARM
YOU HAVE NO IDEA...

Slug:

Trans:

Action:

Dial:

88 STRONGARM
....HOW MANY TIMES I'VE ASKED....

Slug:

Trans:

Action:

Dial:

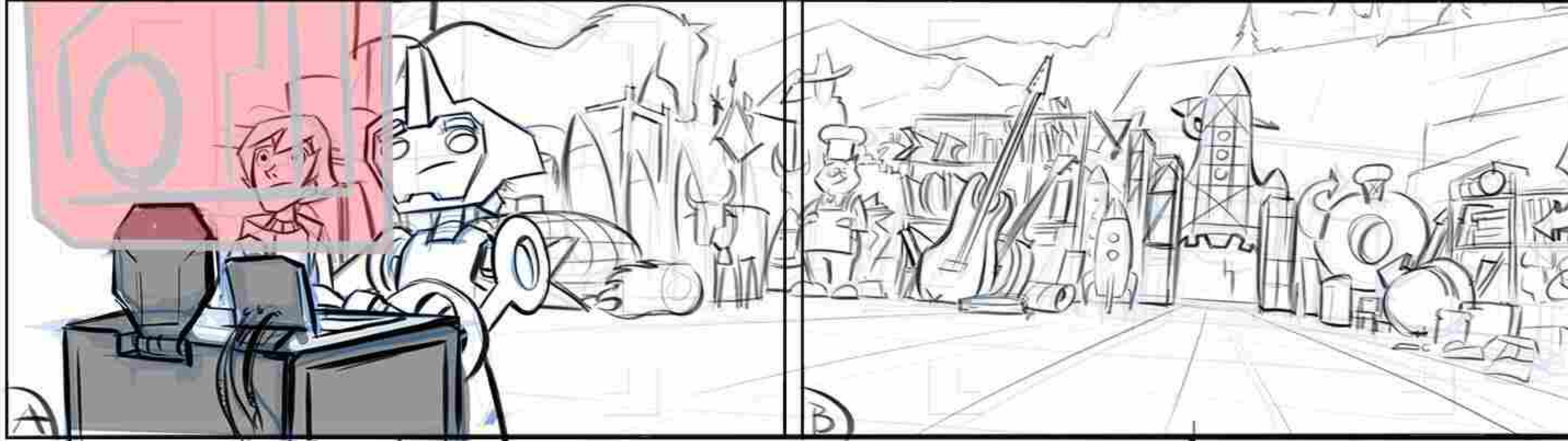
88 STRONGARM
....MYSELF THAT SAME QUESTION.

Slug:

Trans:

CUT

Scene: _____ Panel: **1** BG: _____

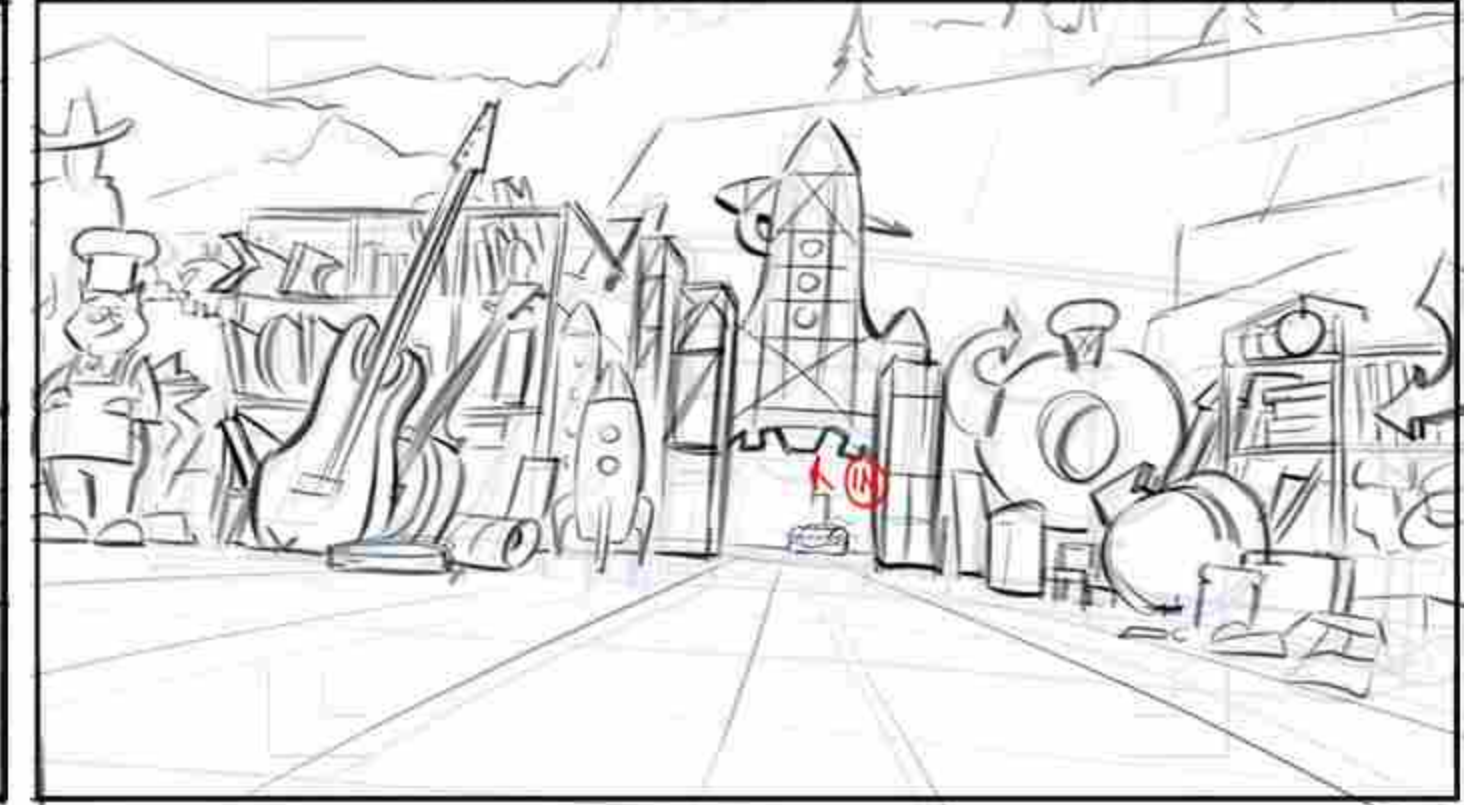


START

PAN

STOP

Scene: _____ CONTD Panel: **2** BG: _____



Action:

12. EXT. SCRAPYARD - COMMAND CENTER - LATER *
FIXIT AND RUSSELL CONTINUE WORK ON THE COMPUTER.

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

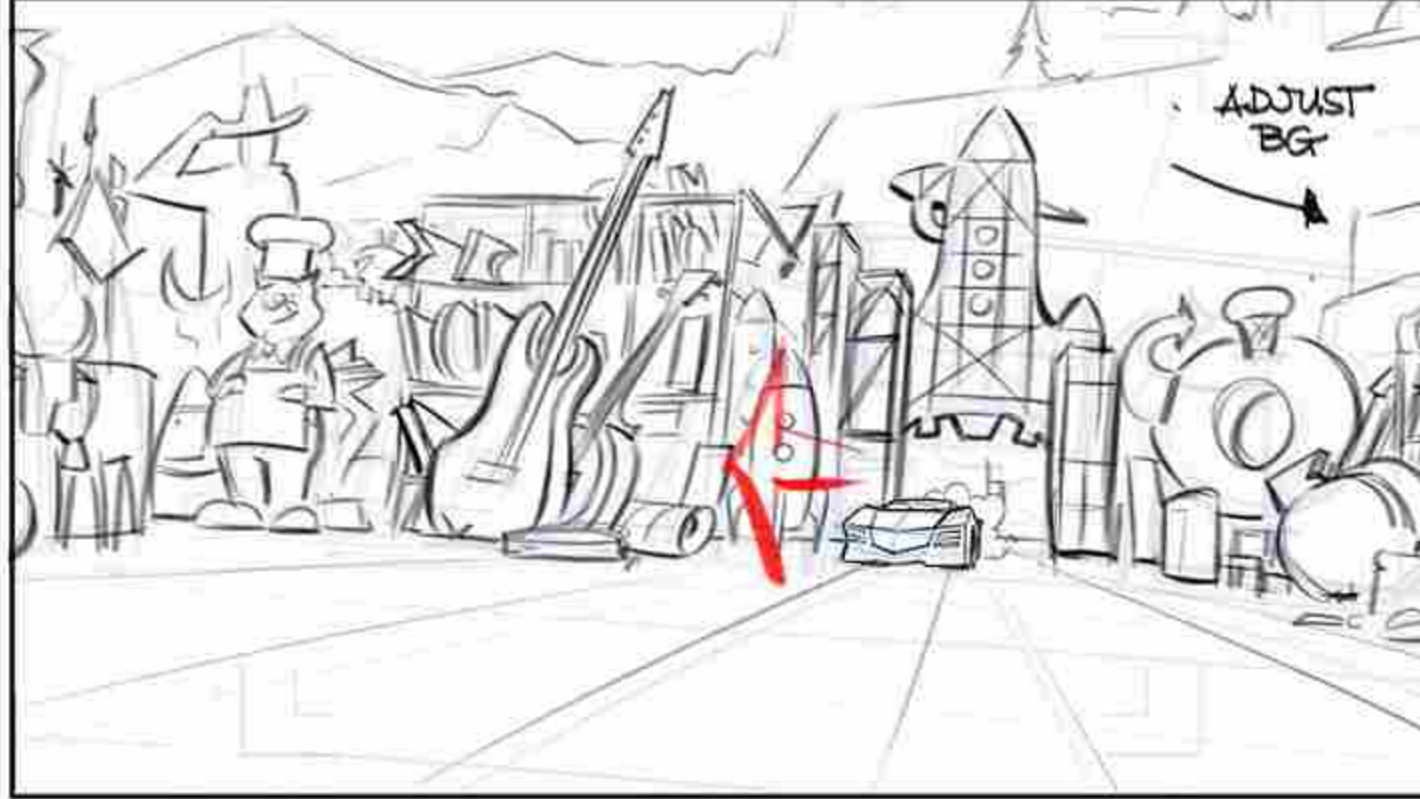
V-MODE SWIPE <SCREECHES> UP AND
<TRANSFORMS> TO BOT MODE.

Dial:

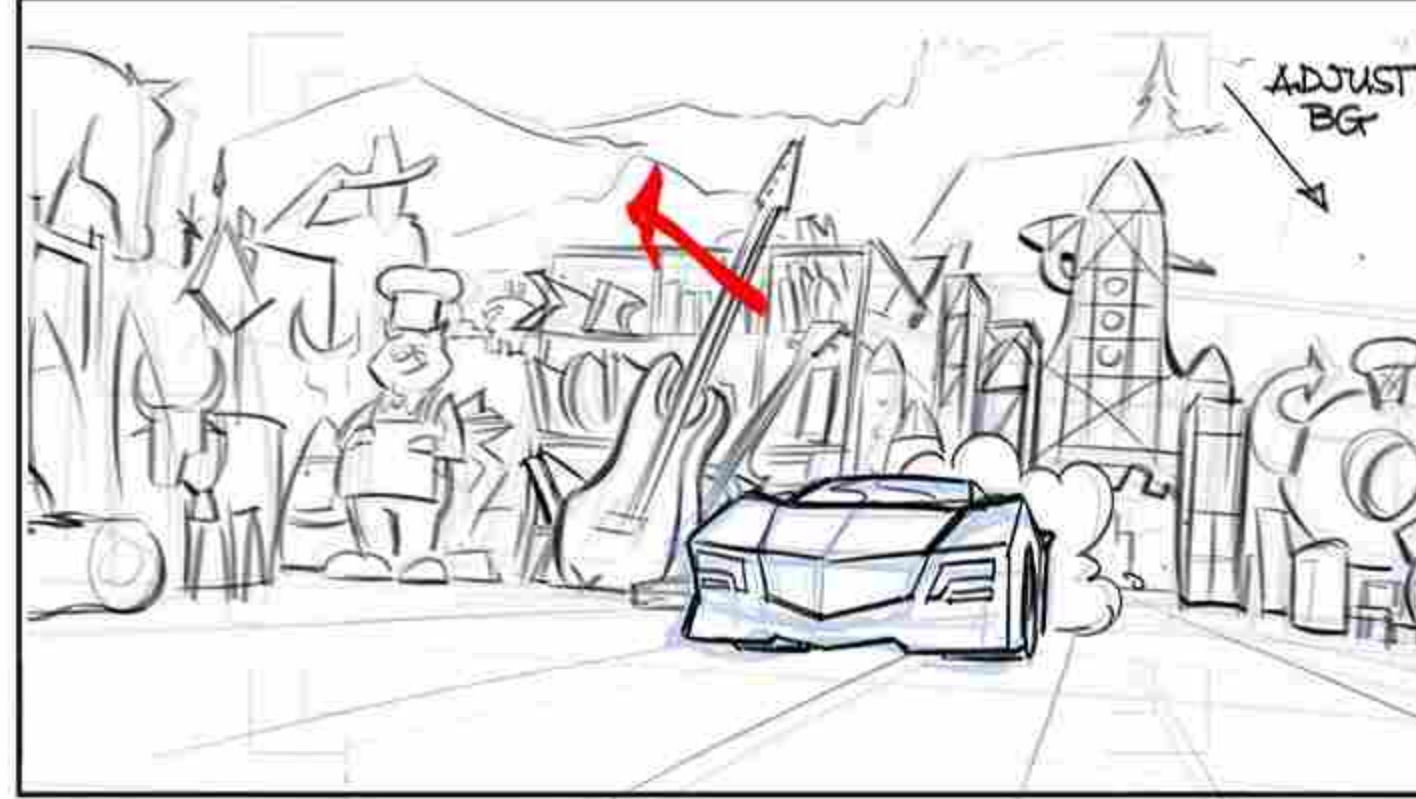
Slug:

Trans:

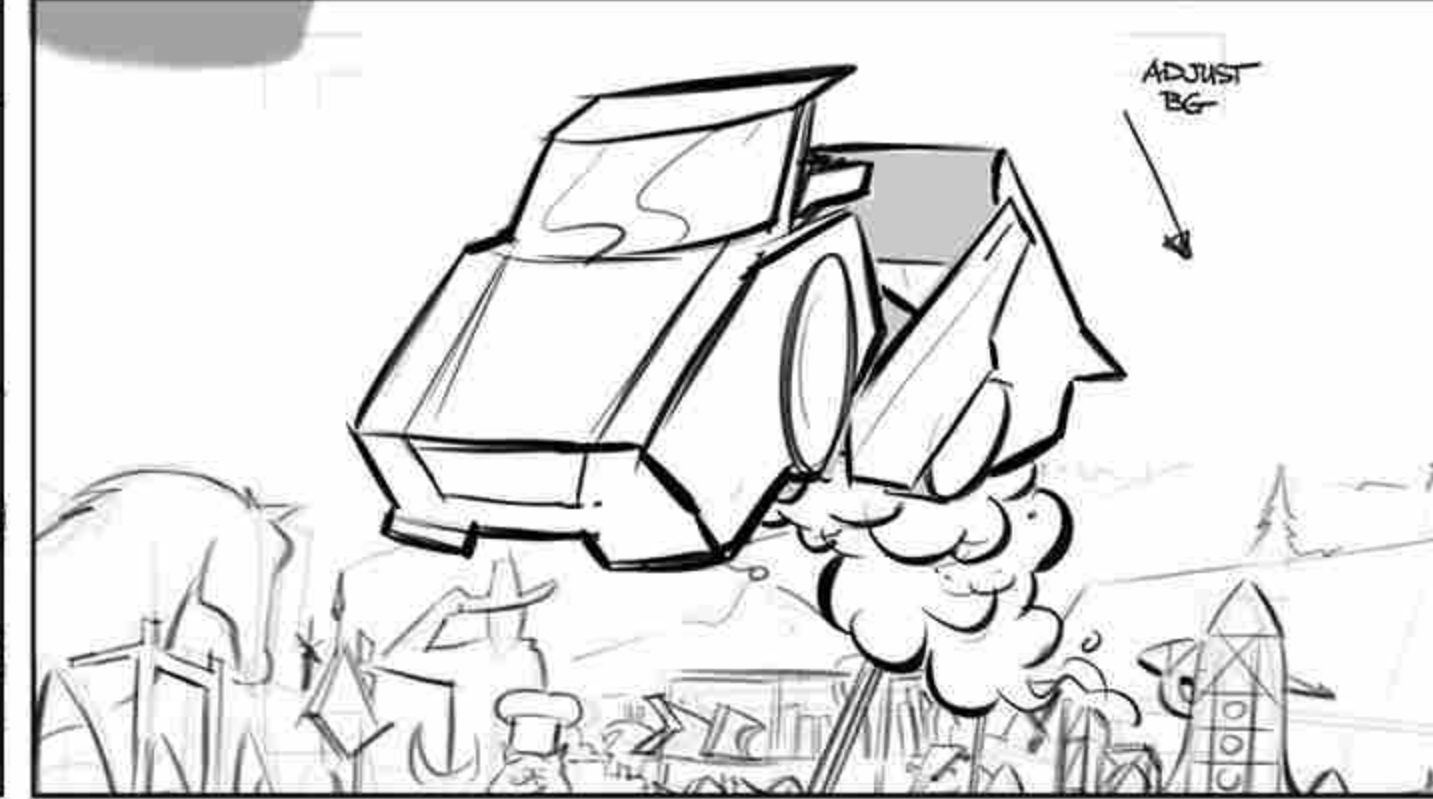
Scene: Panel: **3** BG:



Scene: CONTD Panel: **4** BG:



Scene: CONTD Panel: **5** BG:



Action:

ADJUST BG AS SIDESWIPE TRANSFORMS...

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

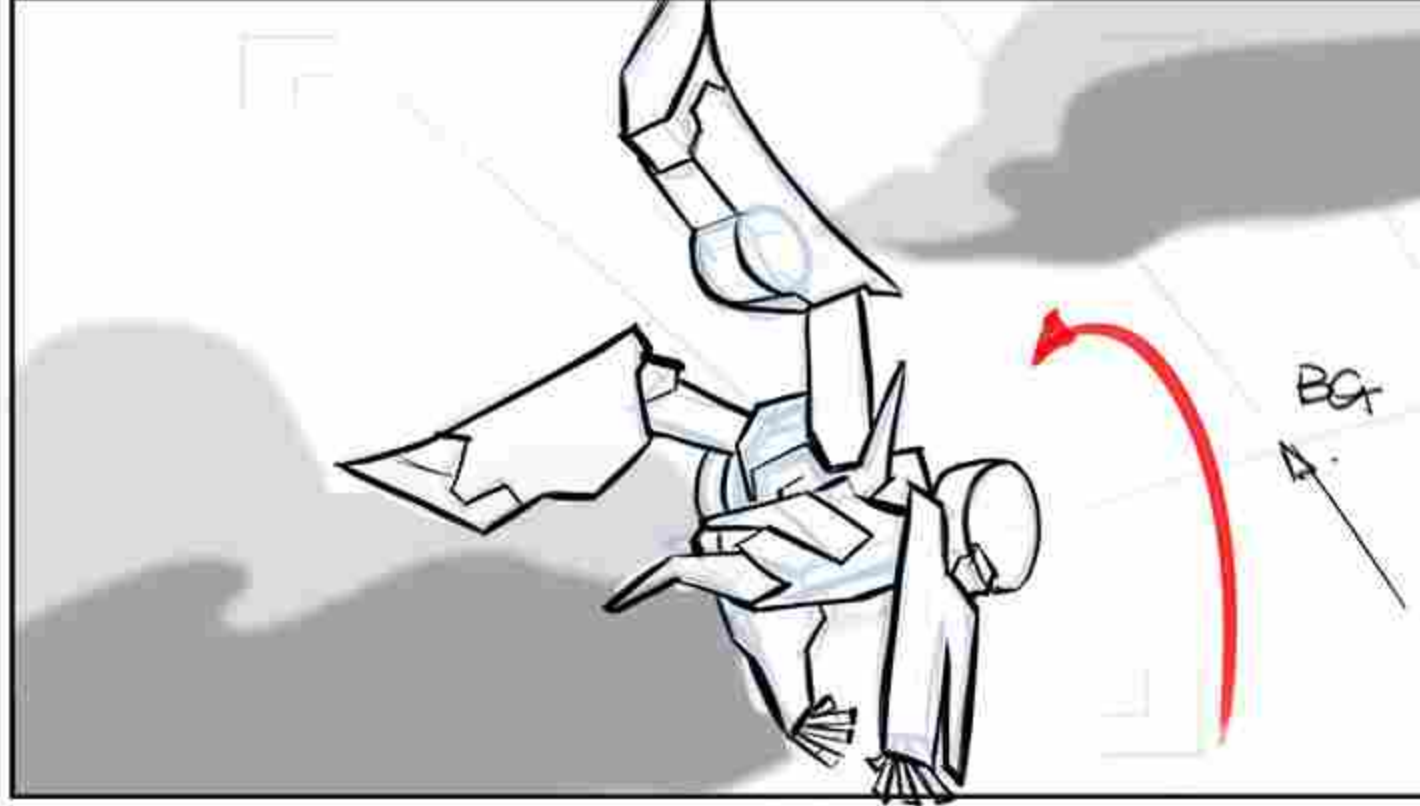
Dial:

Slug:

Trans:

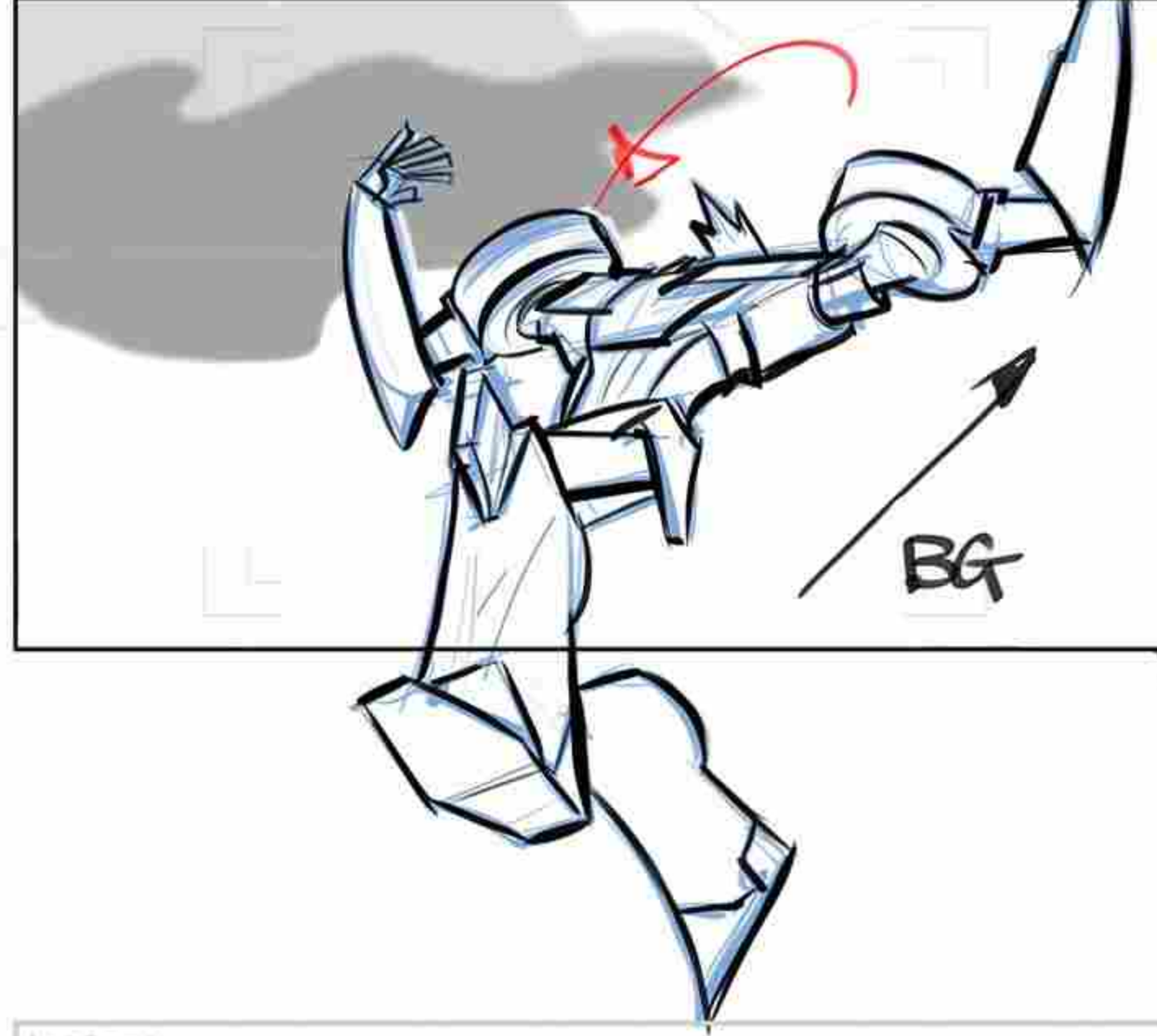
Scene: CONTD Panel: 5

BG:



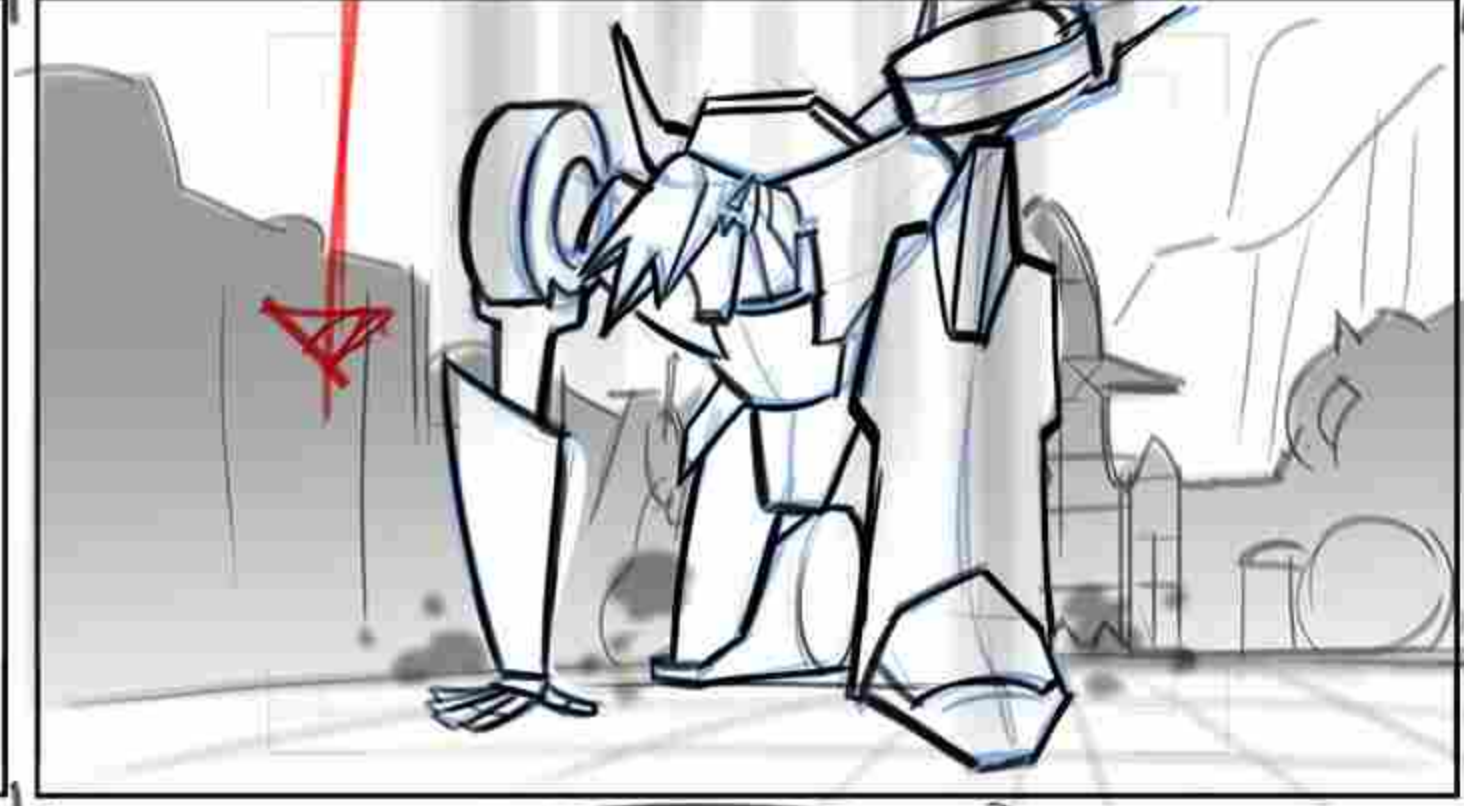
Scene: CONTD Panel: 6

BG:



Scene: CONTD Panel: 7

BG:



STOP PAN

(CAMERA SHAKE)

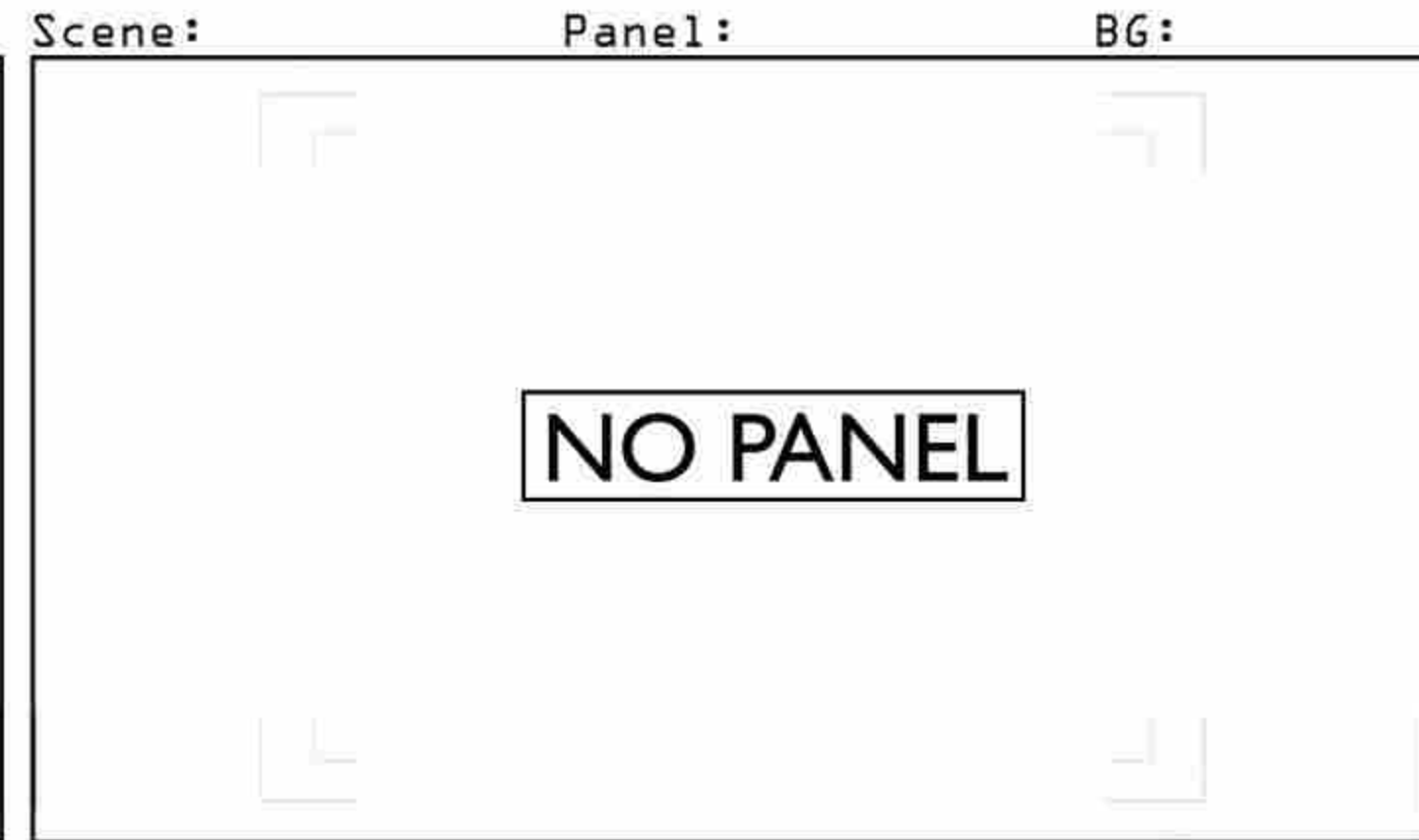
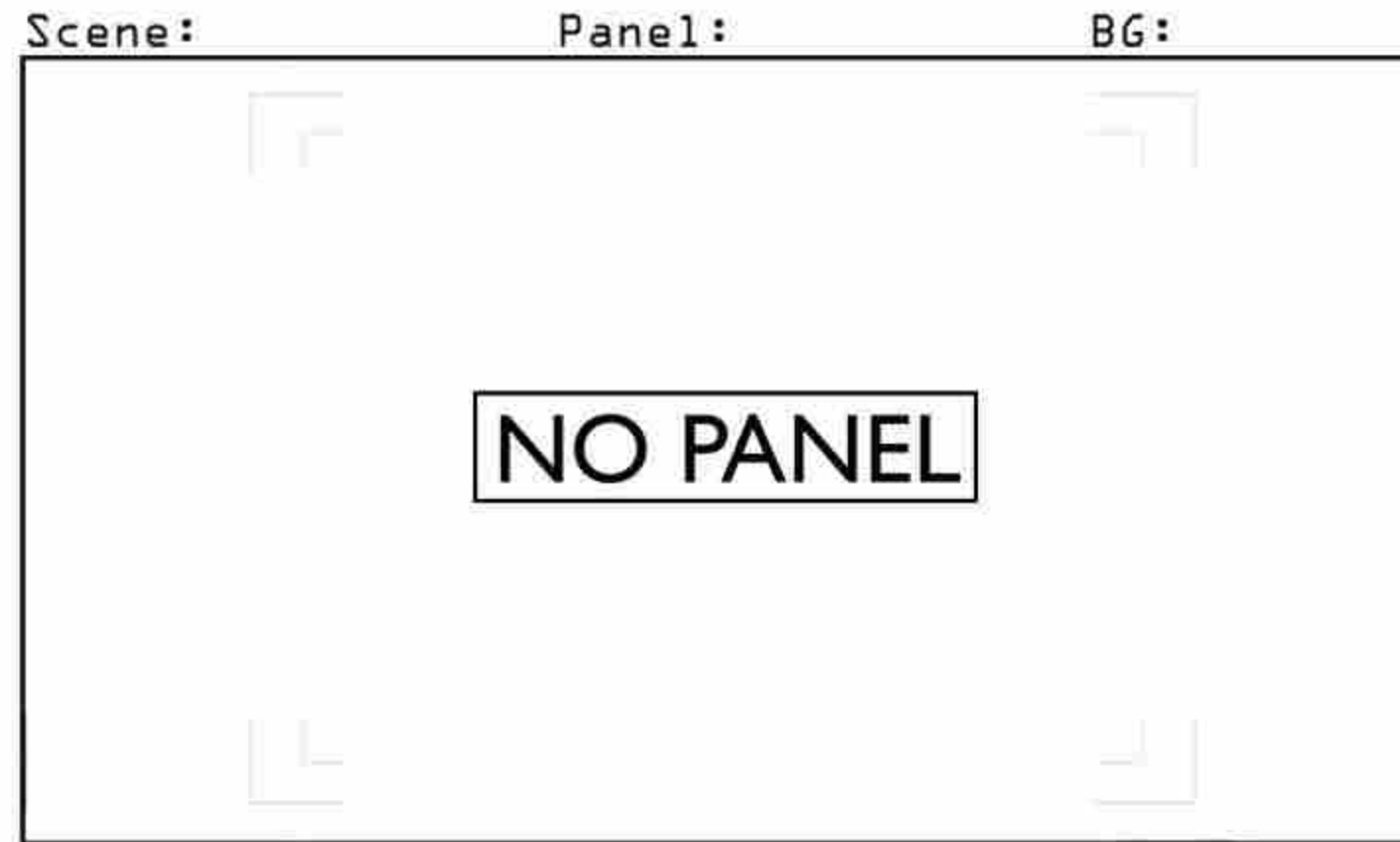
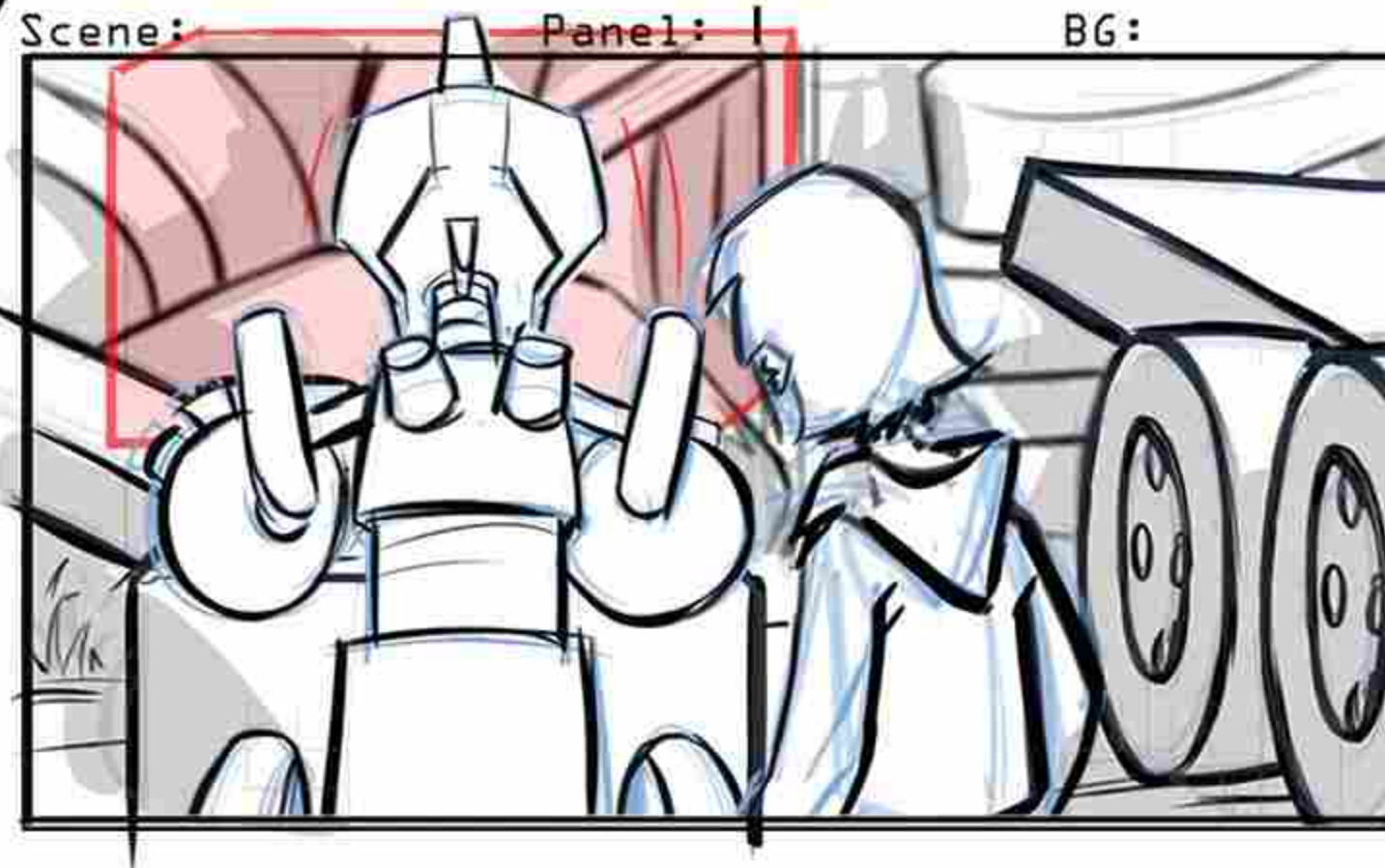
Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

SIDESWIPE LANDS IN BOT-MODE.

CUT



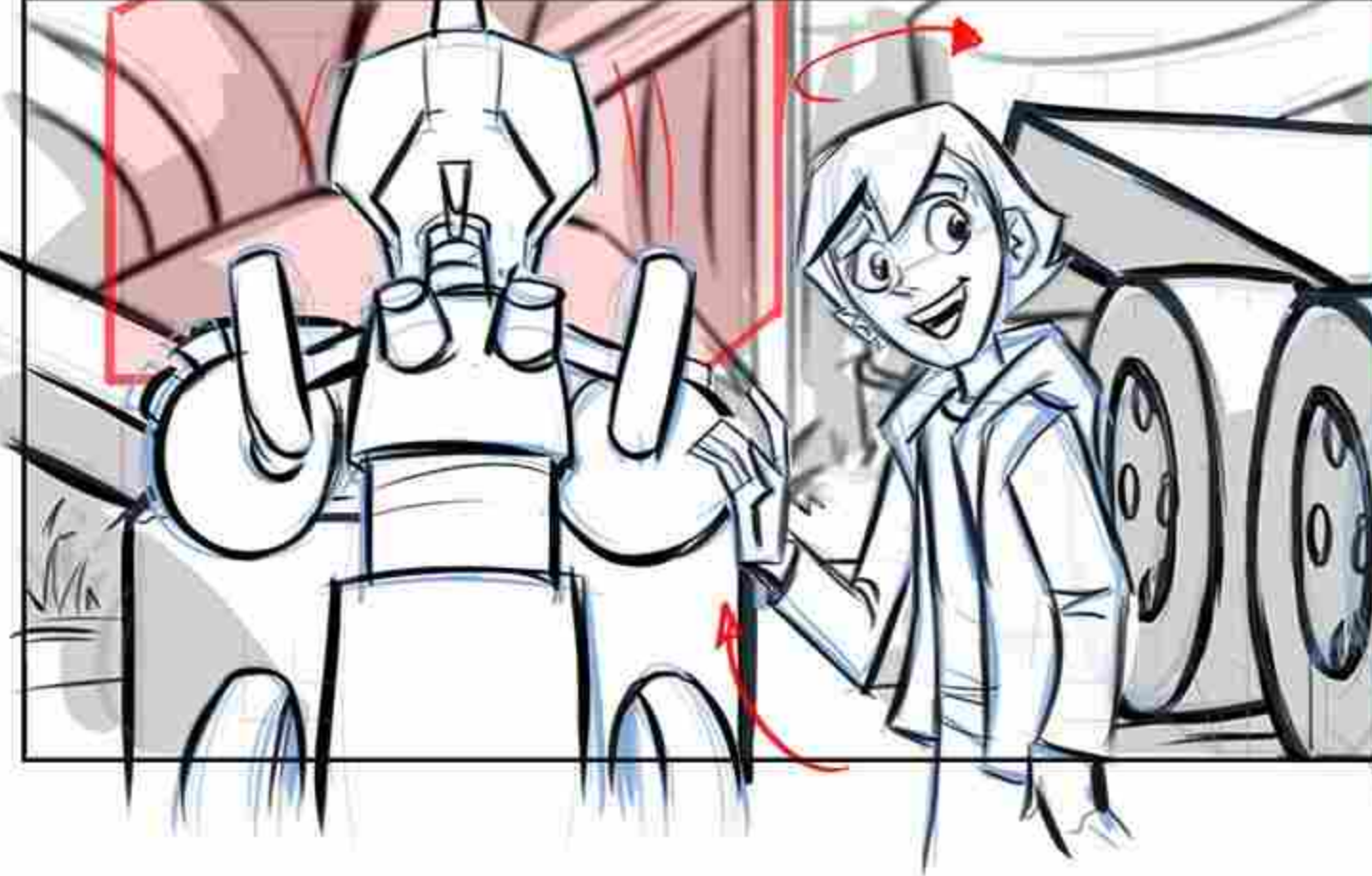
Action:	
BACK ON FIXIT AND RUSSELL STANDING AT THE CONTROL PANEL.	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Scene: ~~CONTD~~ Panel: 2

BG:



Scene: ~~CONTD~~ Panel: 3

BG:

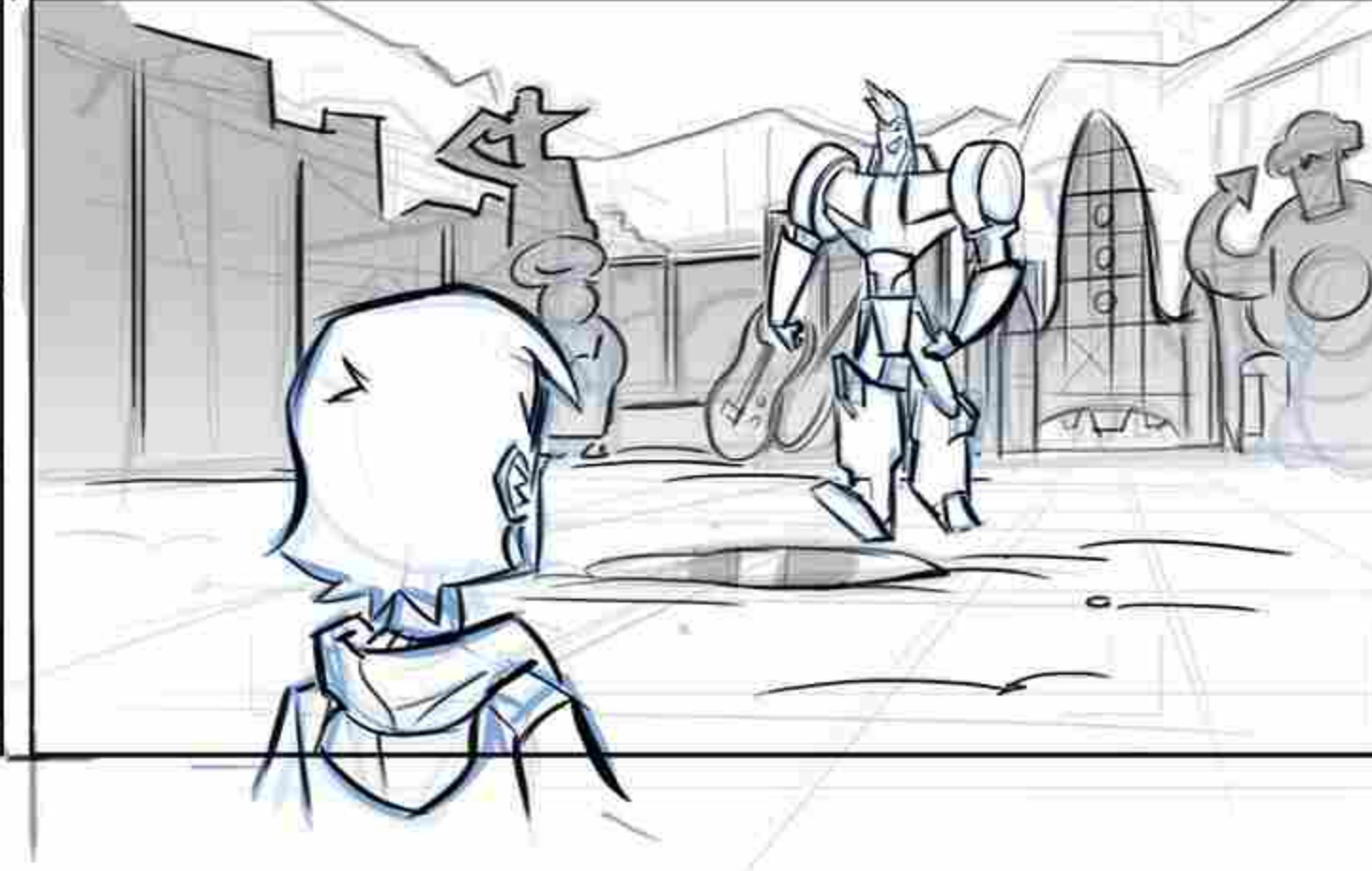


CUT

Scene:

Panel: 1

BG:



Action:

RUSSELL TURNS TO WAVE AT OS SIDESWIPE.

Dial:

89 RUSSELL
HEY, SIDESWIPE,

Slug:

Trans:

Action:

ADJUST SCENE AS FIXIT TURNS.

Dial:

89 RUSSELL
....ANY LUCK?

Slug:

Trans:

Action:

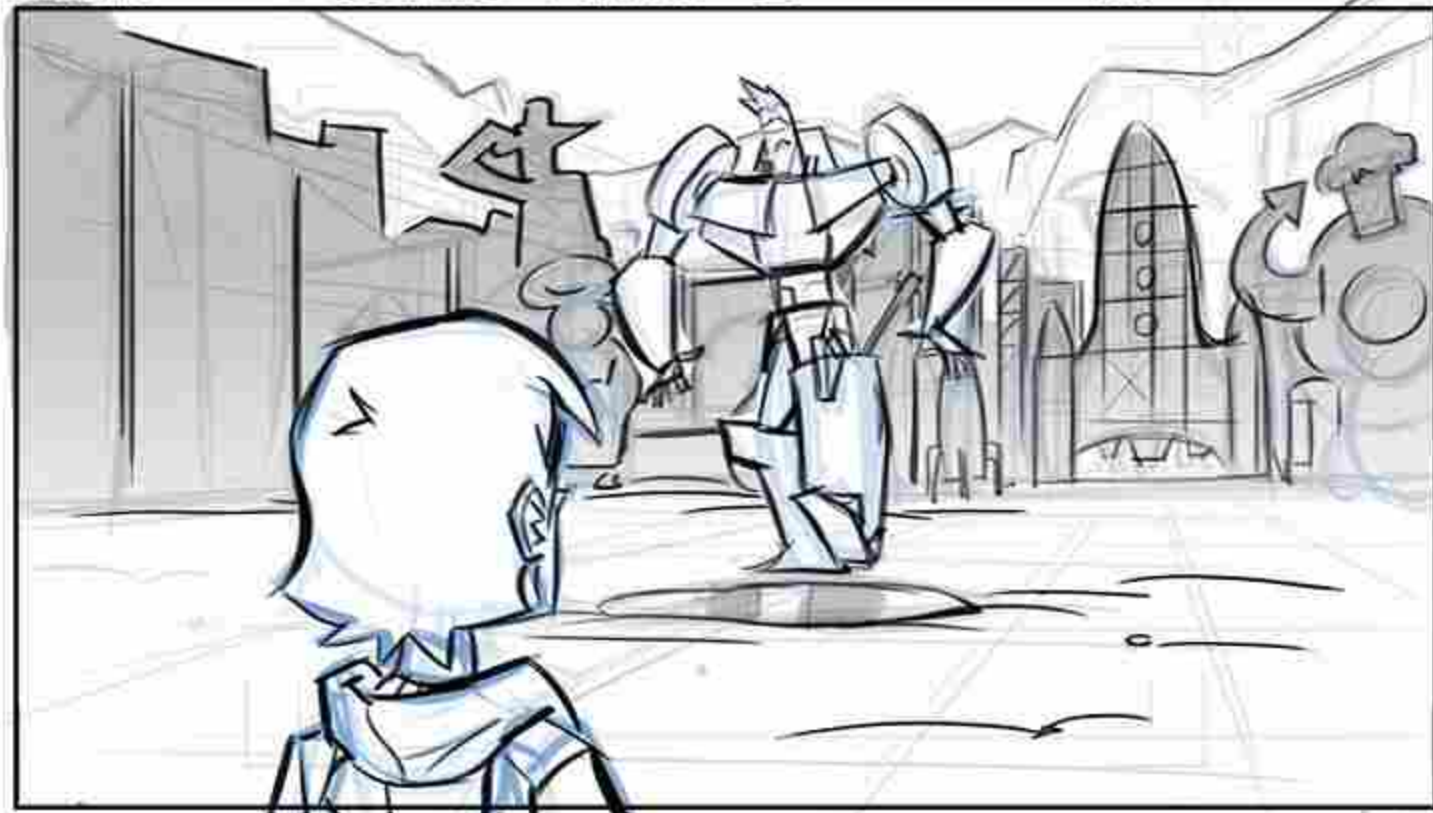
OTS RUSSELL AS SIDESWIPE WALKS TOWARDS HIM..
A LARGE MUDDY PUDDLE IS IN FRONT OF HIM.

Dial:

Slug:

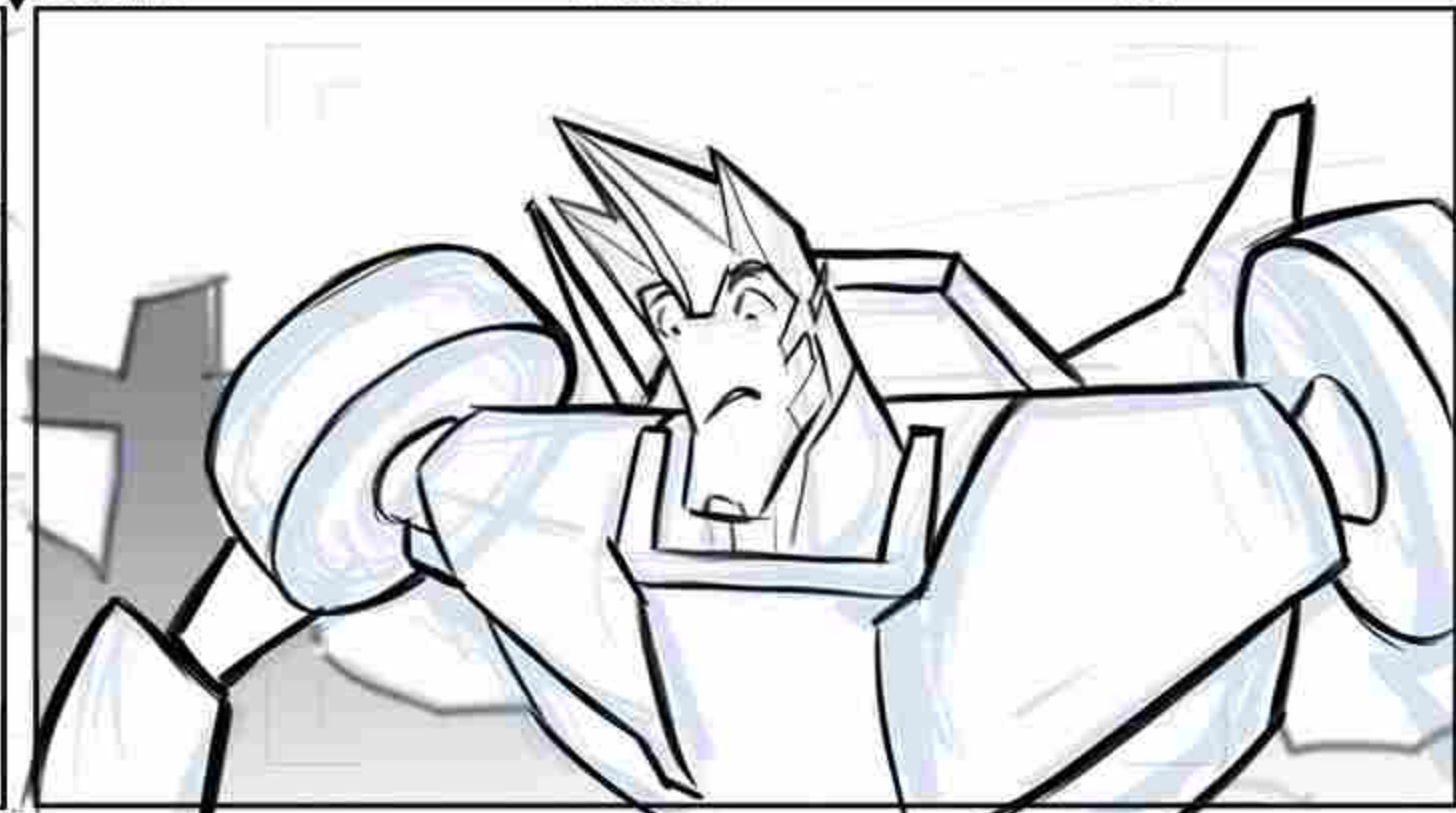
Trans:

Scene: CONTD Panel: 2 BG:



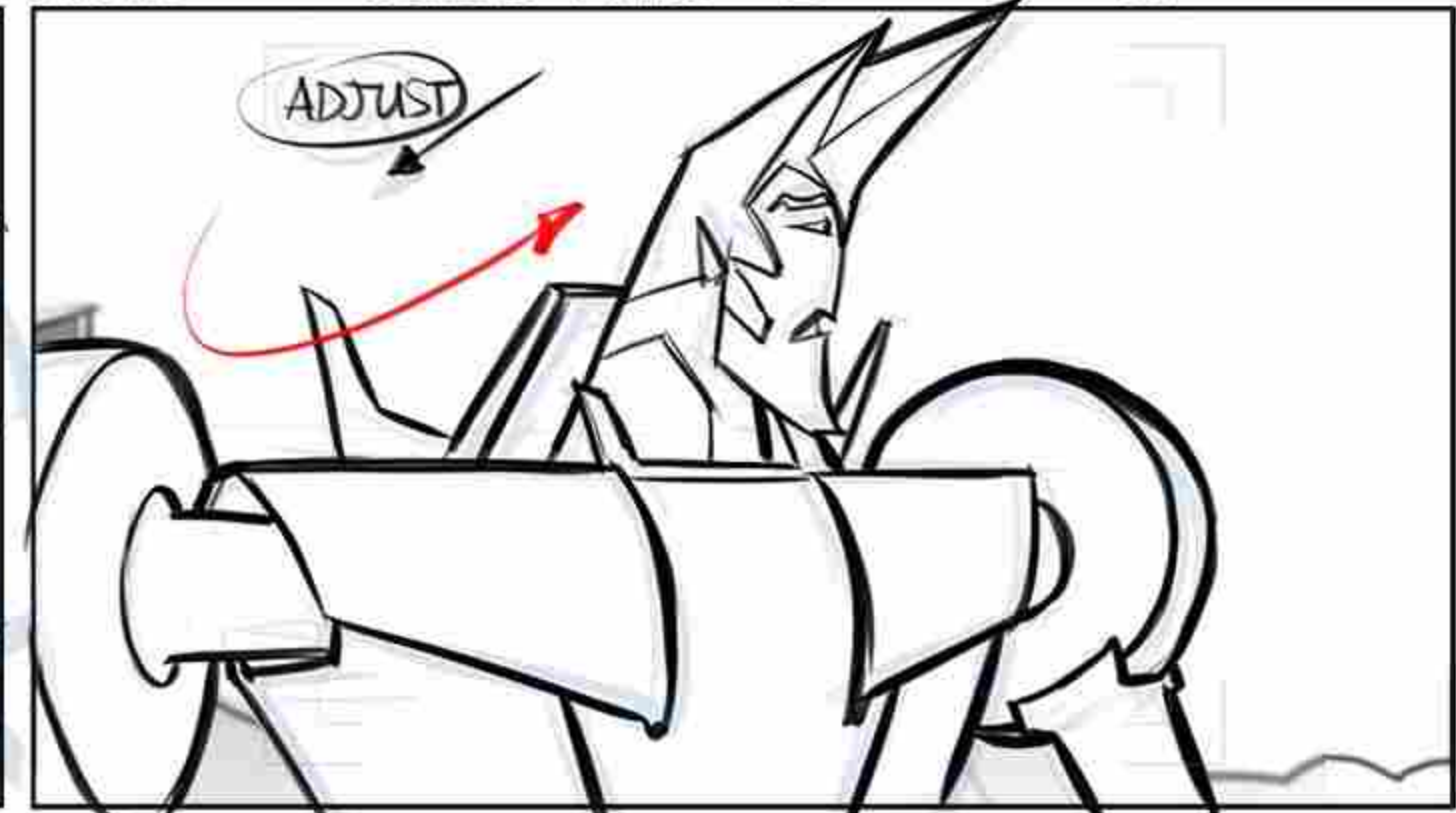
CUT

Scene: Panel: 1 BG:



HU

Scene: CONTD Panel: 2 BG:



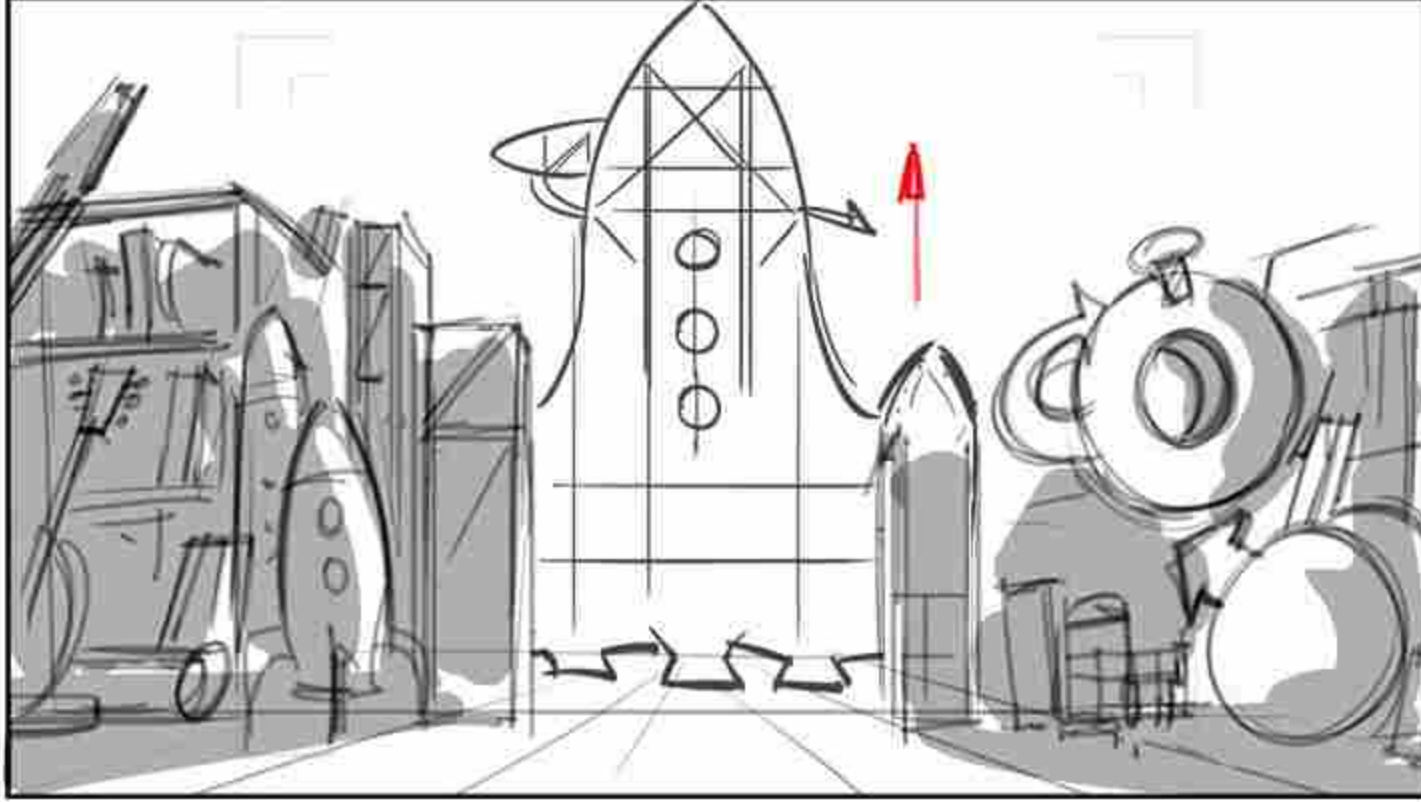
Action:	
SIDESWIPE STOPS SHORT.	
Dial:	
Slug:	Trans:

Action:	
CLOSE ON SIDESWIPE LOOKING DOWN. OS ENGINE ROAR...IT'S BUMBLEBEE.	
Dial:	
Slug:	Trans:

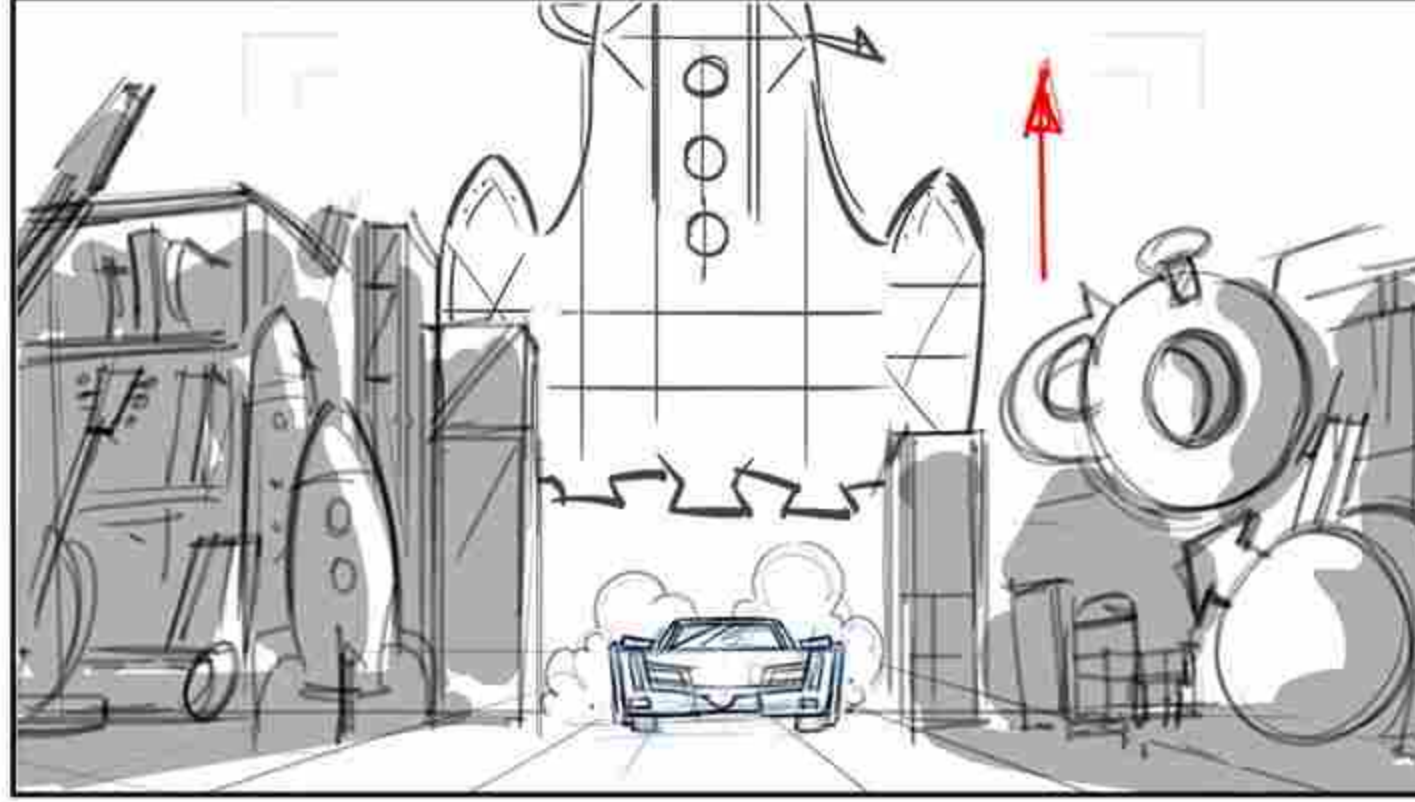
Action:	
..HE TURNS TO SEE WHERE THE NOISE IS COMING FROM....	
Dial:	
Slug:	Trans:

CUT

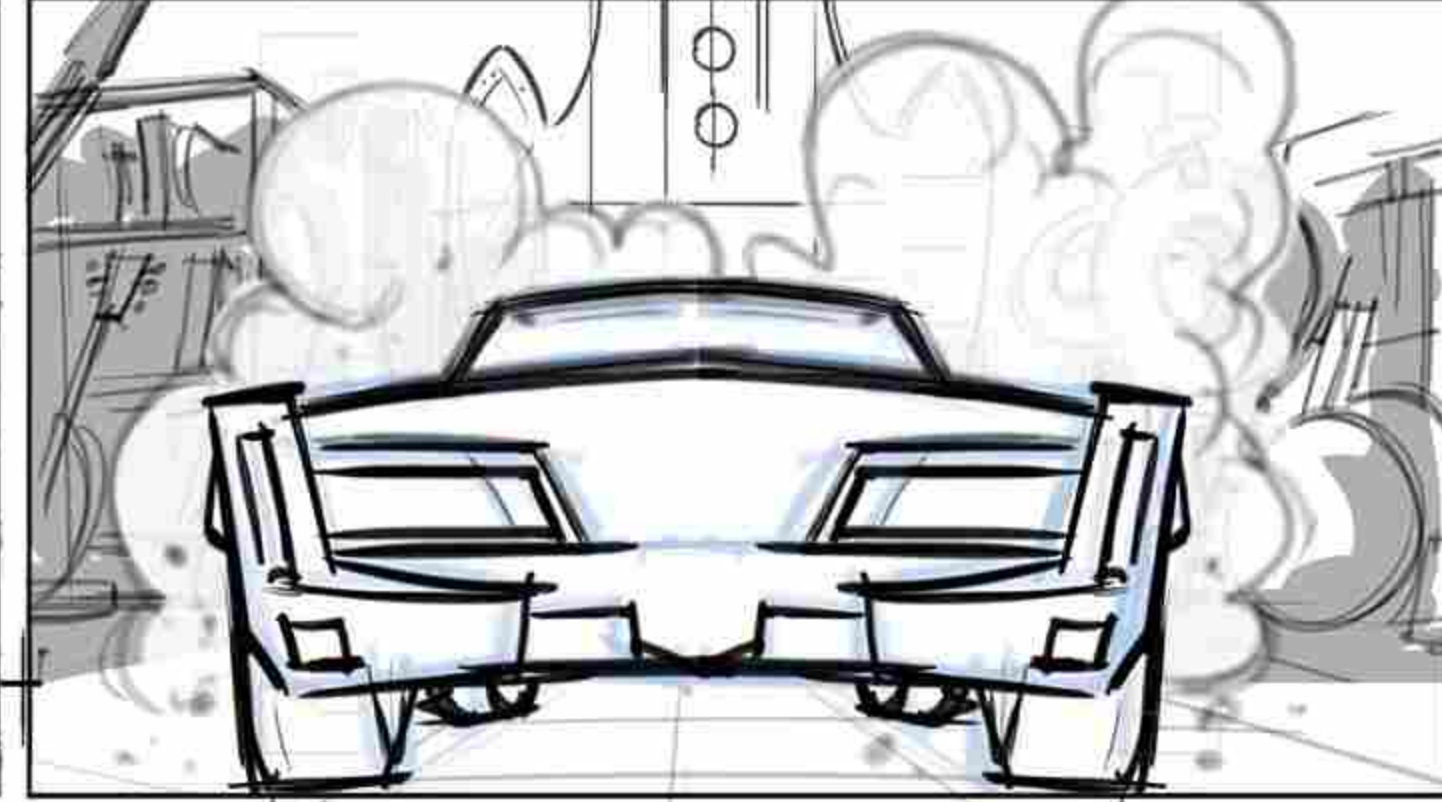
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

ANGLE ON THE ENTRANCE. THE ROCKET-SHAPED GATE
BEGINS TO RISE. OS BUMBLEBEE'S ENGINE ROAR GROWS CLOSER

Dial:

Slug:

Trans:

Action:

BB RACES FORWARD IN A CLOUD OF SMOKE AND DUST.

EFX: (DUST/SMOKE, SHADOW)

Dial:

Slug:

Trans:

Action:

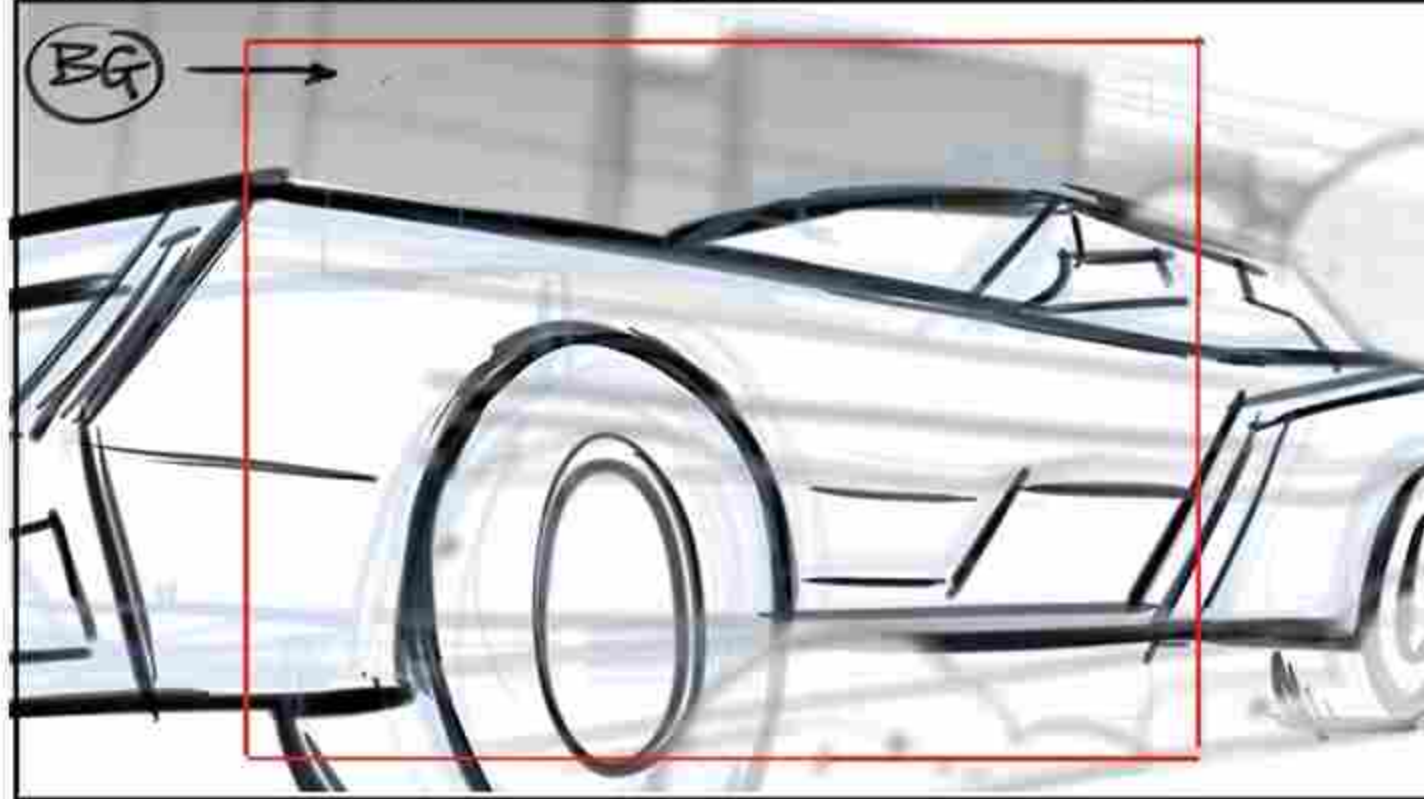
Dial:

Slug:

Trans:

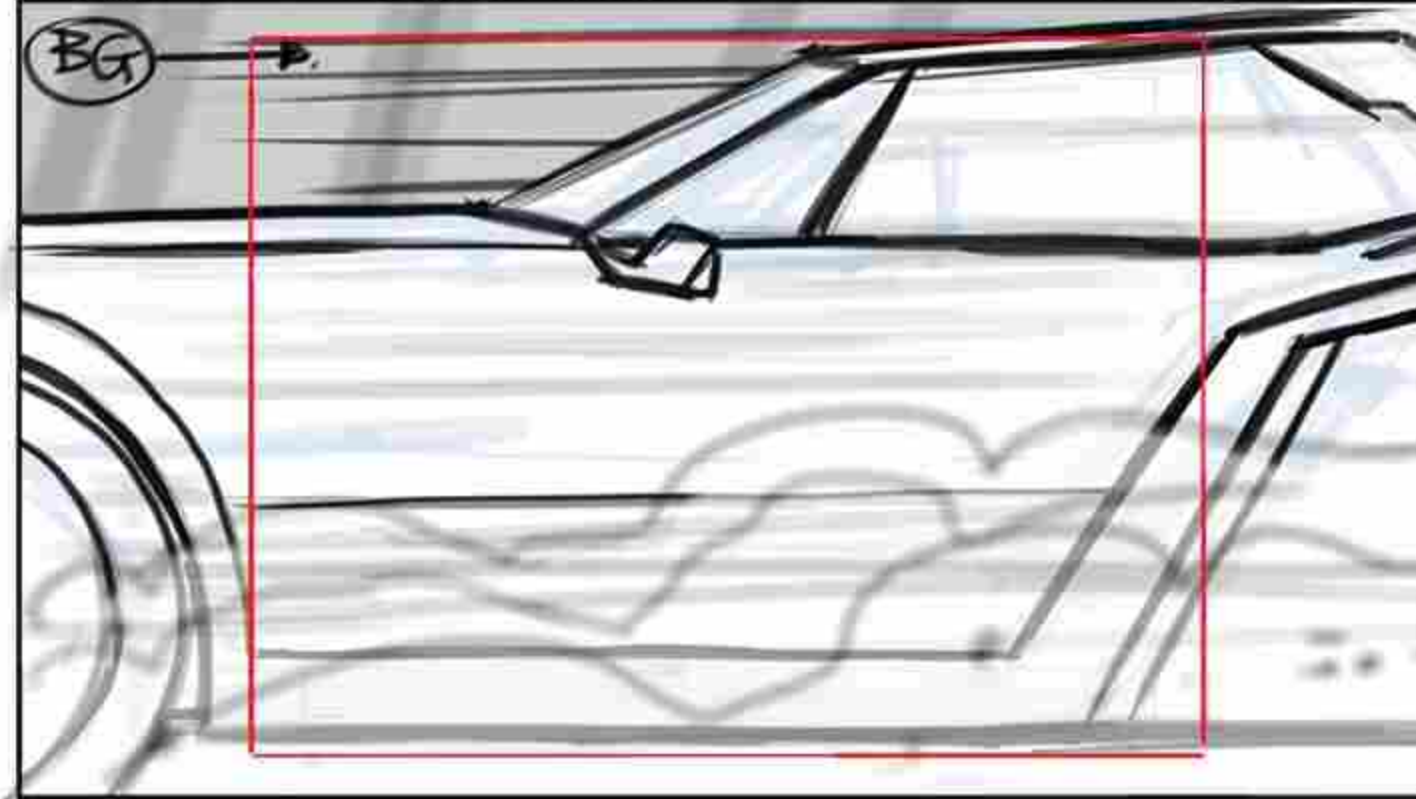
Scene: CONTD Panel: 4

BG:



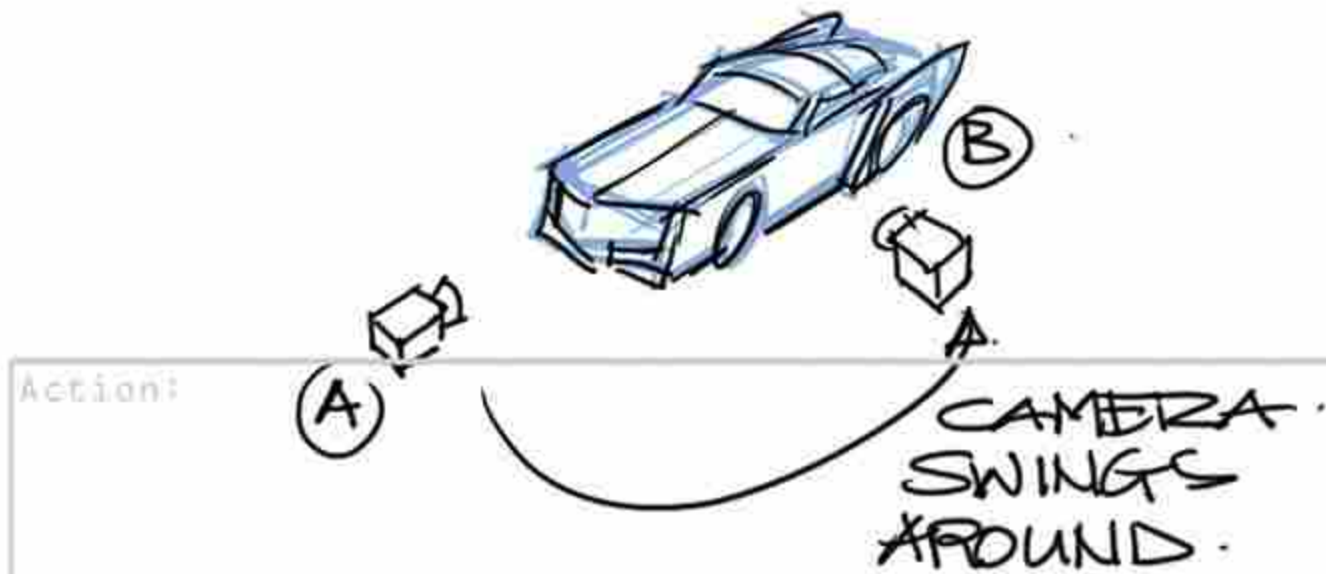
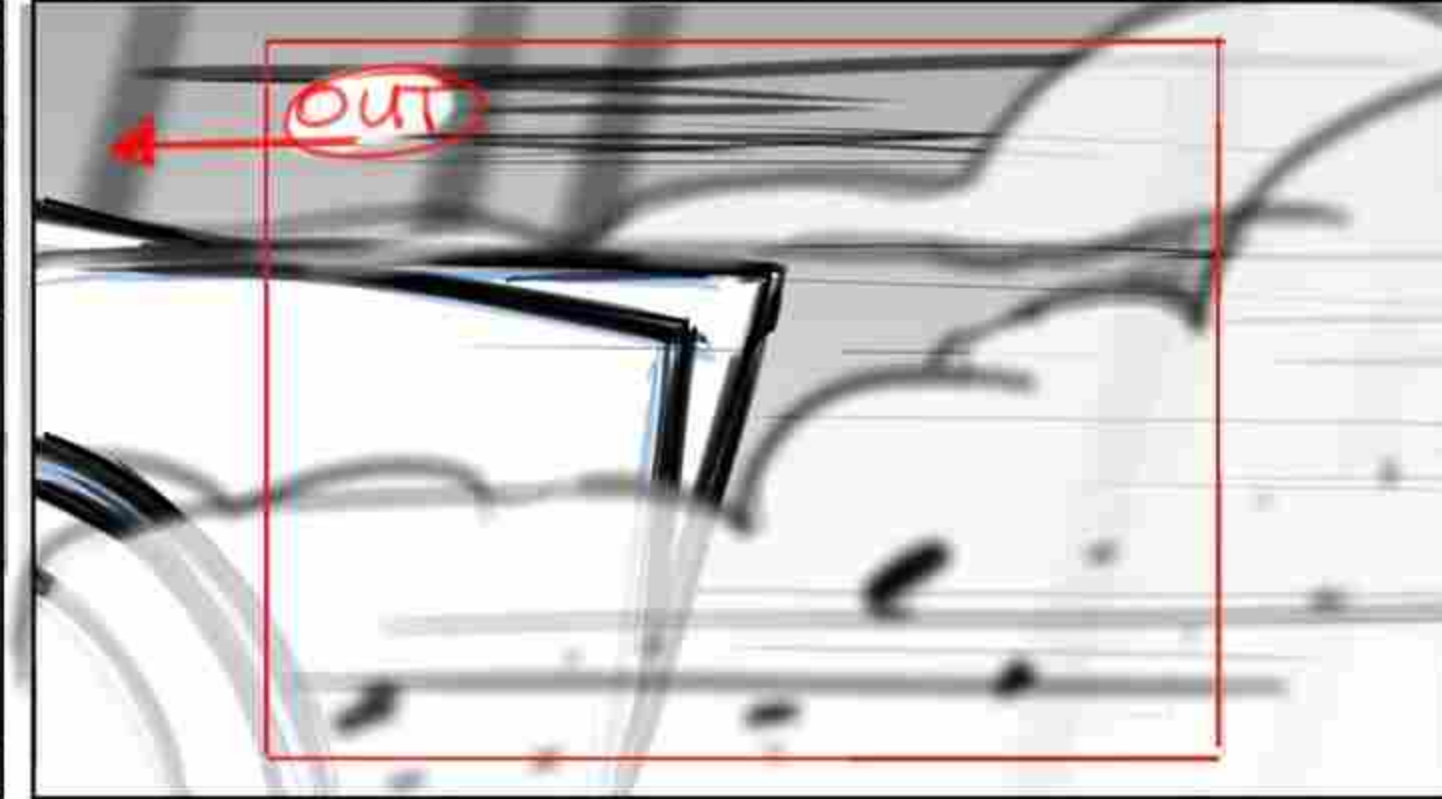
Scene: CONTD Panel: 5

BG:



Scene: CONTD Panel: 6

BG:



Action:

Action:

Action:

BLUR BG CONTINUES TO PAN AS THE CAMERA SWINGS AROUND AND CLOSER TO BB.

BB GAINS OUT.

EFX: (DUST/SMOKE)

Dial:

Dial:

Dial:

Slug:

Trans:

Slug:

Trans:

Slug:

Trans:

Scene: CONTD Panel: 7

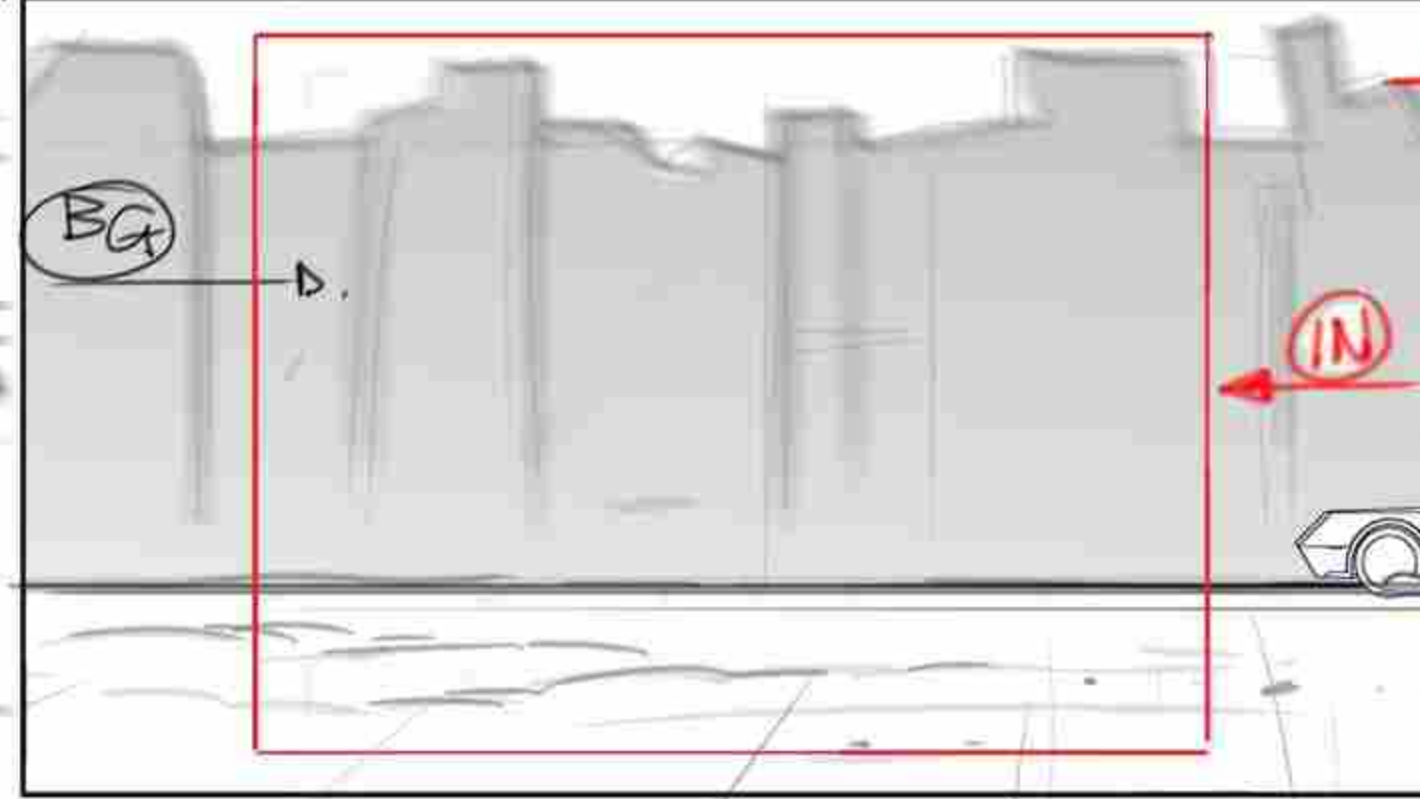
BG:



CUT

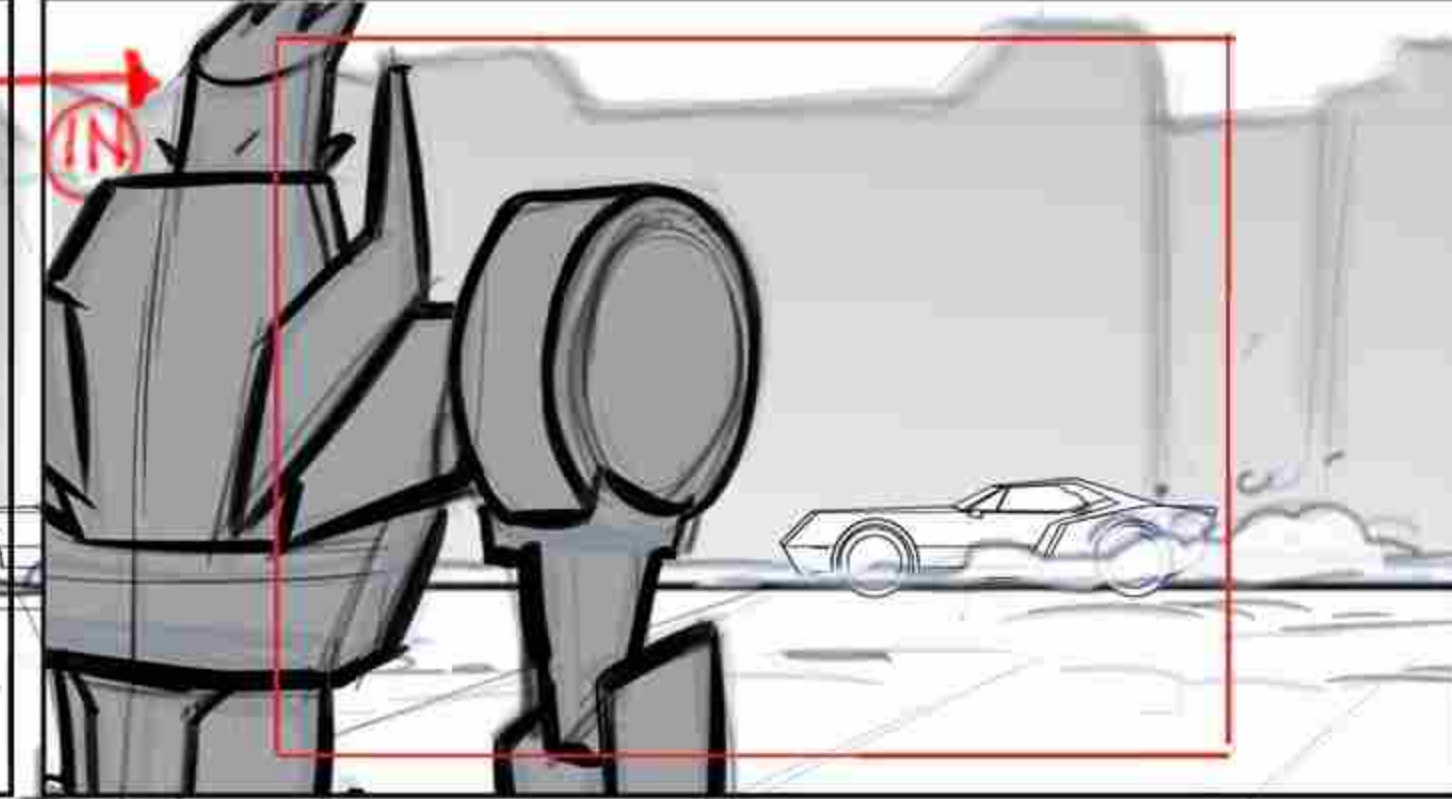
Scene: Panel: 1

BG:



Scene: CONTD Panel: 2

BG:



Action:

ANGLE ON THE SCRAPYARD. BLUR PAN AS BUMBLEBEE
ROARS INTO SCENE.

EFX: (DUST/SMOKE)

Dial:

Dial:

Slug:

Trans:

Slug:

Trans:

Action:

PAN SIDESWIPE INTO SCENE AS BB GAINS IN.

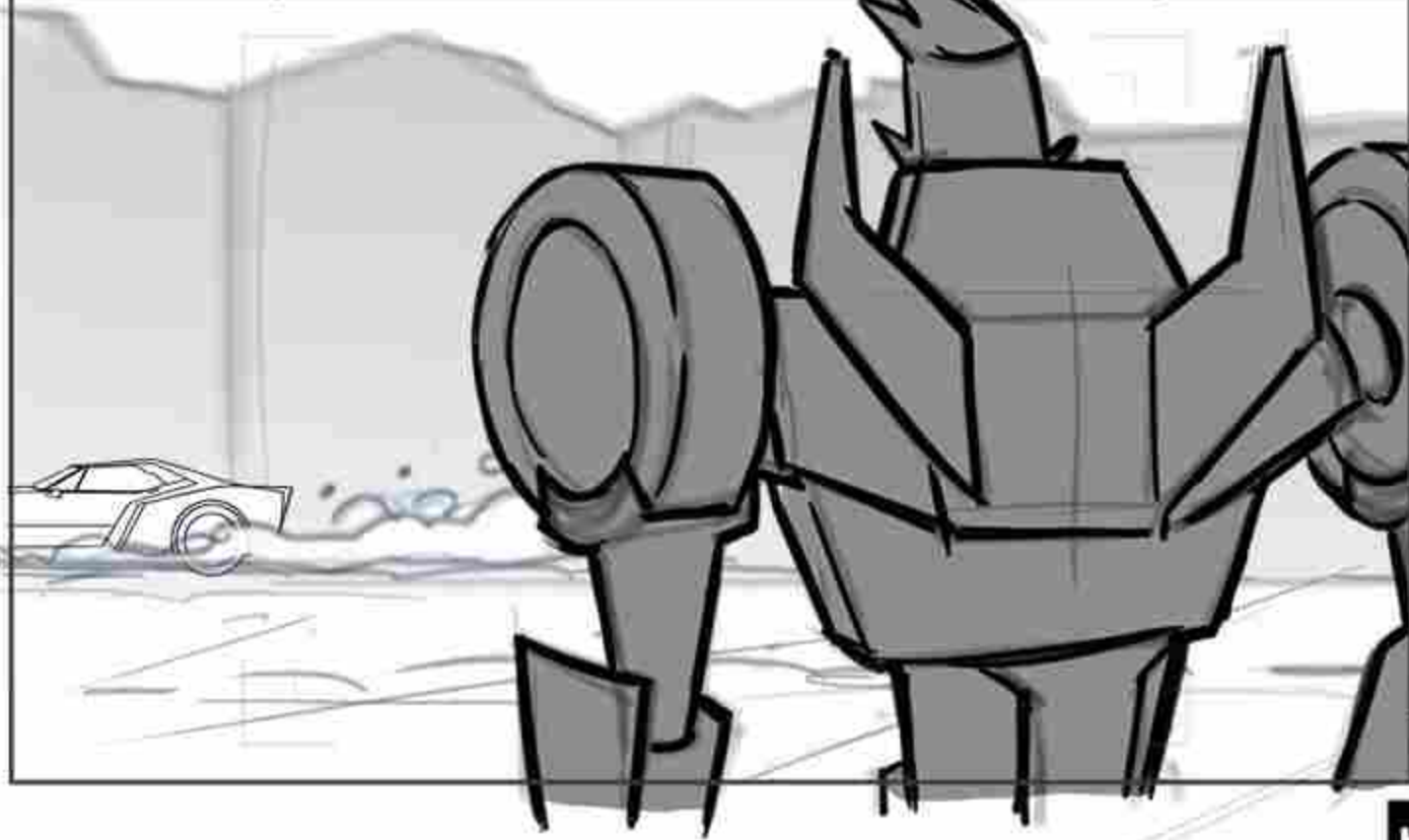
Dial:

Slug:

Trans:

Scene: CONTD Panel: 3

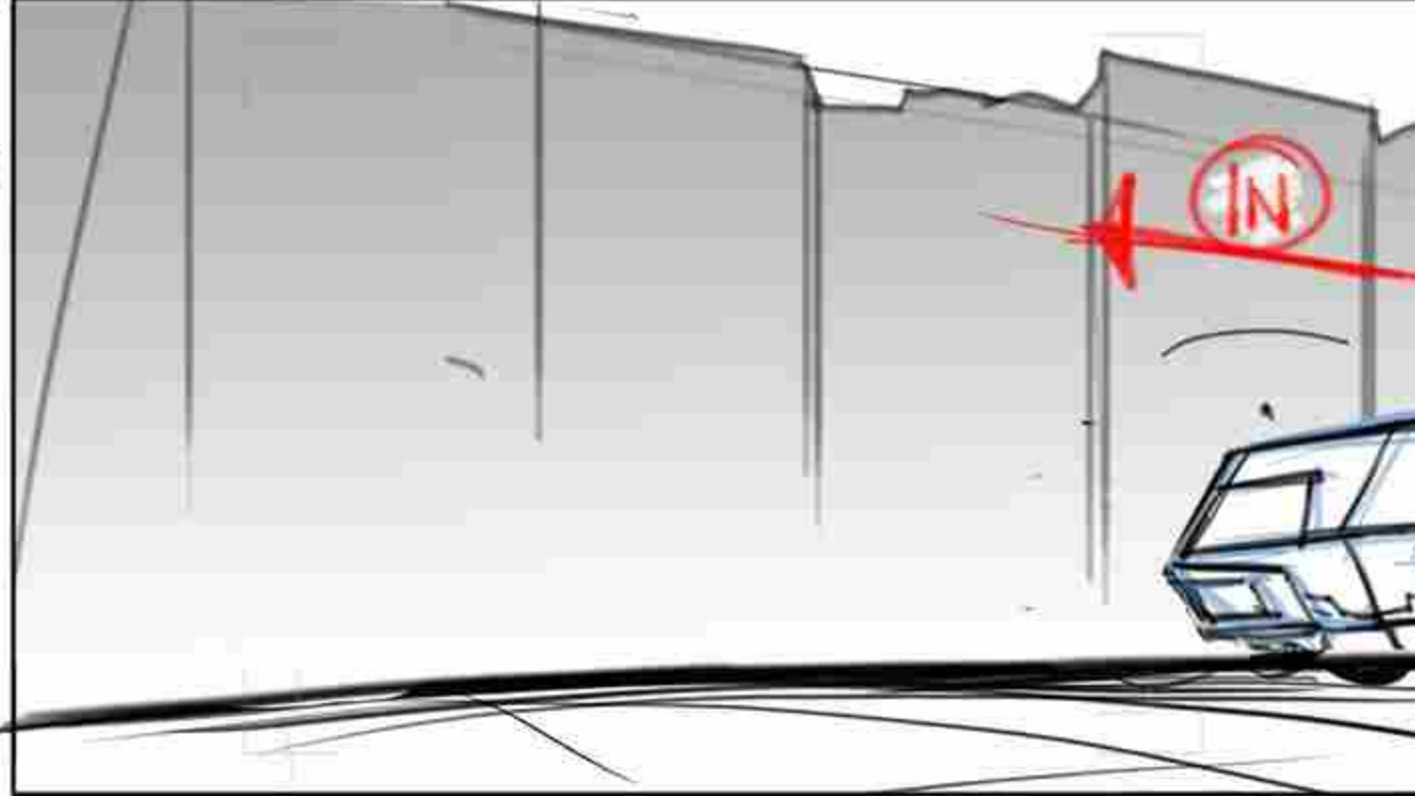
BG:



CUT

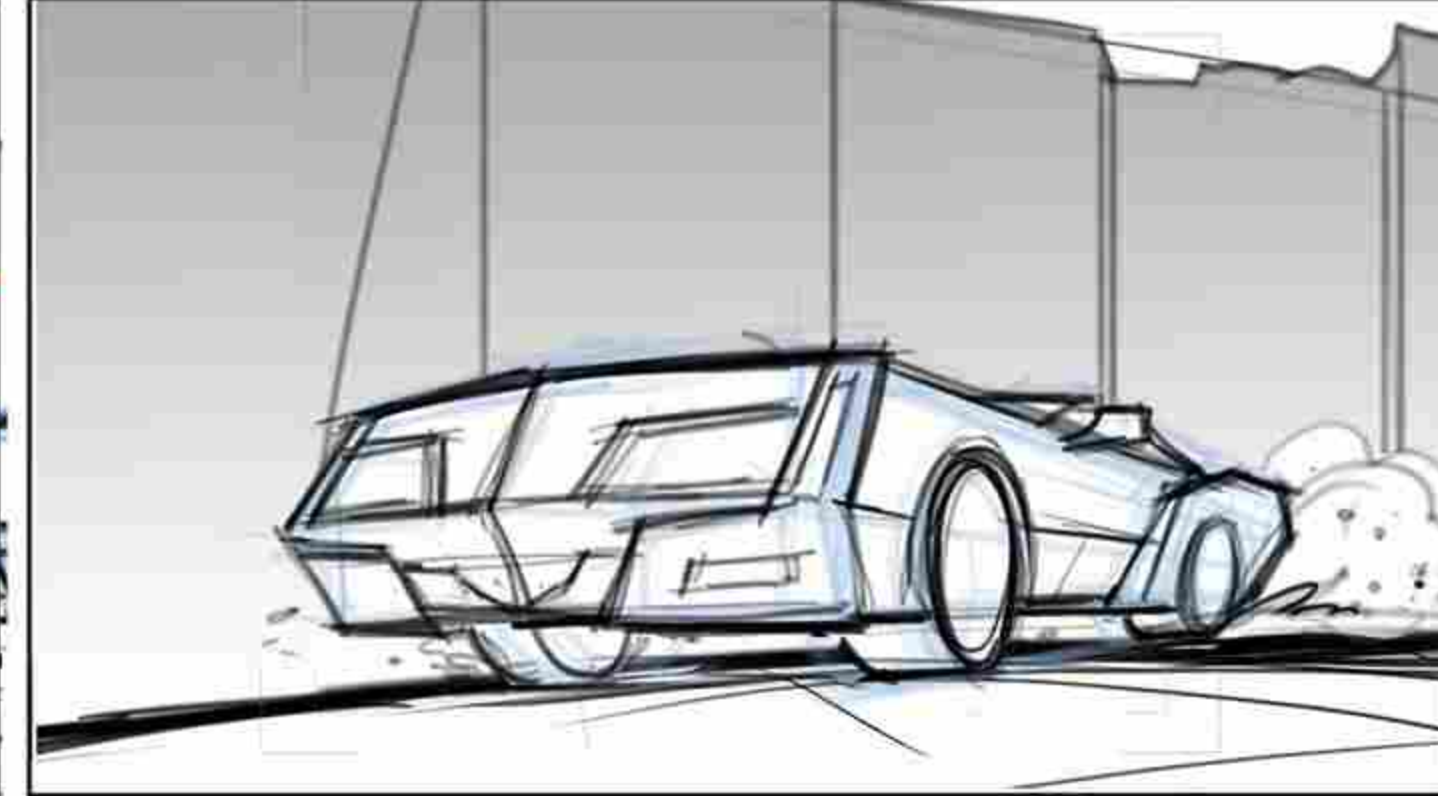
Scene: Panel: 1

BG:



Scene: CONTD Panel: 2

BG:



HU

Action:

STOP ALL ART PAN AS BB EXITS SCENE.

Dial:

Slug:

Trans:

Action:

ANOTHER ANGLE ON SCRAPYARD. BUMBLEBEE RACES IN.

(EFX: (DUST/SMOKE)

Dial:

Slug:

Trans:

Action:

START PAN AS BB ROARS IN.

Dial:

Slug:

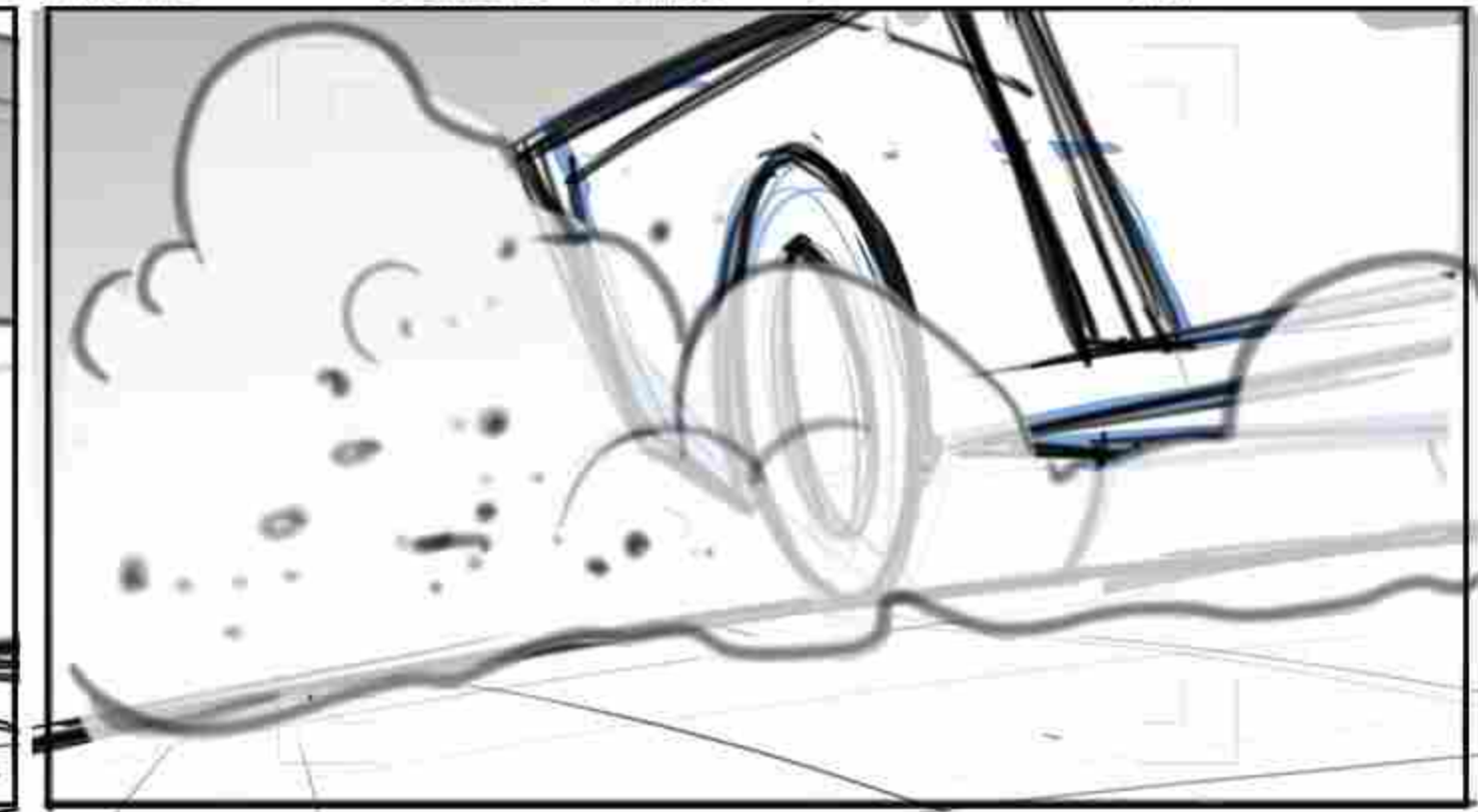
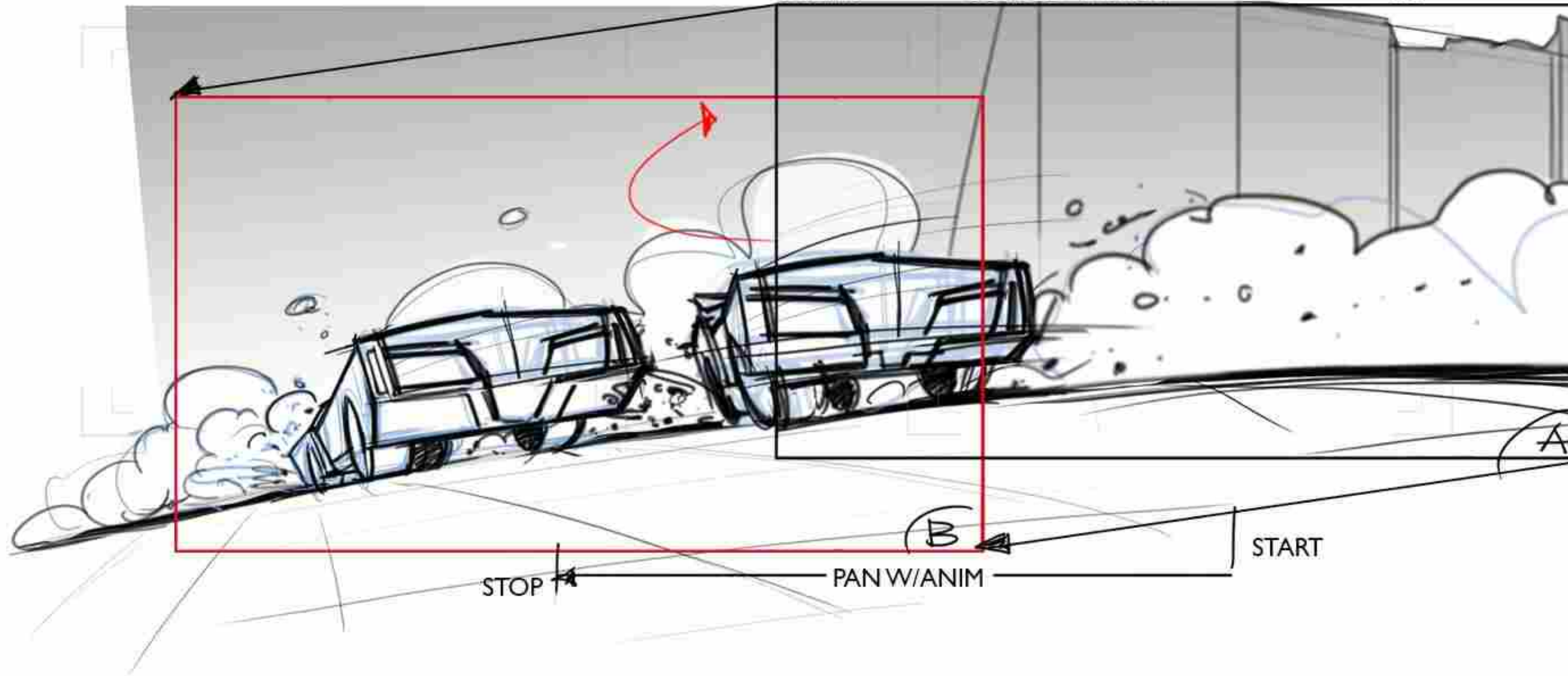
Trans:

Scene: CONTD Panel: 3

BG:

Scene: CONTD Panel: 4

BG:



Action:

Action:

Action:

PAN W/ ACTION AS BB SKIDS AROUND AND...

...RACES TO CAMERA.

EFX: (DUST/ SMOKE)

Dial:

Dial:

Dial:

Slug:

Trans:

Slug:

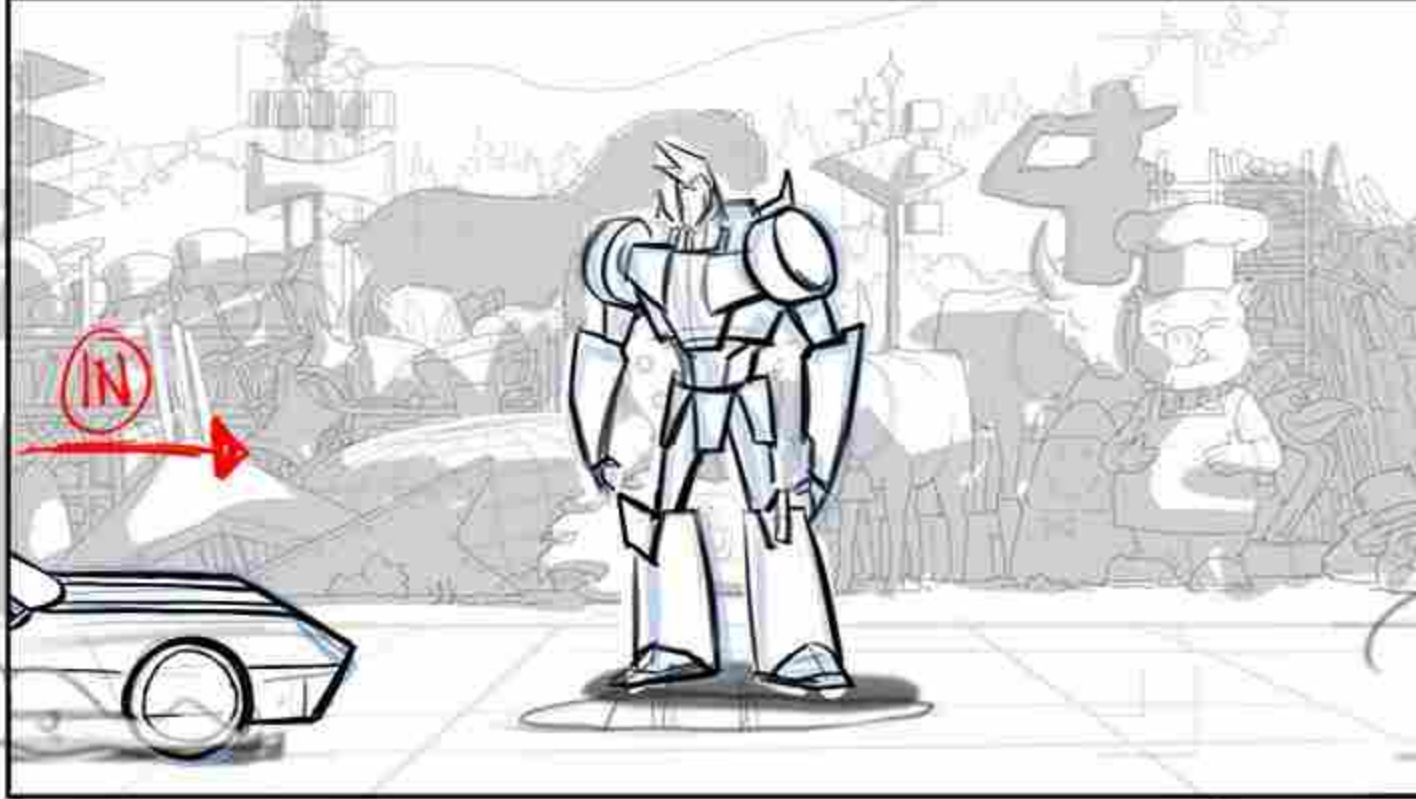
Trans:

Slug:

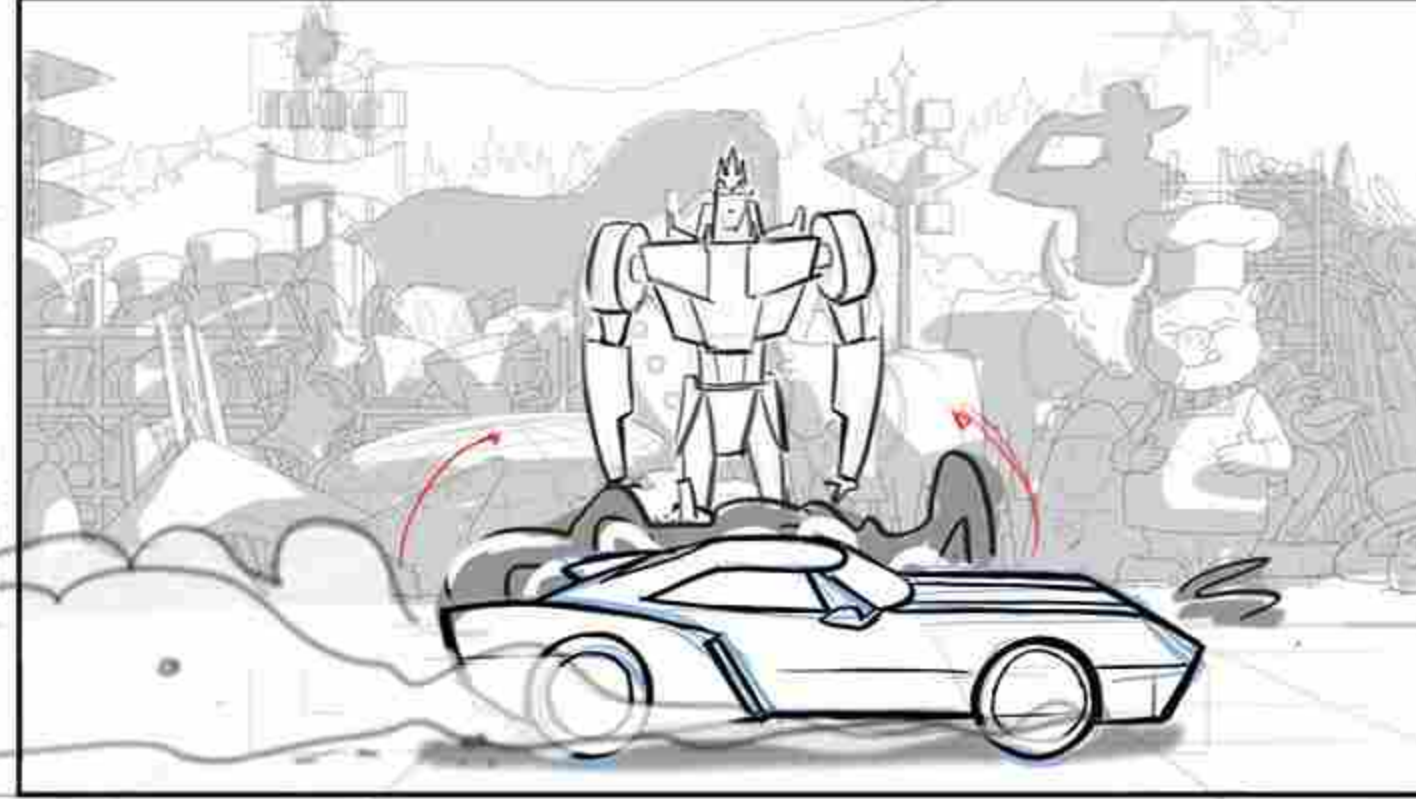
Trans:



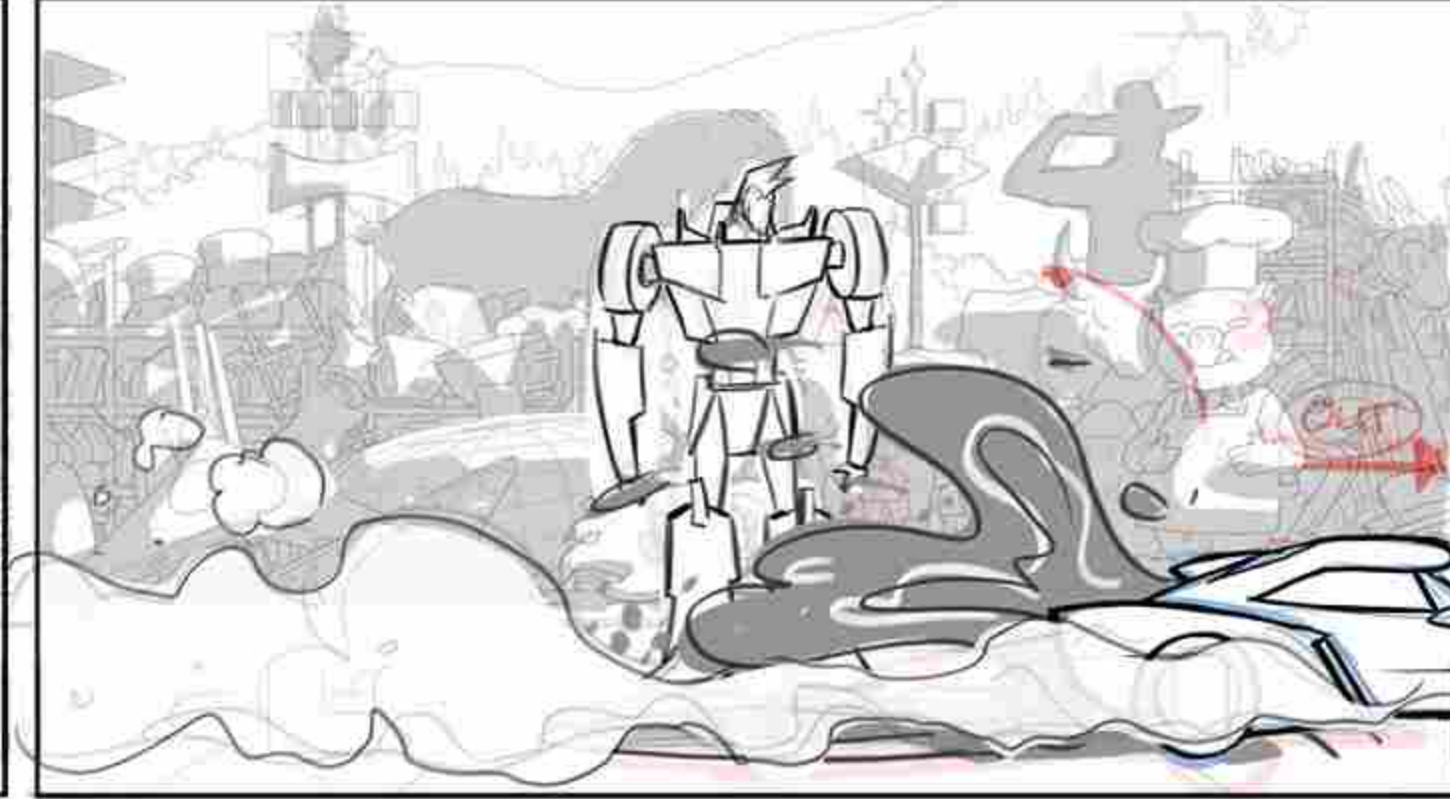
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

WIDE ON SIDESWIPE. BUMBLEBEE RACES THROUGH SCENE.

EFX: (DUST/SMOKE, SHADOW, MUDDY WATER)

Dial:

Slug:

Trans:

Action:

BB SPLASHES THROUGH THE MUDDY PUDDLE AT SIDESWIPES FEET.

Dial:

Slug:

Trans:

Action:

BB <ZOOMS> OFF-SCREEN,
<LAUGHING> OBNOXIOUSLY.

Dial:

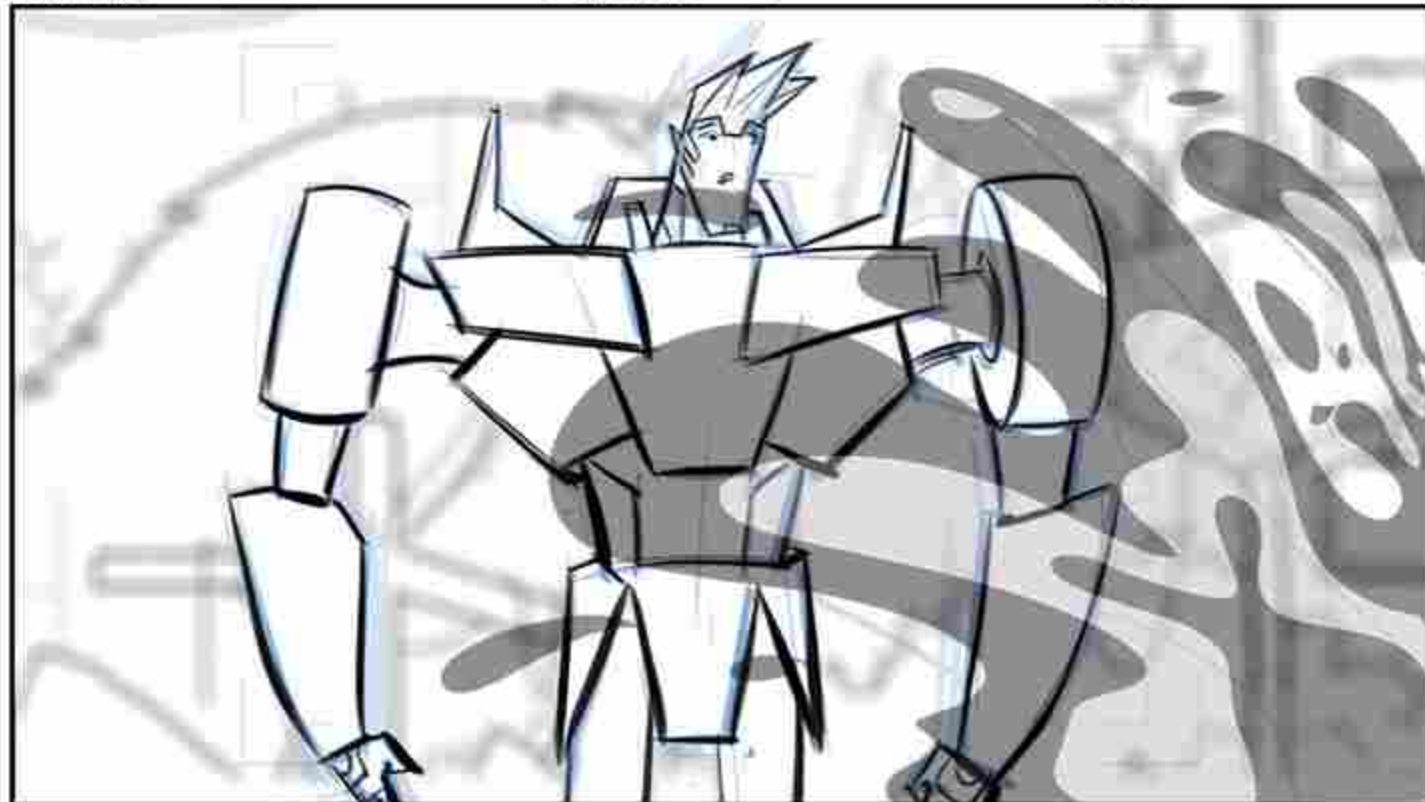
BUMBLEBEE: < OBNOXIOUS.>
LAUGHING

Slug:

Trans:

CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



CUT

Scene: Panel: 1 BG:



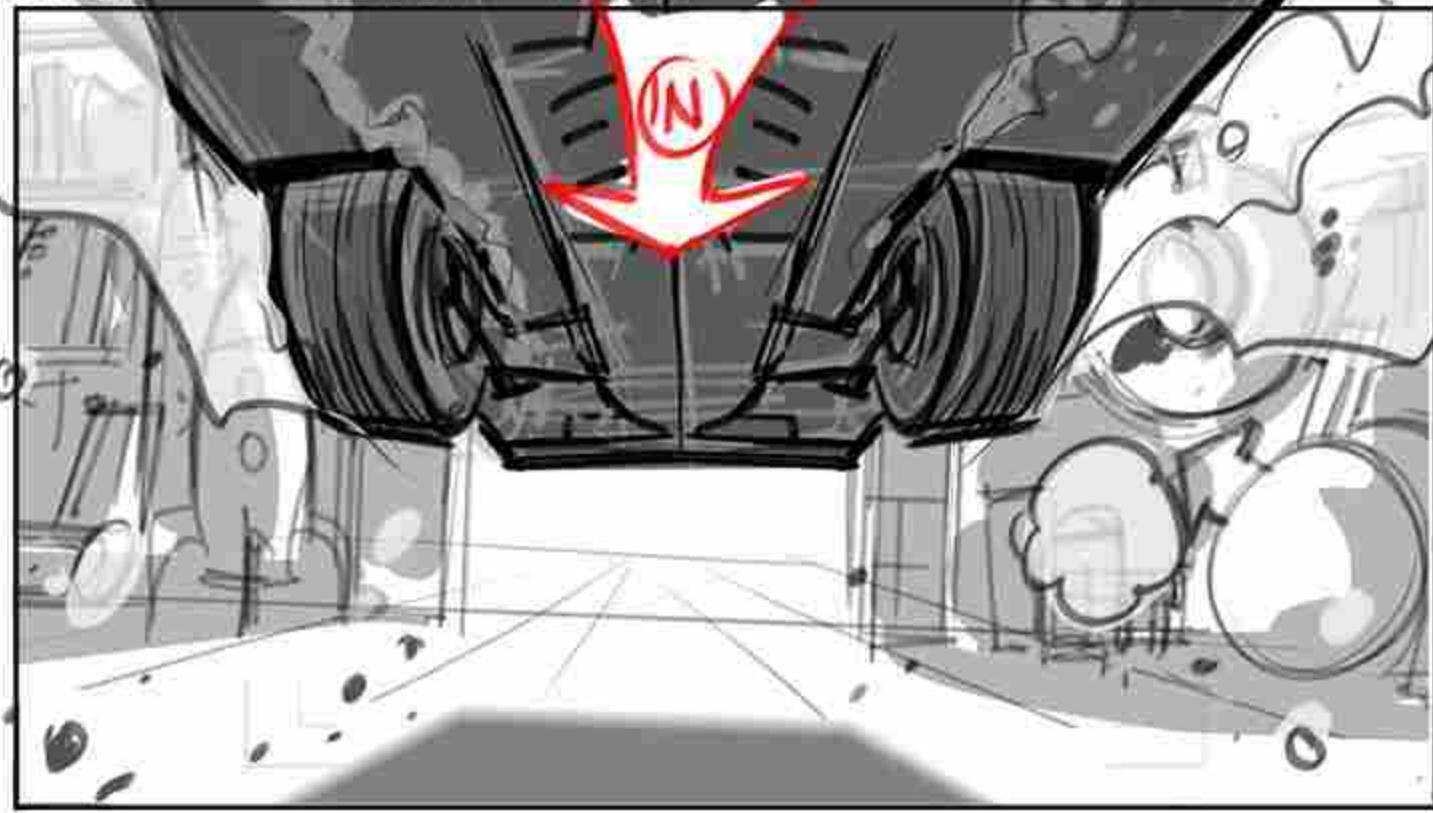
HU

Action:	
CLOSER ON SIDESWIPE....A WAVE OF MUDDY WATER SPLASHES IN.	
EFX: (MUDDY WATER)	
Dial:	
Slug:	Trans:

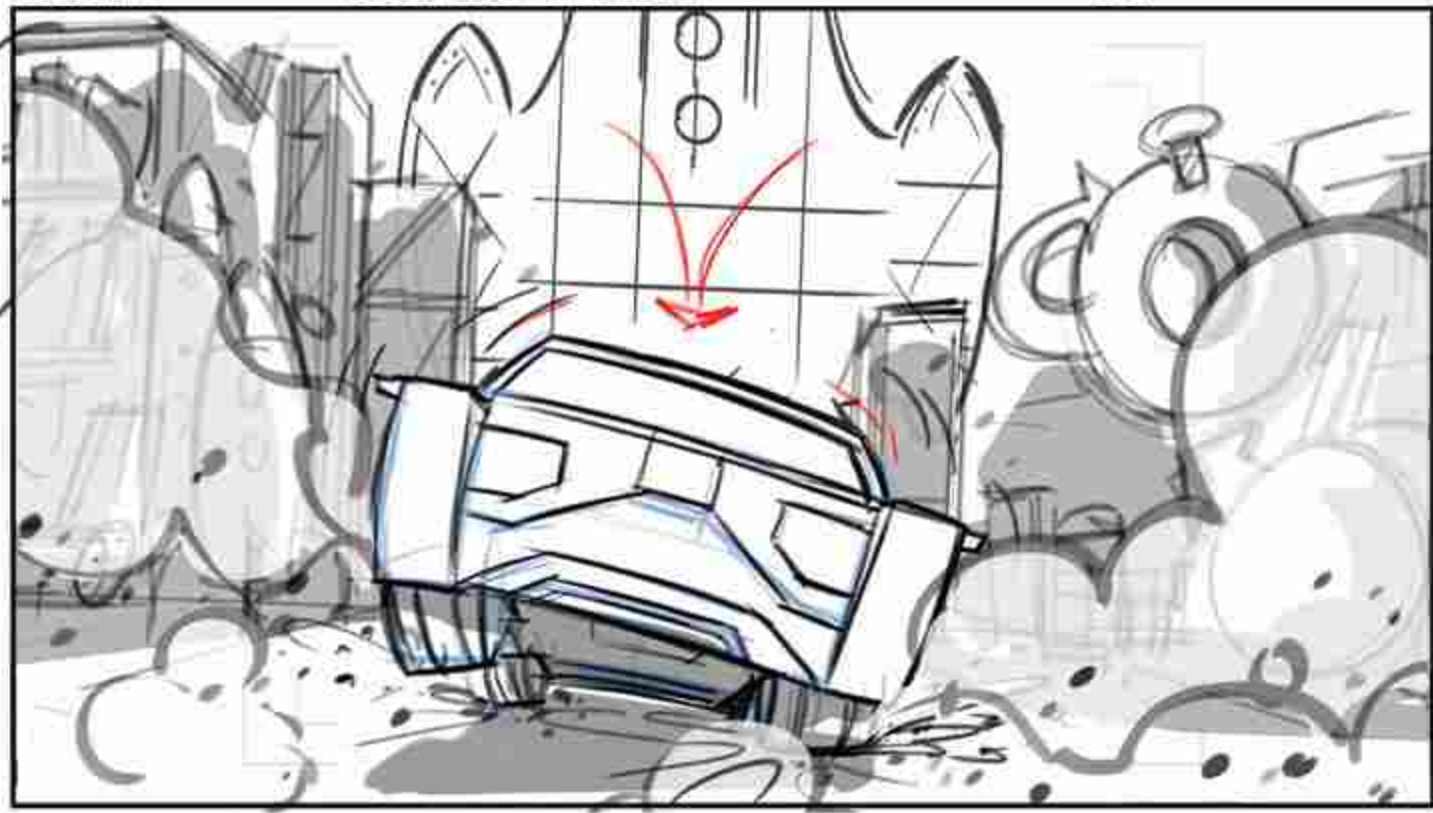
Action:	
SPLOOSH !	
Dial:	
Slug:	Trans:

Action:	
EXT./INT. SCRAPYARD - GATEWAY.	
Dial:	
Slug:	Trans:

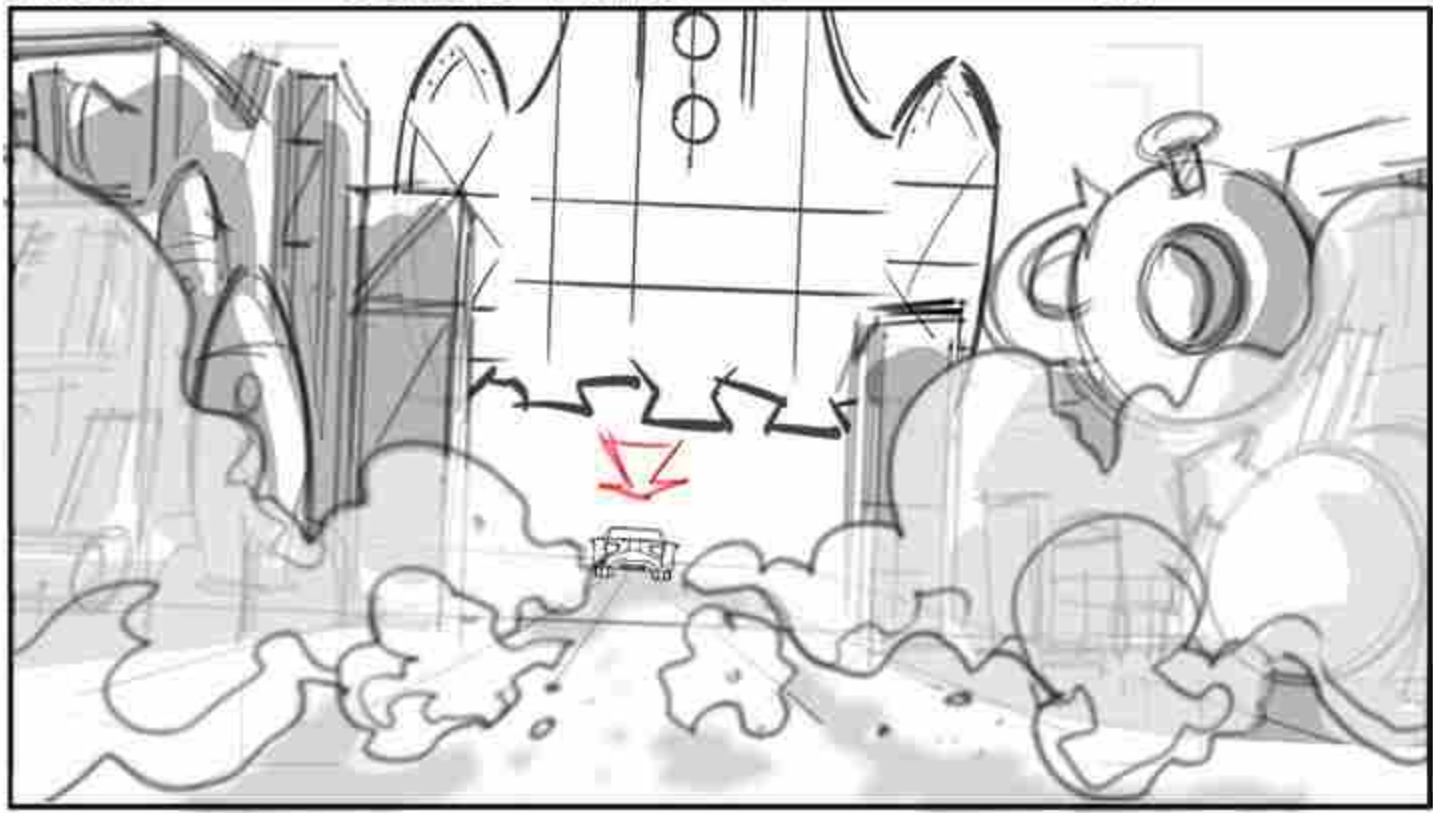
Scene: CONTD Panel: **1** BG:



Scene: CONTD Panel: **2** BG:



Scene: CONTD Panel: **3** BG:



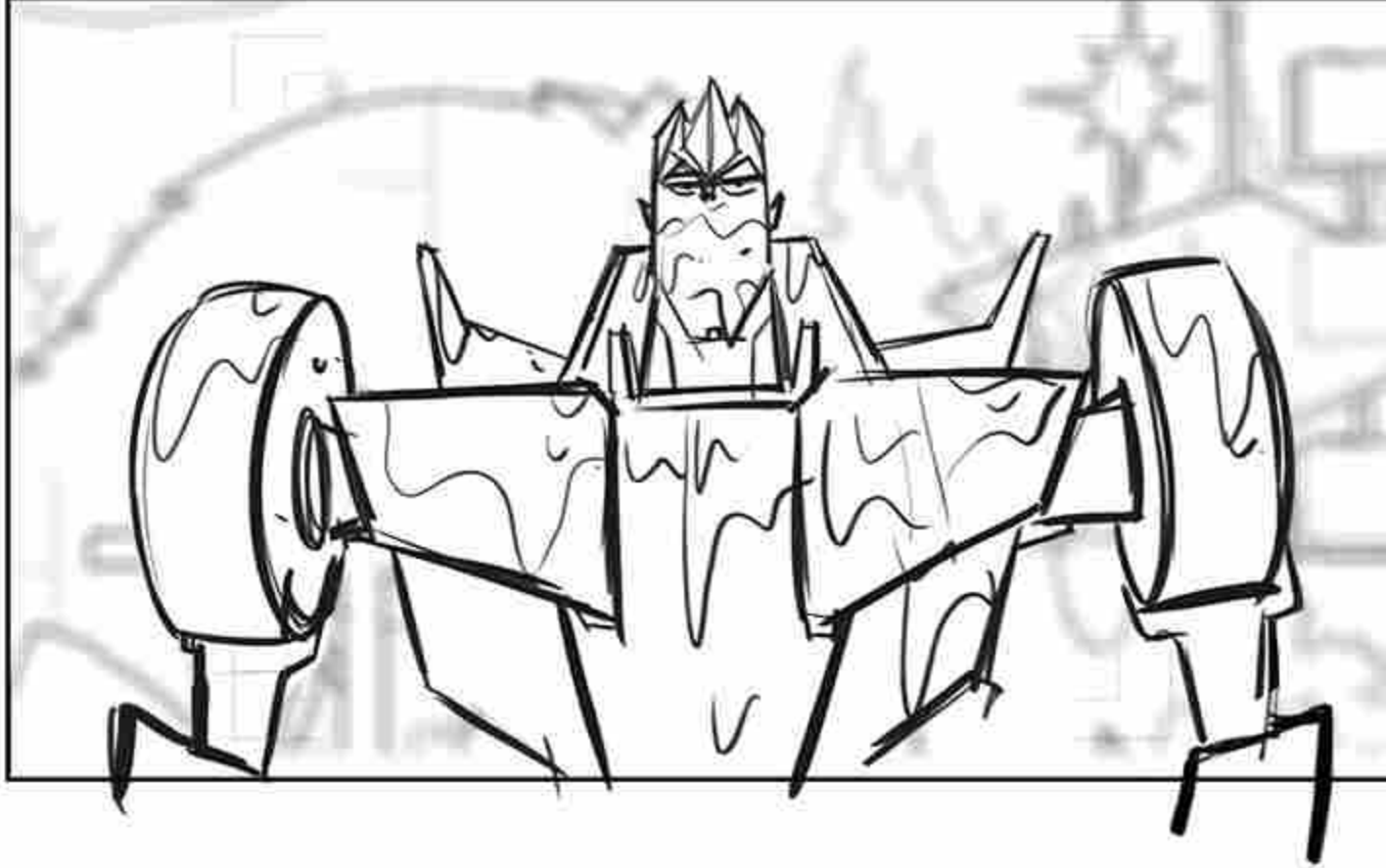
Action:	
BB <ZOOMS> IN OVER CAMERA. <LAUGHING> OBNOXIOUSLY.	
EFX: (DUST/SMOKE)	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

CUT

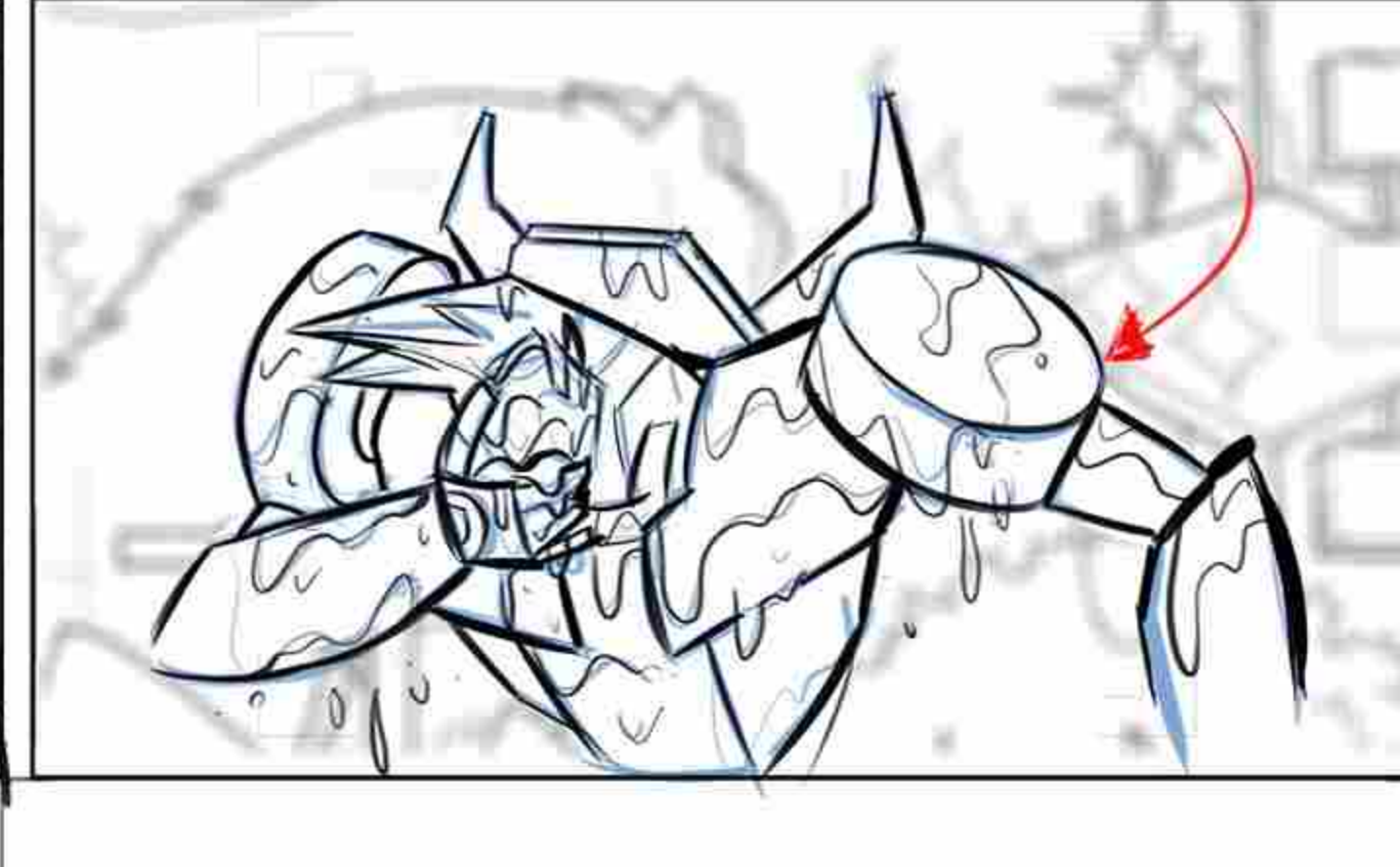
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

CLOSE ON A MUDDY-WATERED COVERED SIDESWIPE.

EFX: (MUDDY WATER)

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

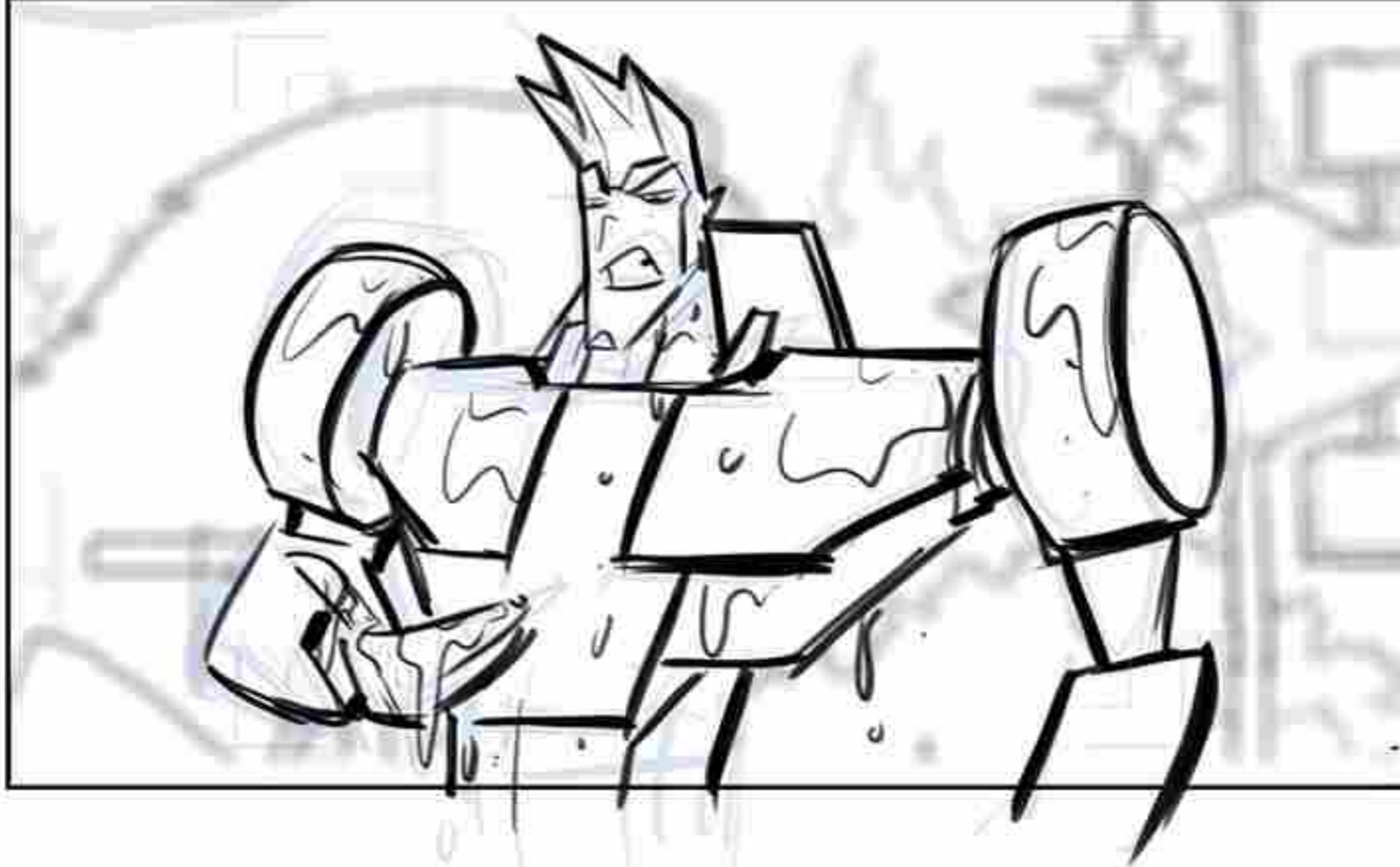
Action:

Dial:

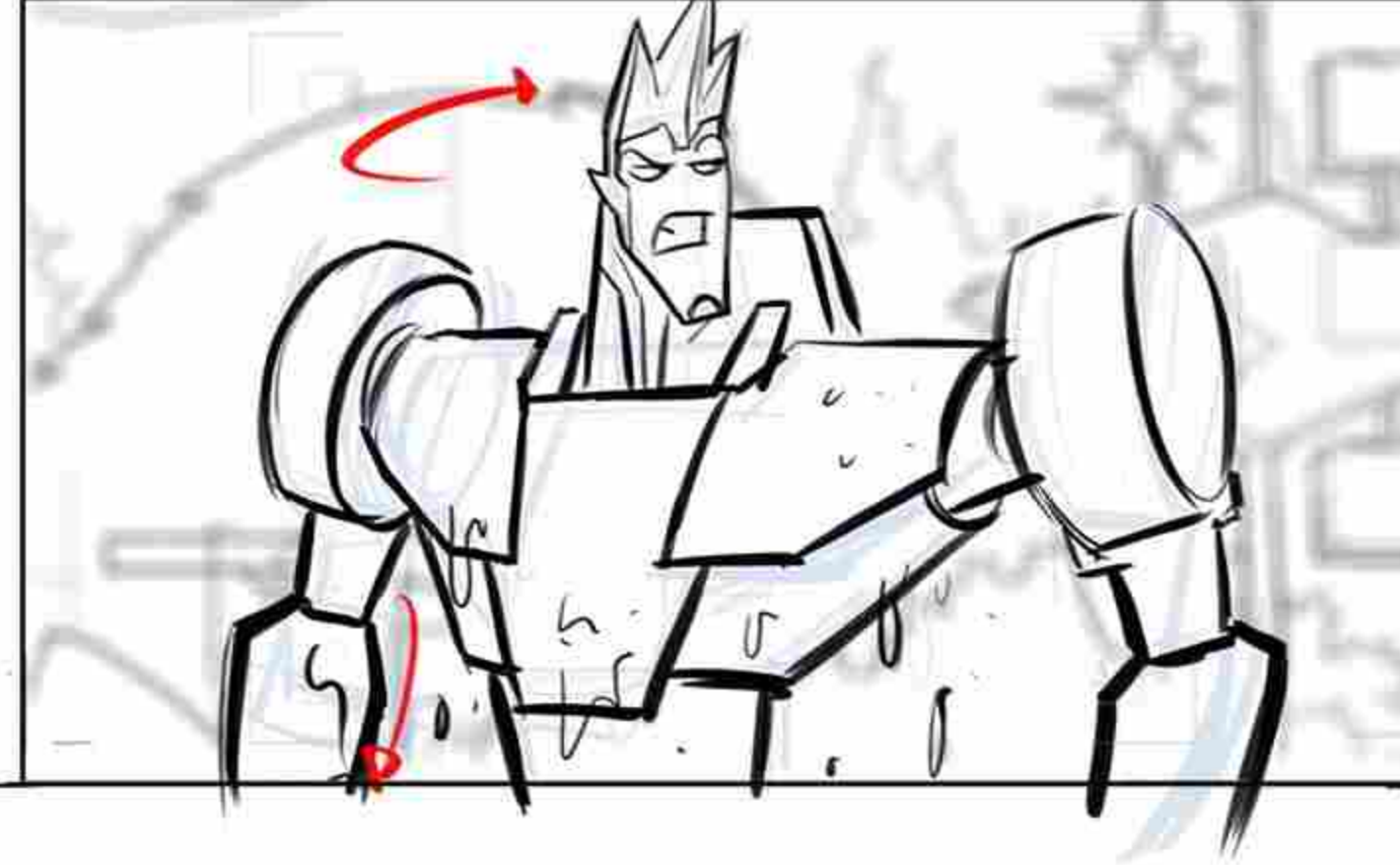
Slug:

Trans:

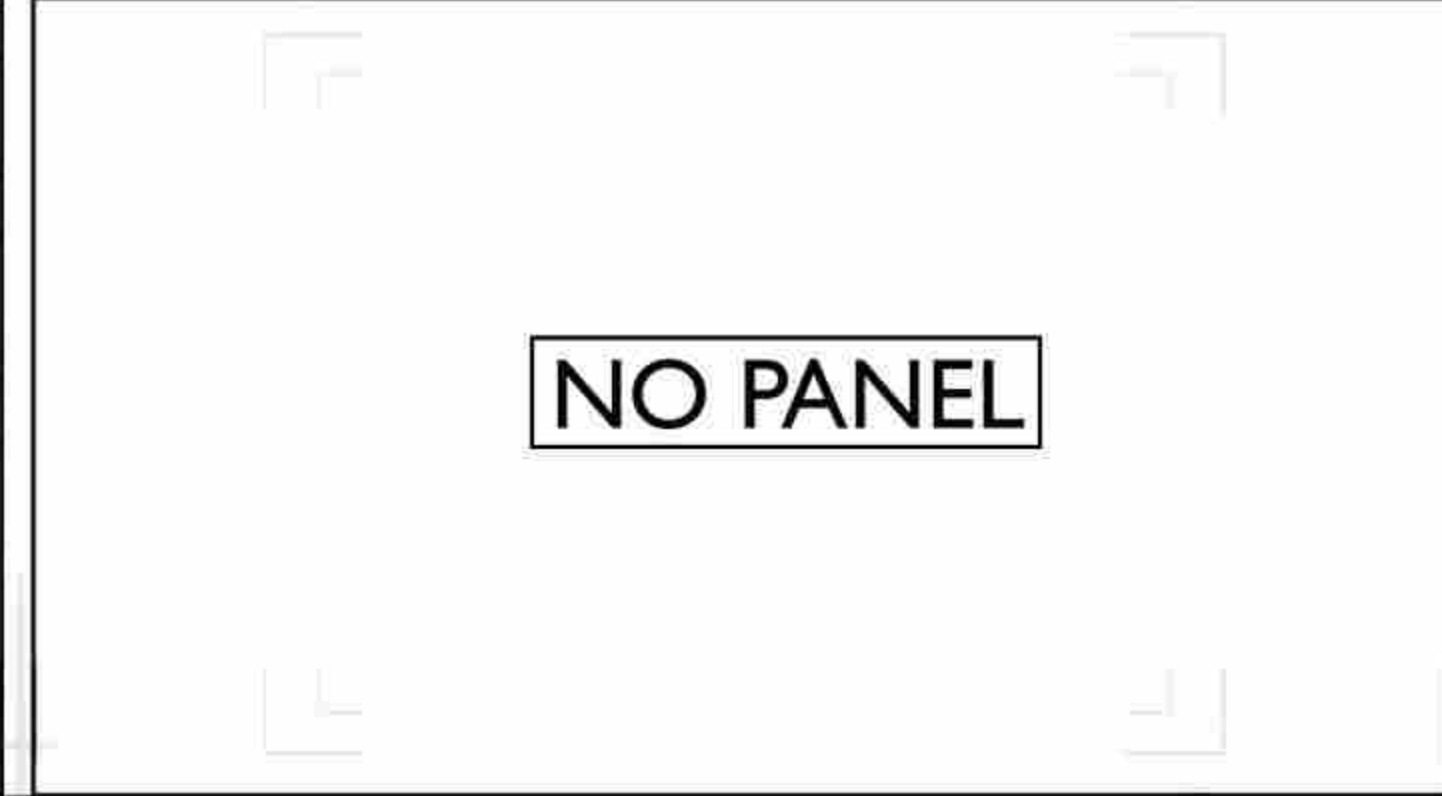
Scene: Panel: 4 BG:



Scene: Panel: 5 BG:



Scene: Panel: BG:



Action:

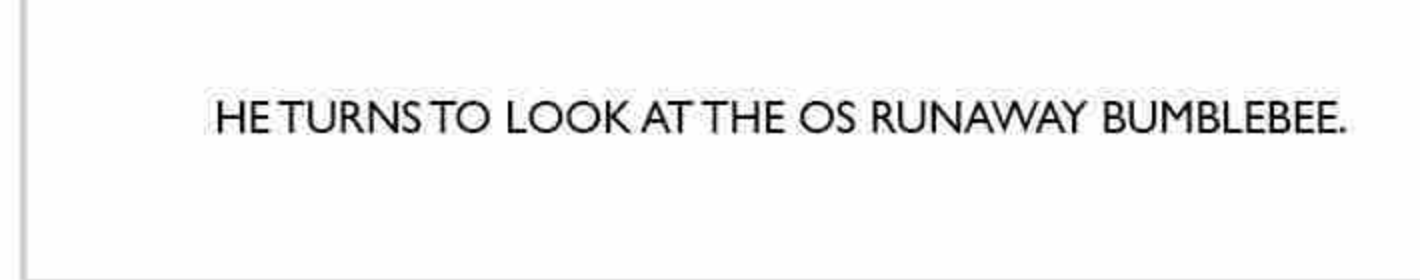


Dial: 90 SIDESWIPE
(THROUGH GRITTED TEETH)
WE NEED TO GET THAT BOT....

Slug: Trans:



Action:



Dial: 90 SIDESWIPE (CONTD)
...TO SIT STILL AND BE QUIET. NOW.

Slug: Trans:



Action:



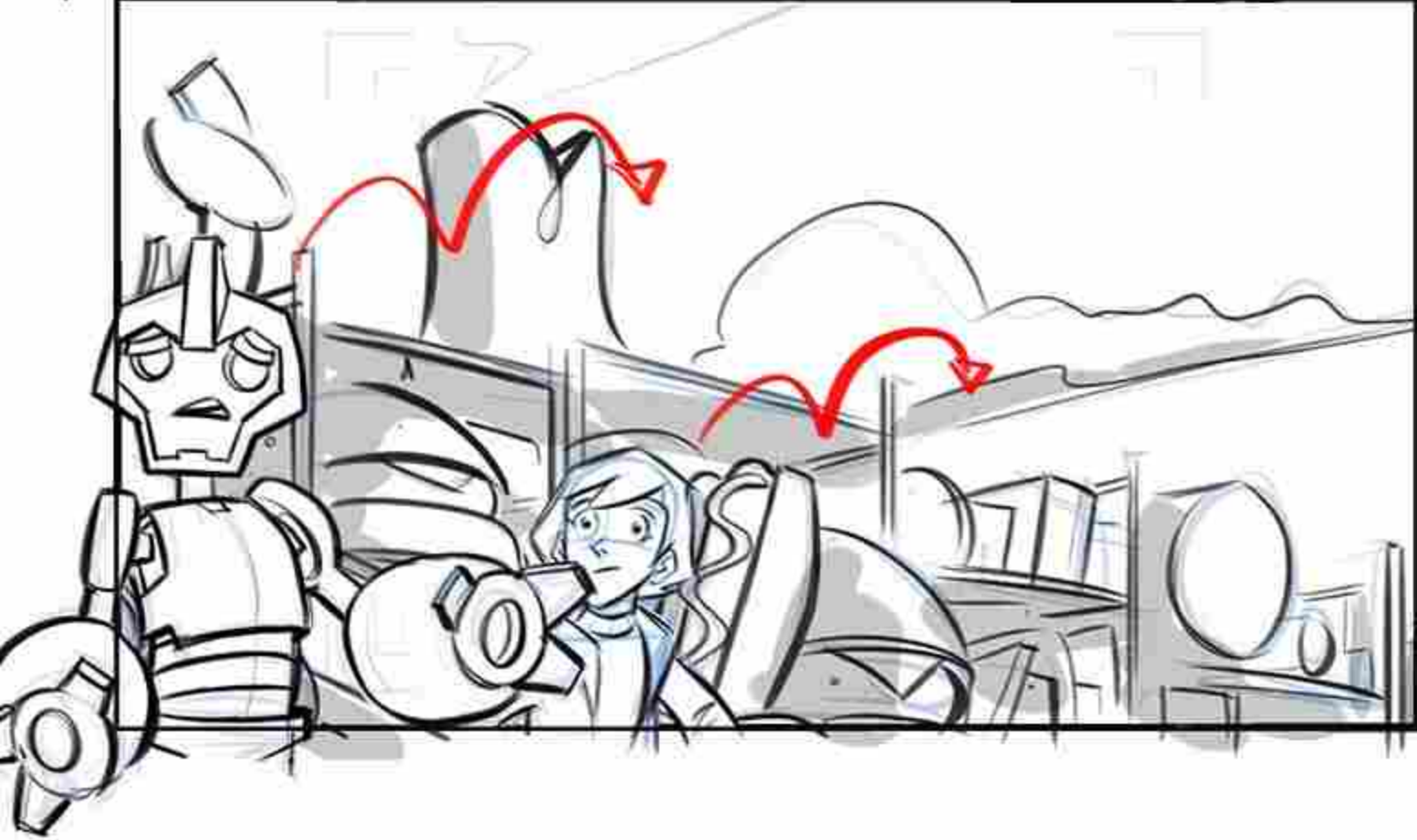
Dial:

Slug: Trans:

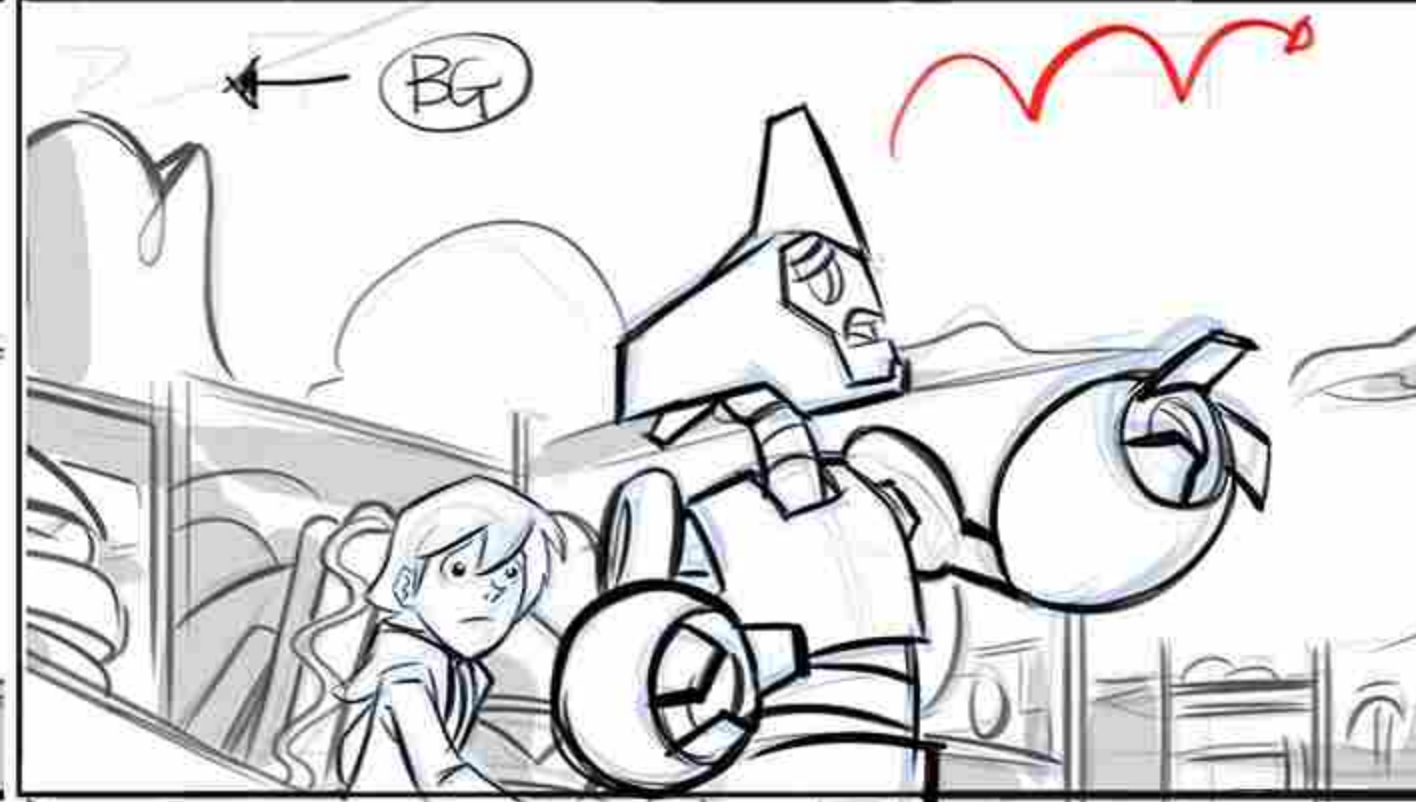


CUT

Scene: Panel: 1 BG:

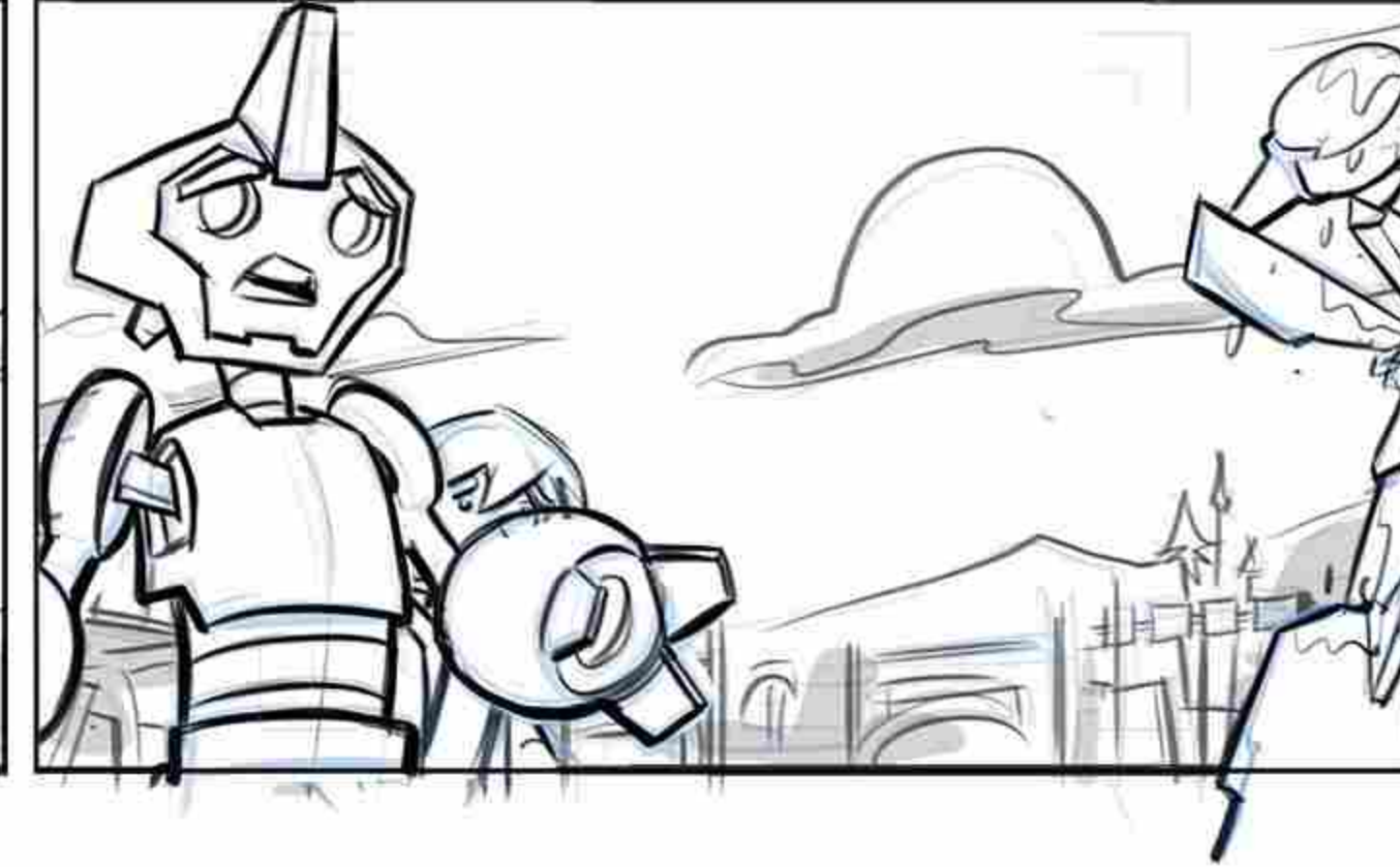


Scene: CONTD Panel: 2 BG:



START BG PAN
←

Scene: CONTD Panel: 3 BG:



Action:

ANGLE ON FIXIT AND RUSSELL. AS THEY STEP FORWARD ADJUST BG.

Dial:

91 FIXIT
THAT WILL BE DIFFICULT...

Slug:

Trans:

Action:

Dial:

91 FIXIT (CONTD)
..LIEUTENANT BUMBLEBEE CURRENTLY HAS THE ENERGY...

Slug:

Trans:

Action:

CONTINUE PAN, SLIDING SIDESWIPE IN.

Dial:

91 FIXIT (CONTD)
.....AND ATTITUDE OF AN EARTH CHILD....

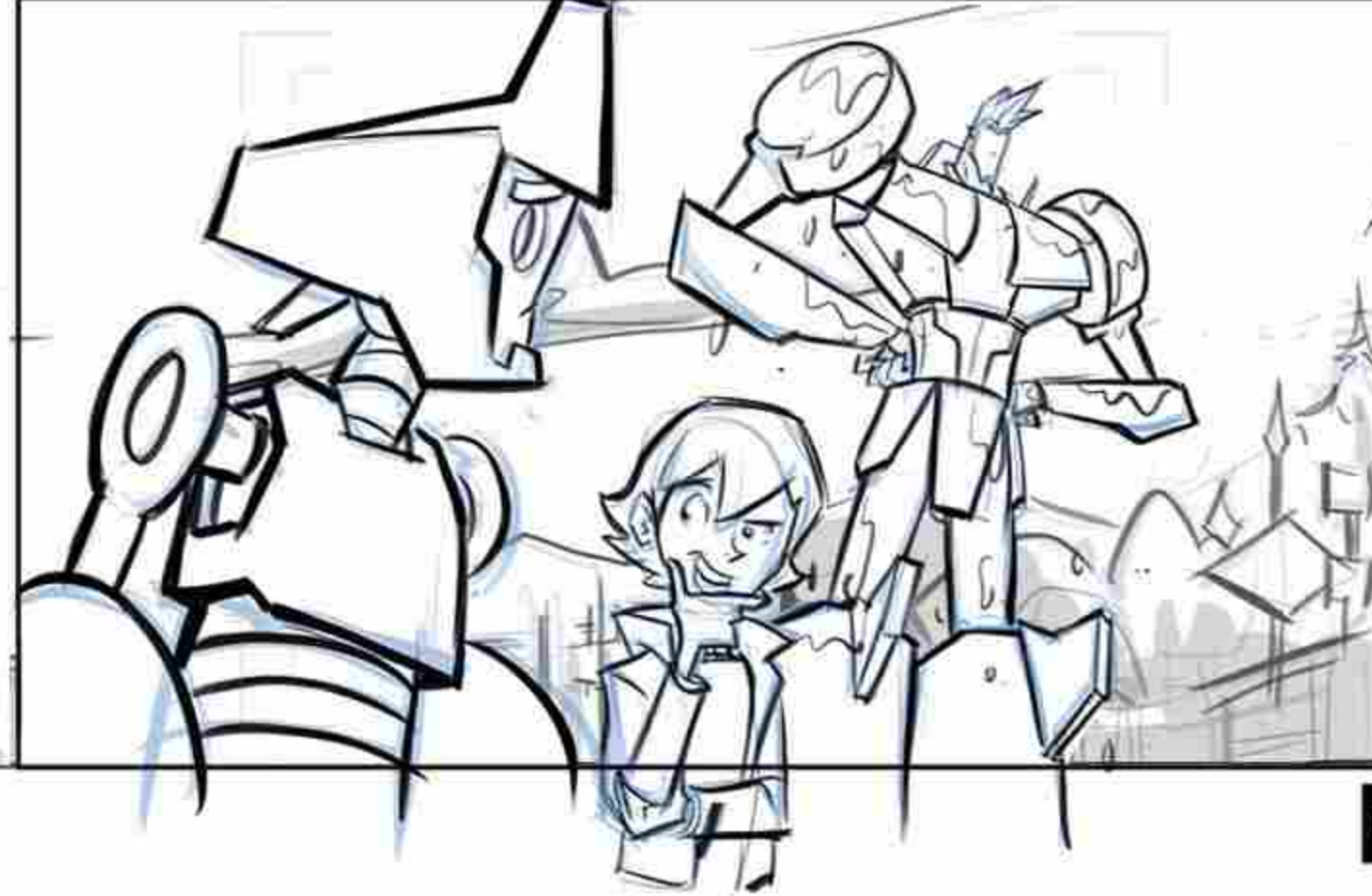
Slug:

Trans:

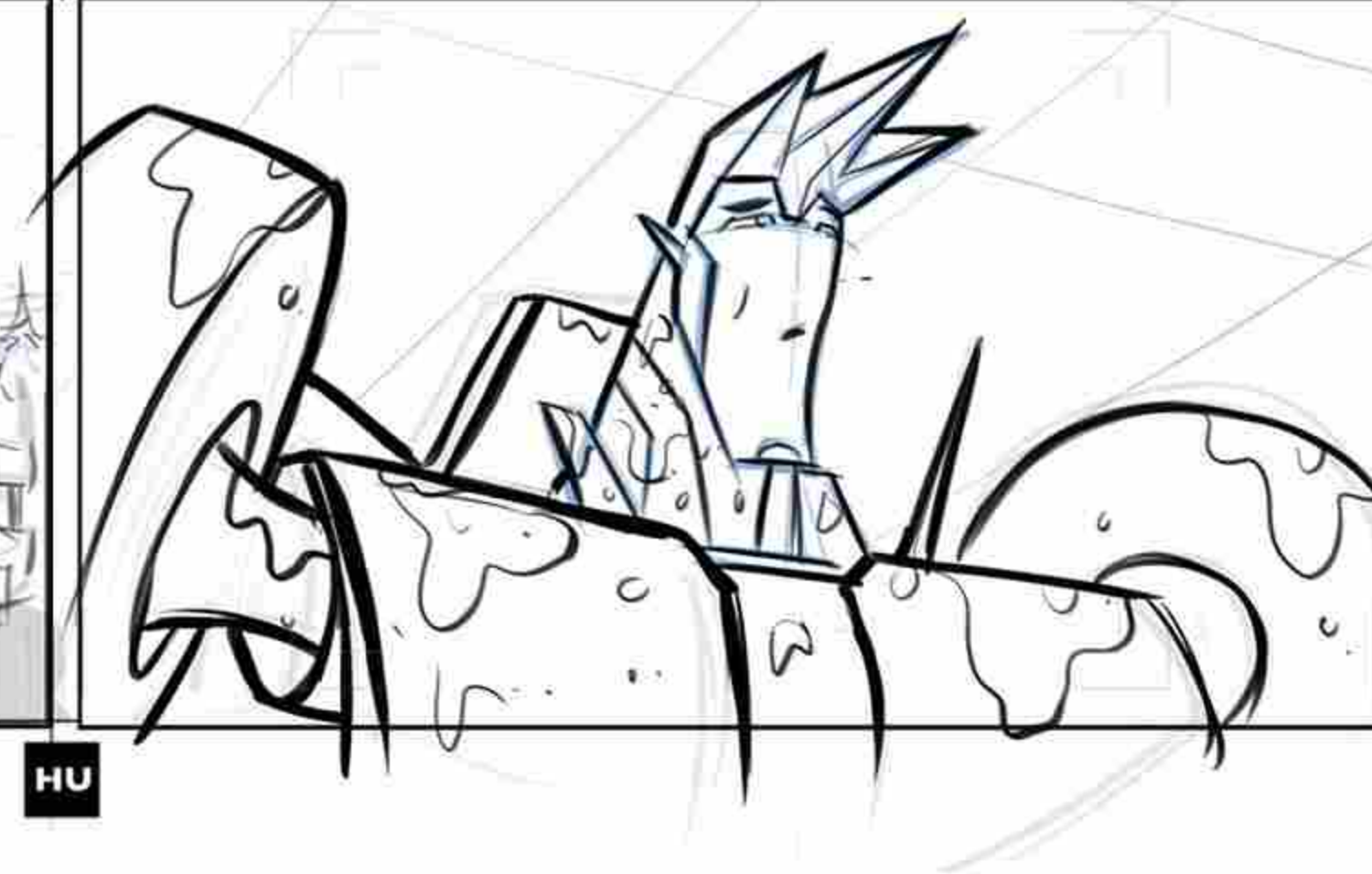
Scene: CONTD Panel: 4 BG:



Scene: CONTD Panel: 5 BG:



Scene: Panel: 1 BG:



Action:

STOP BG PAN.
RUSSELL SETTLES BESIDE FIXIT.

EFX: (DRIPS)

Dial:

91 FIXIT (CONTD)
..... EVEN YOUNGER THAN RUSSELL!

Slug:

Trans:

Action:

Dial:

92 RUSSELL
OKAY, SO HOW DID MY BABYSITTERS GET
ME TO SIT STILL...?

Slug:

Trans:

Action:

ANGLE ON SIDESWIPE.

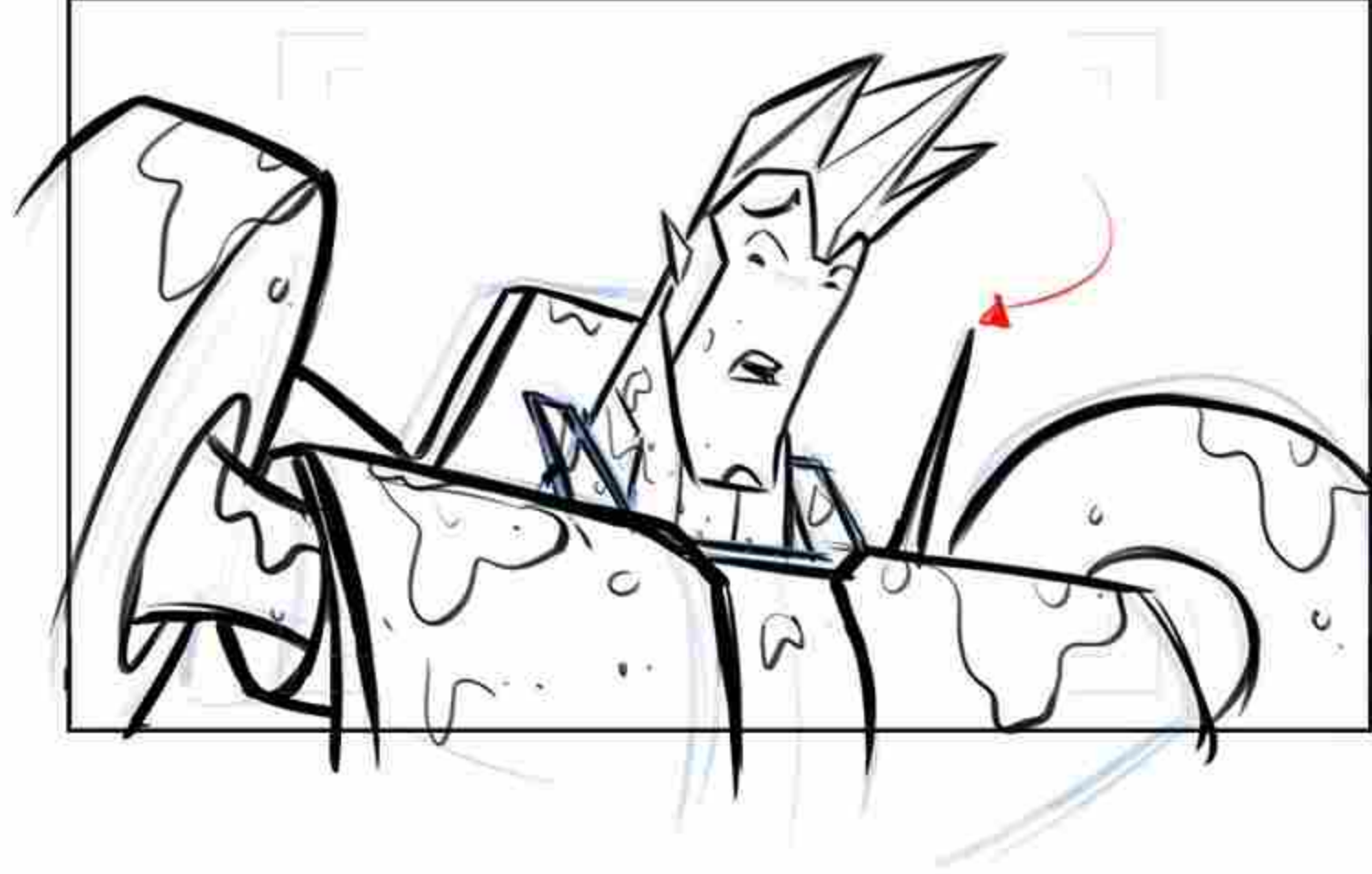
Dial:

Slug:

Trans:

Scene: CONTD Panel: 2

BG:



CUT

Scene:

Panel: 1

BG:



Scene:

CONTD Panel: 2

BG:



Action:

HE TURNS TO RUSSELL AND FIXIT.

Dial:

93 SIDESWIPE
DUCT TAPE?

Slug:

Trans:

Action:

(START POSE)

CLOSE ON RUSSELL.

Dial:

Slug:

Trans:

Action:

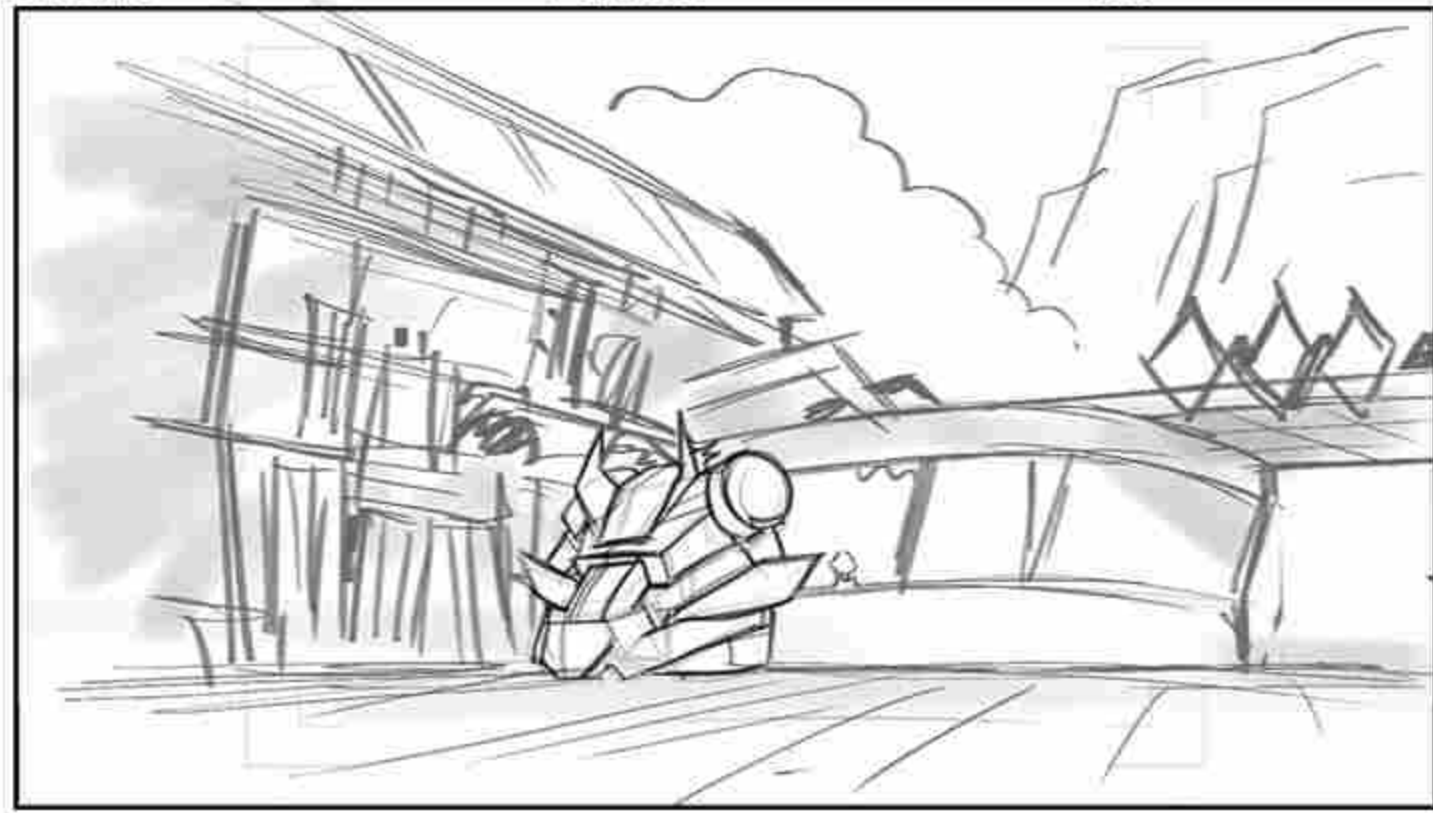
94 RUSSELL (SMILING)
I REMEMBER NOW...

Dial:

Slug:

Trans:

CUT Scene: Panel: BG:



CUT Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



DRIFT IN.



Action:
EXT. SCRAPYARD - OUTSIDE DINER - MOMENTS LATER
WE HEAR <COWBOY MUSIC> AND <RUNNING HORSES>.
SIDESWIPE LOOKS IN AT THE OS TV.
WE SEE RUSSELL STANDING INSIDE, IN FRONT OF THE TV.

Dial:
OS:
<COWBOY MUSIC AND RUNNING HORSES>

Slug: Trans:

Action:
INSIDE DINER, ANGLE ON RUSS AND SIDESWIPE.
THEY BOTH SPEAK IN AN EXAGGERATED MANNER.

Dial:
95 RUSSELL (STILTED)
BOY, THIS MOVIE

Slug: Trans:

Action:

Dial:
95 RUSSELL (STILTED)
...IS FANTASTIC.

Slug: Trans:

Scene: CONTD Panel: 3

BG:



Scene: CONTD Panel: 4

BG:



CUT

Scene:

Panel:

BG:

NO PANEL

Action:

Dial:

96 SIDESWIPE(STILTED)
I CANNOT STOP

Slug:

Trans:

Action:

Dial:

96 SIDESWIPE(STILTED)
.....WATCHING IT.

Slug:

Trans:

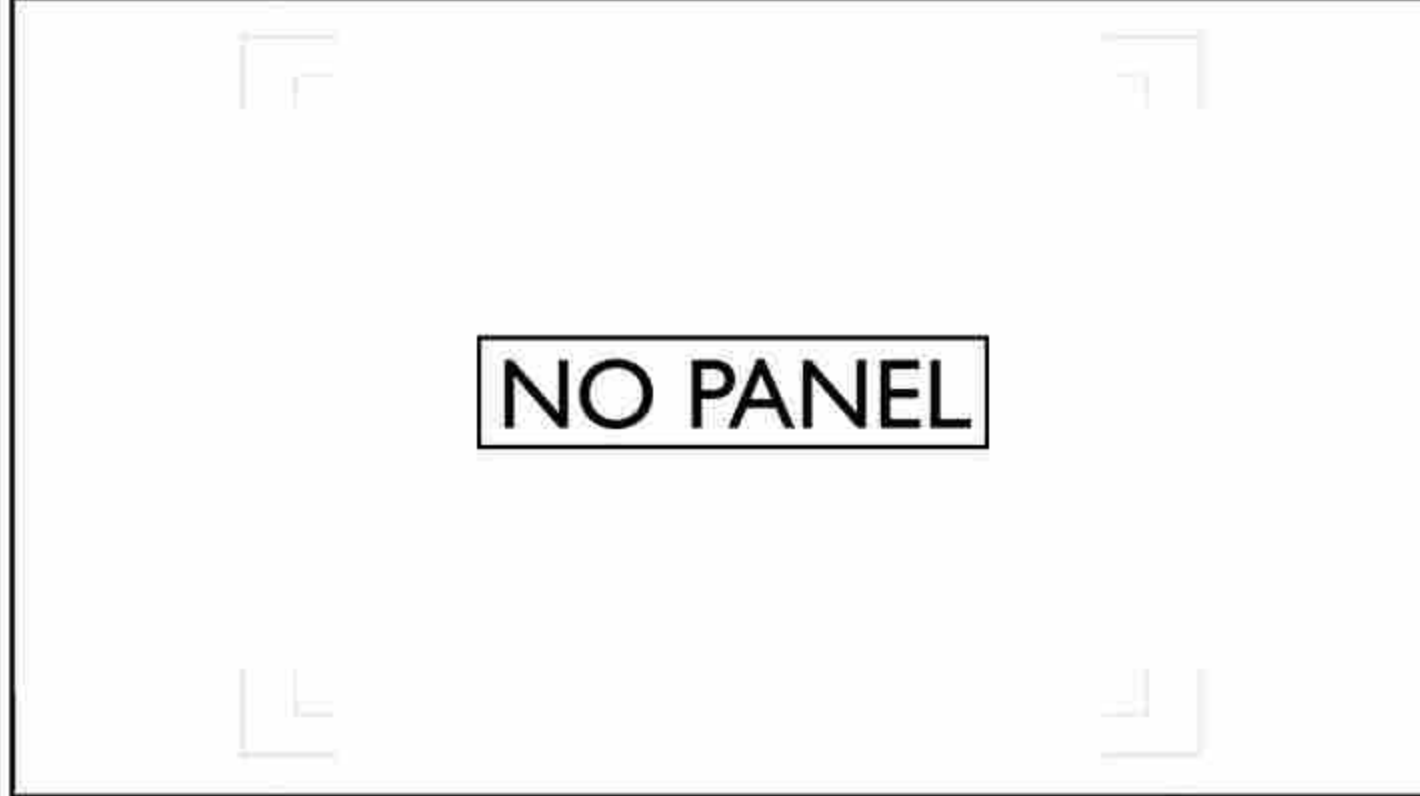
Action:

Dial:

Slug:

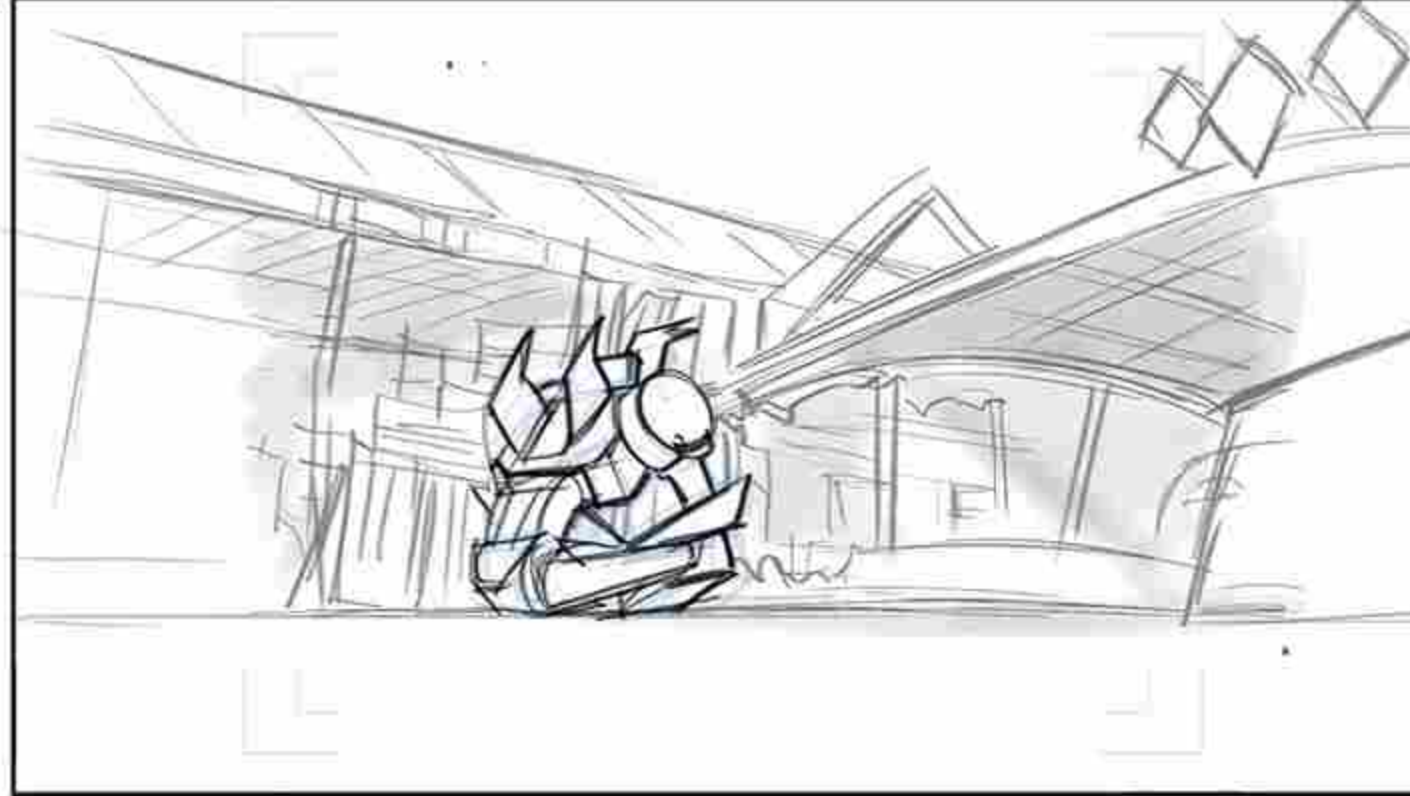
Trans:

Scene: Panel: BG:

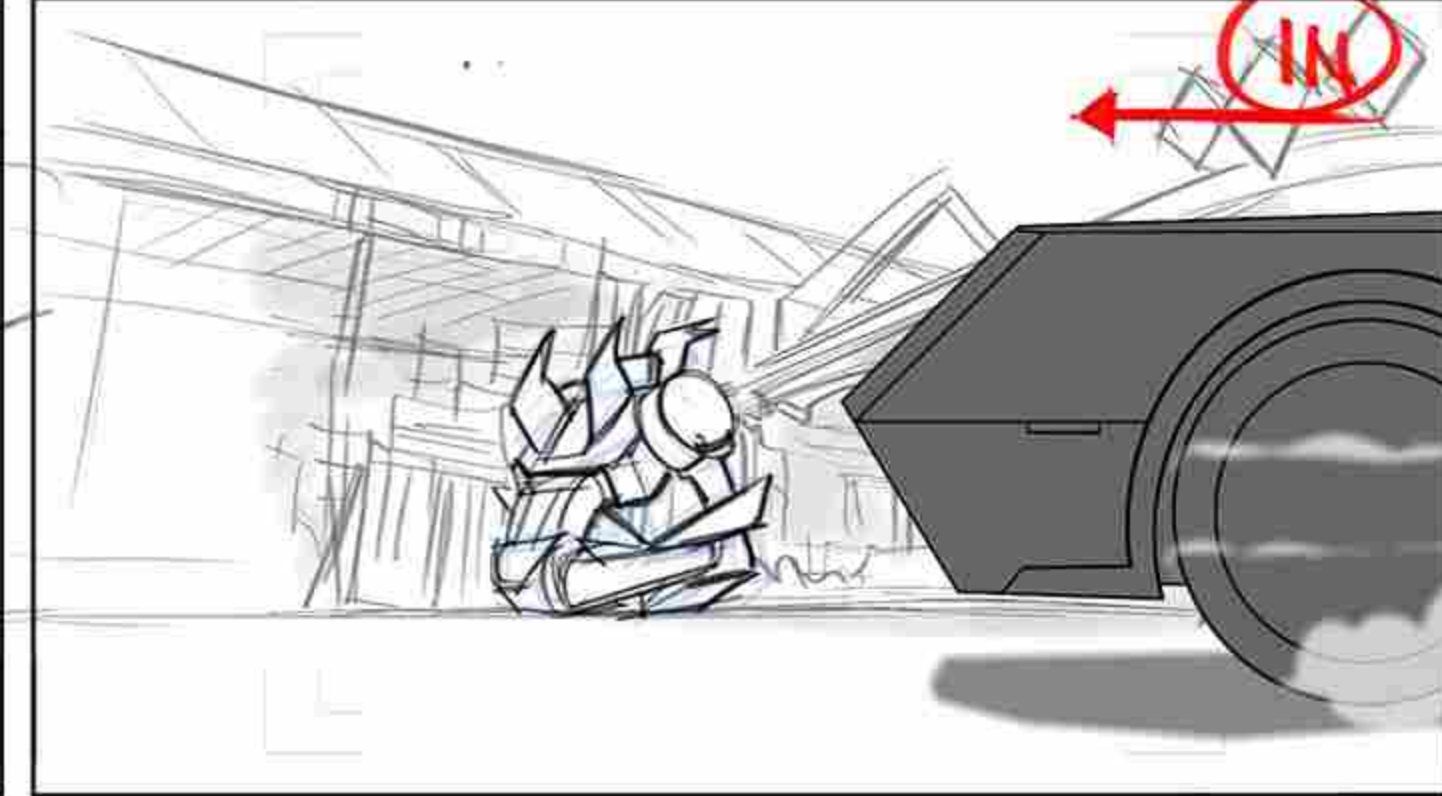


CUT

Scene: Panel: **1** BG:



Scene: CONTD Panel: **2** BG:



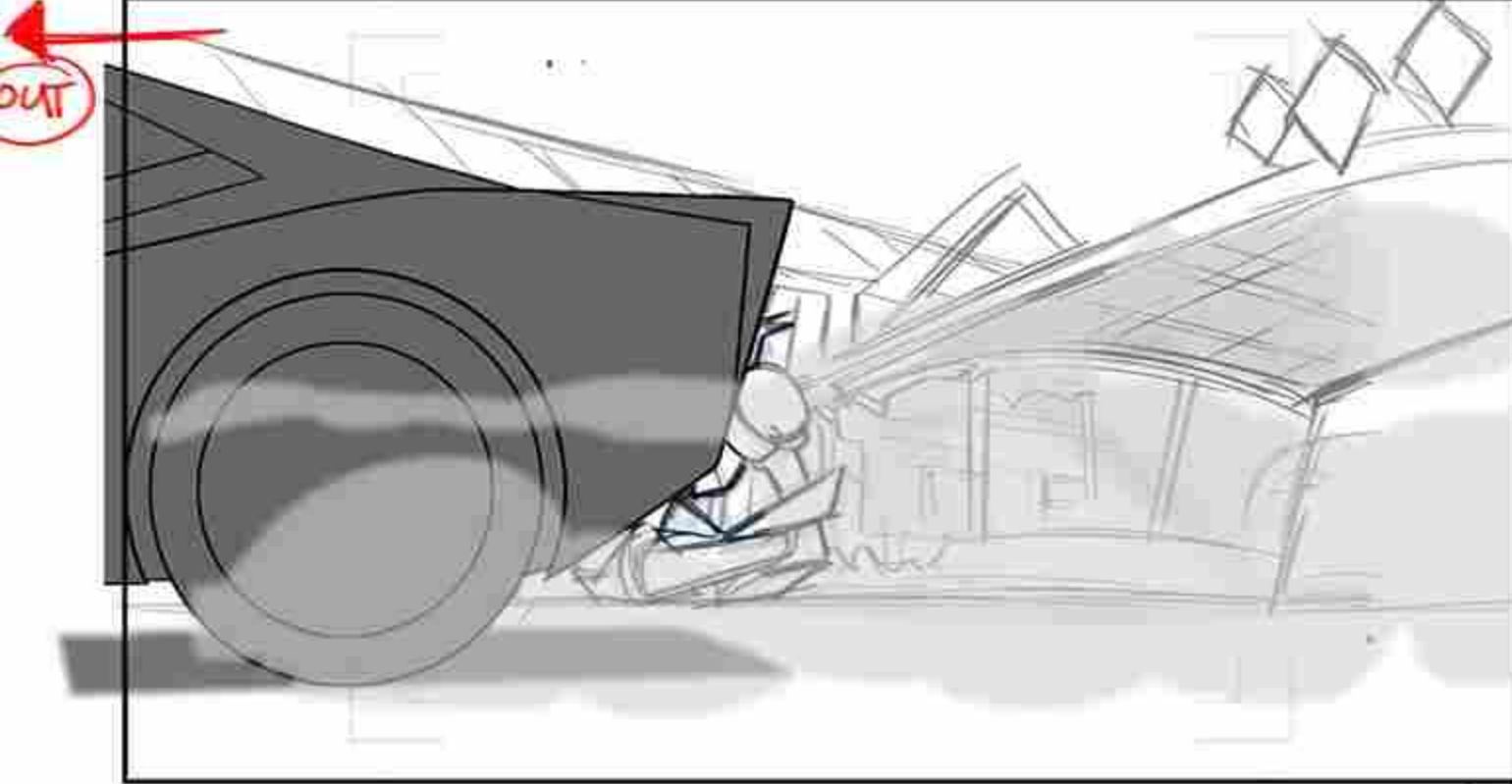
Action:	
Dial:	
Slug:	Trans:

Action:	
EXT. DINER.	
OS: (CONTD) <COWBOY MUSIC AND RUNNING HORSES>	
Dial:	
Slug:	Trans:

Action:	
V-MODE BEE <RACES> THROUGH FRAME.	
Dial:	
Slug:	Trans:

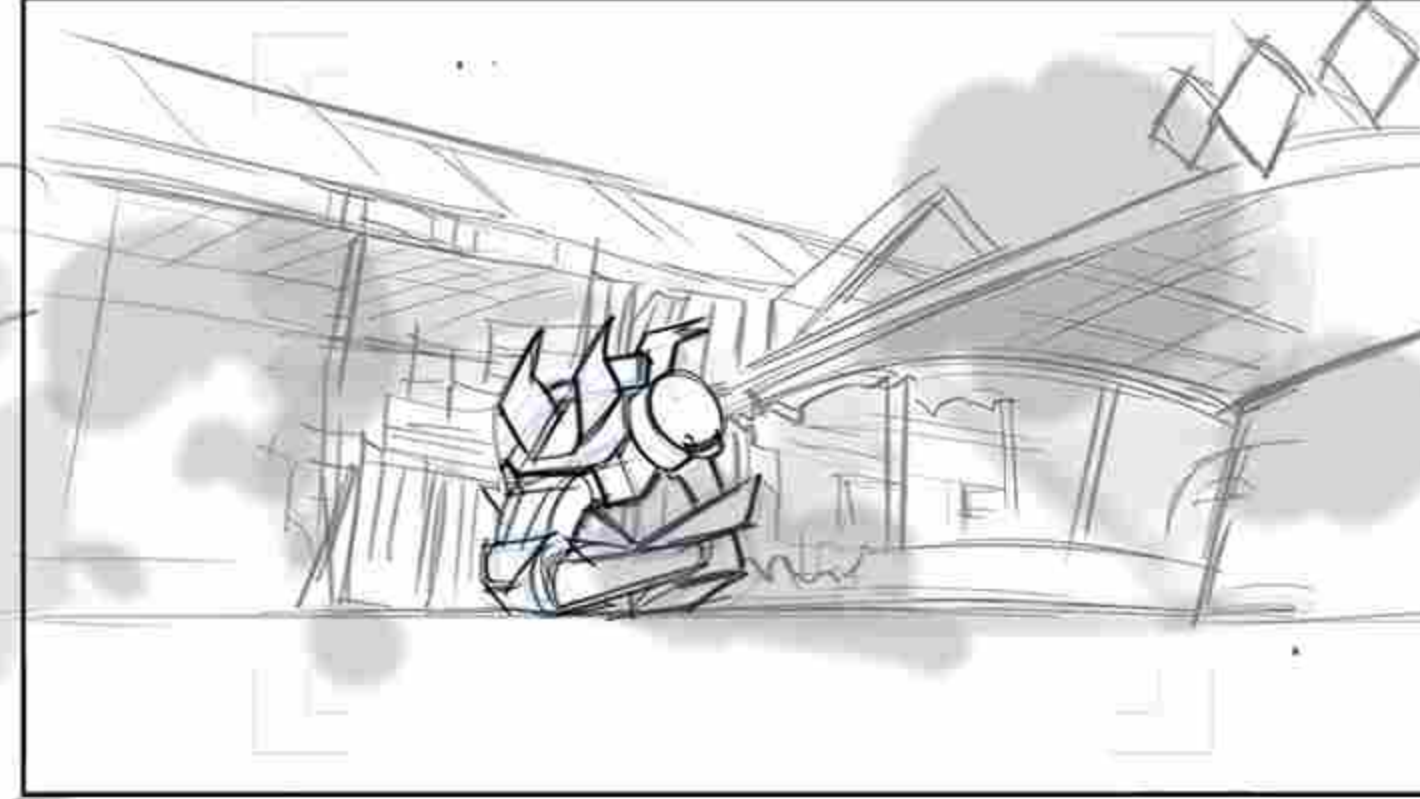
Scene: CONTD Panel: 3

BG:



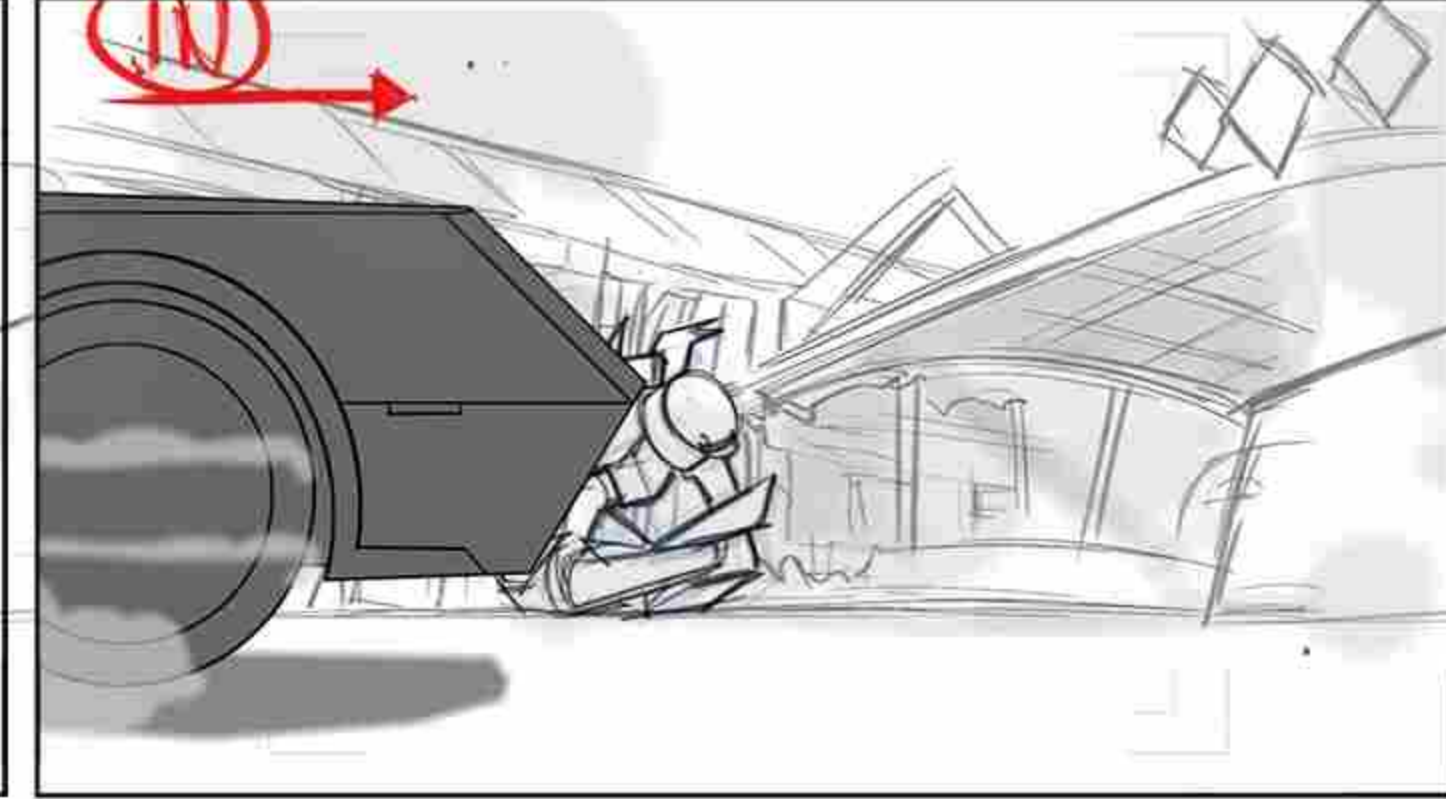
Scene: CONTD Panel: 4

BG:



Scene: CONTD Panel: 5

BG:



Action:

...AND OUT.

Dial:

OS:
<COWBOY MUSIC AND RUNNING HORSES>

Slug:

Trans:

Action:

<BEAT>

Dial:

Slug:

Trans:

Action:

V-MODE BEE <RACES> BACK INTO FRAME.

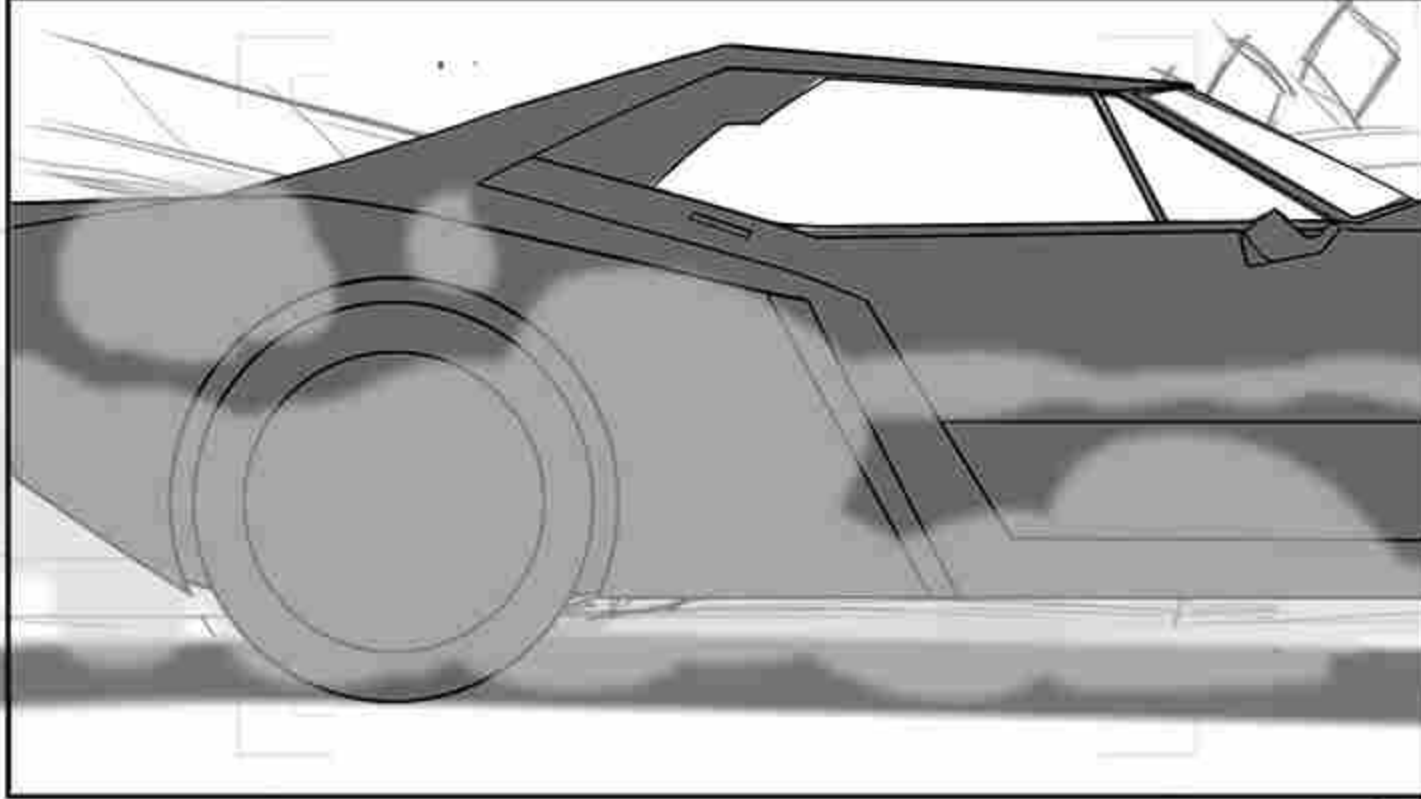
Dial:

Slug:

Trans:

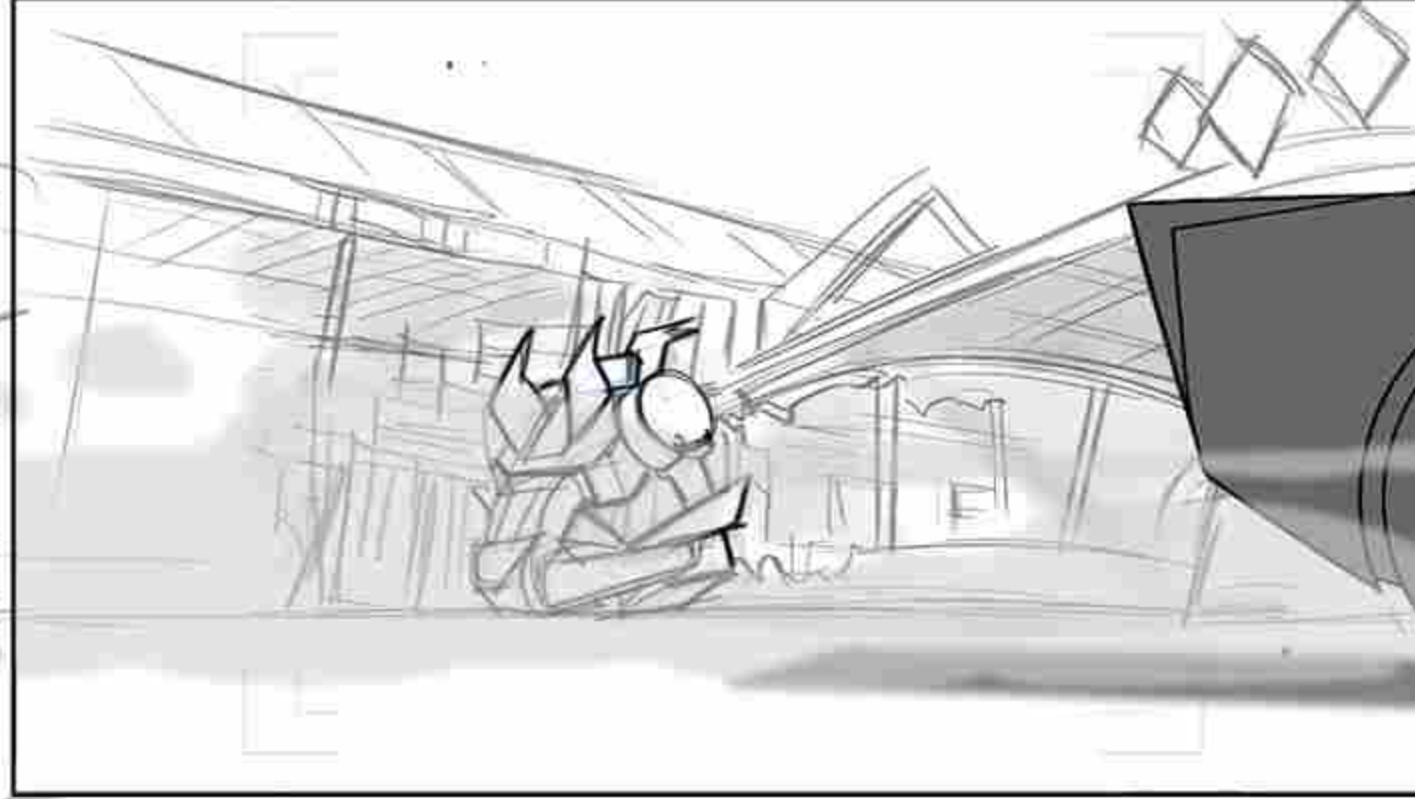
Scene: CONTD Panel: **6**

BG:



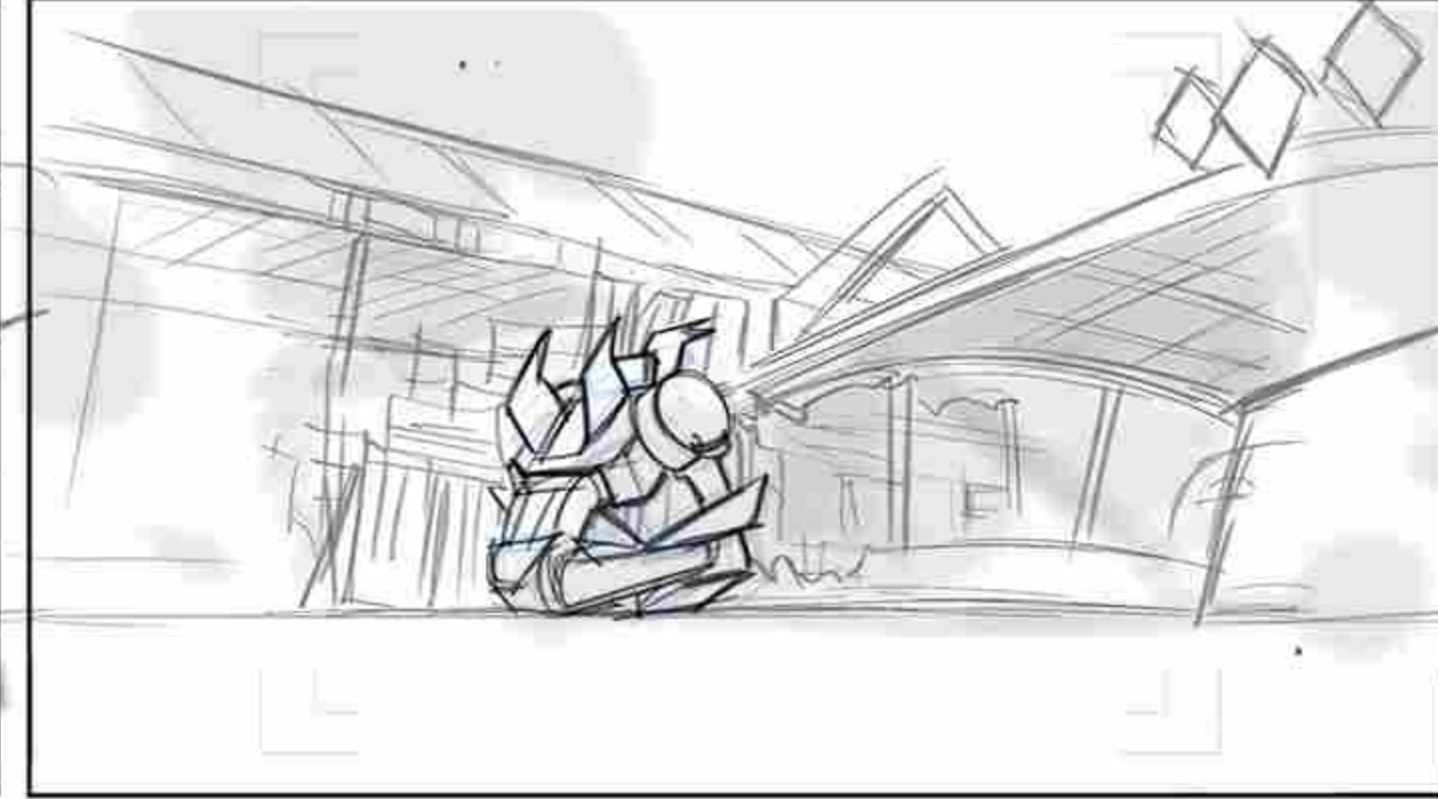
Scene: CONTD Panel: **7**

BG:



Scene: CONTD Panel: **8**

BG:



Action:

EFX: (DUST)

Dial:

OS:
<COWBOY MUSIC AND RUNNING HORSES>

Slug:

Trans:

Action:

...AND OUT.

Dial:

Slug:

Trans:

Action:

<BEAT>

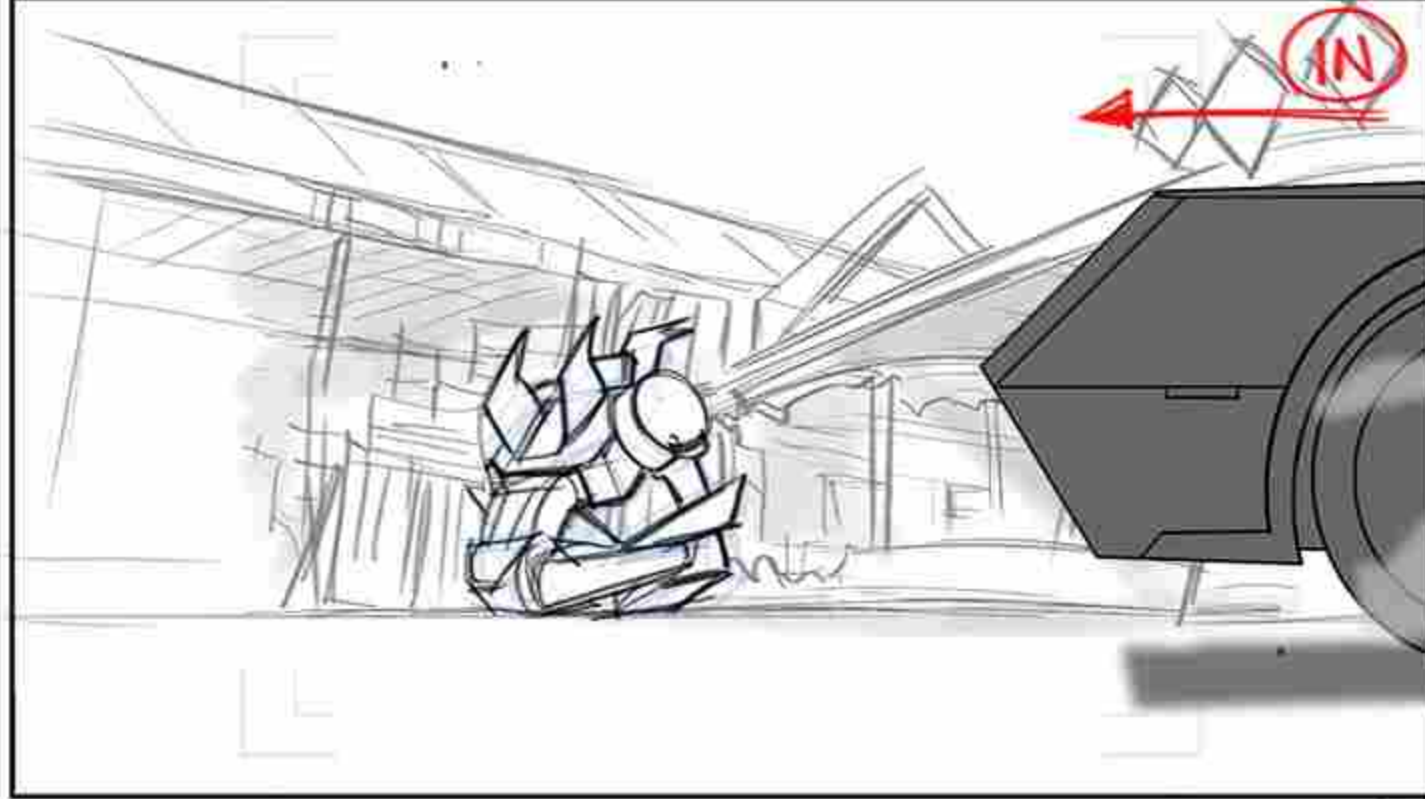
Dial:

Slug:

Trans:

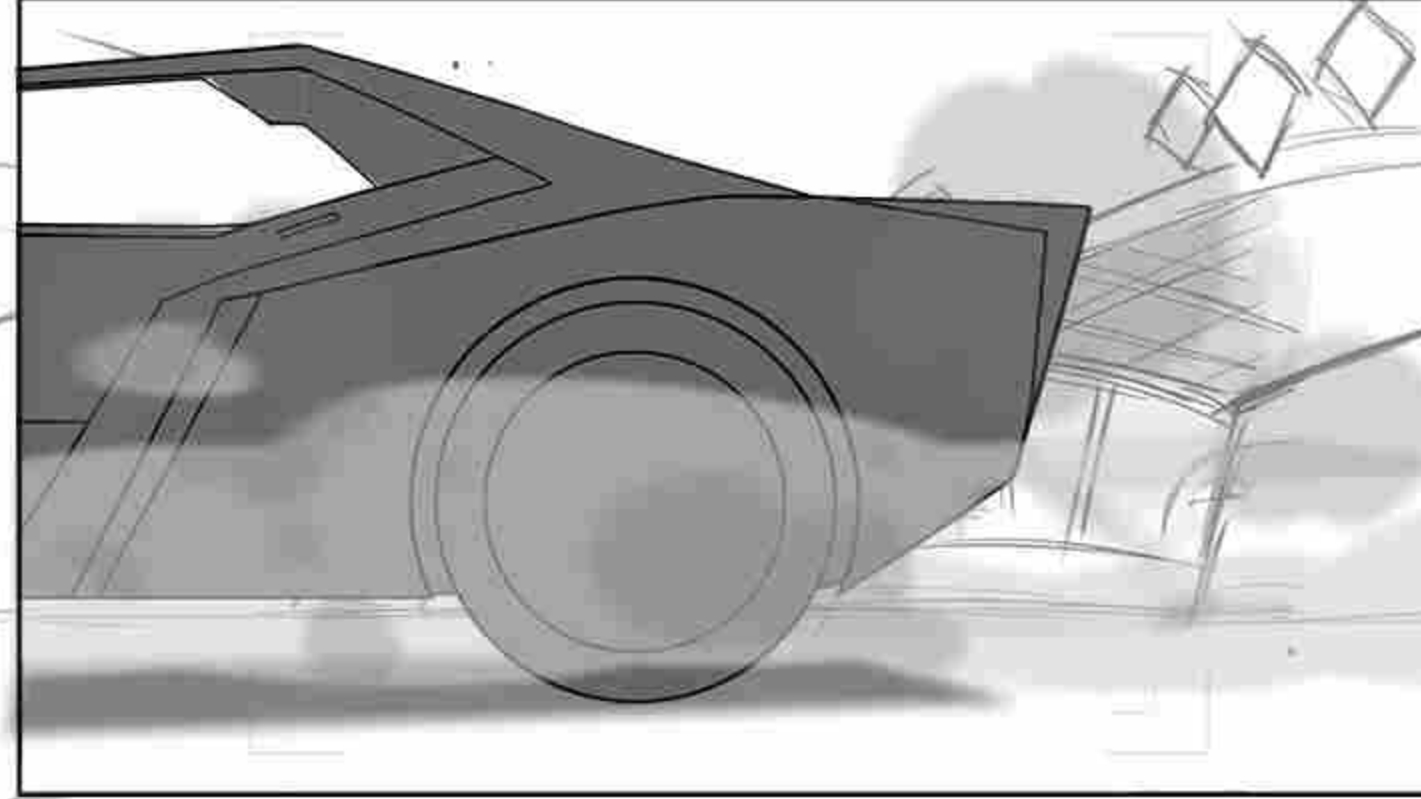
Scene: CONTD Panel: **9**

BG:



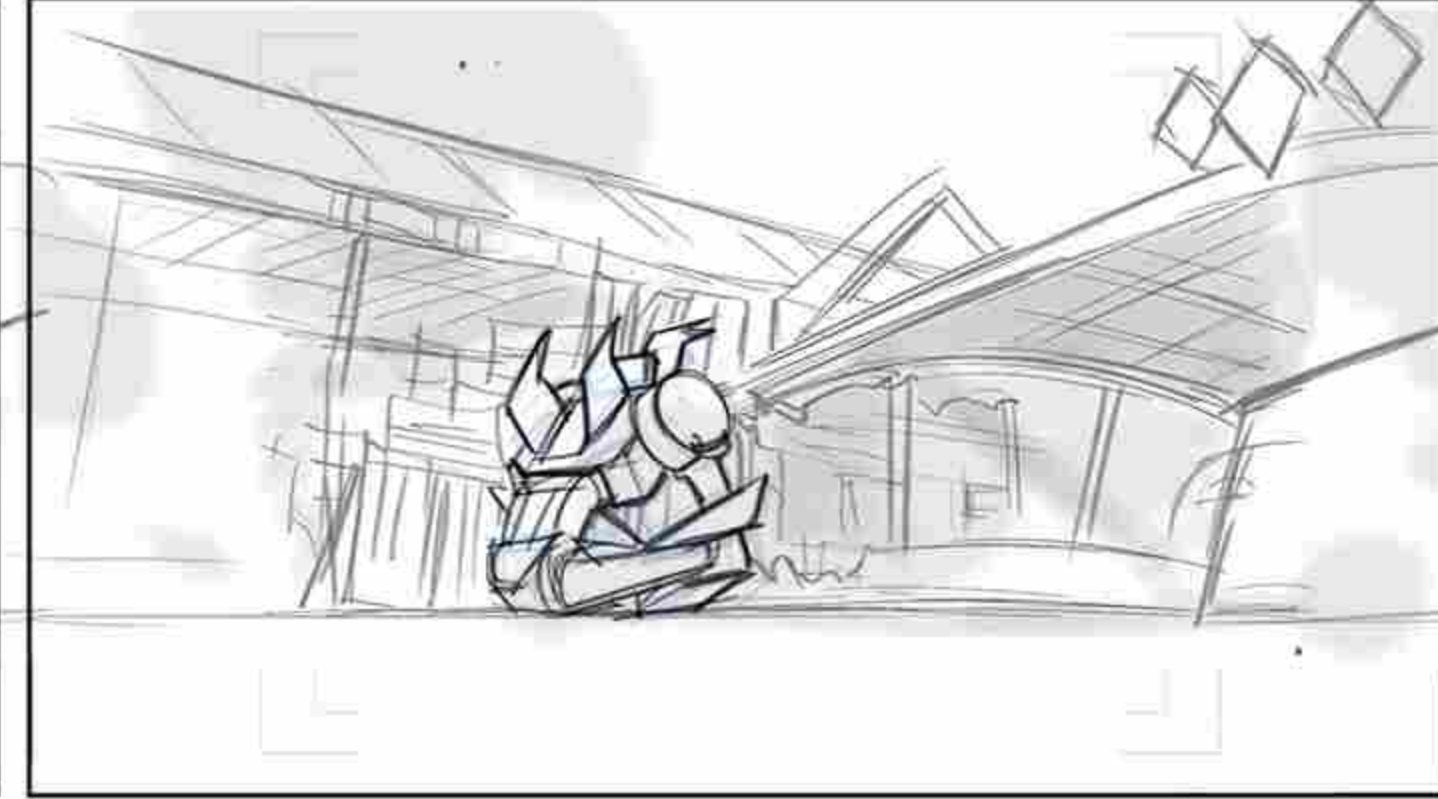
Scene: CONTD Panel: **10**

BG:



Scene: CONTD Panel: **11**

BG:



Action:

...AND IN.

EFX: (DUST)

Dial:

OS: (CONTD)
<COWBOY MUSIC AND RUNNING HORSES>

Slug:

Trans:

Action:

...AND OUT.

Dial:

Slug:

Trans:

Action:

<BEAT>

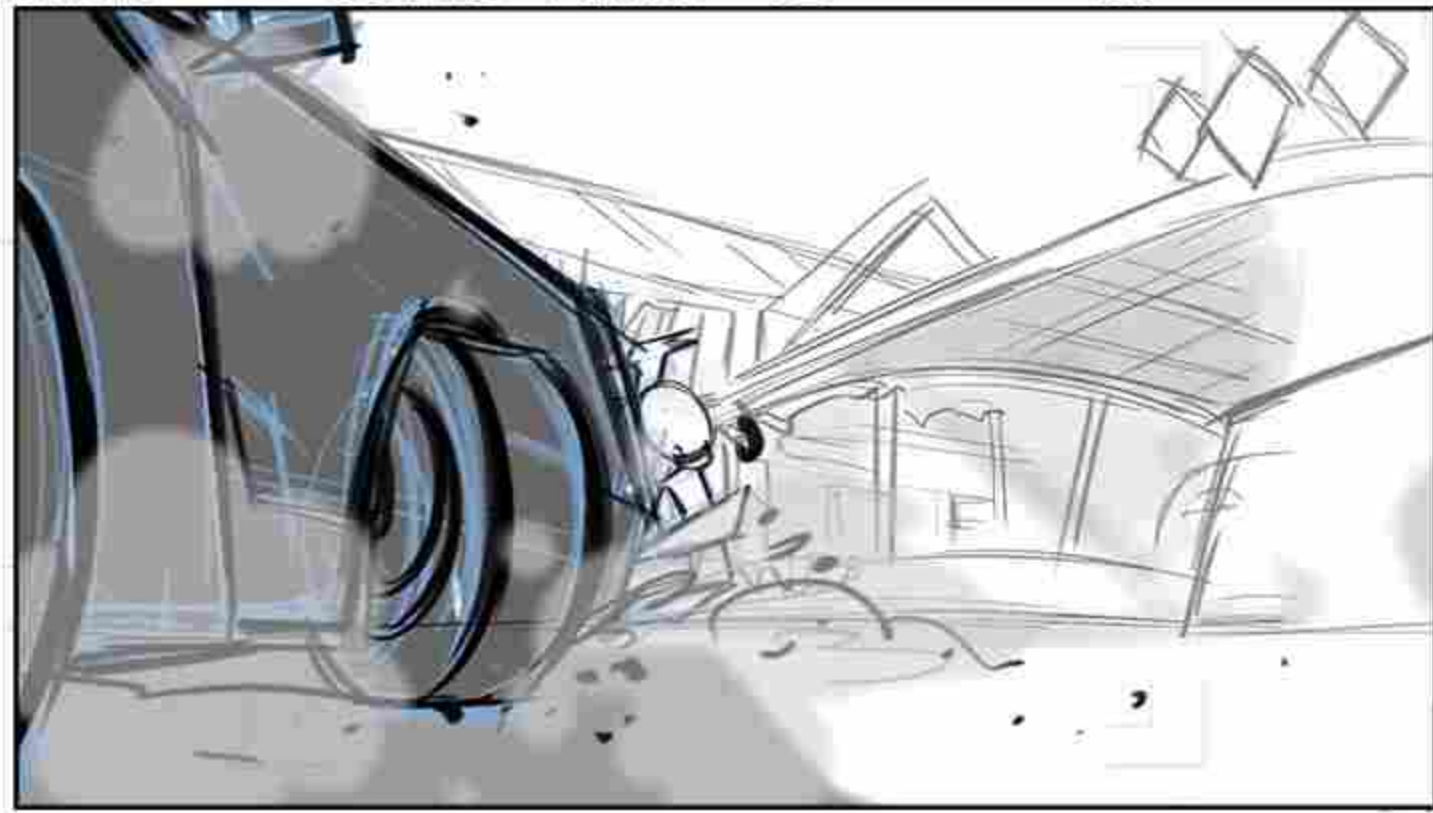
Dial:

Slug:

Trans:

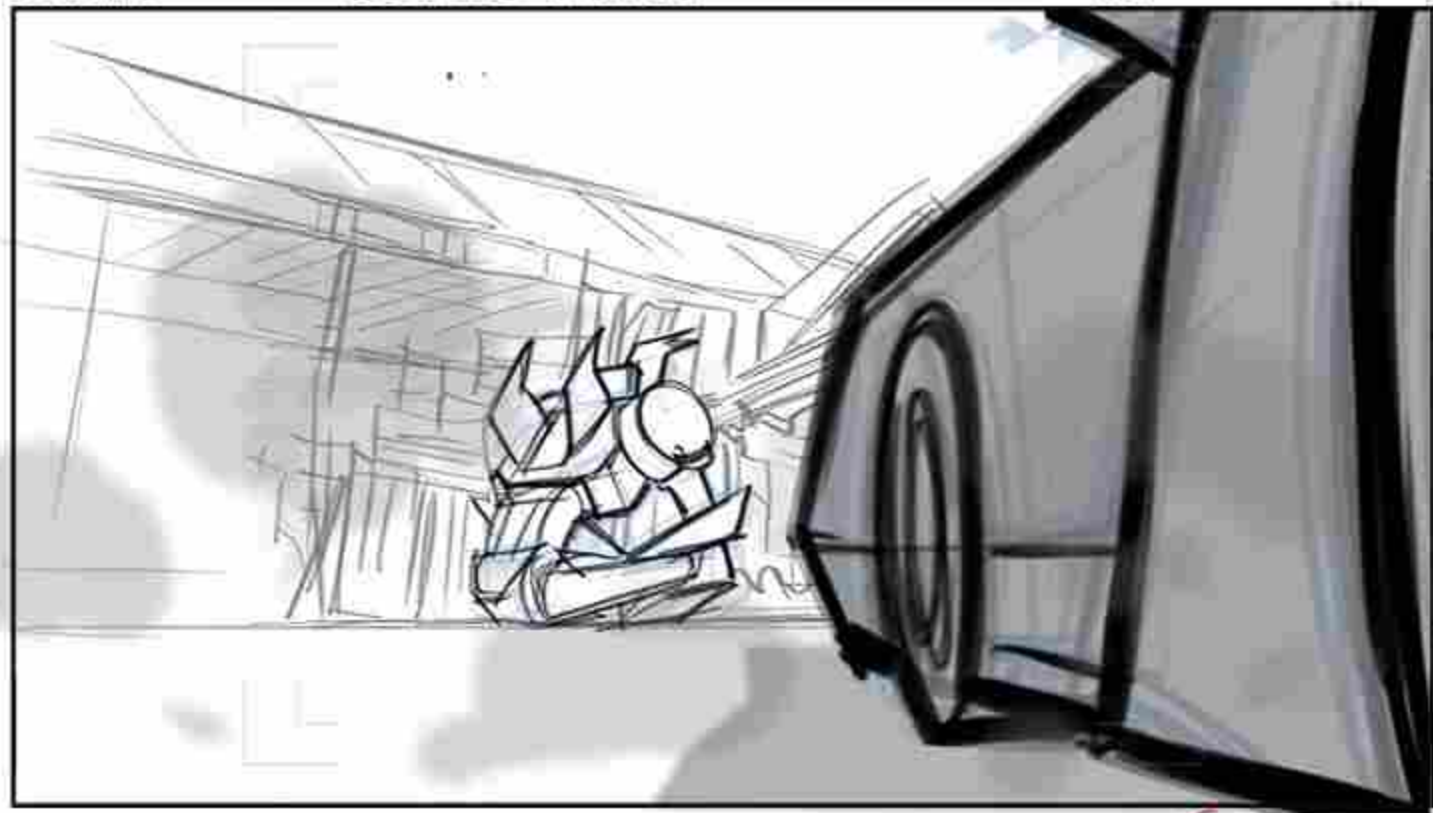
Scene: CONTD Panel: 12

BG:



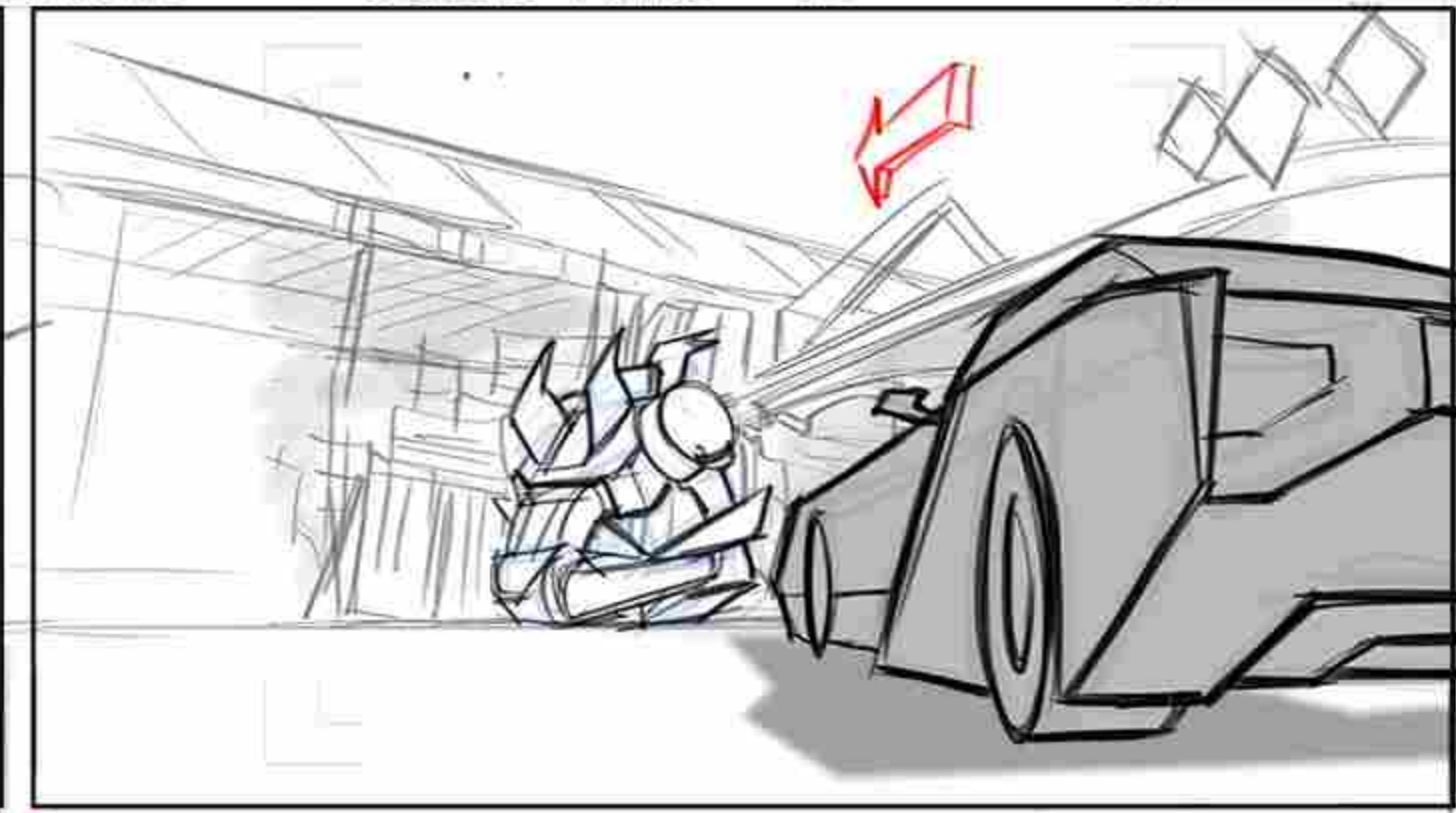
Scene: CONTD Panel: 13

BG:



Scene: CONTD Panel: 14

BG:



Action:	
BB SHUDDERS IN TO A STOP.	
EFX: (DUST, SHADOW)	
Dial:	
OS: (CONTD) <COWBOY MUSIC AND RUNNING HORSES>	
Slug:	Trans:

Action:	
<BEAT>	
Dial:	
Slug:	Trans:

Action:	
THEN BB DRIVES OVER TO SIDESWIPE.	
Dial:	
Slug:	Trans:

CUT

Scene:

Panel: 1

BG:



Scene:

CONTD Panel: 2

BG:



SLIGHT BG ADJUST.

Scene:

CONTD Panel: 3

BG:



Action:

ANGLE ON SIDESWIPE.

OS: (CONTD)

<COWBOY MUSIC AND RUNNING HORSES>

Dial:

OS:

<BUMBLEBEE TRANSFORMATION SFX>

Slug:

Trans:

Action:

AN EXCITED BUMBLEBEE JOSTLES IN, NUDGING SIDESWIPE OVER. ADJUST BG SLIGHTLY WITH ANIM.

Dial:

Slug:

Trans:

Action:

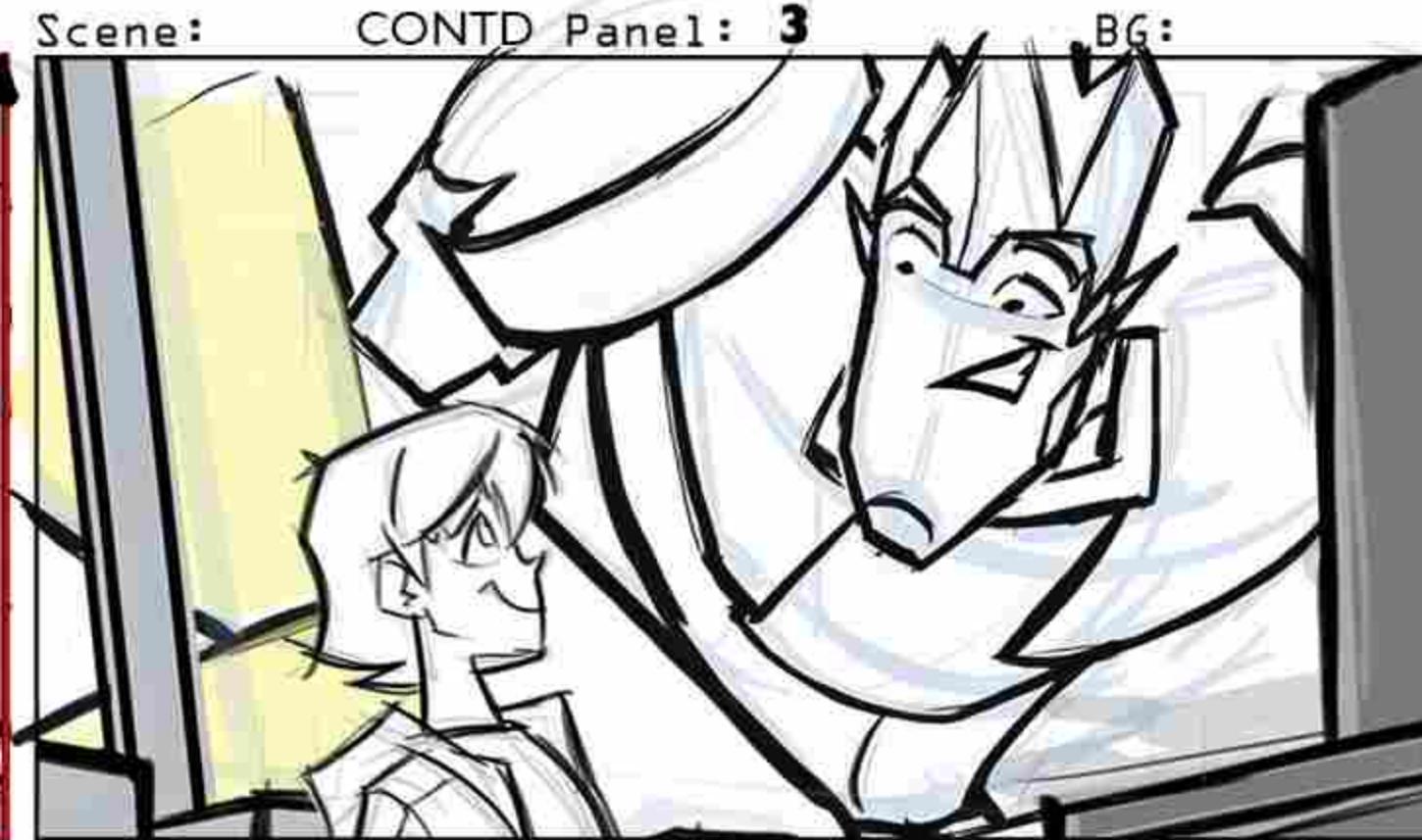
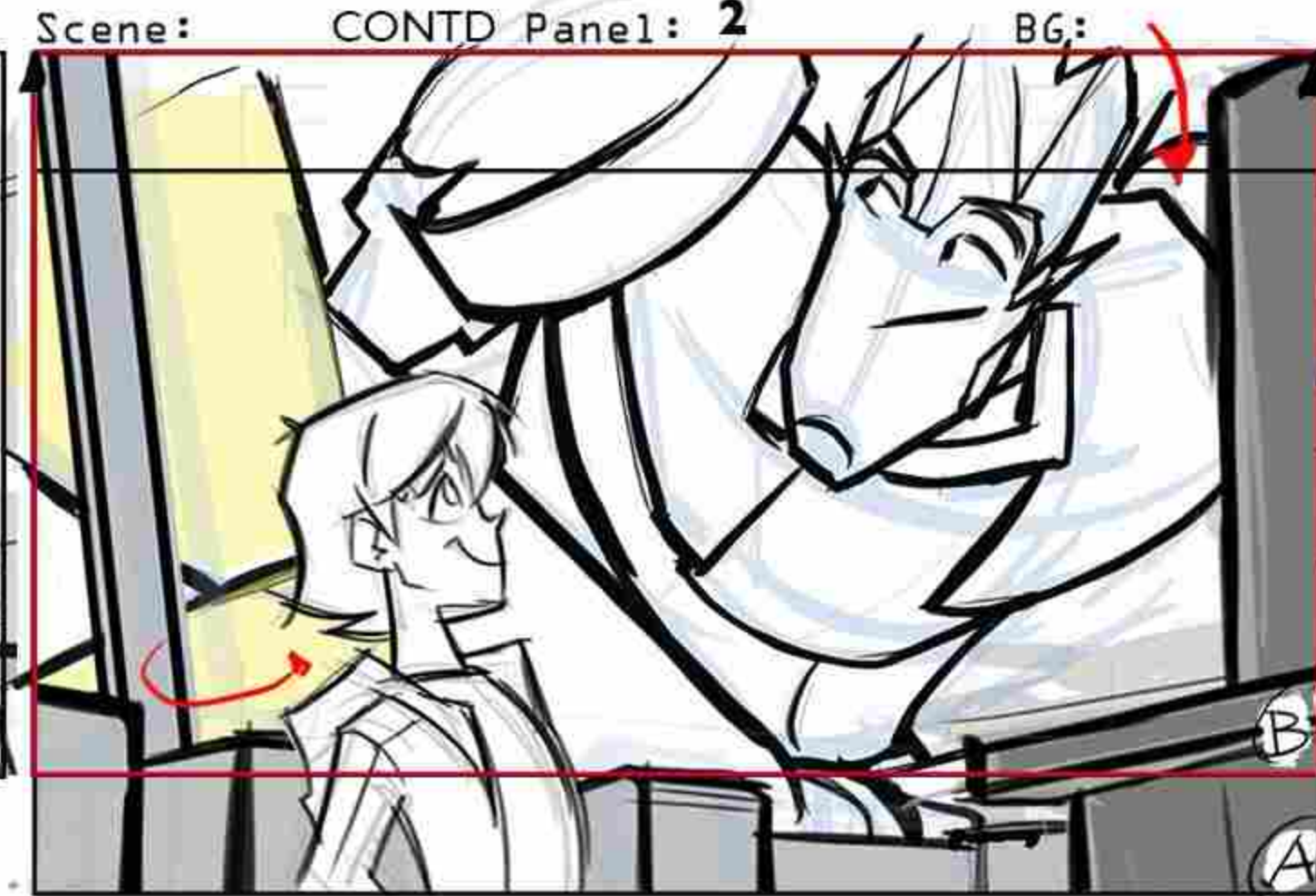
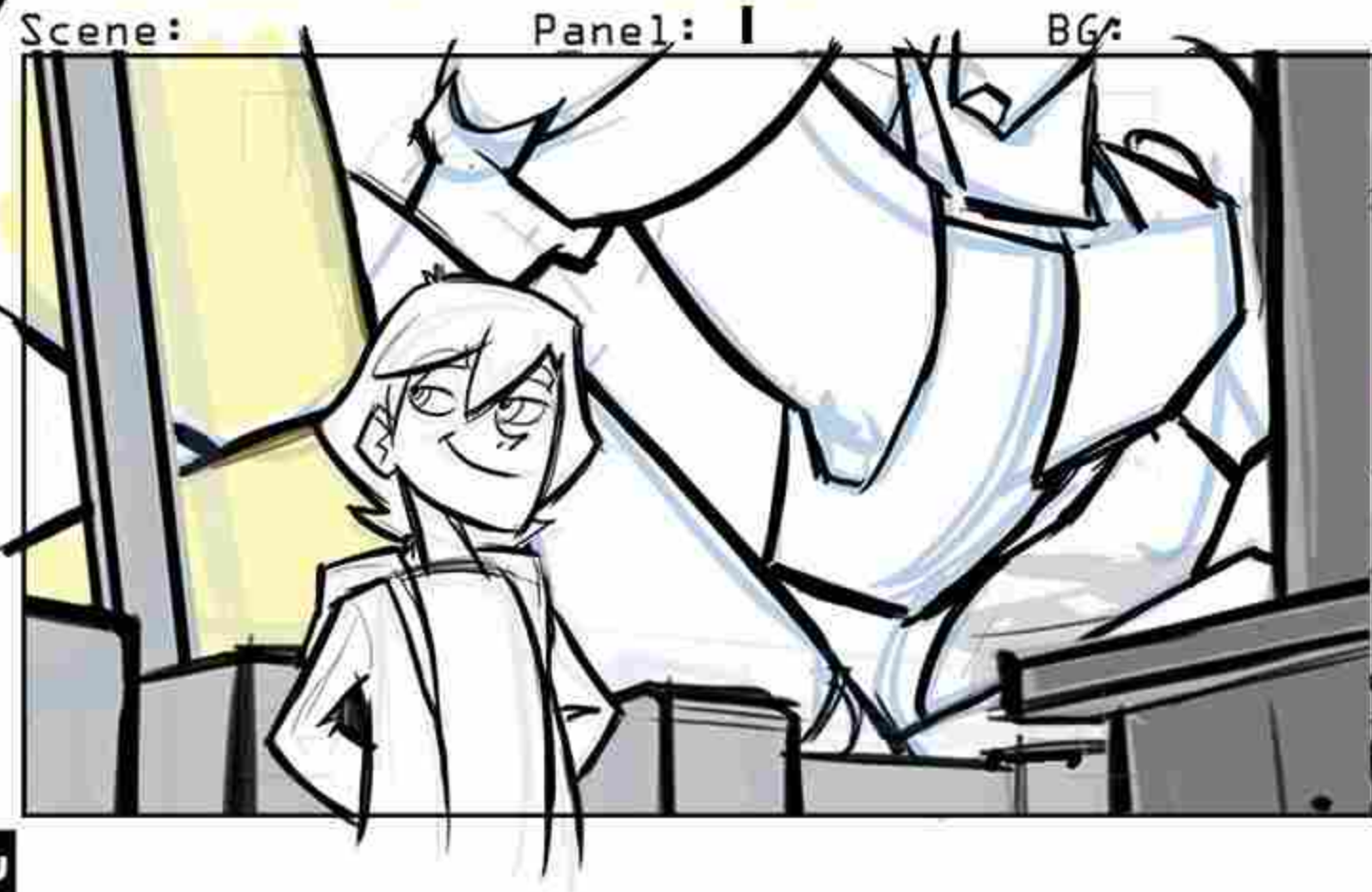
PLOPPING DOWN IN FRONT OF THE OSTV. SIDESWIPE SETTLES BACK.

Dial:

Slug:

Trans:

CUT



Action:	
OS: (CONTD) <COWBOY MUSIC AND RUNNING HORSES>	
Dial:	
Slug:	Trans:

Action:	
ADJUST CAM AS SIDESWIPE LEANS DOWN TO WHISPER TO RUSSELL.	
Dial:	
Slug:	Trans:

Action:	
Dial:	
97 SIDESWIPE (WHISPERING) IT WORKED!	
Slug:	Trans:

TRANS FORMERS

SEASON 1

Show: 111

Act:

Page # _____

Scene: CONTD Panel: 4

BG:



ADJUST
CAM. ✓

Action:

ADJUST CAM,
COCKY, RUSSELL COOLLY MIMES A MIC DROP.

OS: (CONTD)
<COWBOY MUSIC AND RUNNING HORSES>

Dial:

98 RUSSELL
BOO-.....

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Scene: CONTD Panel: 5

BG:



98 RUSSELL
...-YAH.

Scene: CONTD Panel: 6

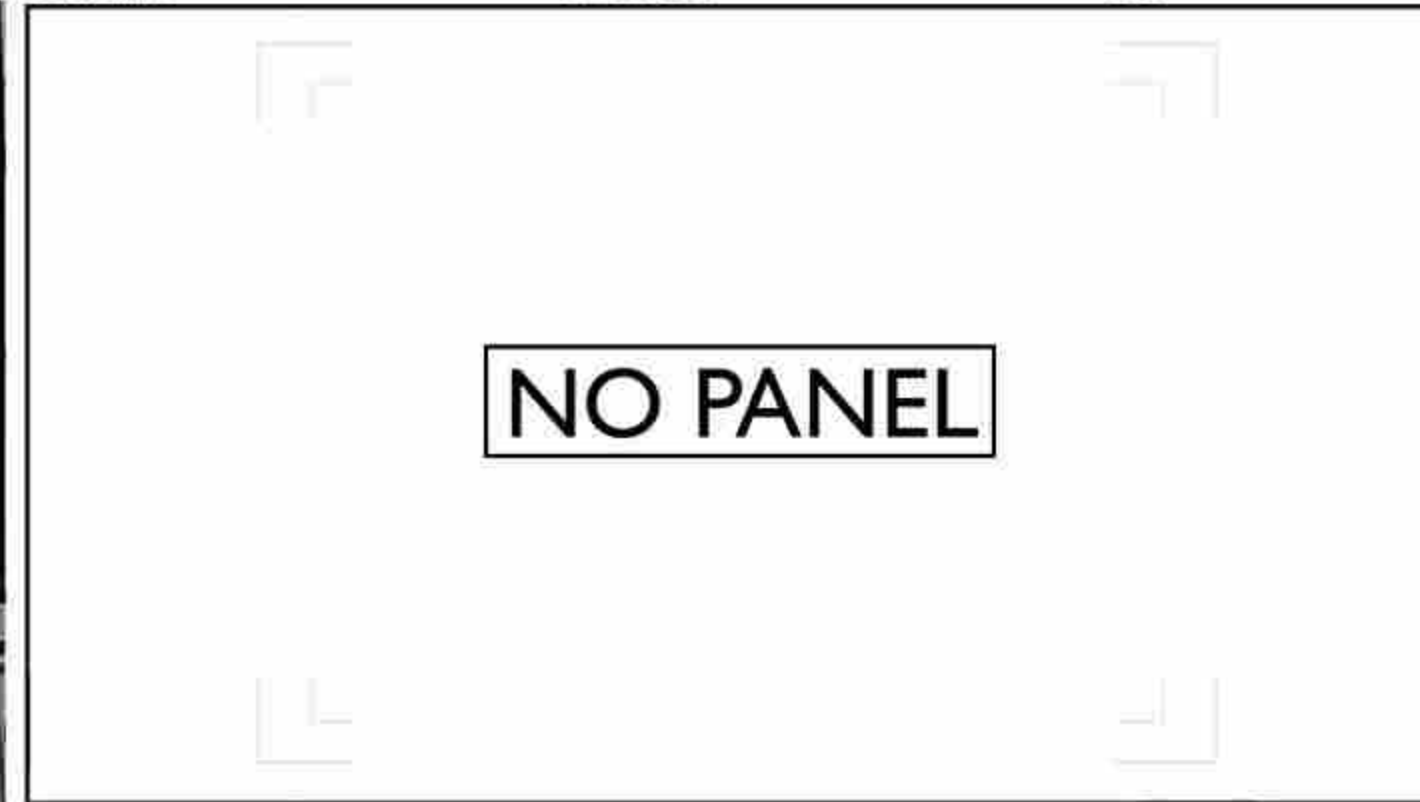
BG:



Scene:

Panel:

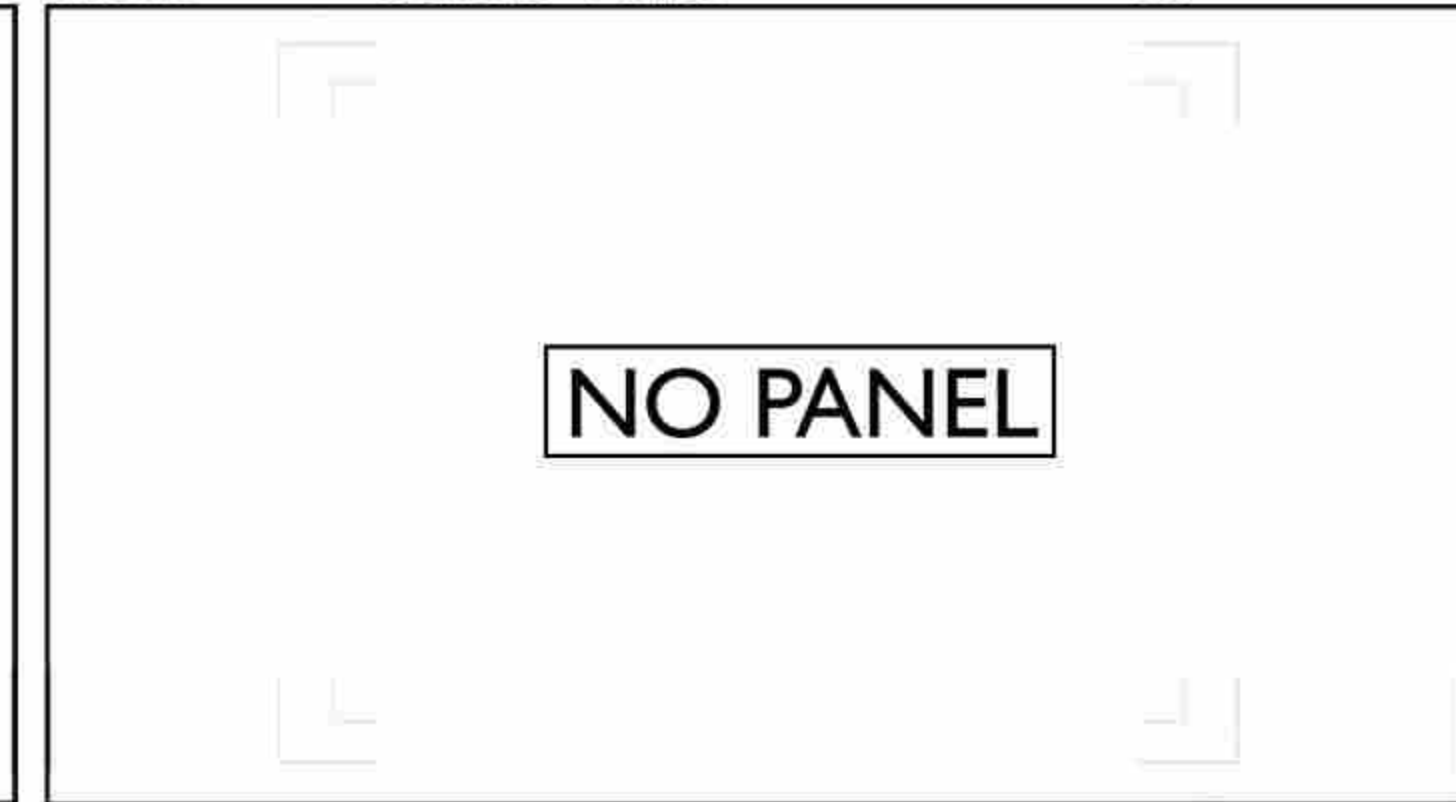
BG:



Scene:

CONTD Panel:

BG:



Action:

ADJUST CAM,
COCKY, RUSSELL COOLLY MIMES A MIC DROP.

OS: (CONTD)
<COWBOY MUSIC AND RUNNING HORSES>

Dial:

98 RUSSELL
RUSSELL OUT.

Slug:

Trans:

Action:

Dial:

Slug:

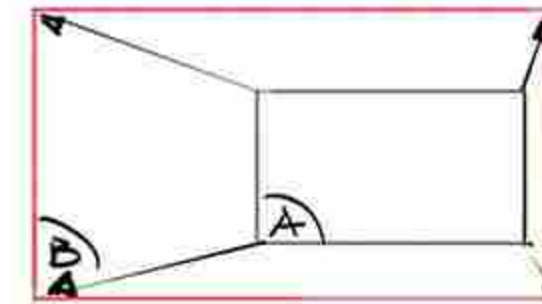
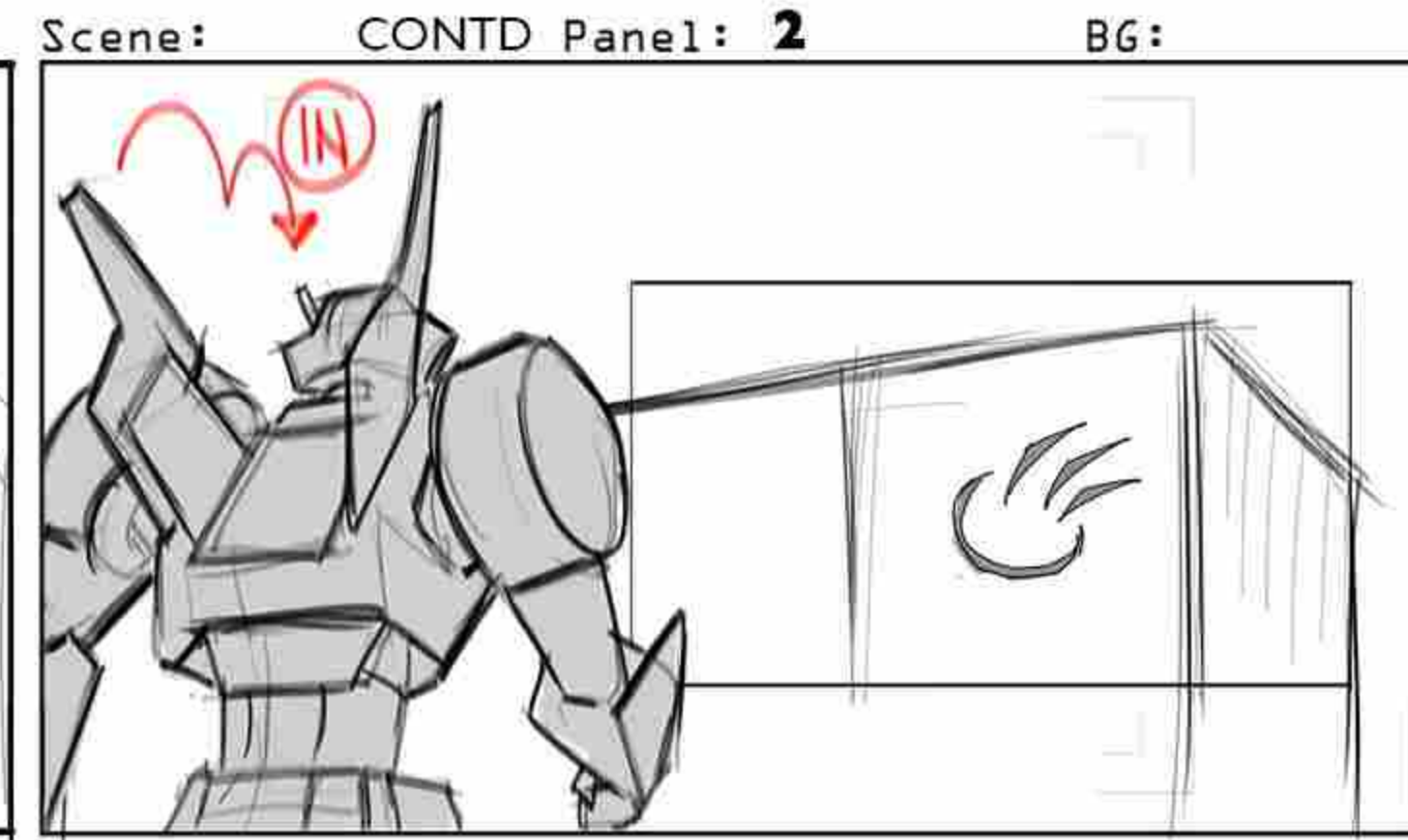
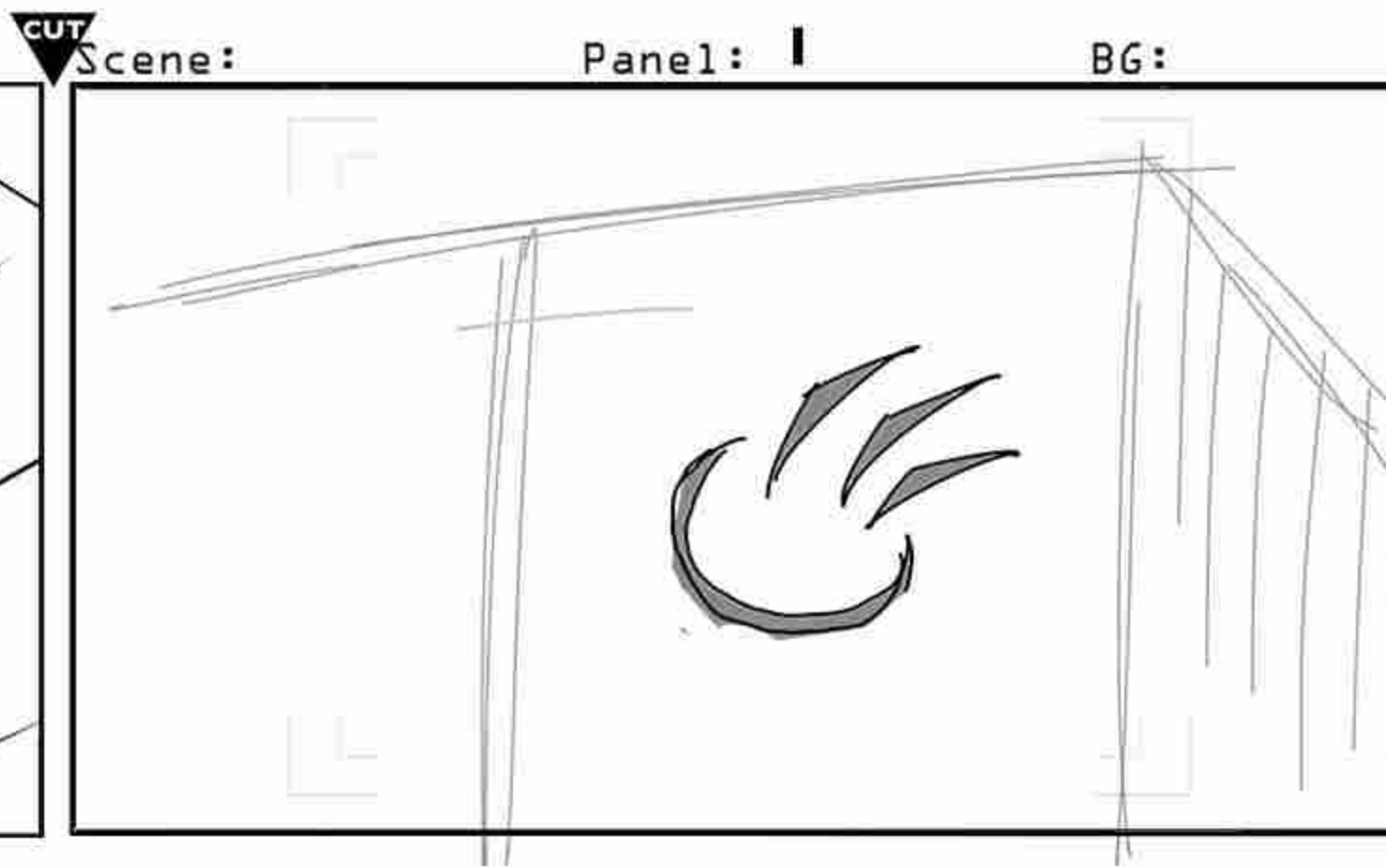
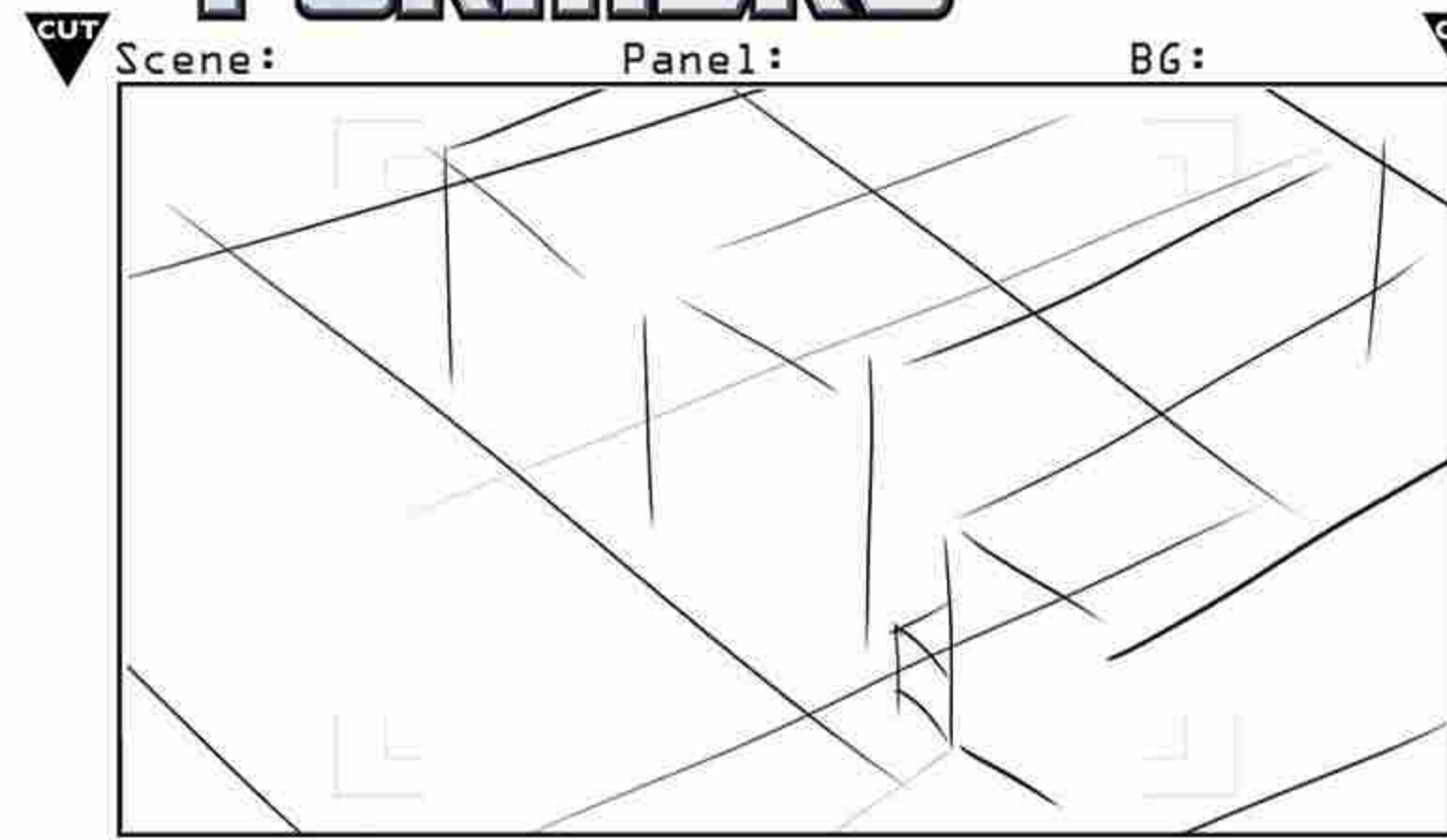
Trans:

Action:

Dial:

Slug:

Trans:



Action:

EXT. PARKING LOT - OUTLET MALL - CROWN CITY - SAME NIGHT

Dial:

Slug:

Trans:

Action:

ANGLE ON QUILLFIRES INSIGNIA

Dial:

Slug:

Trans:

Action:

TRUCK OUT, STRONGARM WALKS INTO SCENE.

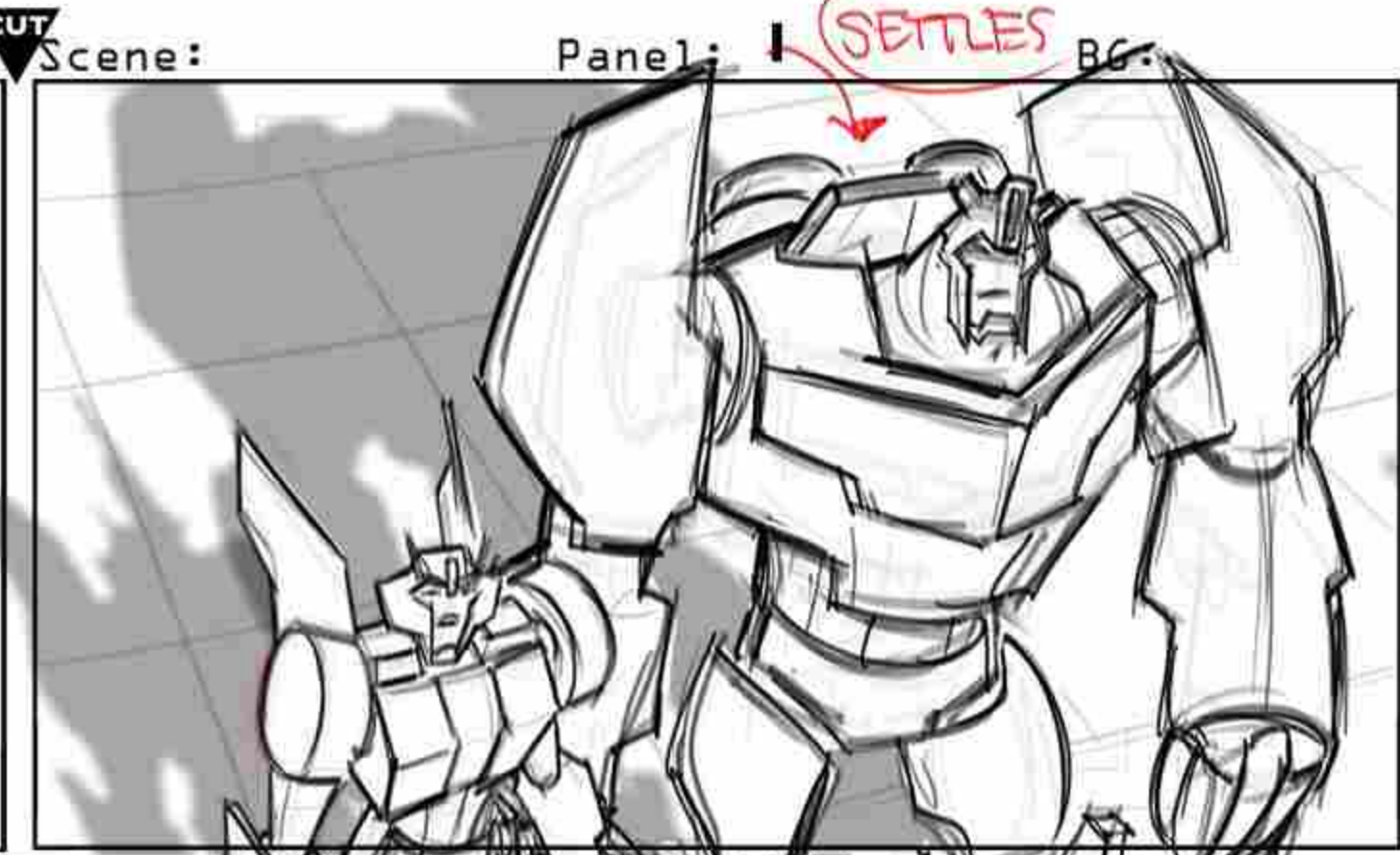
Dial:

Slug:

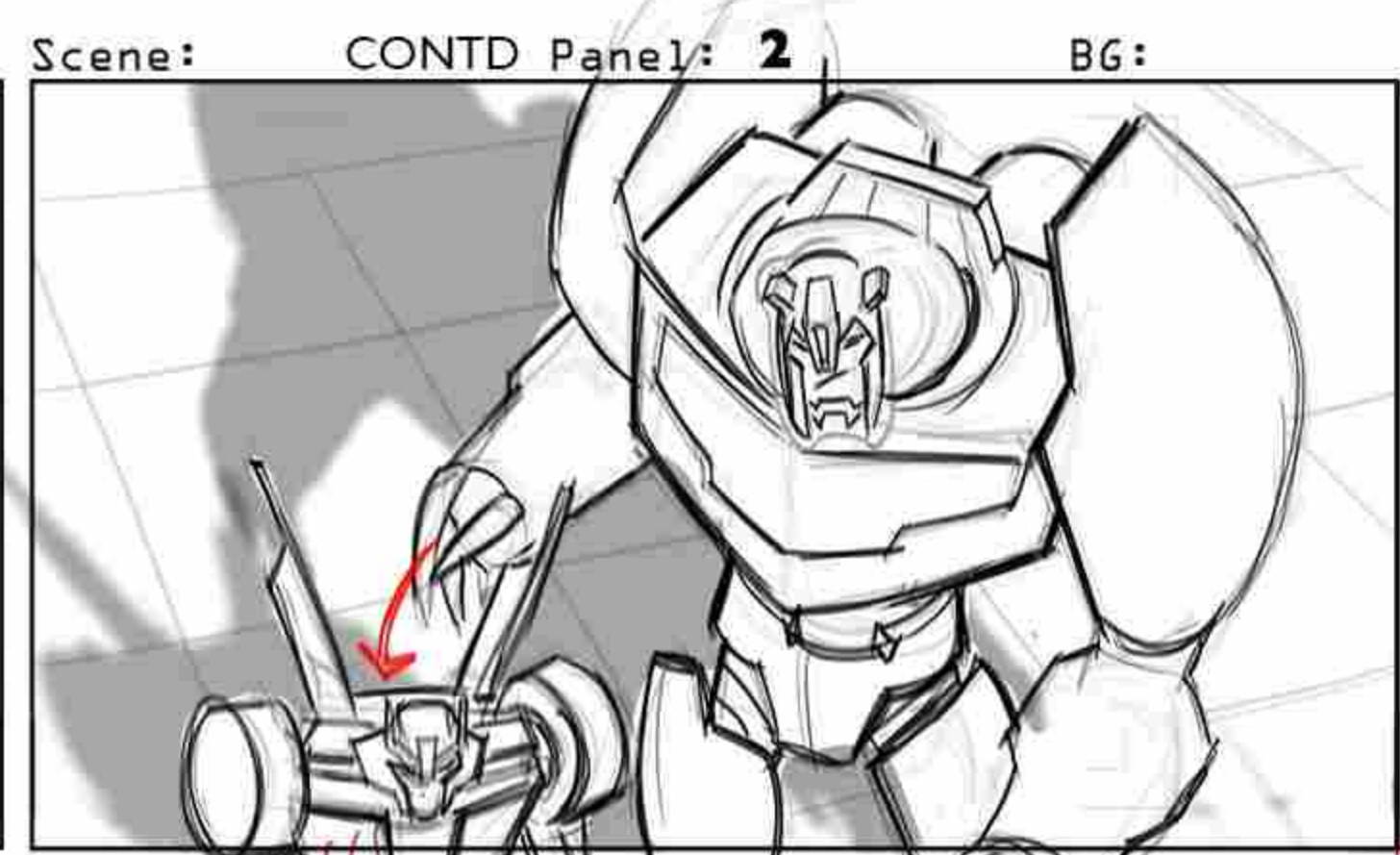
Trans:



CUT



HU



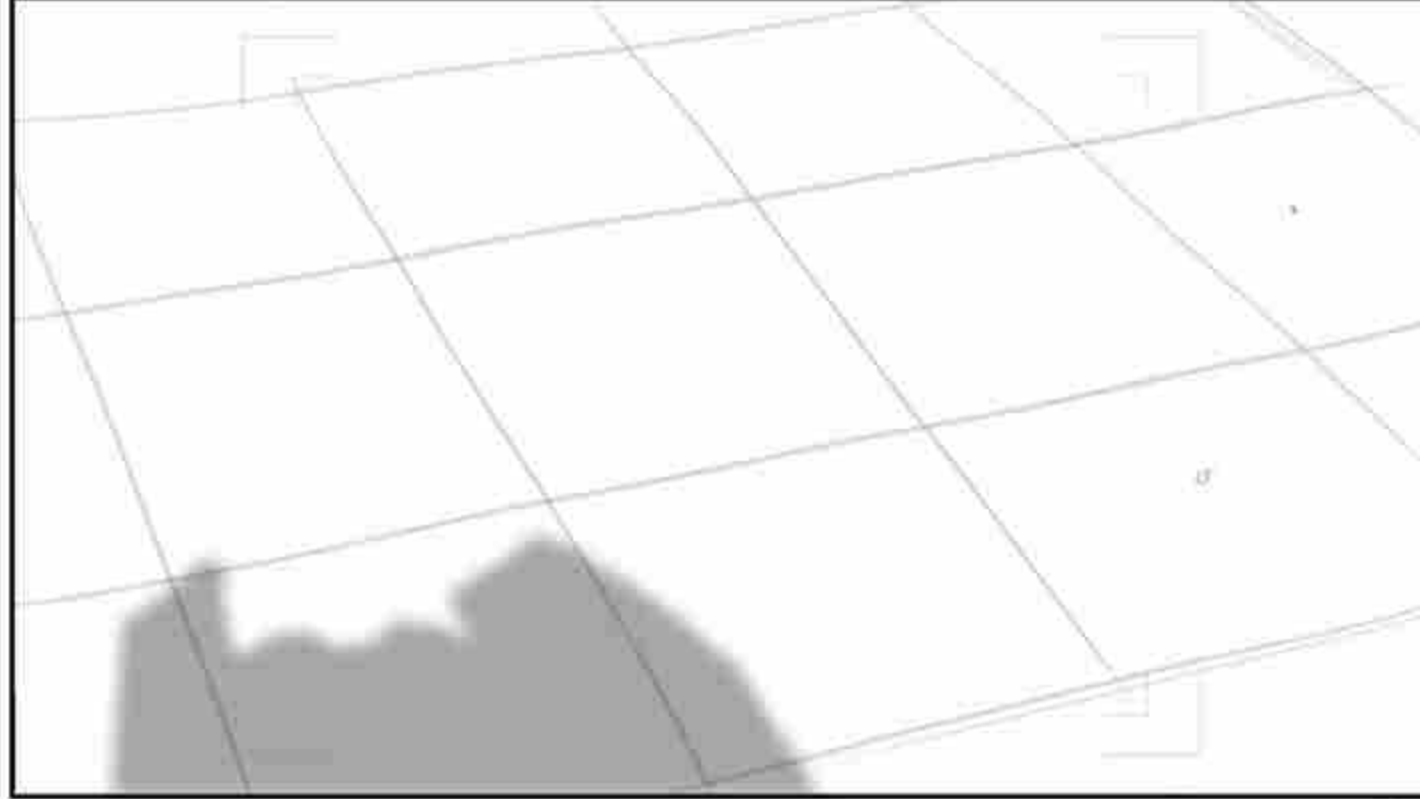
Action:	
FOLLOWED BY GRIMLOCK, THEY STOP IN FRONT OF THE CONTAINER WITH QUILLFIRES MARK.	
Dial:	
Slug:	Trans:

Action:	
REVERSE ON STRONGARM AND GRIMLOCK.	
EFX: (DROP SHADOW)	
Dial:	
99 STRONGARM (O.S.) AT LEAST QUILLFIRES TRAIL ISN'T HARD TO FOLLOW.	
Slug:	Trans:

Action:	
THEY BOTH EXIT SCENE.	
Dial:	
Slug:	Trans:

Scene: CONTD Panel: **3**

BG:

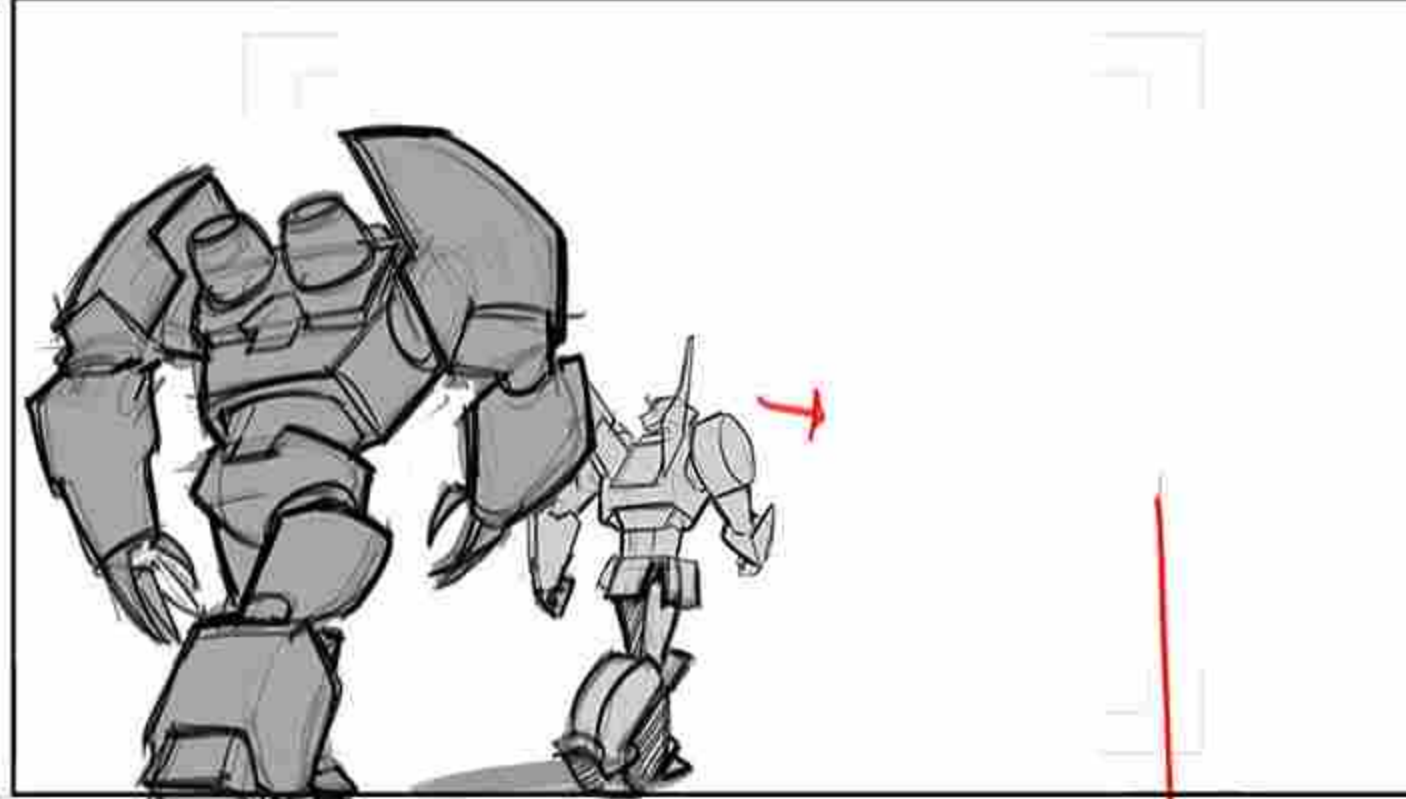


CUT

Scene:

Panel: **1**

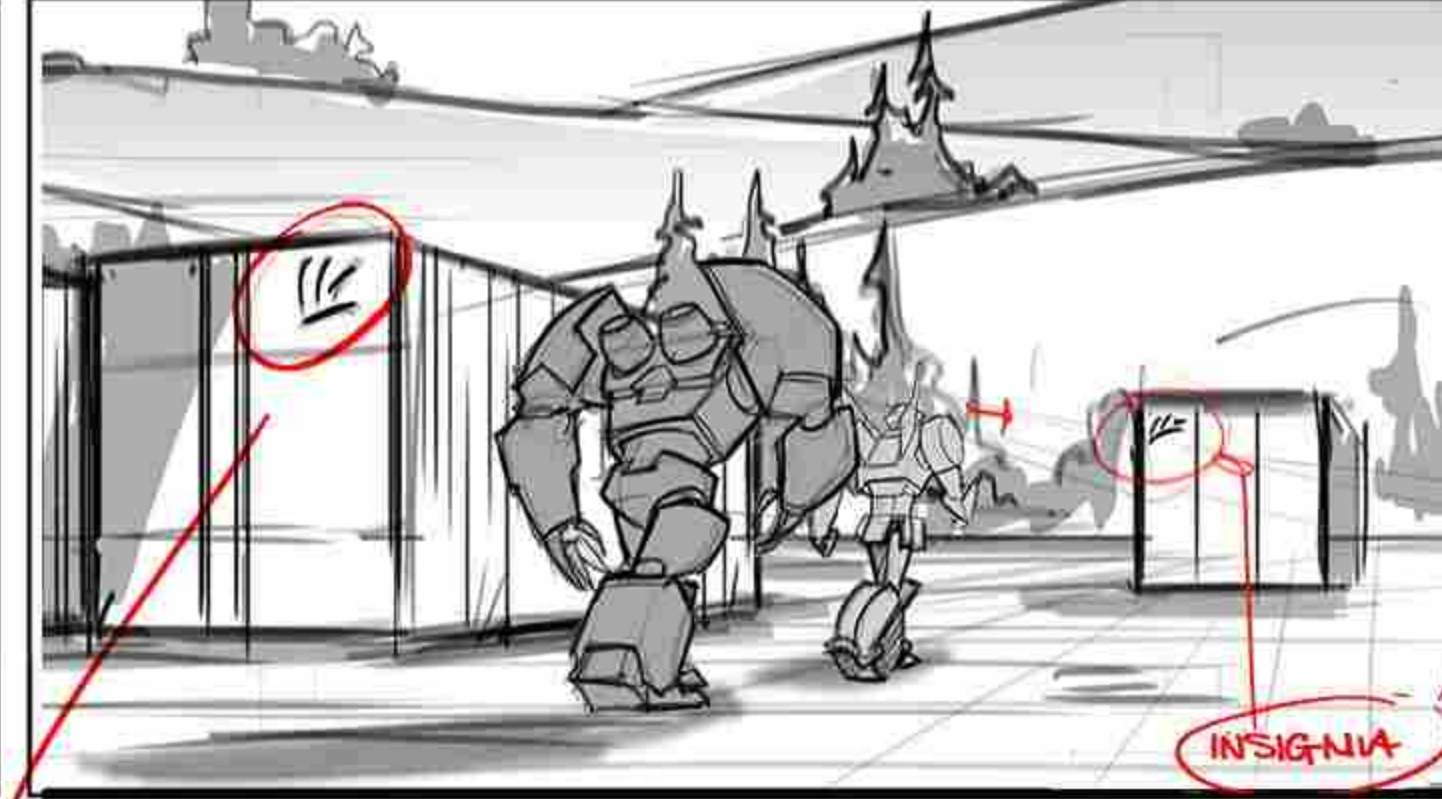
BG:



HU

Scene: CONTD Panel: **2**

BG:



Action:

Dial:

Slug:

Trans:

Action:

EXT. PARKING LOT - OUTLET MALL - CROWN CITY - CONT.
STORNARM AND GRIMLOCK FOLLOW
QUILLFIRES TRAIL.

EFX: (DROP SHADOW)

Dial:

Slug:

Trans:

Action:

Dial:

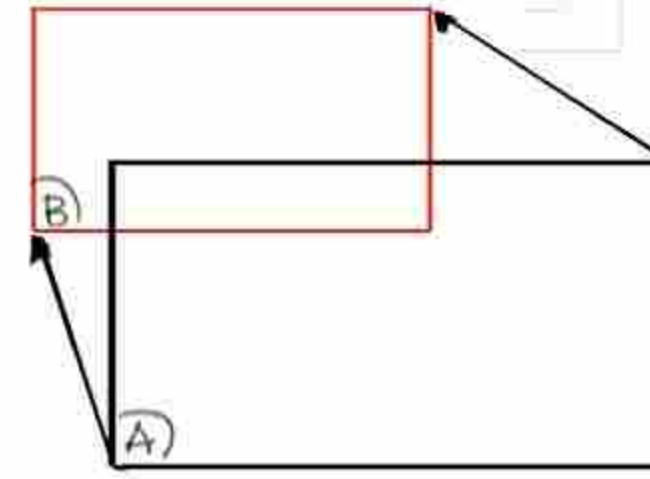
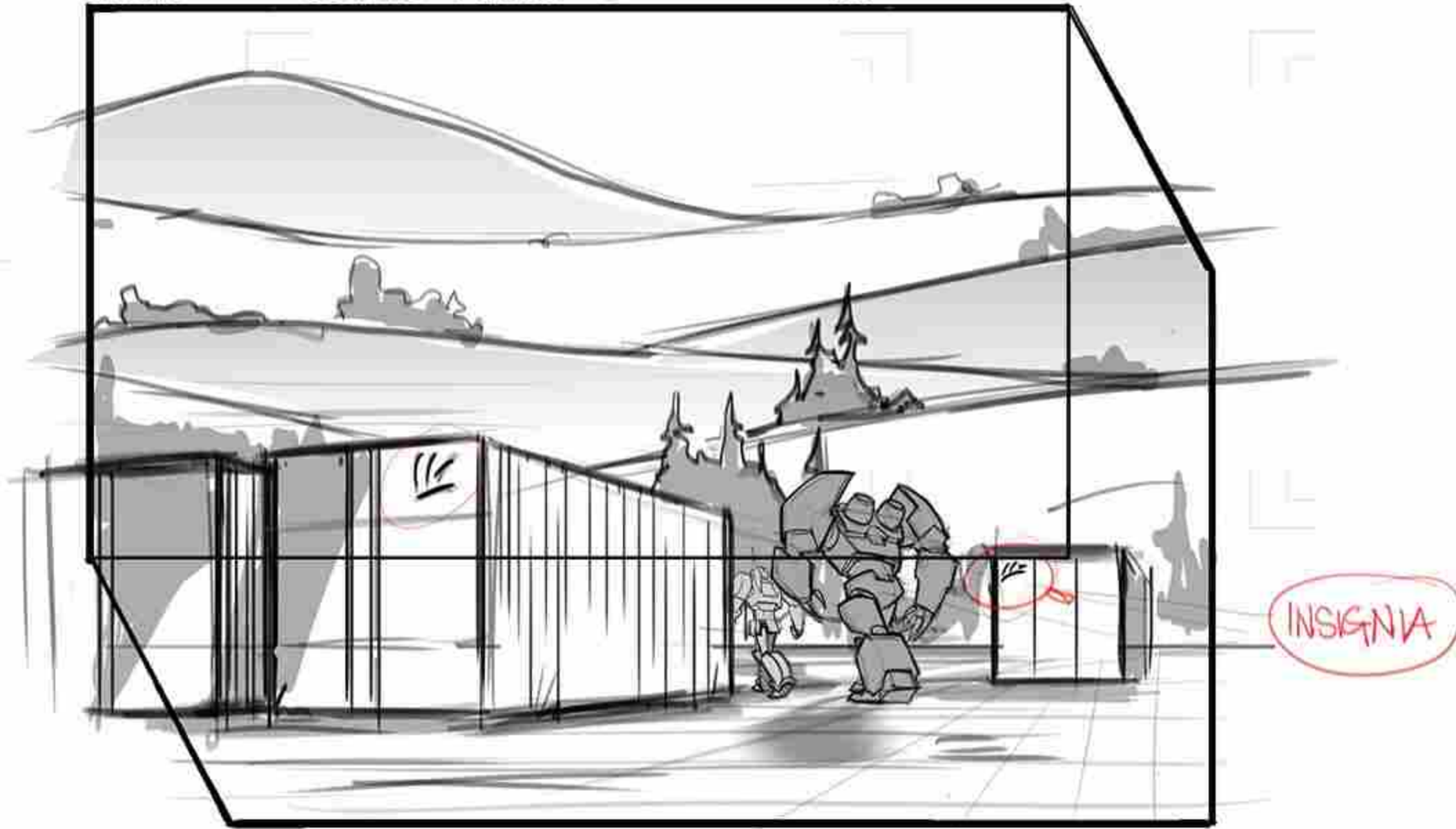
Slug:

Trans:

68 SECURITY GUARD
I HAVEN'T SEEN ANYTHING

Scene: CONTD Panel: 3

BG:



PAN AND TRUCK IN A - B,

Action:

AS GRIMLOCK AND STRONGARM START TO FOLLOW THE TRAIL,
PAN OVER TO THE HILLS.

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

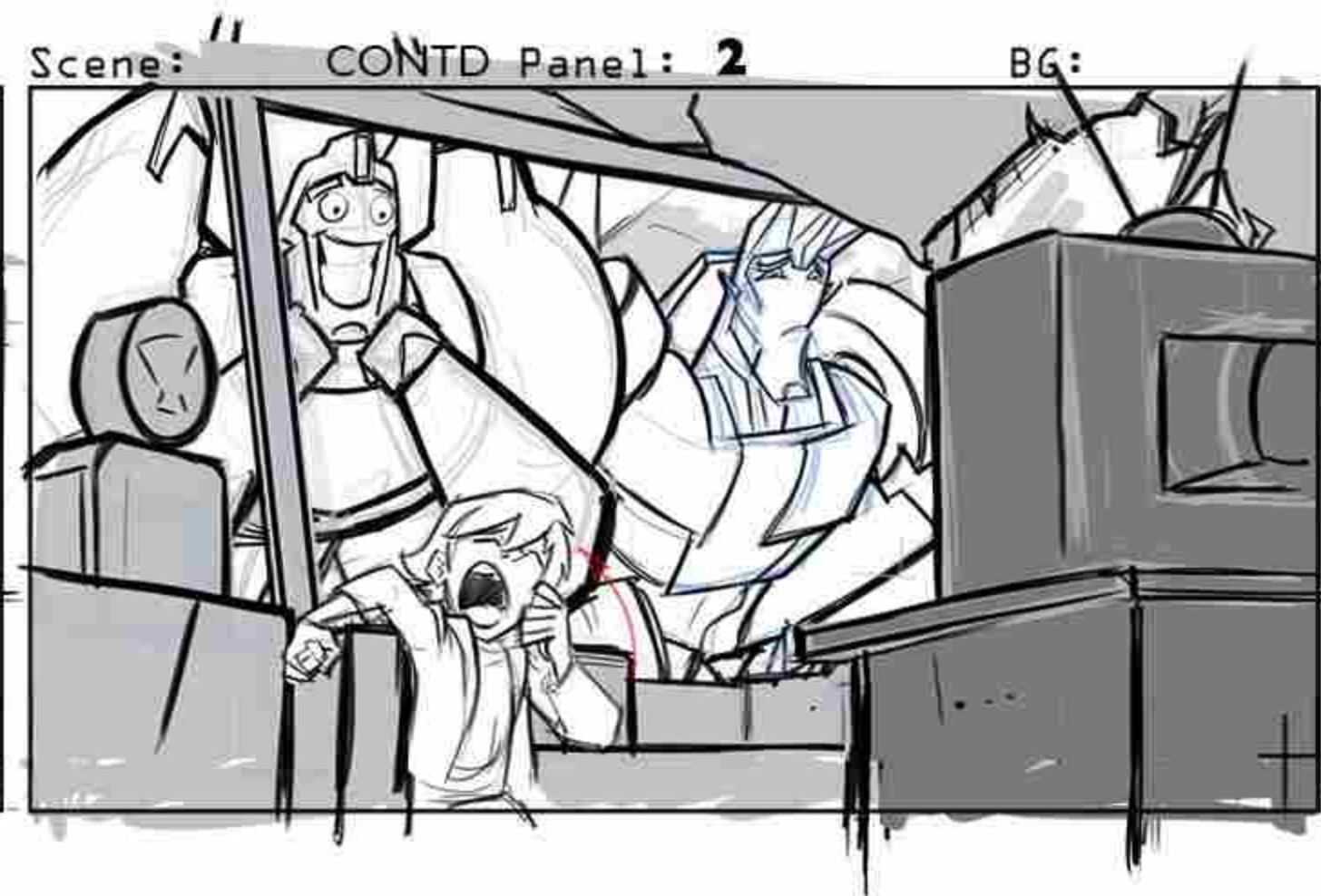
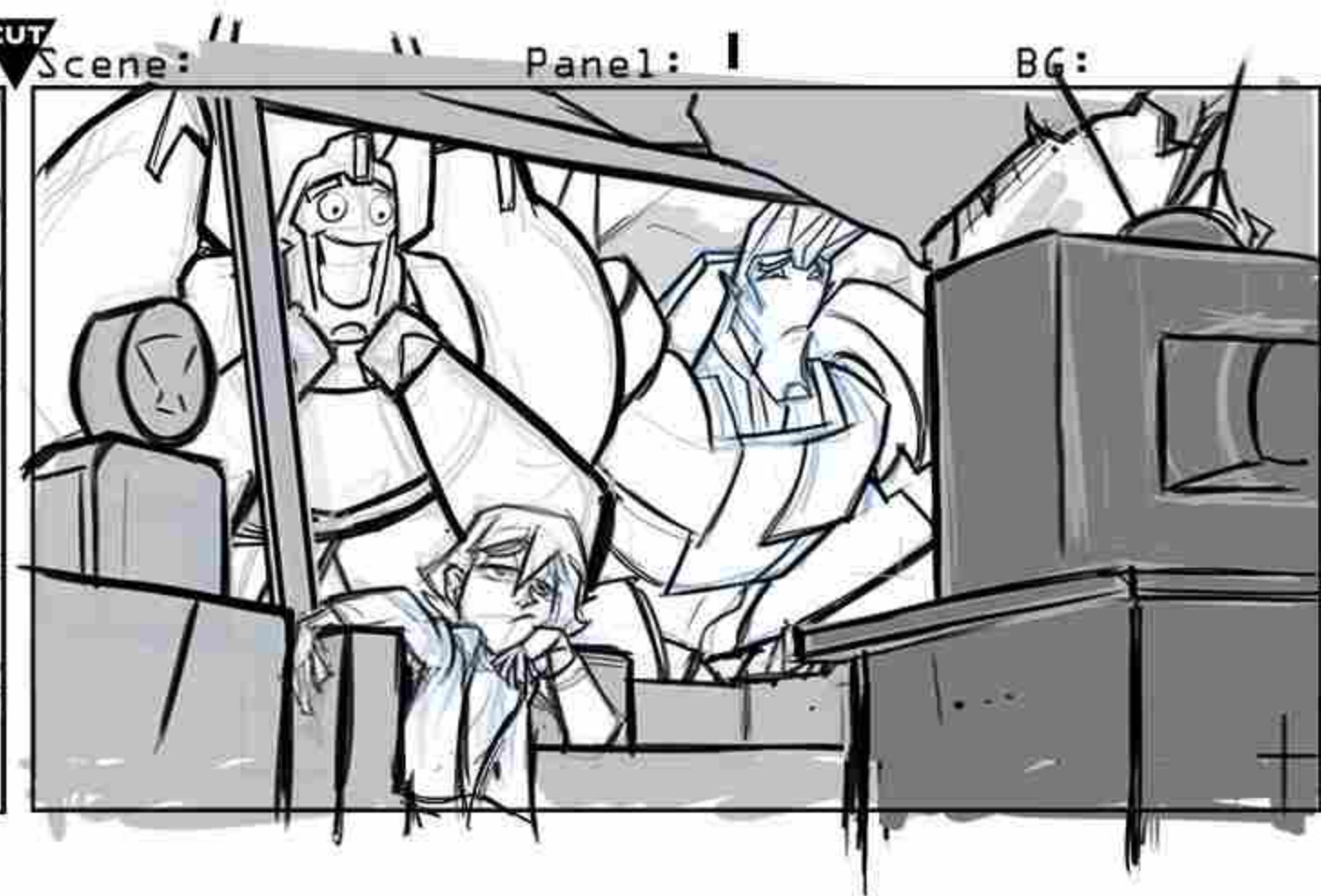
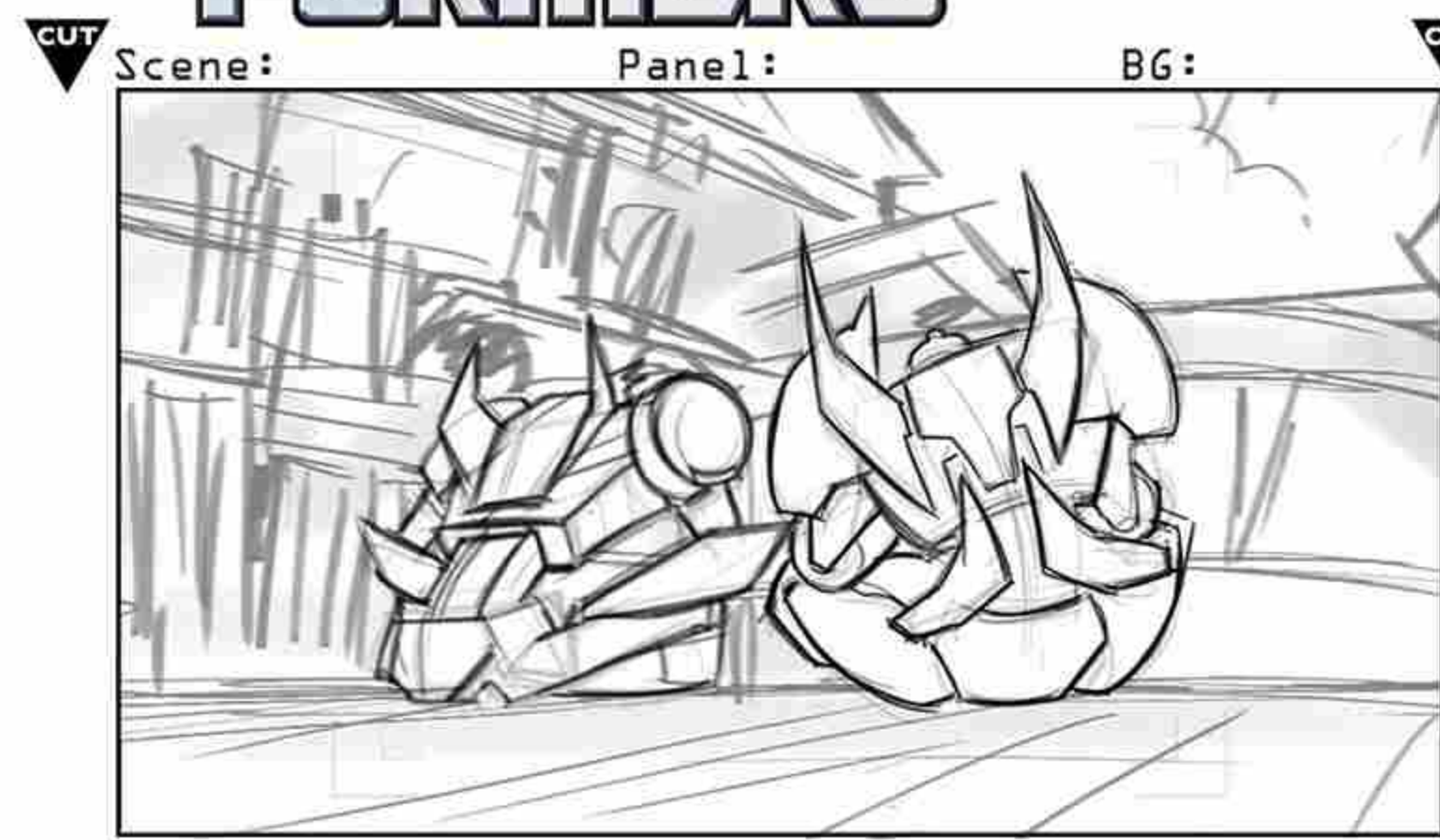
Trans:

Action:

Dial:

Slug:

Trans:



SLOW
DRIFT
IN.

Action:
EXT. SCRAPYARD - DINER - CONTINUOUS *
RUSSELL, BOT-MODE SIDESWIPE AND BOT-MODE BEE CONTINUE
WATCHING THE TELEVISION. <EPIC WESTERN FILM MUSIC
FADES OUT>, THERE'S AN <AUDIO PAUSE>, THEN --

Dial:
100 TV ANNOUNCER (O.S.)
WE'LL HAVE MORE CLASSIC WESTERN
MOVIE ACTION....

Slug: Trans:

Action:
INSIDE DINER, ANGLE ON RUSS, SIDESWIPE AND
A STILL EXCITED BUMBLEBEE.

Dial:
100 TV ANNOUNCER (O.S.)
...ON FRONTIER THEATER AFTER THIS WORD FROM
FLIEBER BRAND LUNCHMEAT.

Slug: Trans:

Action:
RUSSELL YAWNS.

<COMMERCIAL JINGLE> STARTS TO PLAYS.

Dial:

Slug: Trans:

Scene: CONTD Panel: **3**

BG:



CUT

Scene: Panel: **1**

BG:



Scene: CONTD Panel: **2**

BG:



Action:

CLOSER ON RUSSELL AS HE FINISHES
YAWNING AND STRETCHING..

<COMMERCIAL JINGLE> STILL PLAYING

Dial:

Dial:

**** RUSSELL: ****
<YAWN! >

Slug:

Trans:

Slug:

Trans:

Action:

RUSSELL GETS UP ...

Dial:

101 RUSSELL
I NEED POPCORN.

Slug:

Trans:

Scene: CONTD Panel: 3

BG:



CUT

Scene:

Panel: 1

BG:



Scene:

CONTD Panel: 2

BG:



HU

Action:

RUSSELL EXITS .

Dial:

Slug:

Trans:

Action:

HOOK UP .
INT. DINER. AS RUSSELL WALKS TO CAMERA,
WE SEE THAT HE'S CHUCKLING TO HIMSELF.
<COMMERCIAL JINGLES>

Dial:

Slug:

Trans:

Action:

RUSSELL EXITS .

Dial:

Slug:

Trans:

Scene: CONTD Panel: 3 BG:

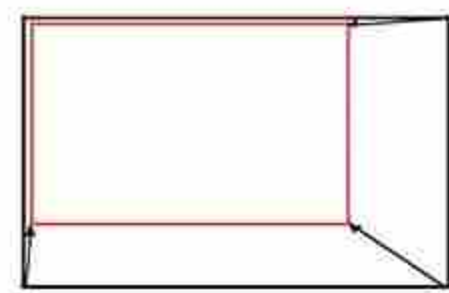


CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



SLIGHT
DRIFT IN.

HU

Action:	
Dial:	
Slug:	Trans:

Action:	
HOOK UP. CLOSE ON SIDESWIPE.	
<COMMERCIAL JINGLES>	
Dial:	
Slug:	Trans:

Action:	
HE BEGINS TO CHOKE UP.	
Dial:	
102 SIDESWIPE (A LITTLE CHOKED UP) DECENT MOVIE.	
Slug:	Trans:

Scene: CONTD Panel: 3 BG:



Action:

HE DABS AT HIS FACE,...

Dial:

Slug: Trans:

Scene: CONTD Panel: 4 BG:



Action:

..., LOOKS AT HIS HAND.

Dial:

I03 SIDESWIPE (CONT'D)
I HAVE TO GO DRY MY OPTICS...

Slug: Trans:

Scene: CONTD Panel: 5 BG:



Action:

I03 SIDESWIPE (CONT'D)
..I SEEM TO BE, UH, LEAKING LUBRICANT...

Dial:

Slug: Trans:

CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



ADJUST
BG.

Action:	
ANGLE ON SIDESWIPE AND BUMBLEBEE....WHO'S STILL ENGROSSED WITH THE TV.	
<COMMERCIAL JINGLES>	
Dial:	
Slug:	Trans:

Action:	
SP STANDS UP.	
Dial:	
Slug:	Trans:

Action:	
AND EXITS.ADJUST BG TO CENTER BB.	
Dial:	
Slug:	Trans:

Scene: CONTD Panel: 4

BG:



Scene: CONTD Panel: 5

BG:



Scene: CONTD Panel: 6

BG:



Action:

HOLD ON BB,(AT LEAST 3 BEATS!)
.....HIS SMILE NEVER CHANGES....UNTIL...

Dial:

Slug:

Trans:

Action:

104 BUMBLEBEE
BO-

Slug:

Trans:

Action:

104 BUMBLEBEE
-RING!

Slug:

Trans:

Scene: CONTD Panel: **7**

BG:



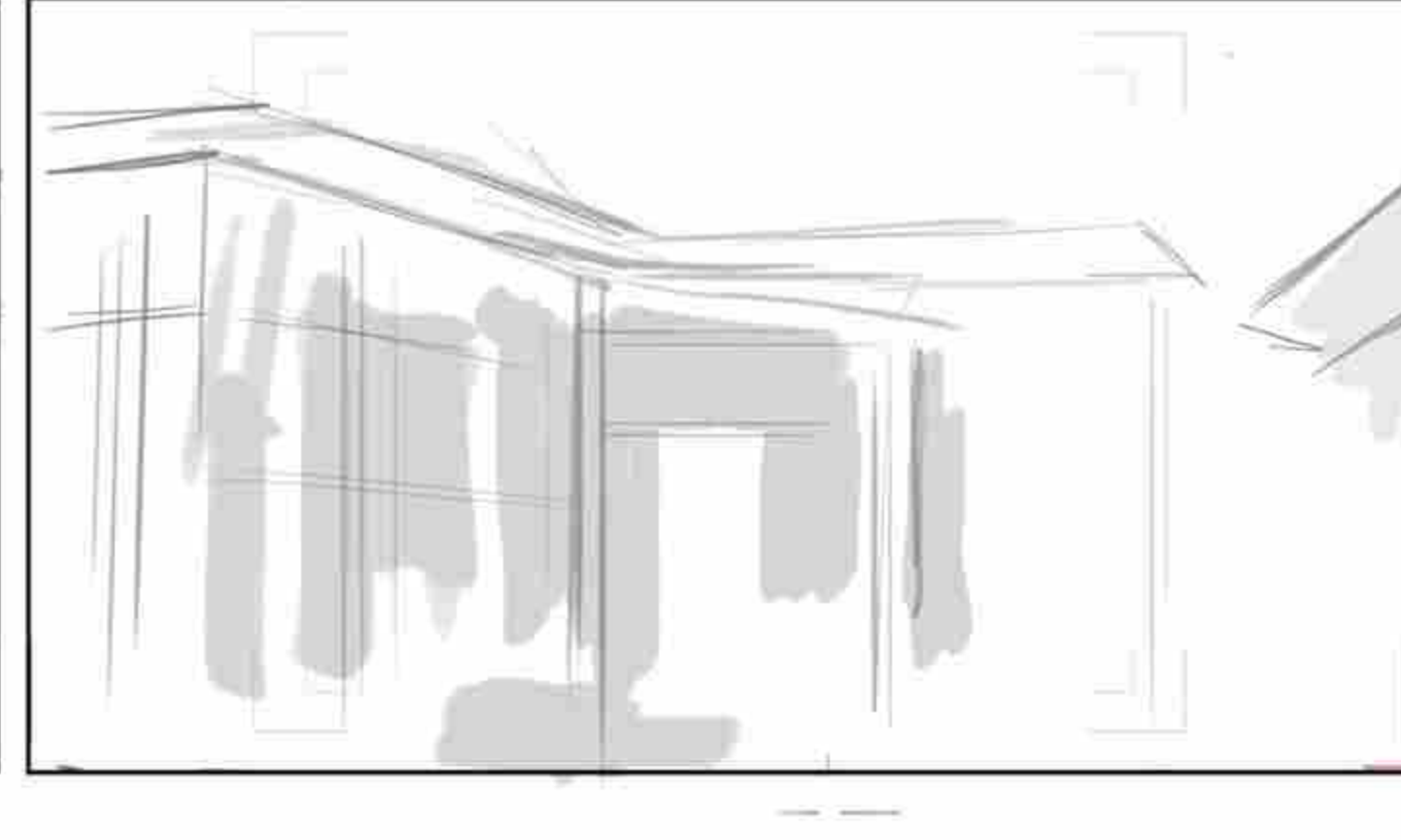
Scene: CONTD Panel: **8**

BG:



Scene: CONTD Panel: **9**

BG:



Action:

ADJUST BG AS BB GETS UP AND...

Dial:

Slug:

Trans:

Action:

...AND EXITS

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

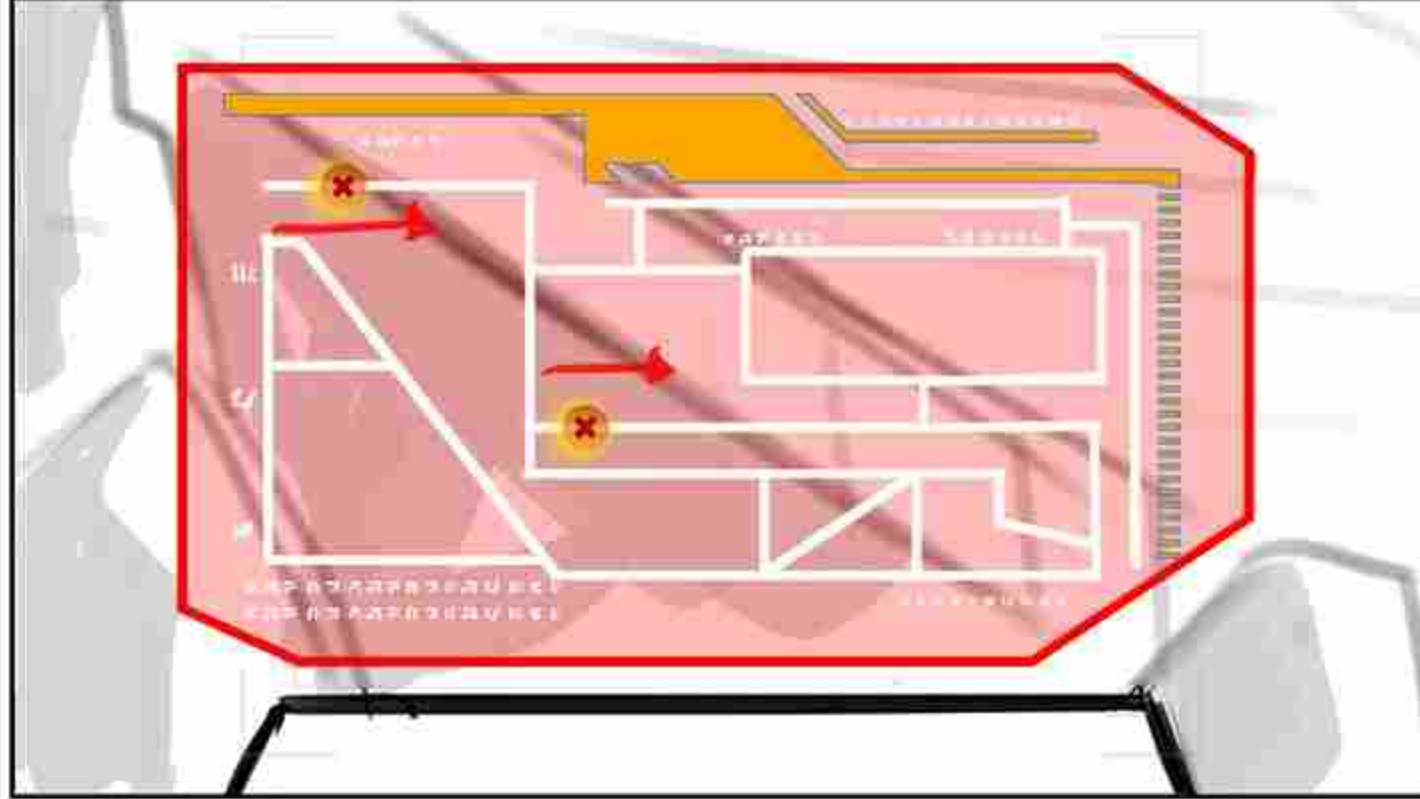
Trans:

CUT

Scene:

Panel: 1

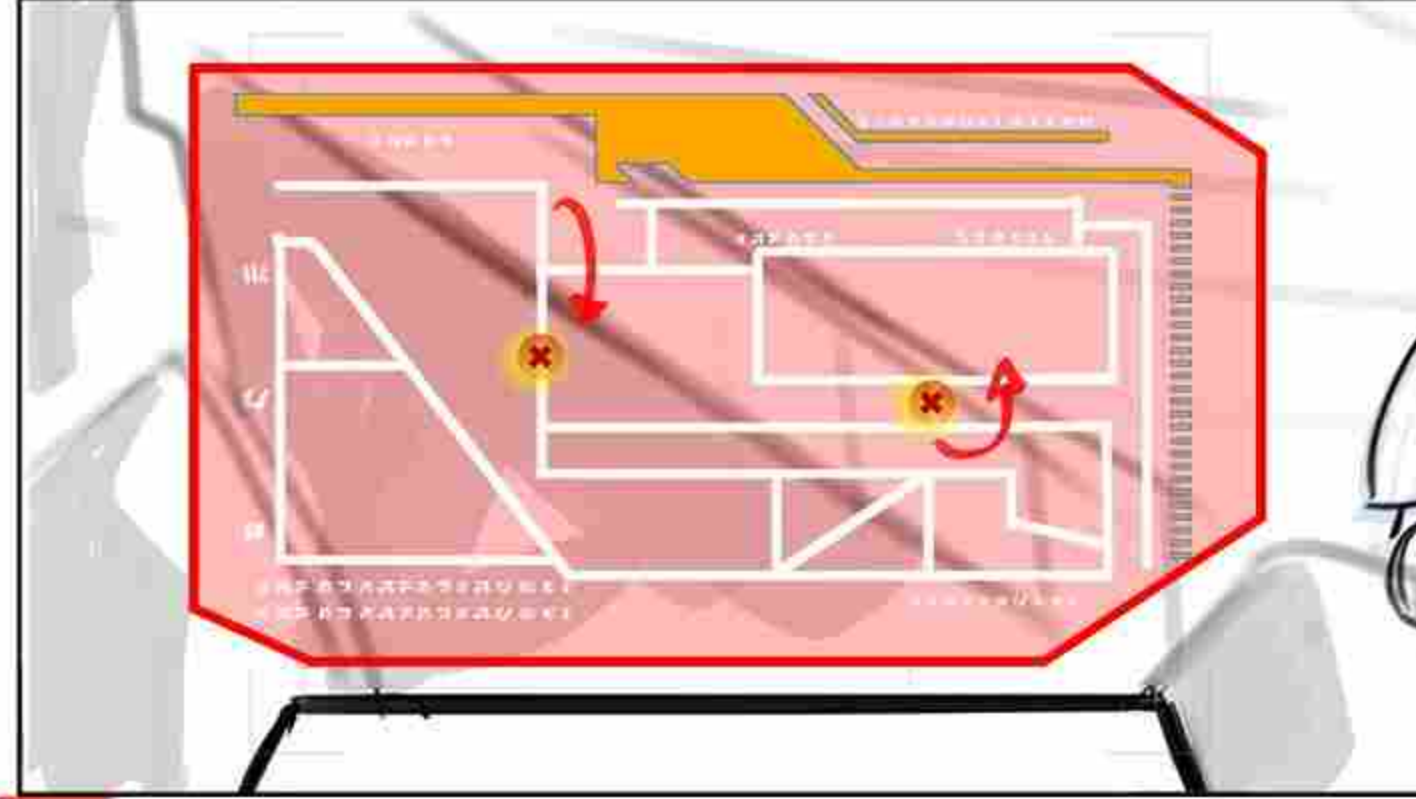
BG:



Scene:

CONTD Panel: 2

BG:

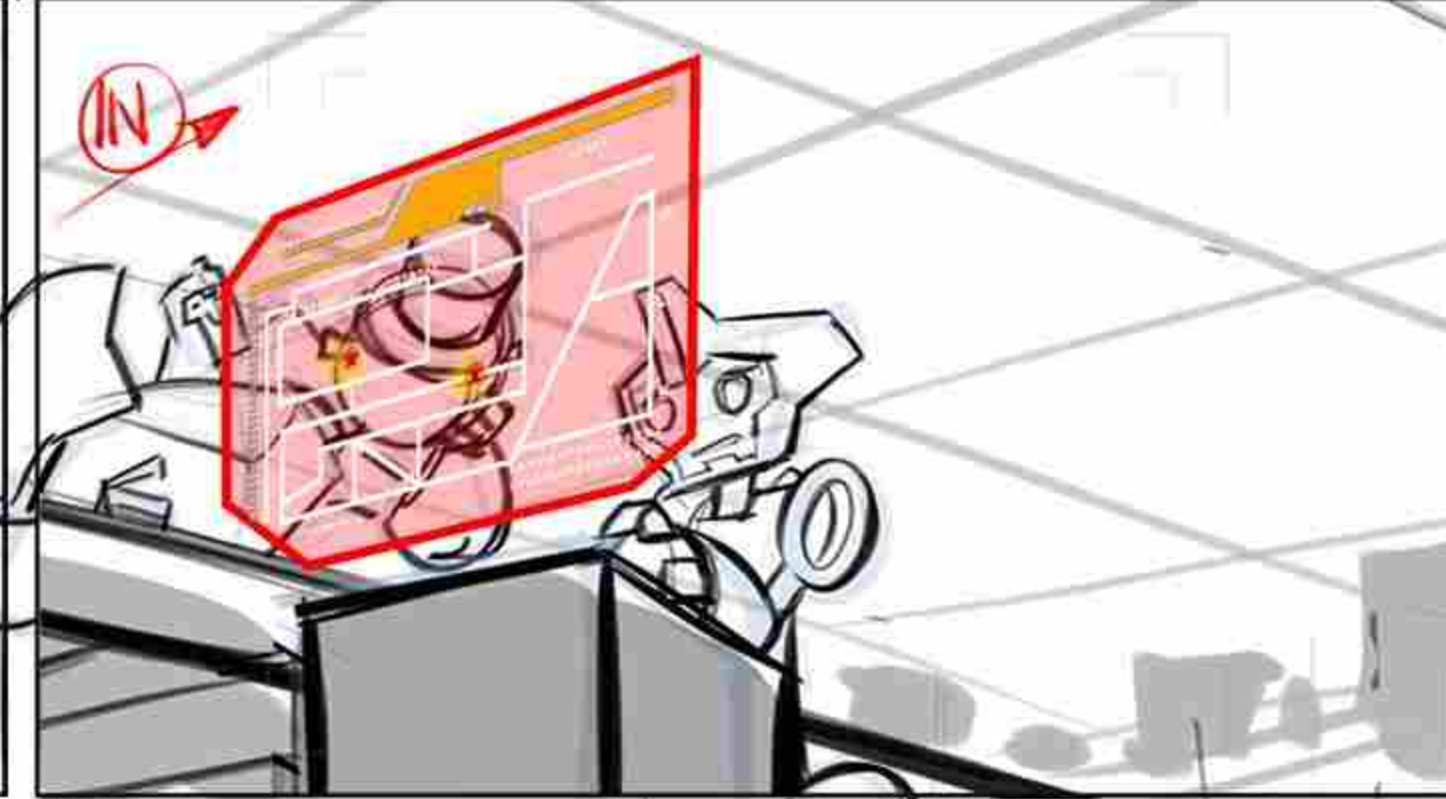


CUT

Scene:

Panel: 1

BG:



EFX: (GLOWING BLIPS)

Action:

CLOSE ON HOLO-SCREEN MAP.
TWO GLOWING BLIPS RACE ACROSS THE GRID.

Dial:

105 STRONGARM (O.S.)(THROUGH COMM)
SKEWER SEEMS TO HAVE REACHED....

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

EFX: (GLOWING BLIPS)

Action:

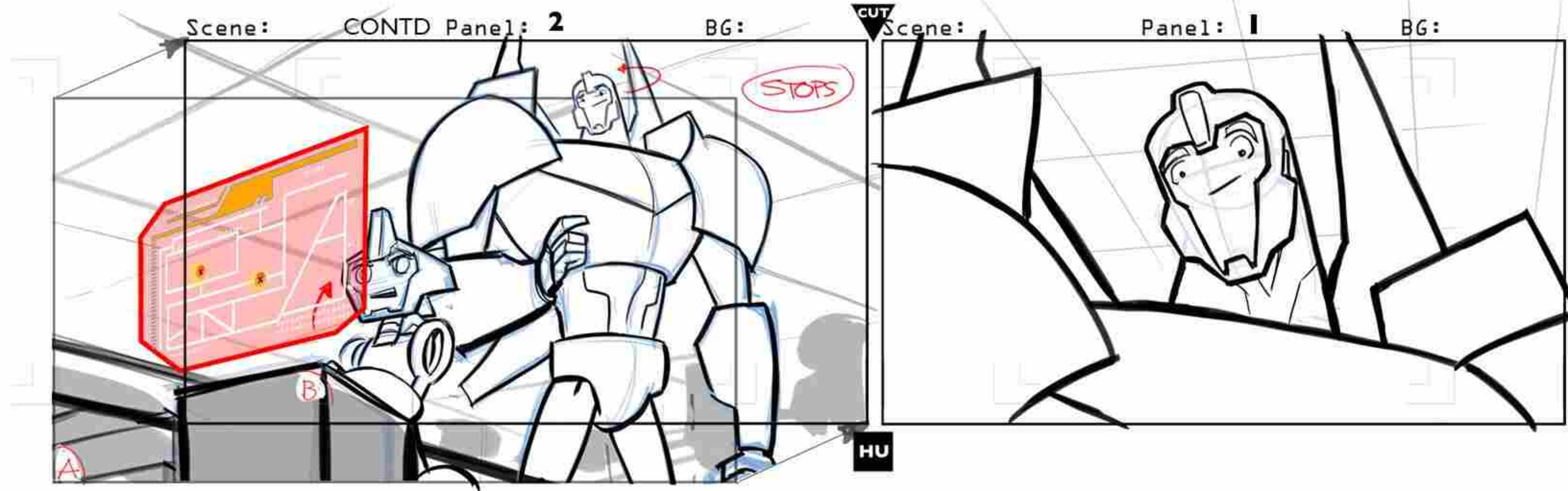
ANGLE ON FIXIT AT THE CONSOLE.
BUMBLEBEE HOLDING SOMETHING
FROM THE SCRAPYARD, AMBLES IN BEHIND HIM

Dial:

105 STRONGARM (O.S.) (CONTD)
....THE CARNIVAL GROUNDS, FIXIT.

Slug:

Trans:



Action:	
PAN WITH BEE. HE STOPS BEHIND FIXIT TO LISTEN.	
Dial:	
106 FIXIT ROGER THAT.	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
HOOK UP CLOSE ON BEE.	
Dial:	
Slug:	Trans:

Scene: CONTD Panel: 2

BG:



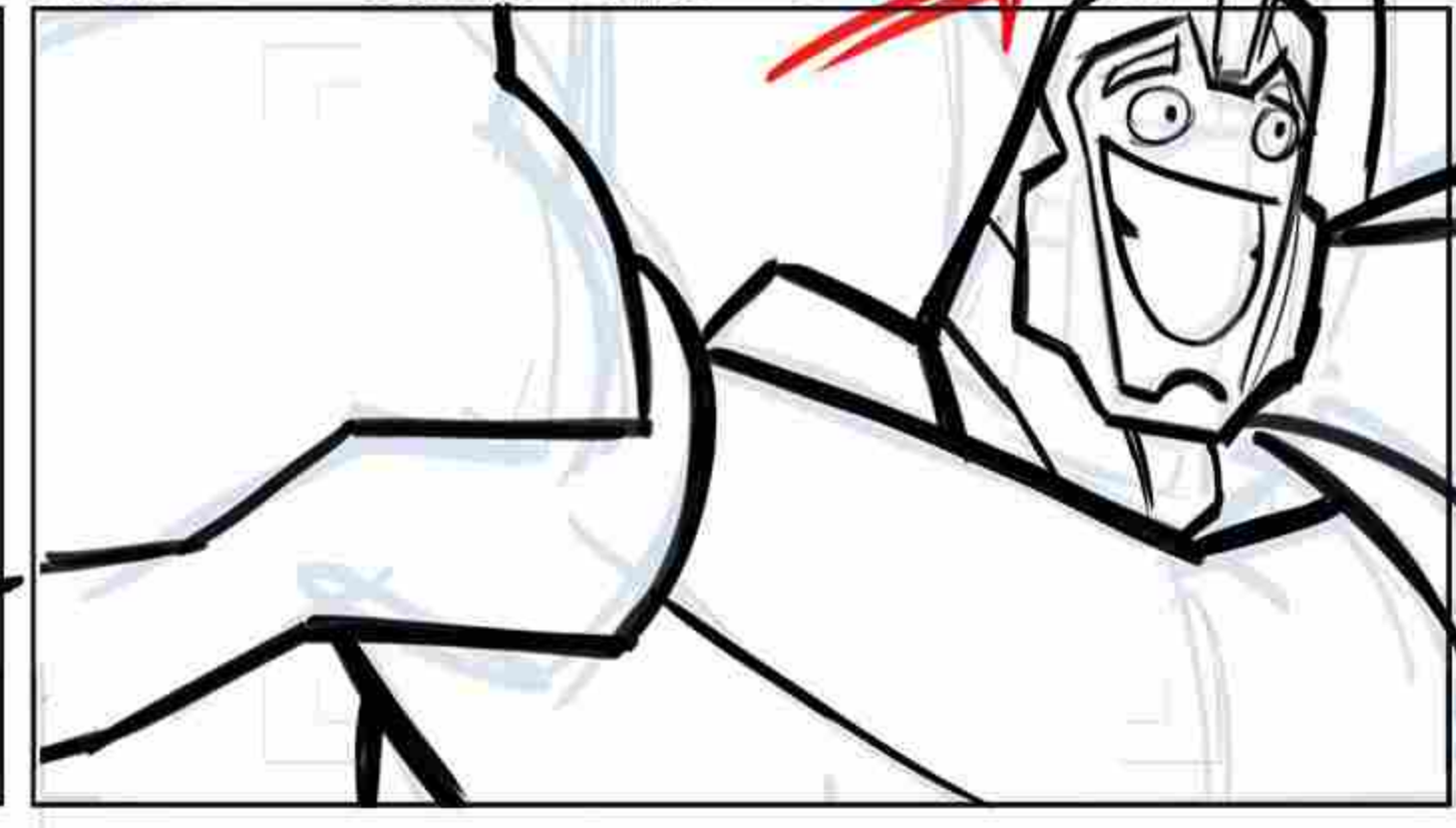
Scene: CONTD Panel: 3

BG:



Scene: CONTD Panel: 4

BG:



Action:

PAN WITH BEE. HE STOPS BEHIND FIXIT TO LISTEN.

Dial:

107 BUMBLEBEE (SOTTO)
THE CARNIVAL!

Slug:

Trans:

Action:

Dial:

107 BUMBLEBEE
SWEET!

Slug:

Trans:

Action:

BEE TAKES OFF.

Dial:

Slug:

Trans:

CUT

Scene:

Panel: 1

BG:



START

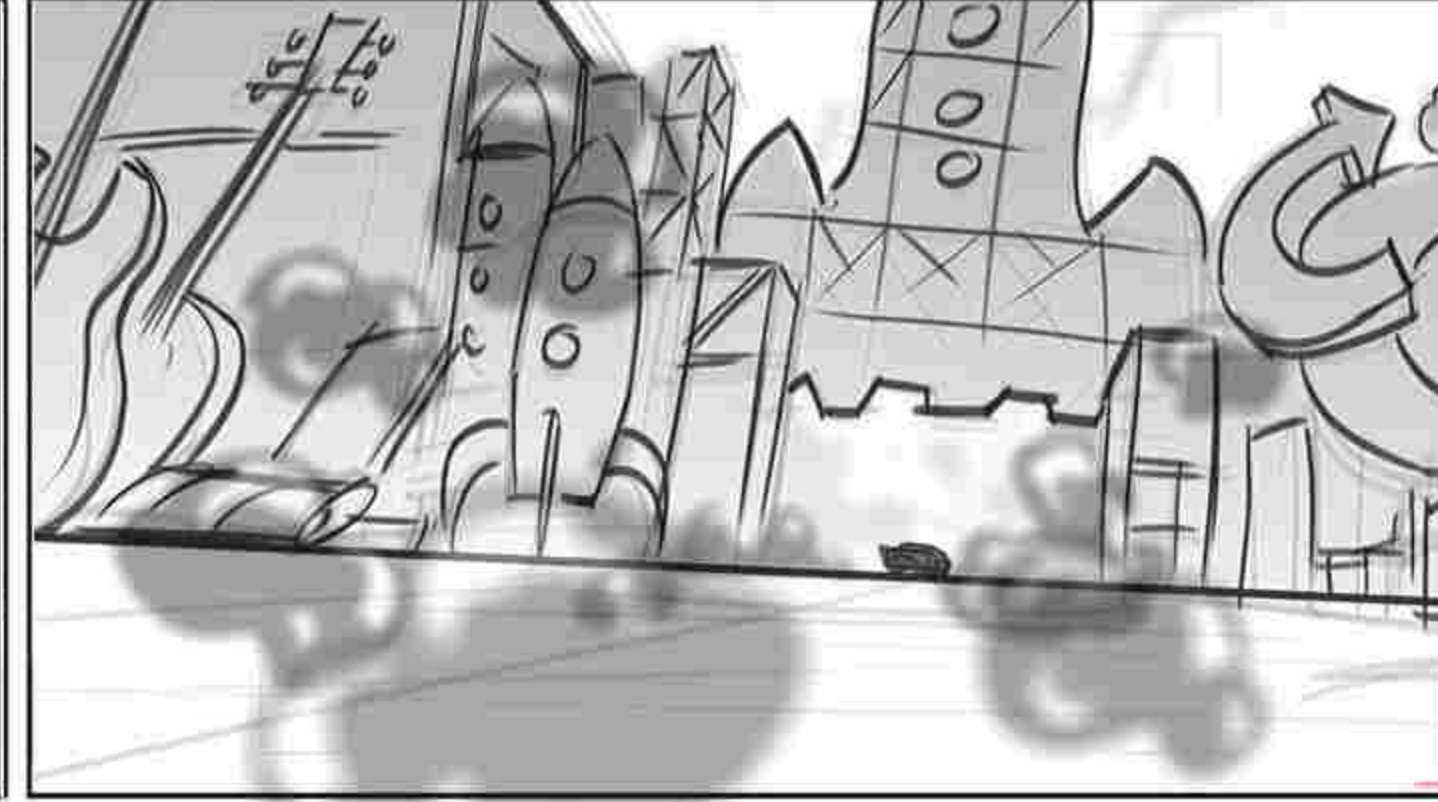
PAN

STOP

Scene:

Panel: 2

BG:



Action:

ANGLE ON SCRAPYAR. BEE TRANSFORMS INTO VEHICLE MODE
LANDS HARD AND ZOOMS OFF!

EFX: (SHADOW, DUST / SMOKE)

Dial:

107 BUMBLEBEE (SOTTO)
THE CARNIVAL!

Slug:

Trans:

Action:

Dial:

107 BUMBLEBEE
SWEET!

Slug:

Trans:

Action:

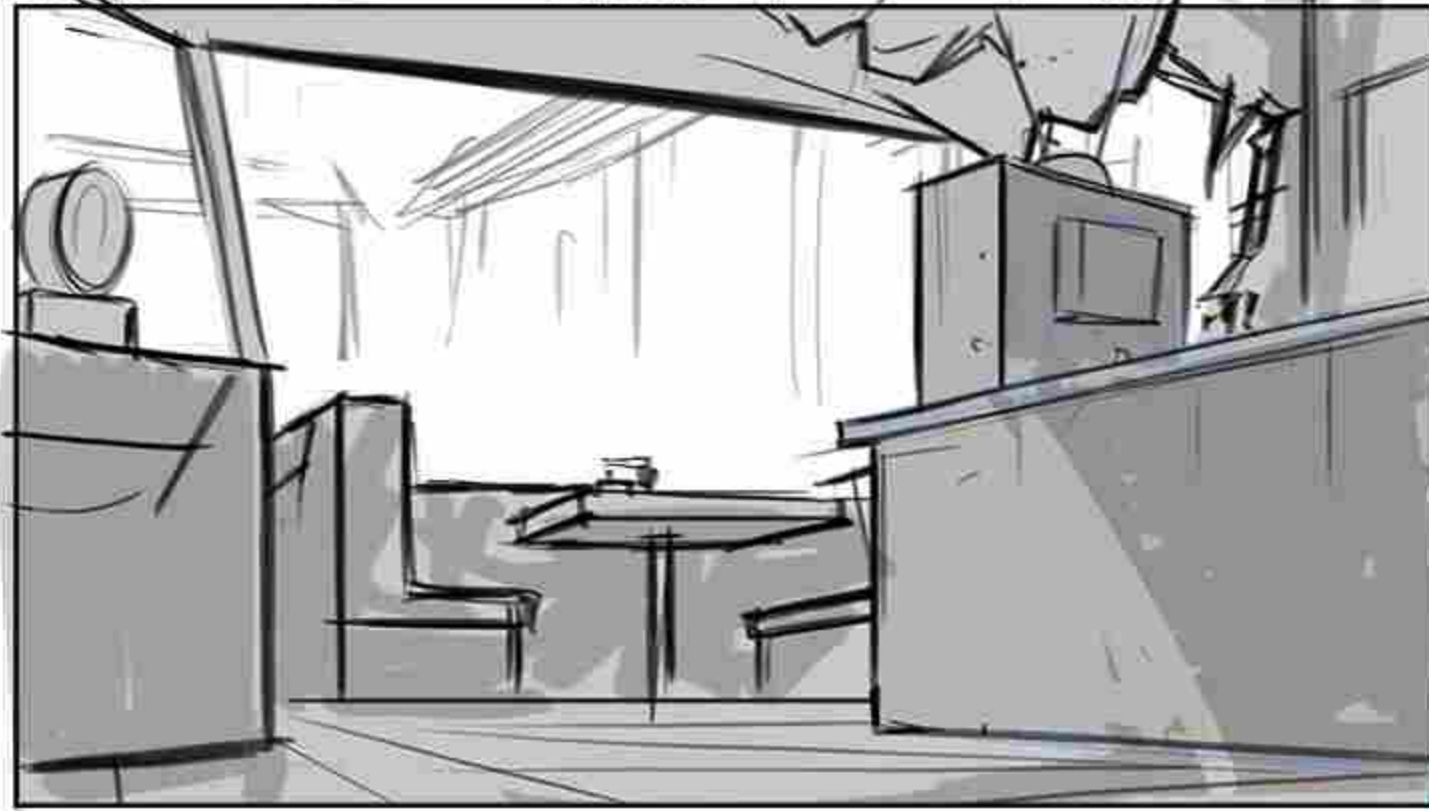
Dial:

Slug:

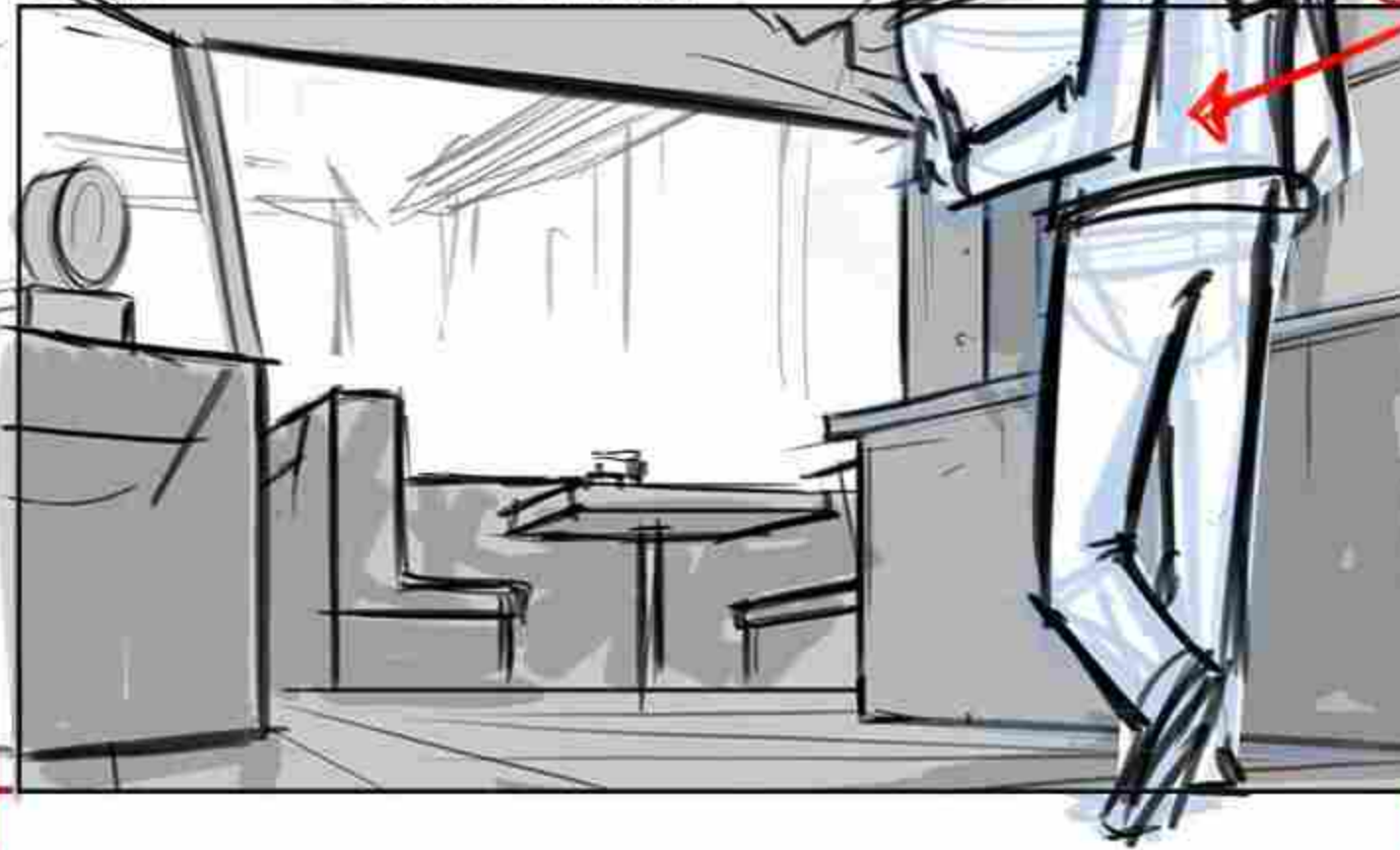
Trans:

CUT

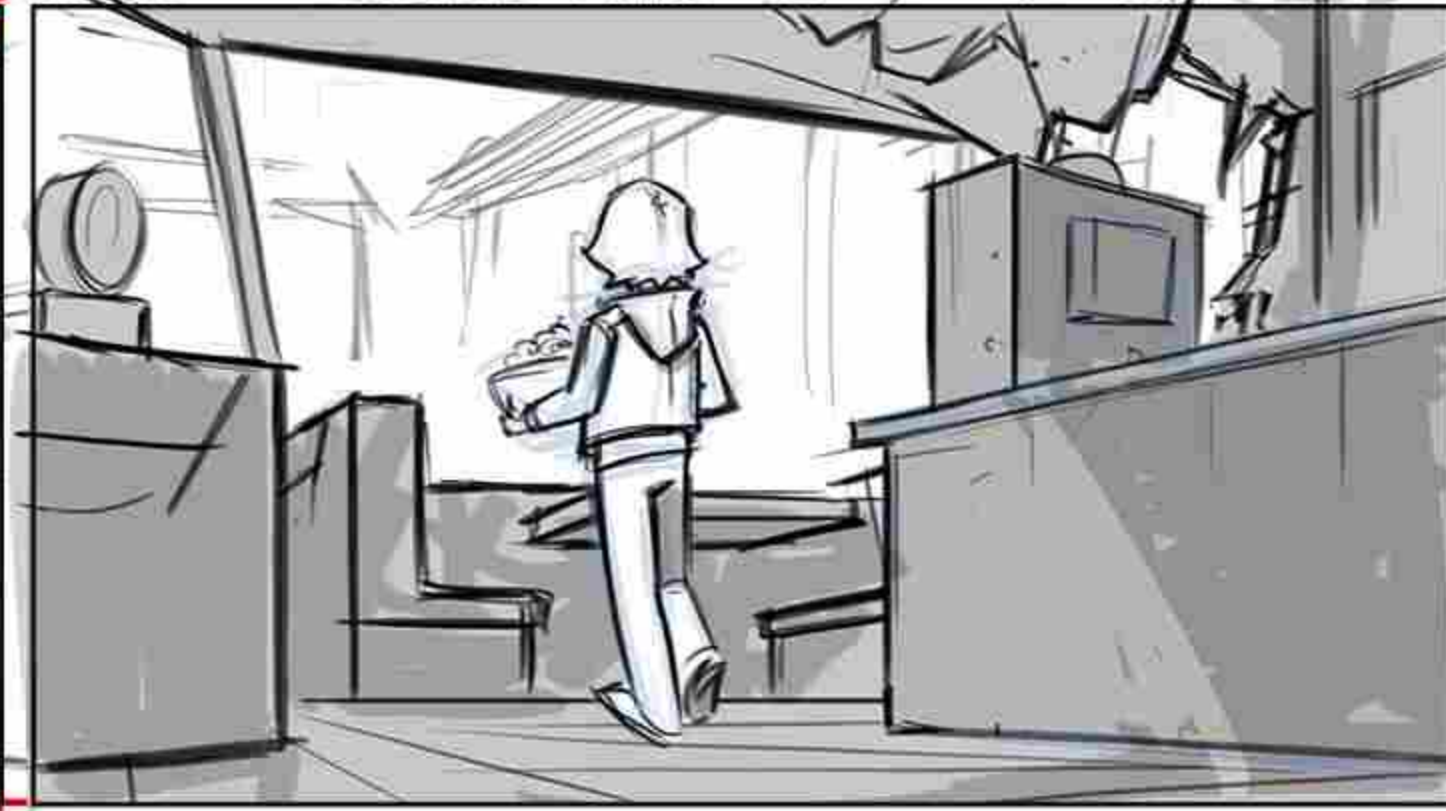
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

EXT. SCRAPYARD - INT. DINER - CONTINUOUS

Dial:

Slug:

Trans:

Action:

RUSSELL ENTERS WITH HIS BOWL OF POPCORN.

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Scene: CONTD Panel: 4

BG:



Scene: CONTD Panel: 5

BG:

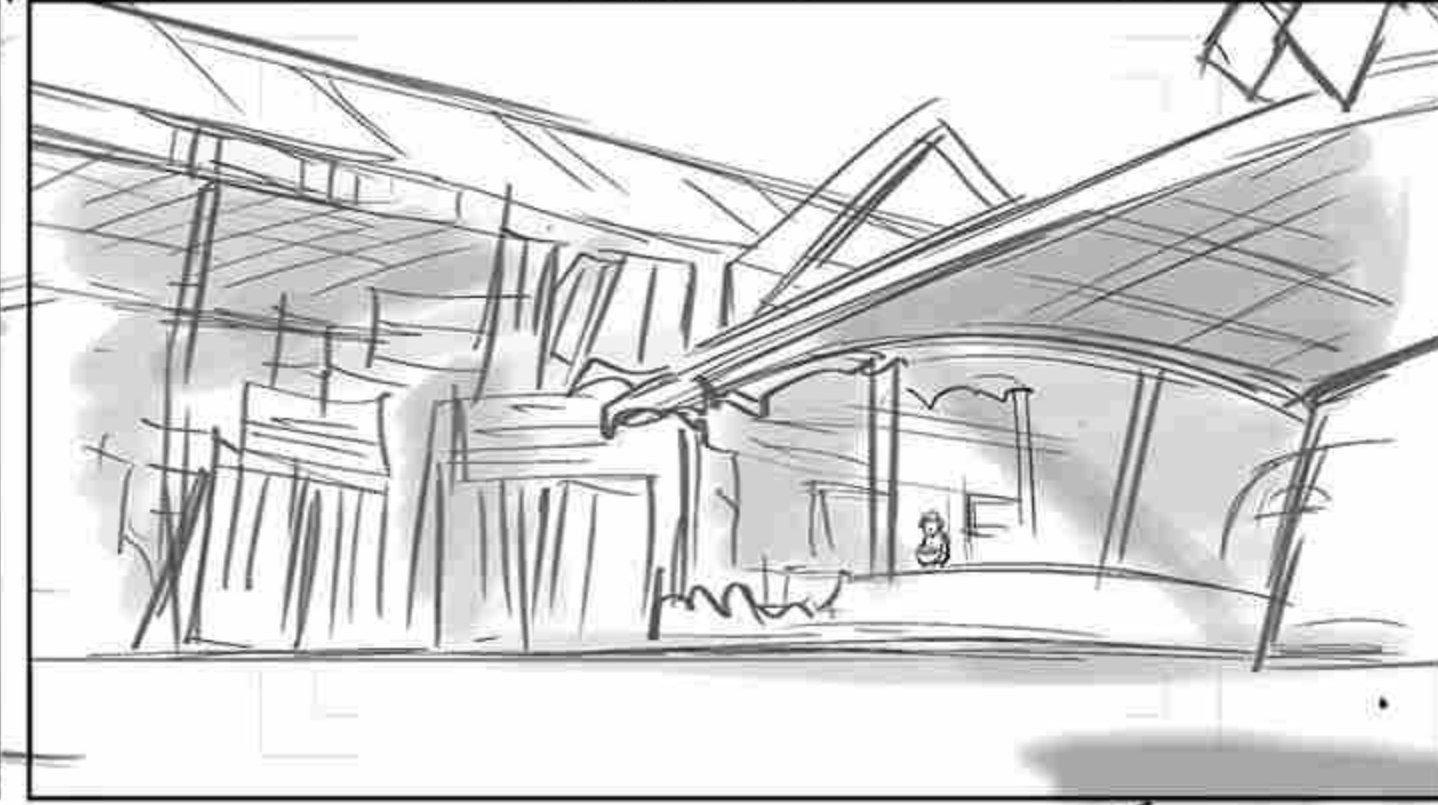


CUT

Scene:

Panel: 1

BG:



DX SHADOW

Action:

HE LOOKS AROUND THE EMPTY YARD.

Dial:

Slug:

Trans:

Action:

RUSSELL ENTERS WITH HIS BOWL OF POPCORN.

Dial:

Slug:

Trans:

Action:

EXT. SCRAPYARD - OUTSIDE THE DINER.
WE CAN SEE RUSSELL STANDING IN THE WINDOW.

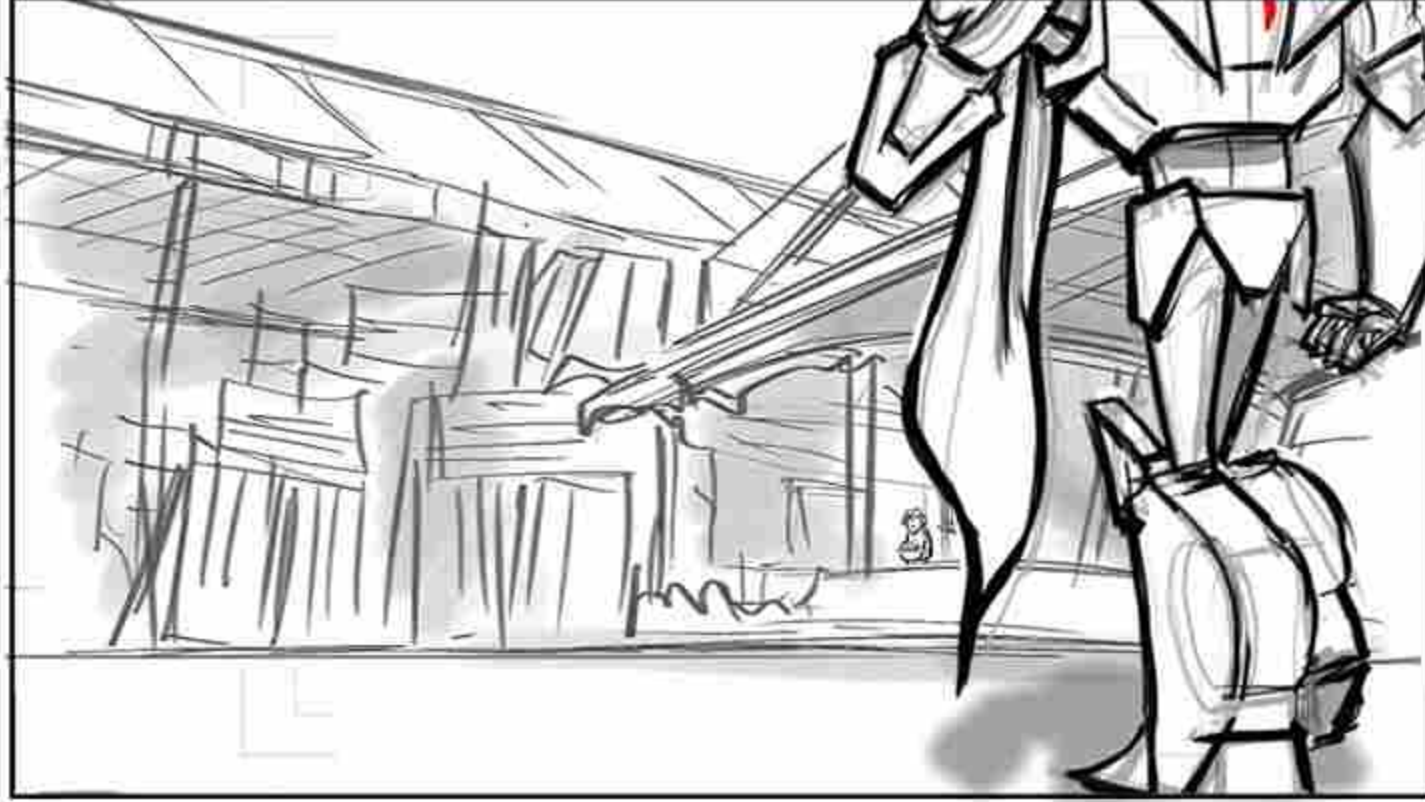
Dial:

Slug:

Trans:

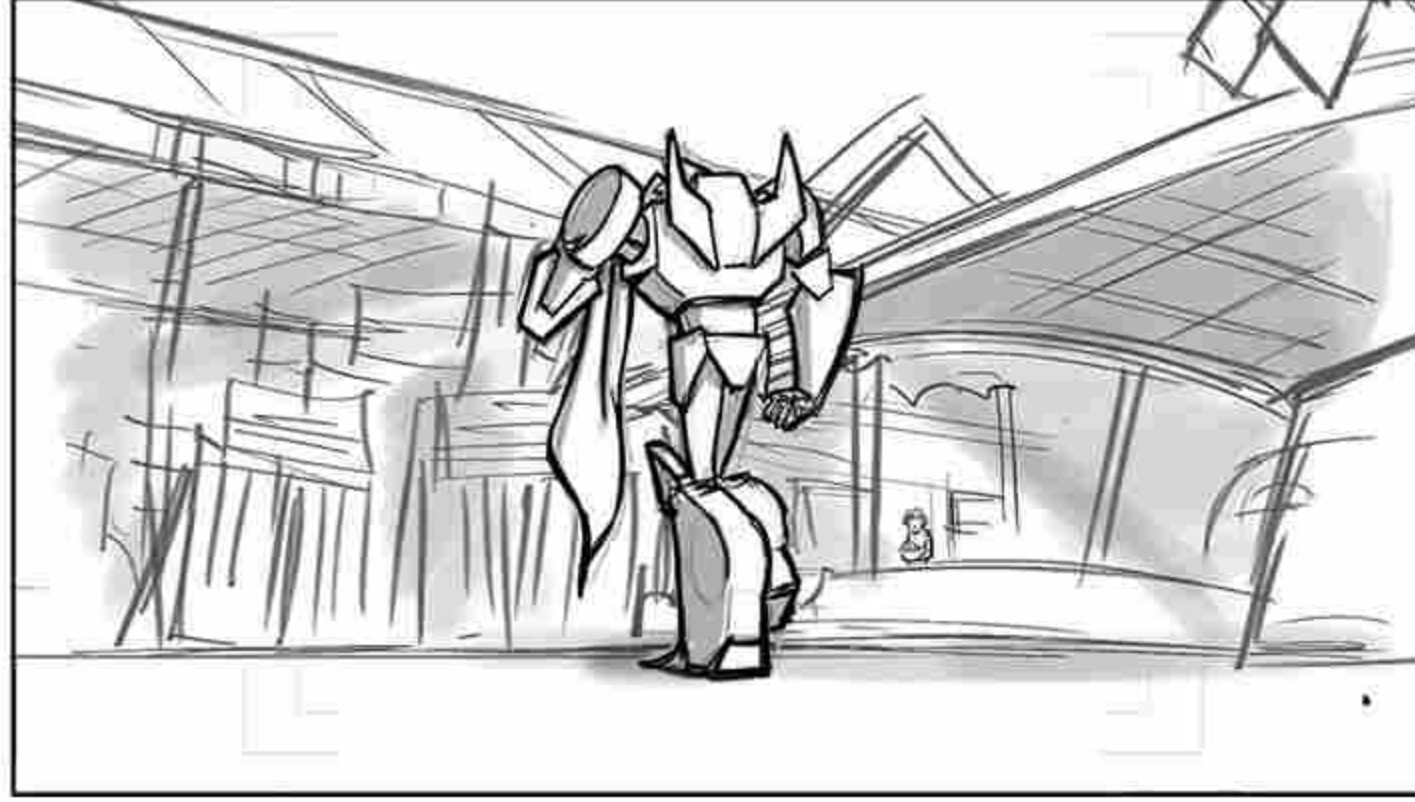
Scene: CONTD Panel: 2

BG:



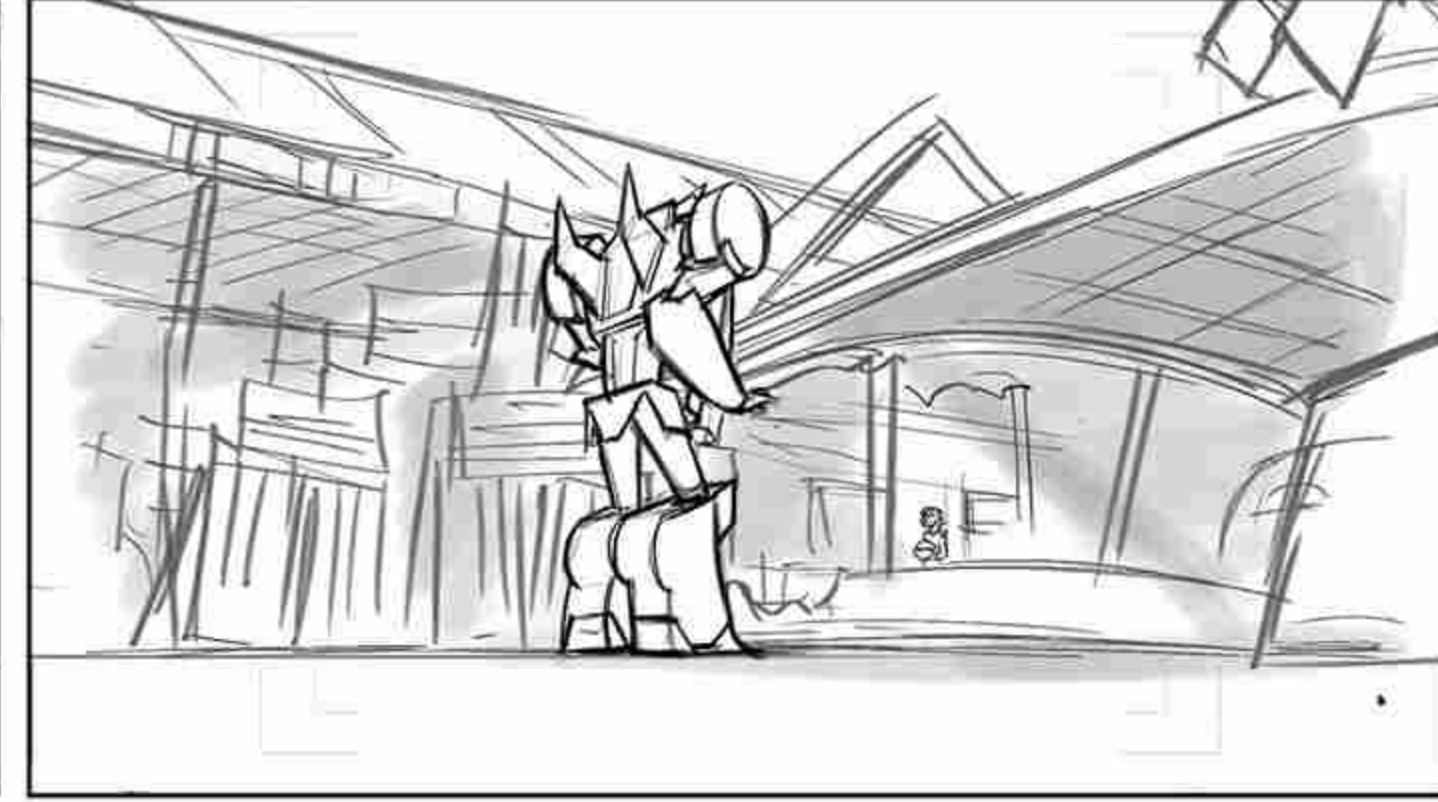
Scene: CONTD Panel: 3

BG:



Scene: CONTD Panel: 4

BG:



Action:

SIDESWIPE ENTERS.

EFX: (SHADOW)

Dial:

Slug:

Trans:

Action:

WIPING HIS EYES, HE WALKS TOWARDS THE DINER.

Dial:

Slug:

Trans:

Action:

HE STOPS IN FRONT OF THE DINER. RUSS LOOKS UP AT HIM.

Dial:

Slug:

Trans:

CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



HU

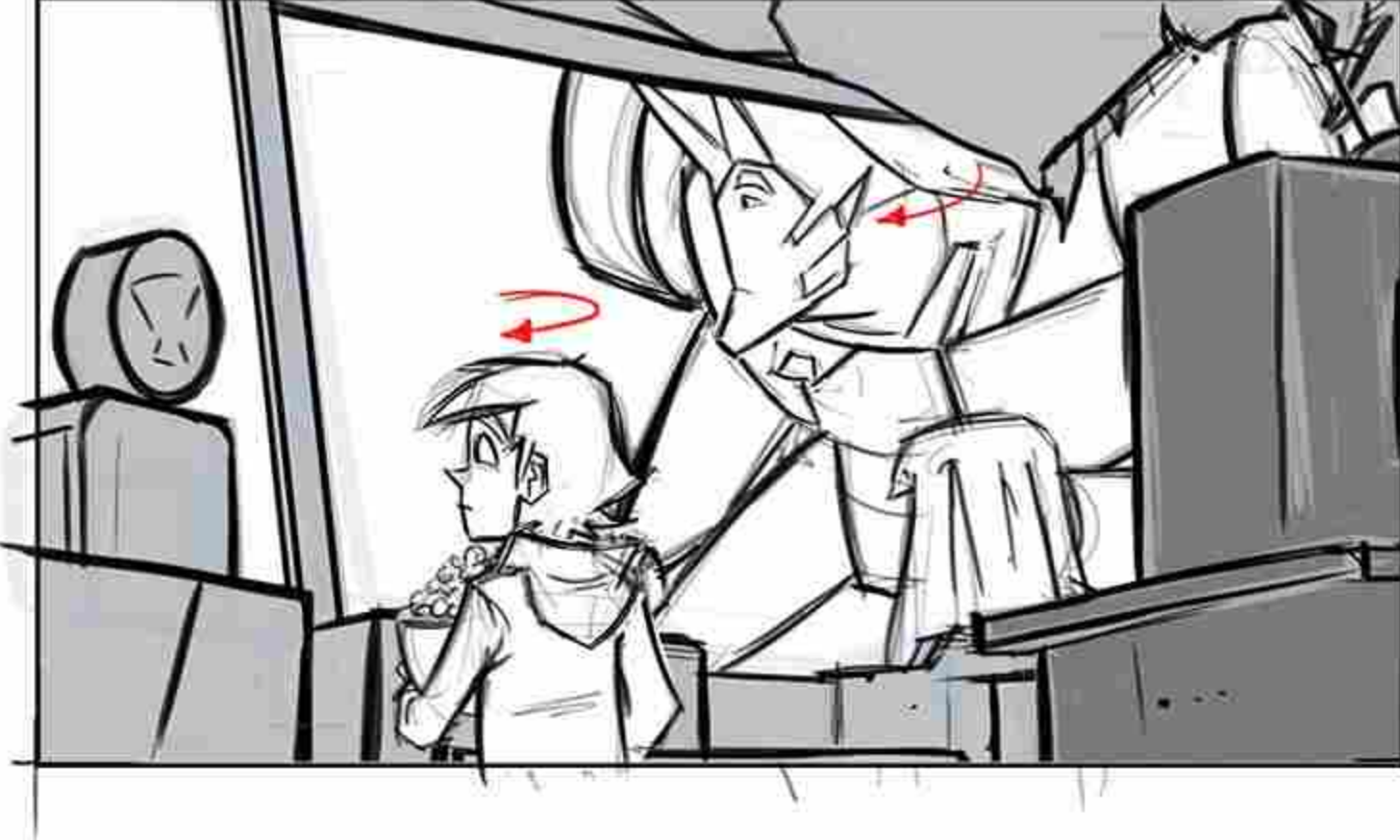
Action:	
INT. DINER - ANGLE ON RUSSELL AS SIDESWIPE SETTLES IN SCENE.	
Dial:	
Slug:	Trans:

Action:	
SP KNEELS DOWN , HE'S STILL WIPING HIS EYE.	
Dial:	
Slug:	Trans:

Action:	
SP LOWERS THE TOWEL AND LOOKS AT RUSSELL.	
Dial:	
Slug:	Trans:

Scene: CONTD Panel: 4

BG:



Scene: CONTD Panel: 5

BG:



Scene: CONTD Panel: 6

BG:



Action:

THEY BOTH TURN TO LOOK AROUND.

Dial:

Slug:

Trans:

Action:

SP'S JAW DROPS.

Dial:

Slug:

Trans:

Action:

SP TURNS BACK TO RUSSELL, HIS MOUTH STILL WIDE OPEN.

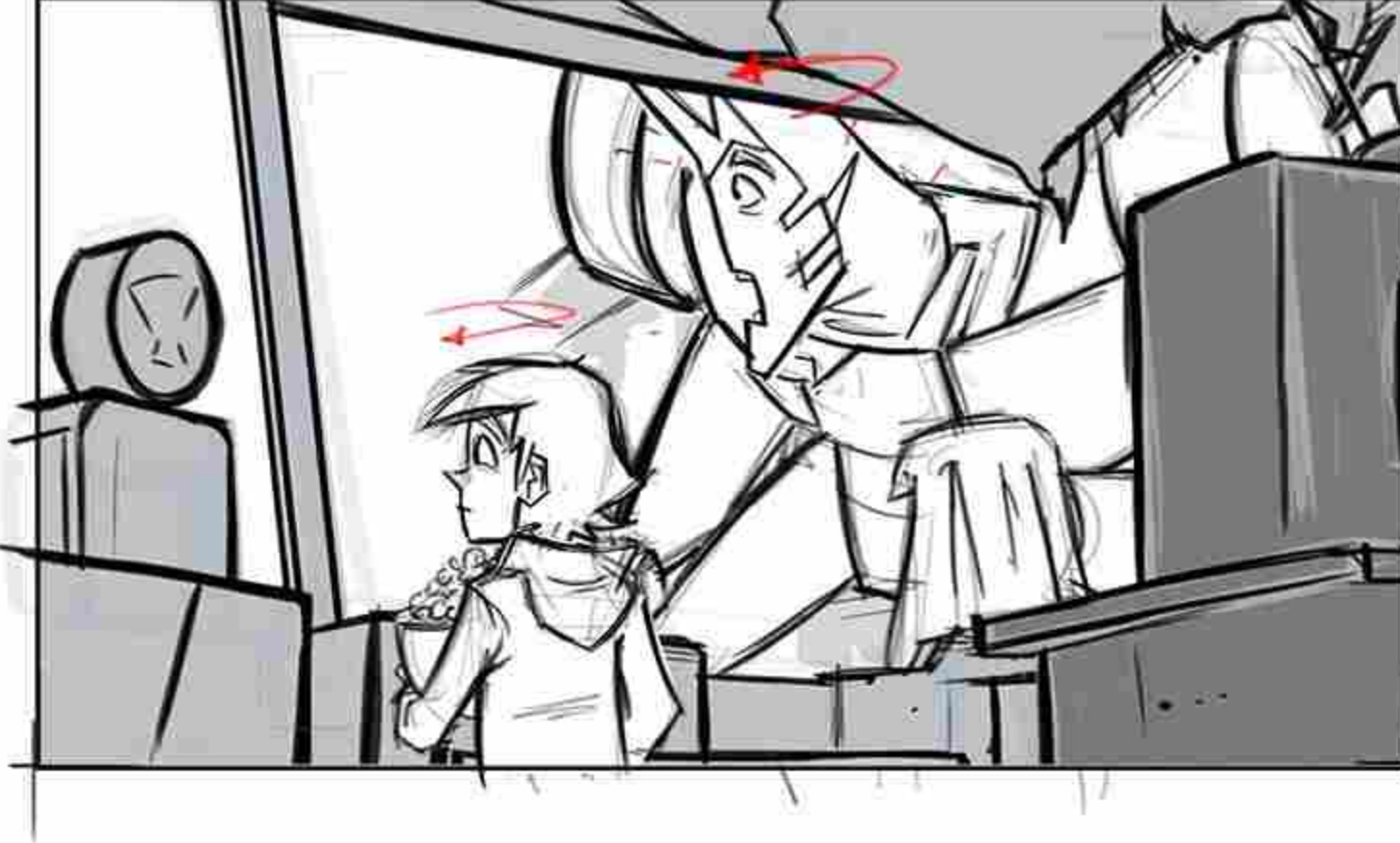
Dial:

Slug:

Trans:

Scene: CONTD Panel: 7

BG:



Scene: CONTD Panel: 8

BG:



Scene: CONTD Panel: 9

BG:



Action:

THEY BOTH TURN TO LOOK AGAIN..

Dial:

Slug:

Trans:

Action:

THEY TURN TO EACH OTHER.

Dial:

Slug:

Trans:

Action:

108 SIDESWIPE / RUSSELL
SCRAP.

Dial:

Slug:

Trans: