

# **TRANSFORMERS** **ROBOTS IN DISGUISE**

**SEASON 1**

**TRID116 - 3 SECTIONS**

CUT

Scene:

Panel: 1

BG:



Scene:

Panel: 2

BG:



Scene:

Panel: 3

BG:



Action:

4. INT. SUBWAY TUNNEL - FIRST TUNNEL - SAME TIME  
SIDESWIPE IS ABOUT TO COMMENT WHEN HE HEARS  
THE SOUND OF <TRANSFORMATION> BEHIND HIM.  
STOP CAMERA MOVE.

EFX: (SHADOW, LIGHTS)

Dial:

11 SIDESWIPE (INTO COMM)  
I'M NOT SO...

Slug:

Trans:

Action:

A DARK SHADOW RISES UP BEHIND SIDESWIPE.

Dial:

11 SIDESWIPE (INTO COMM)  
--HUH?

Slug:

Trans:

Action:

SIDESWIPE TURNS..

Dial:

Slug:

Trans:



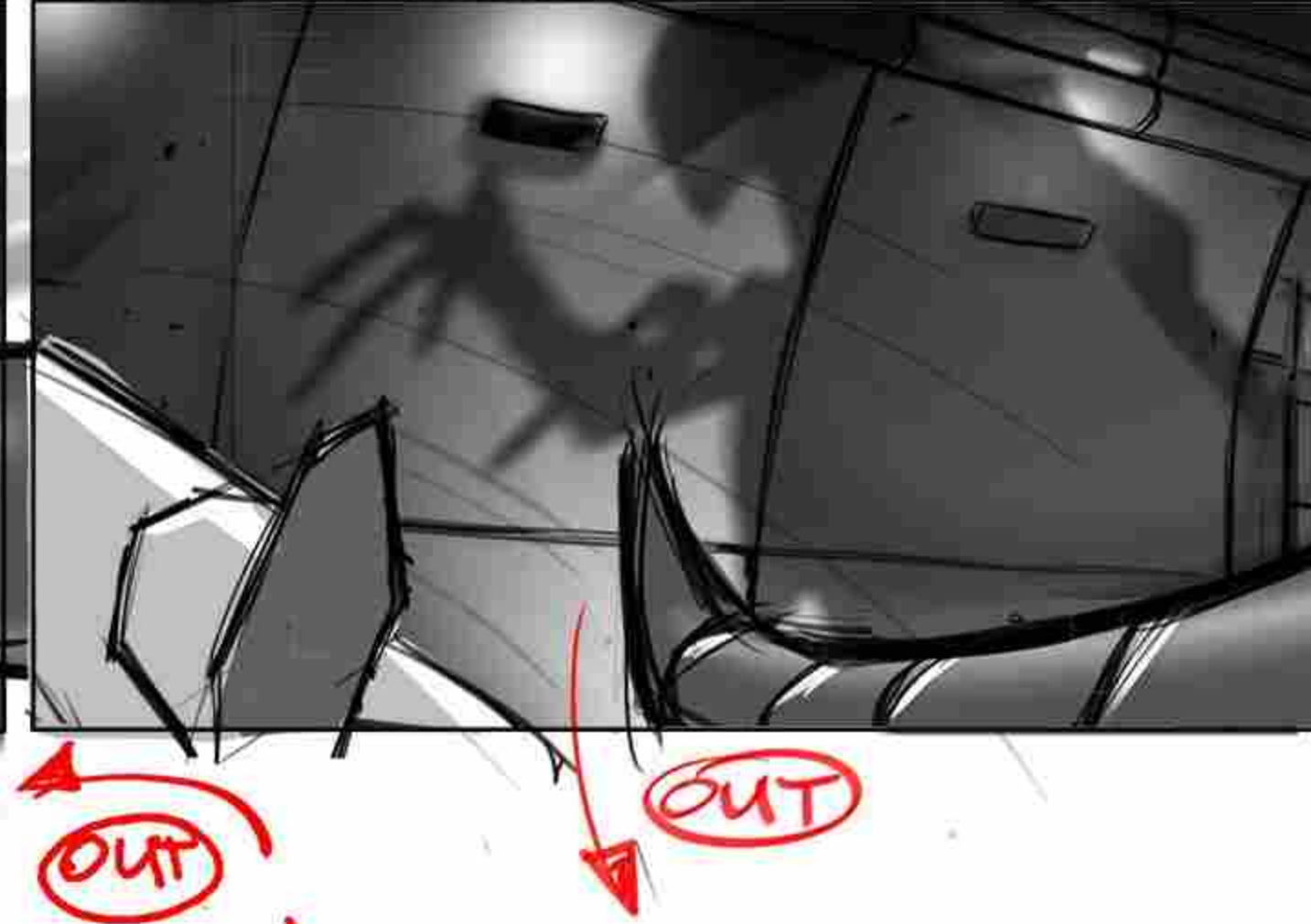
Scene: CONTD Panel: 6

BG:



Scene: CONTD Panel: 7

BG:



Scene: CONTD Panel: 8

BG:



Action:

A TAIL-LIKE SHAPE SLAMS INTO SIDESWIPE.

EFX: (SHADOW, LIGHTS)

Dial:

12 MYSTERY BOT / SIDESWIPE  
<EFFORT> / <BIG IMPACT>

Slug:

Trans:

Action:

SENDING HIM FLYING OUT OF SCENE.

Dial:

Slug:

Trans:

Action:

Dial:

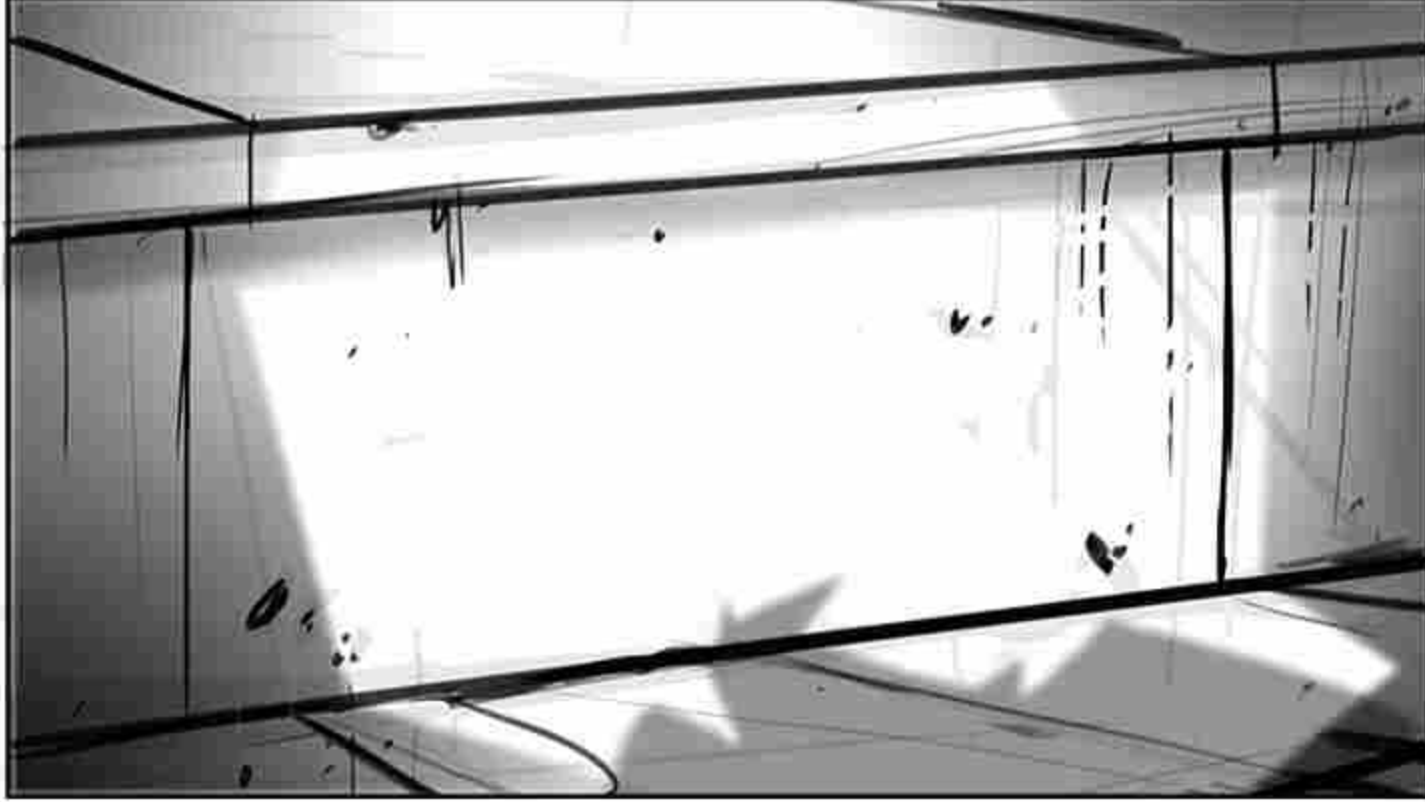
Slug:

Trans:

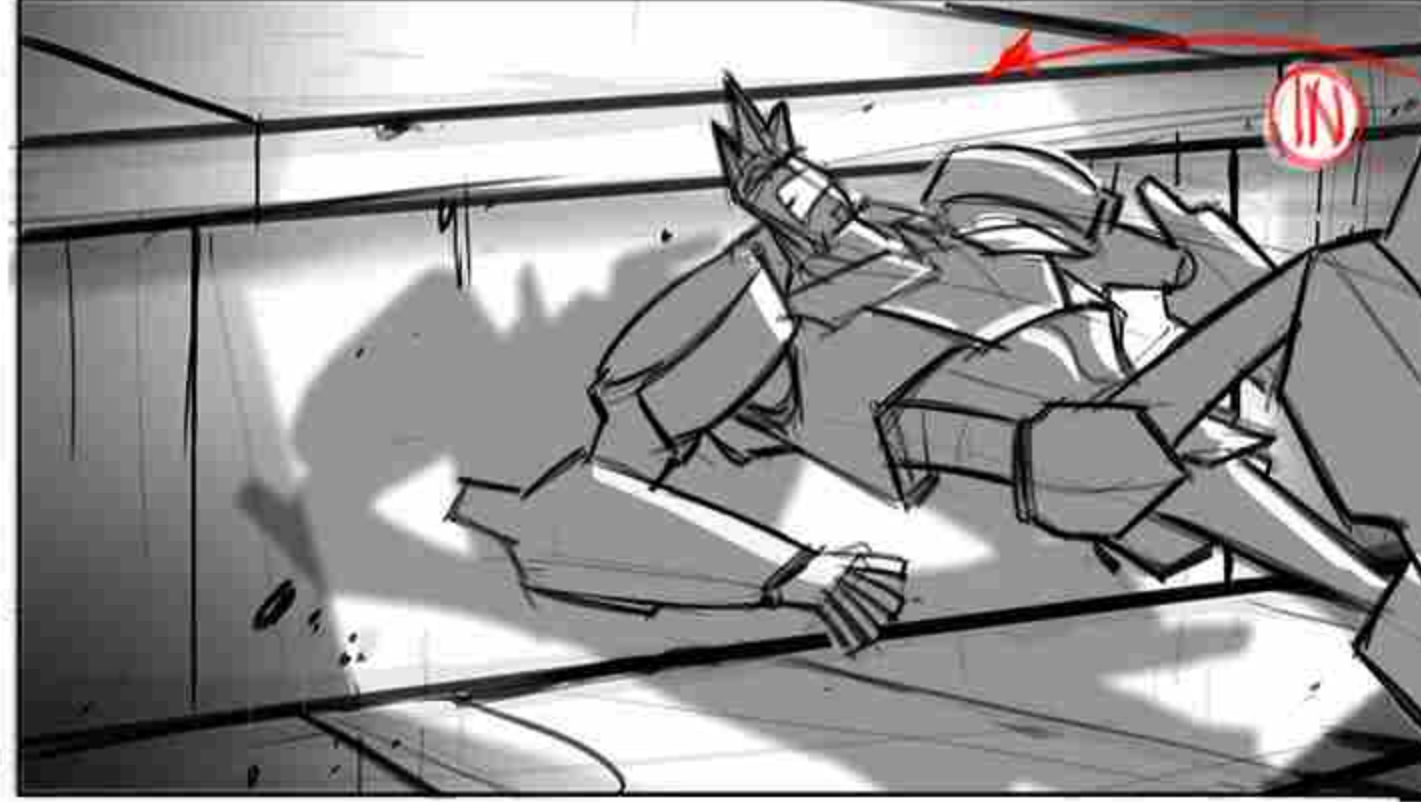


CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

ANGLE ON THE SIDE OF THE TUNNEL SIDING.

EFX: (SHADOW, LIGHTS)

Dial:

Slug:

Trans:

Action:

SIDESWIPE FLIES IN....

Dial:

Slug:

Trans:

Action:

..SLAMMING INTO IT.

Dial:

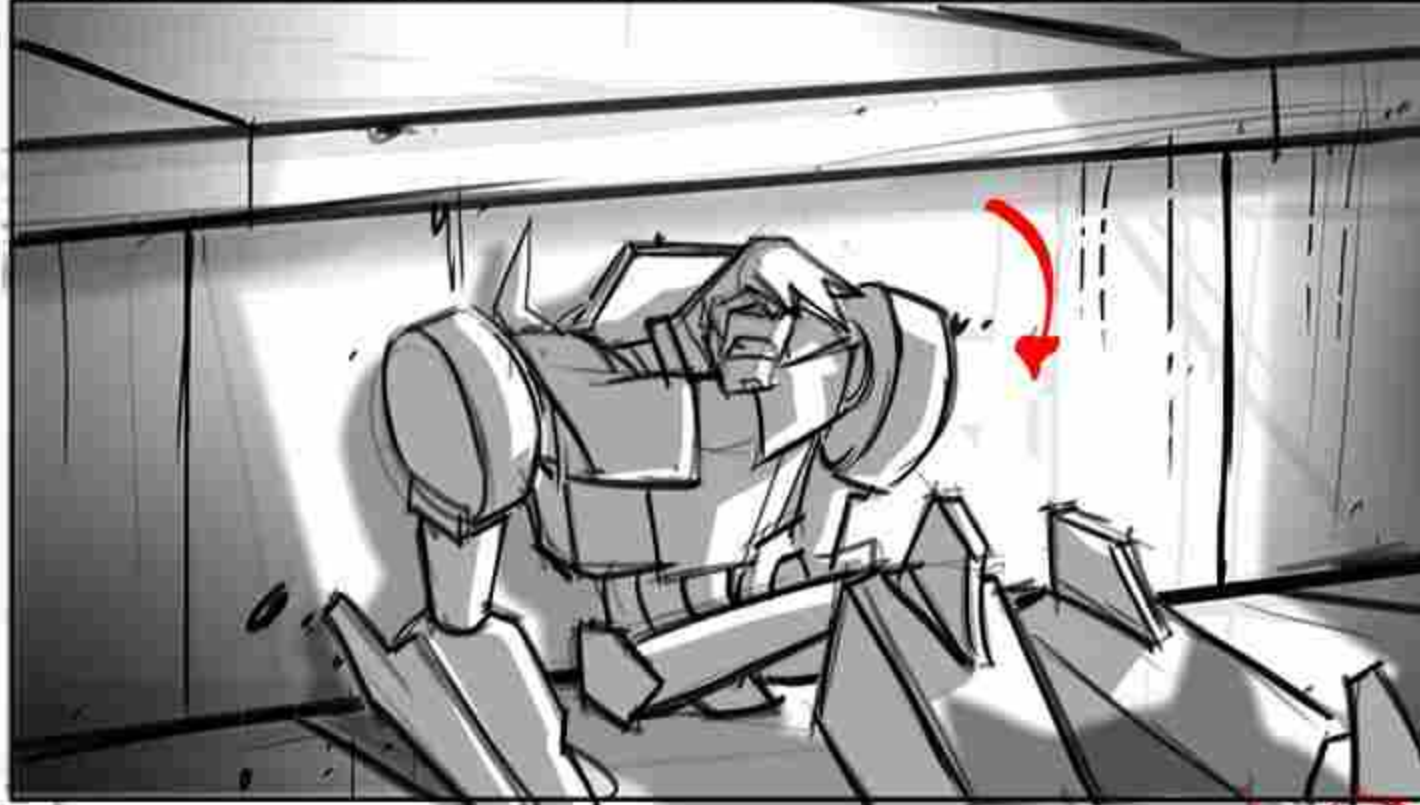
Slug:

Trans:



Scene: CONTD Panel: 4

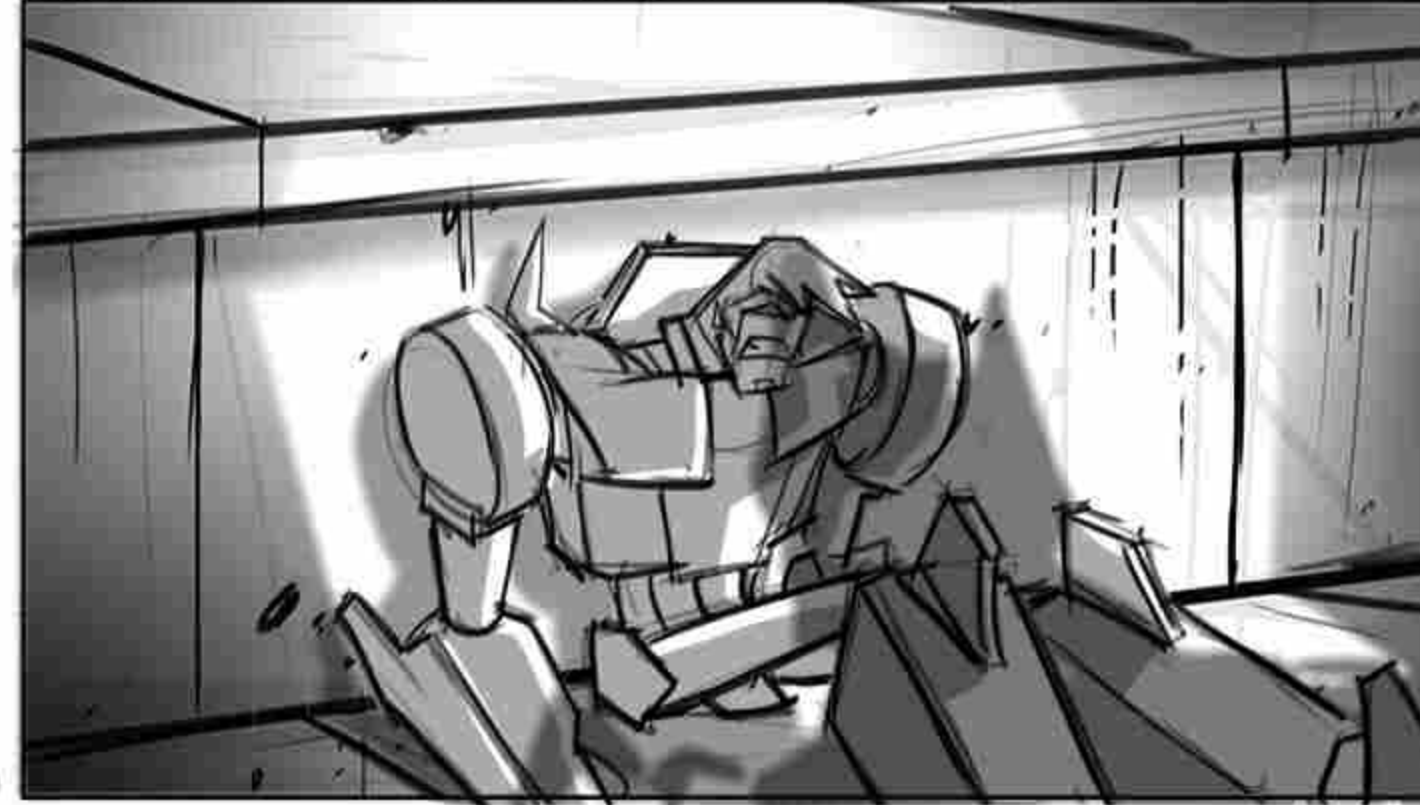
BG:



(IN)

Scene: CONTD Panel: 5

BG:



Scene: CONTD Panel: 6

BG:



Action:

SIDESWIPE SLUMPS DOWN, HE OUT COLD!

EFX: (SHADOW, LIGHTS)

Dial:

Slug:

Trans:

Action:

THE DARK SHADOW SLIDES IN OVER SP.

Dial:

Slug:

Trans:

Action:

I3 BUMBLEBEE (O.S.; THRU COMM)  
SIDESWIPE?

Dial:

Slug:

Trans:

Scene: CONTD Panel: 7

BG:



Scene: CONTD Panel: 8

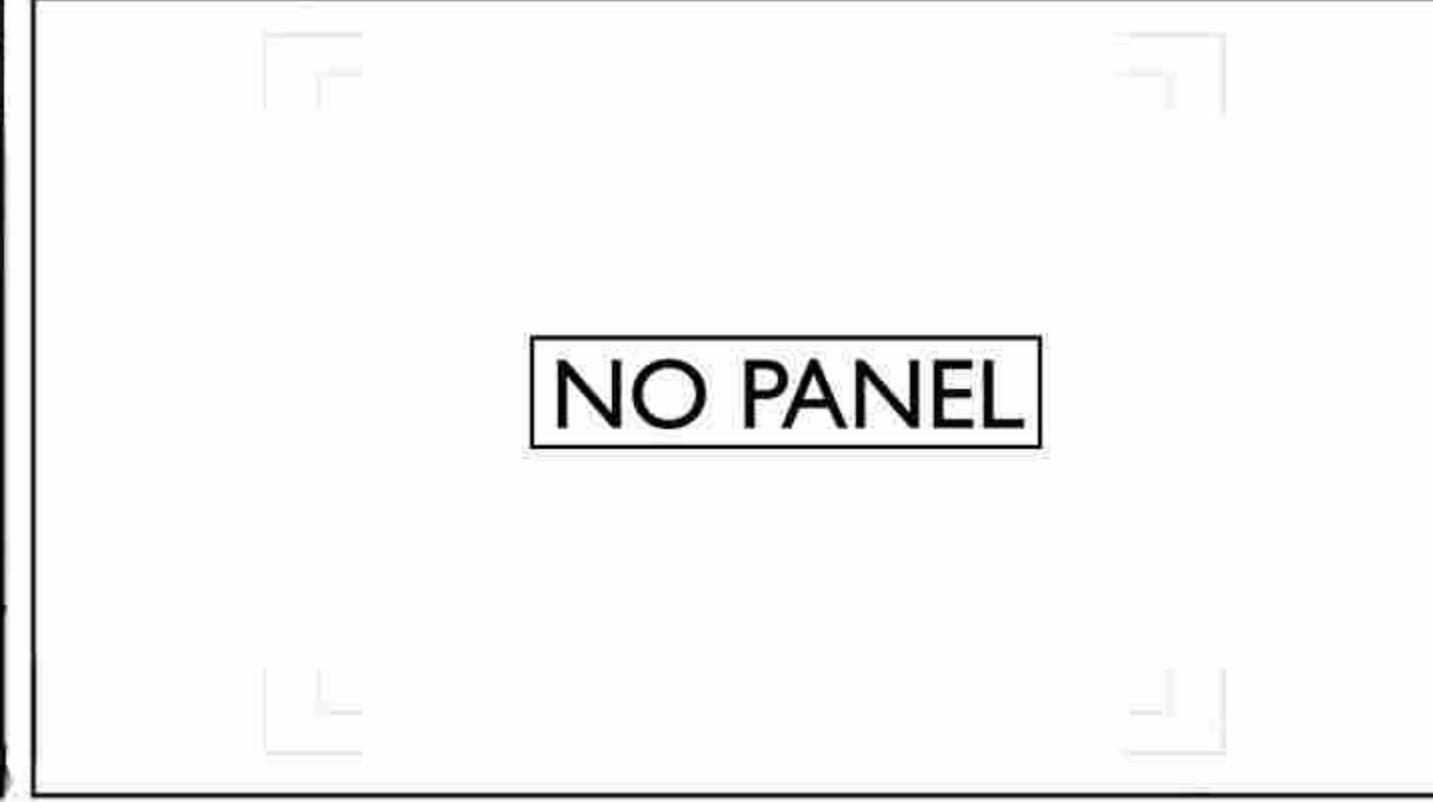
BG:



Scene:

Panel:

BG:



Action:

AN ONIMOUS DARK SHAPE FILLS SCREEN.

EFX: (SHADOW, LIGHTS)

Dial:

I3 BUMBLEBEE (O.S.; THRU COMM) (FADING)  
SIDESWIPE, COME IN! SIDESWIPE...?

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

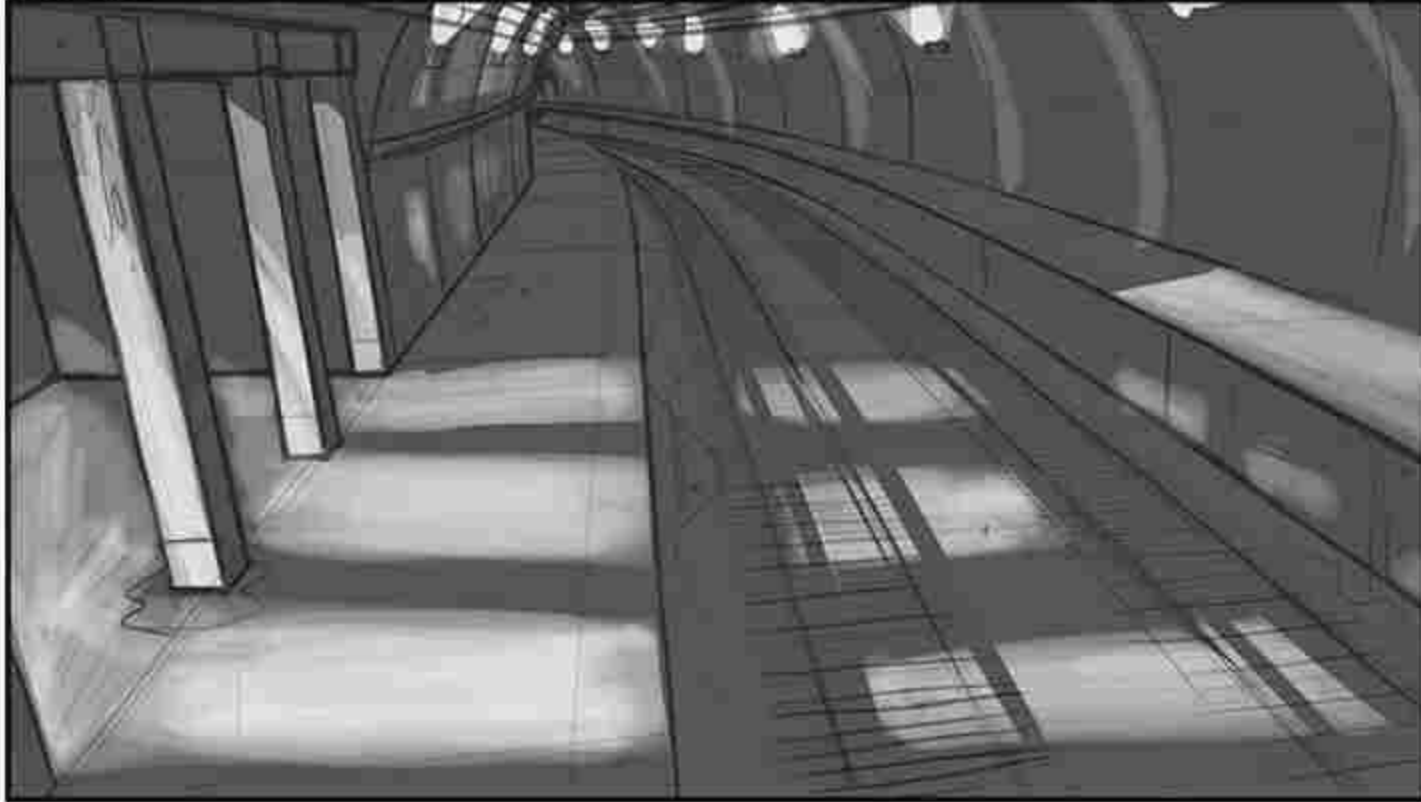




Scene:

Panel: 1

BG:



Scene:

CONTD Panel: 2

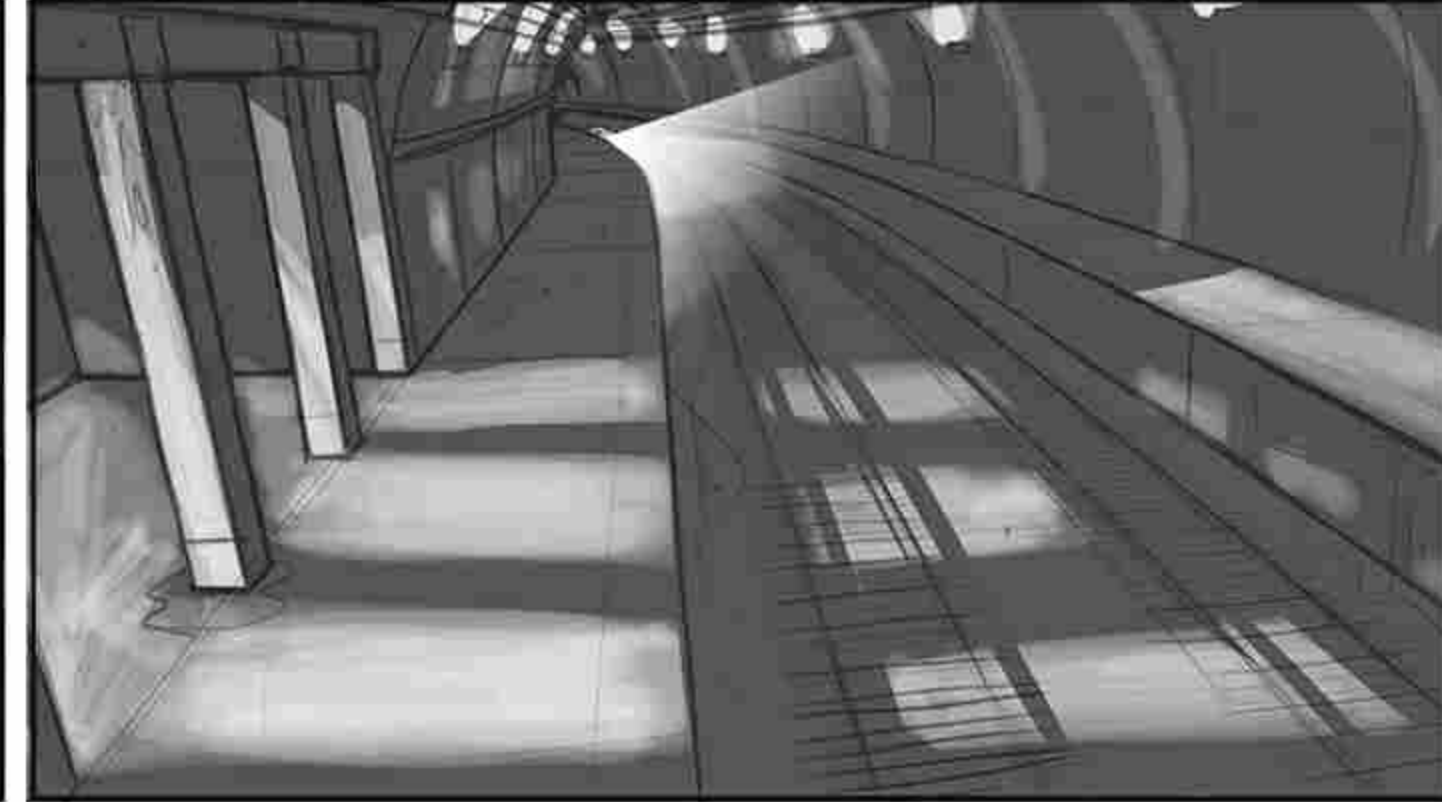
BG:



Scene:

CONTD Panel: 3

BG:



Action:

5. INT. SUBWAY TUNNEL - FIRST TUNNEL - SHORT TIME LATER.  
BEE <ARRIVES> WHERE SIDESWIPE WAS ABDUCTED.

Dial:

Slug:

Trans:

Action:

LIGHT BEAMS IN.

EFX: (LIGHT BEAMS)

Dial:

Slug:

Trans:

Action:

BEE <ARRIVES> WHERE SIDESWIPE WAS ABDUCTED.

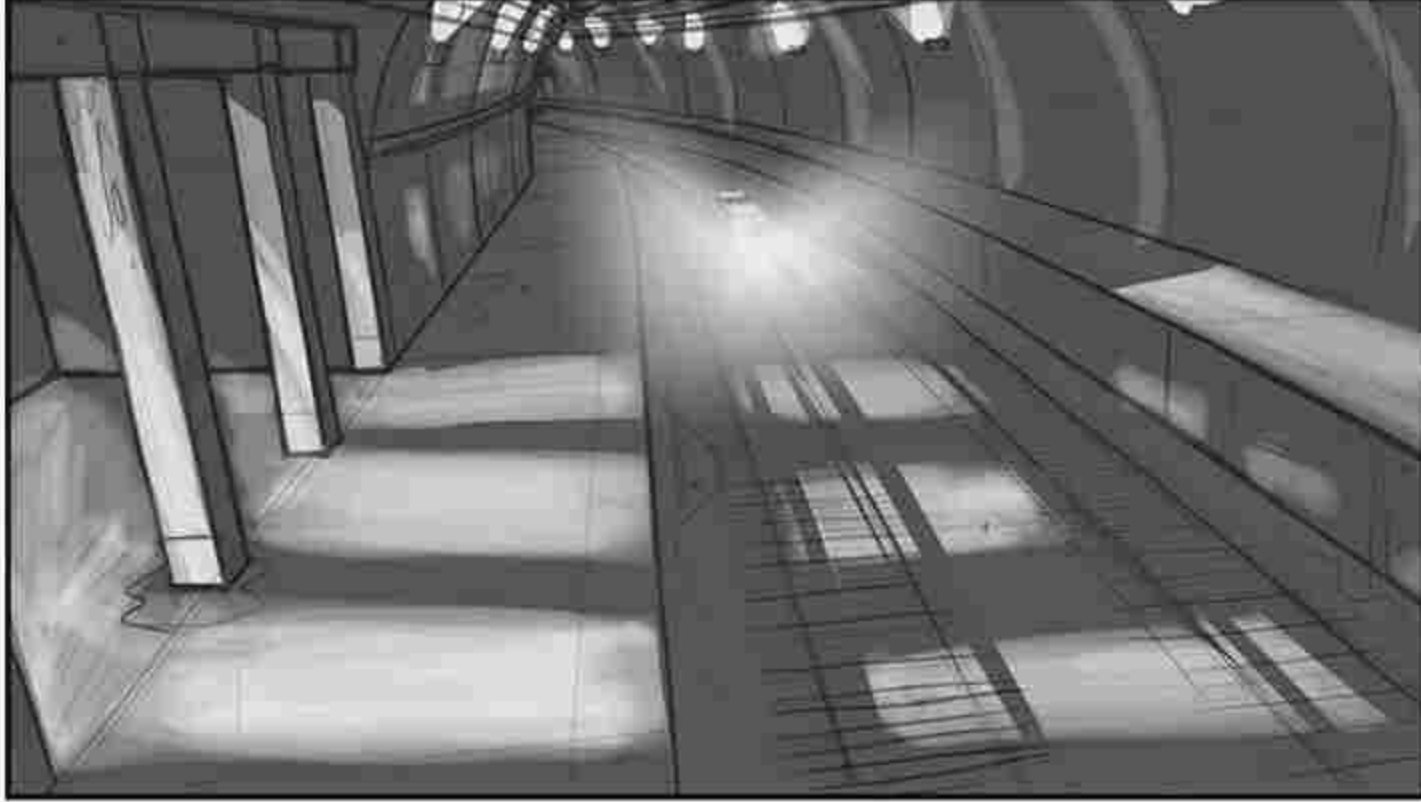
Dial:

Slug:

Trans:

Scene: CONTD Panel: 4

BG:



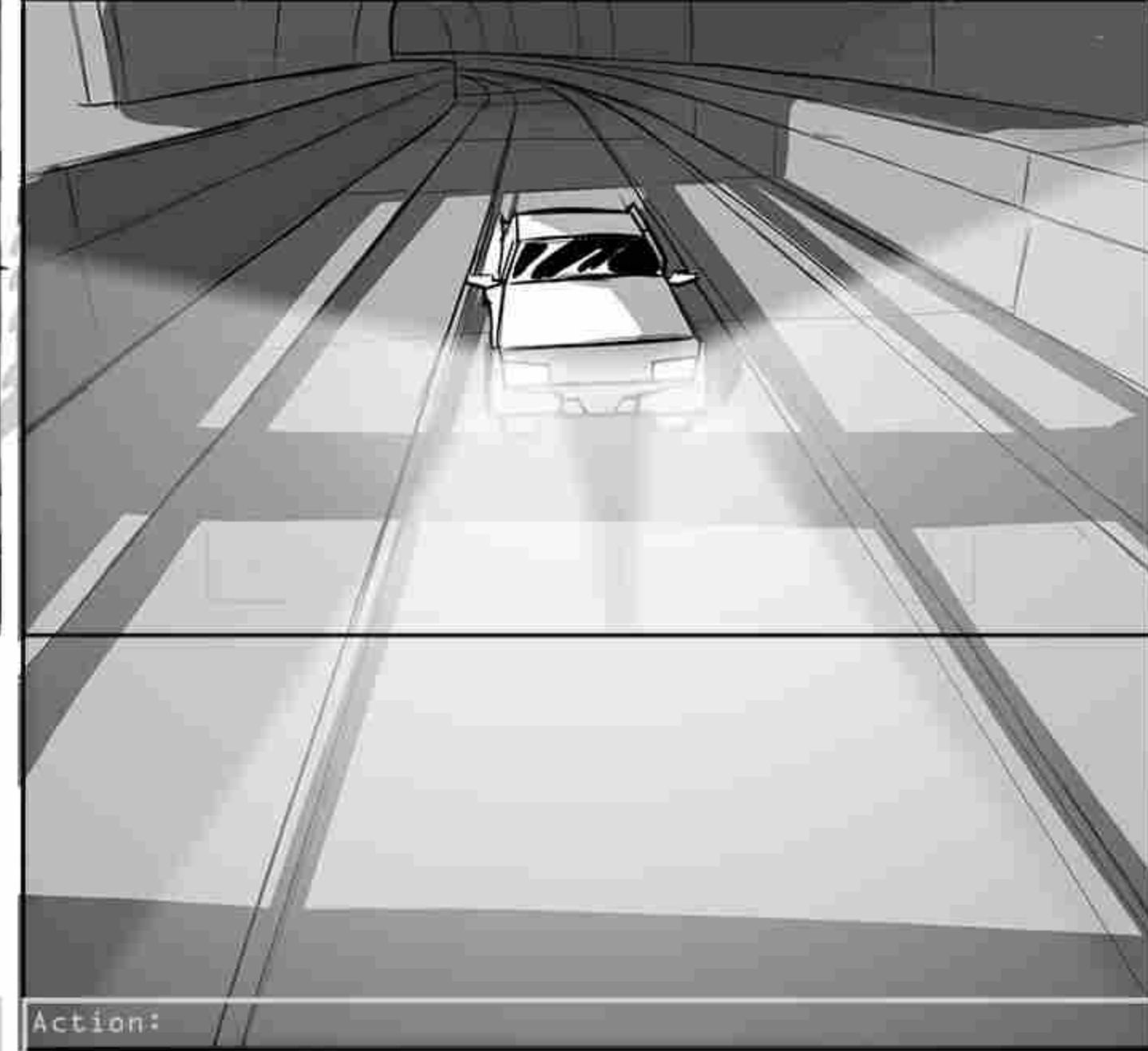
Scene: CONTD Panel: 5

BG:



Scene: CONTD Panel: 6

BG:



Action:

CAMERA ADJUST AS BB RACES TOWARDS CAMERA.

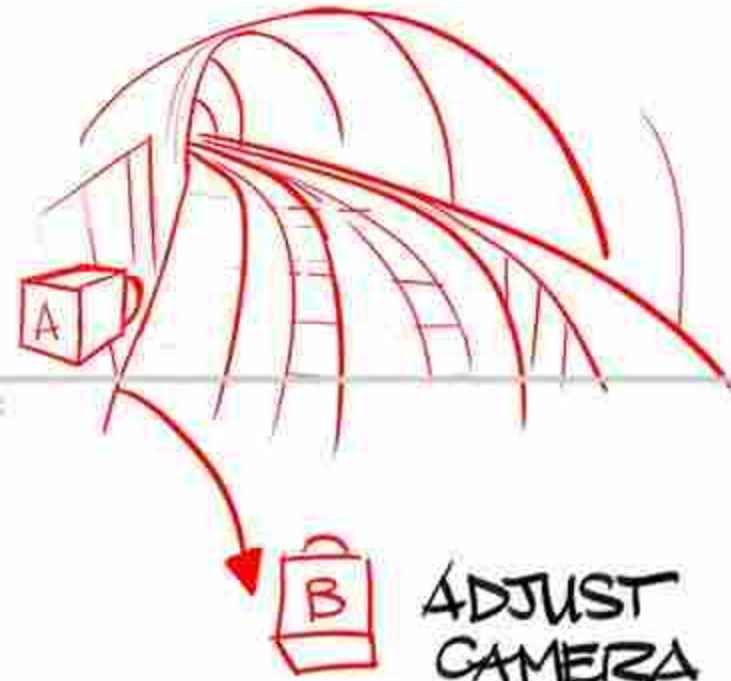
EFX: (LIGHT BEAMS)

Dial:

Slug:

Trans:

Action:



Dial:

Slug:

Trans:

Action:

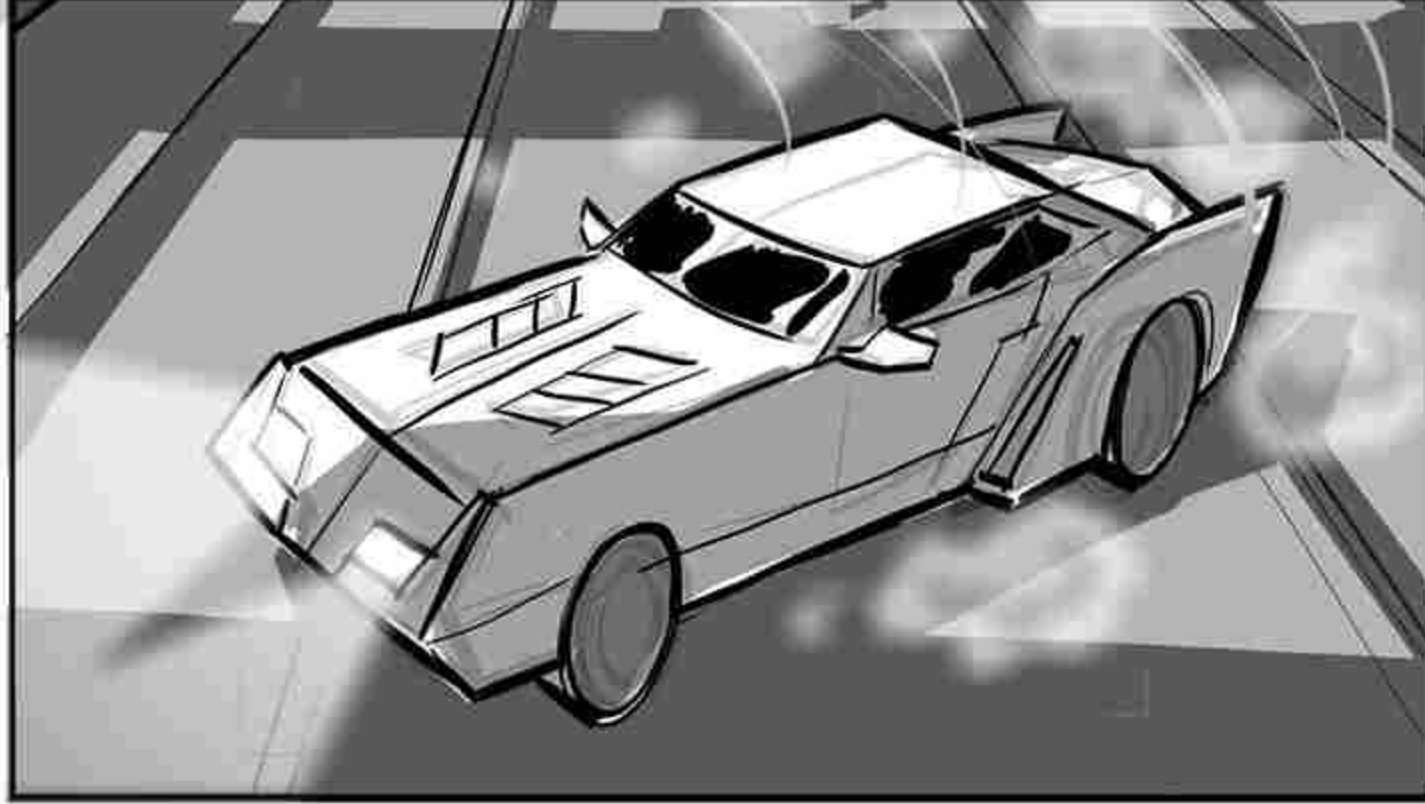
Dial:

Slug:

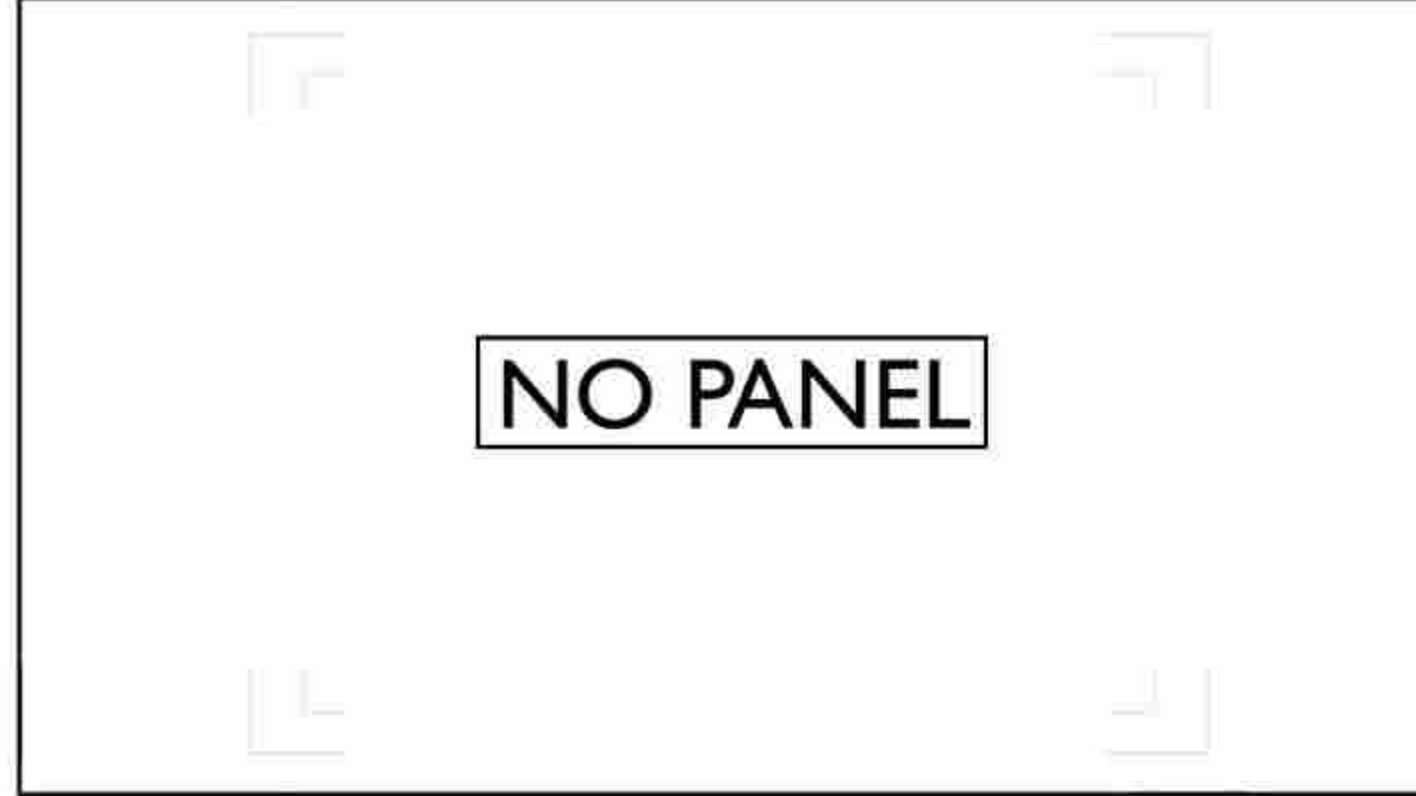
Trans:



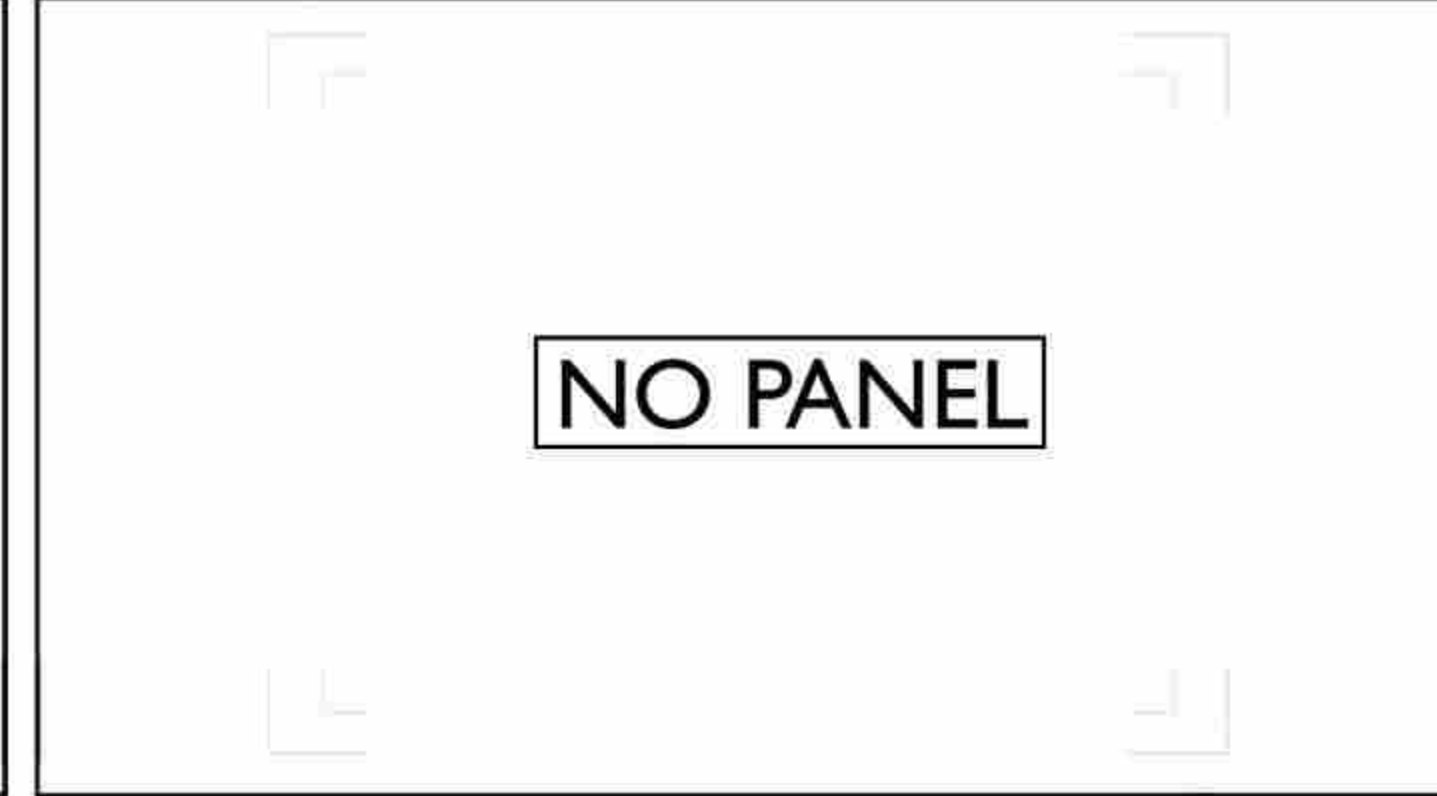
Scene: CONTD Panel: 7 BG:



Scene: Panel: BG:



Scene: Panel: BG:



Action:

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

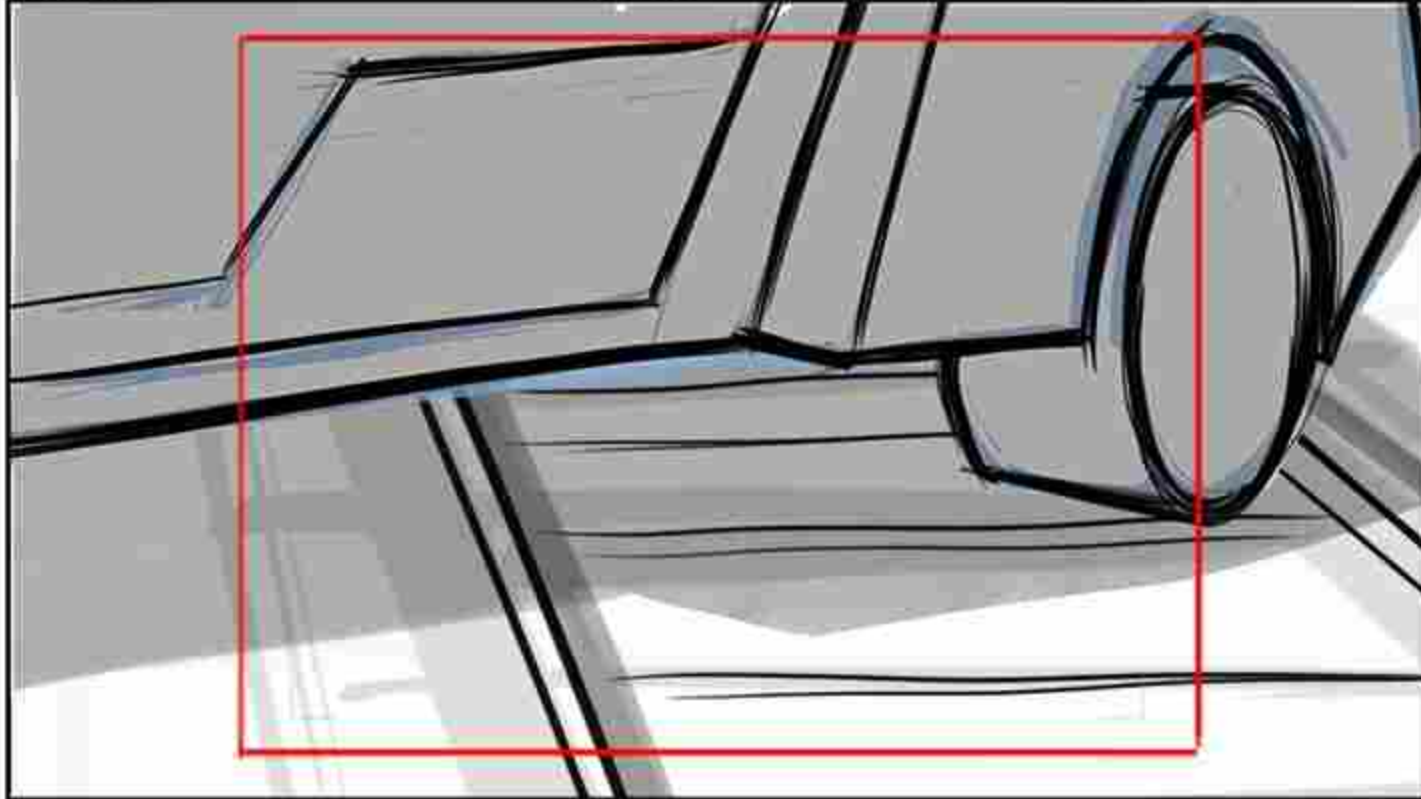
Dial:

Slug:

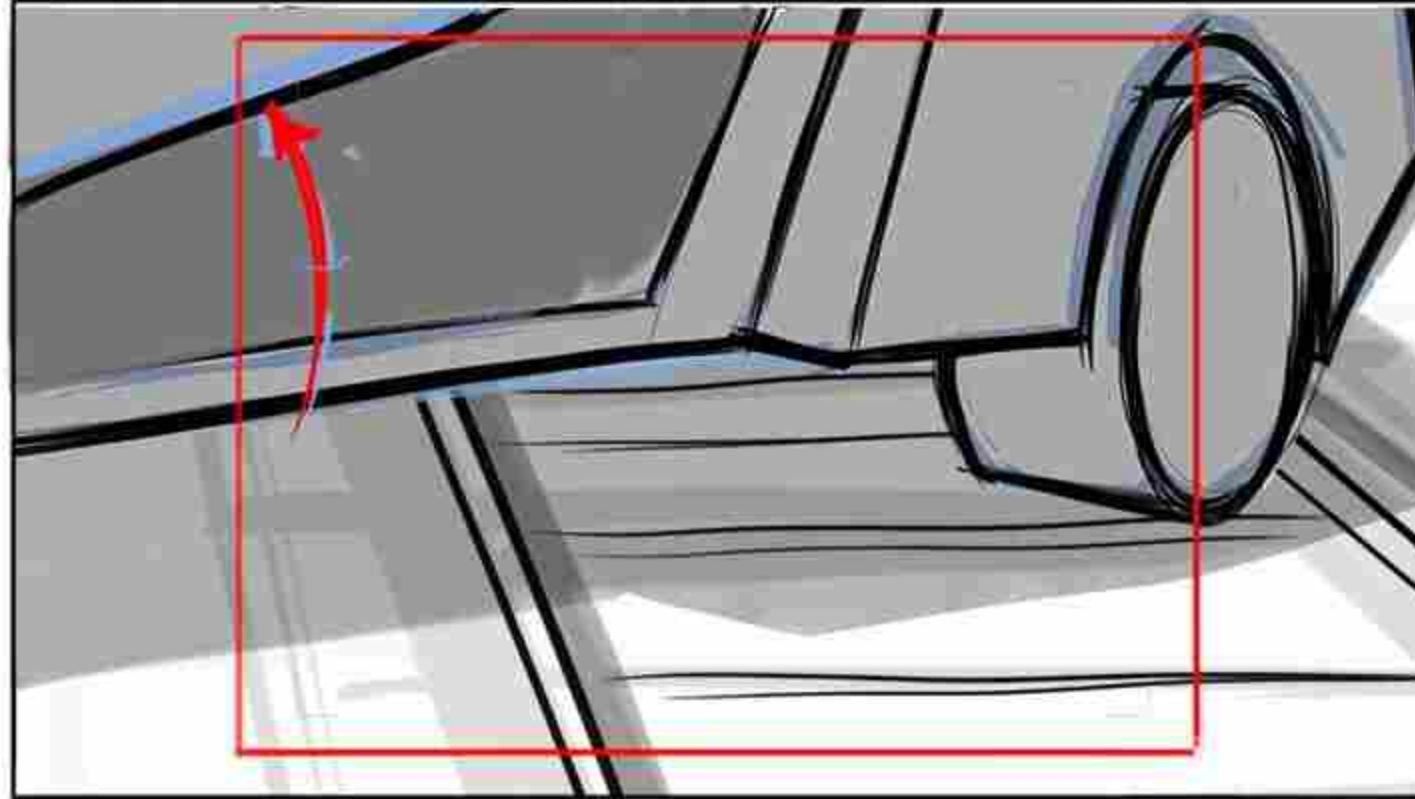
Trans:

CUT

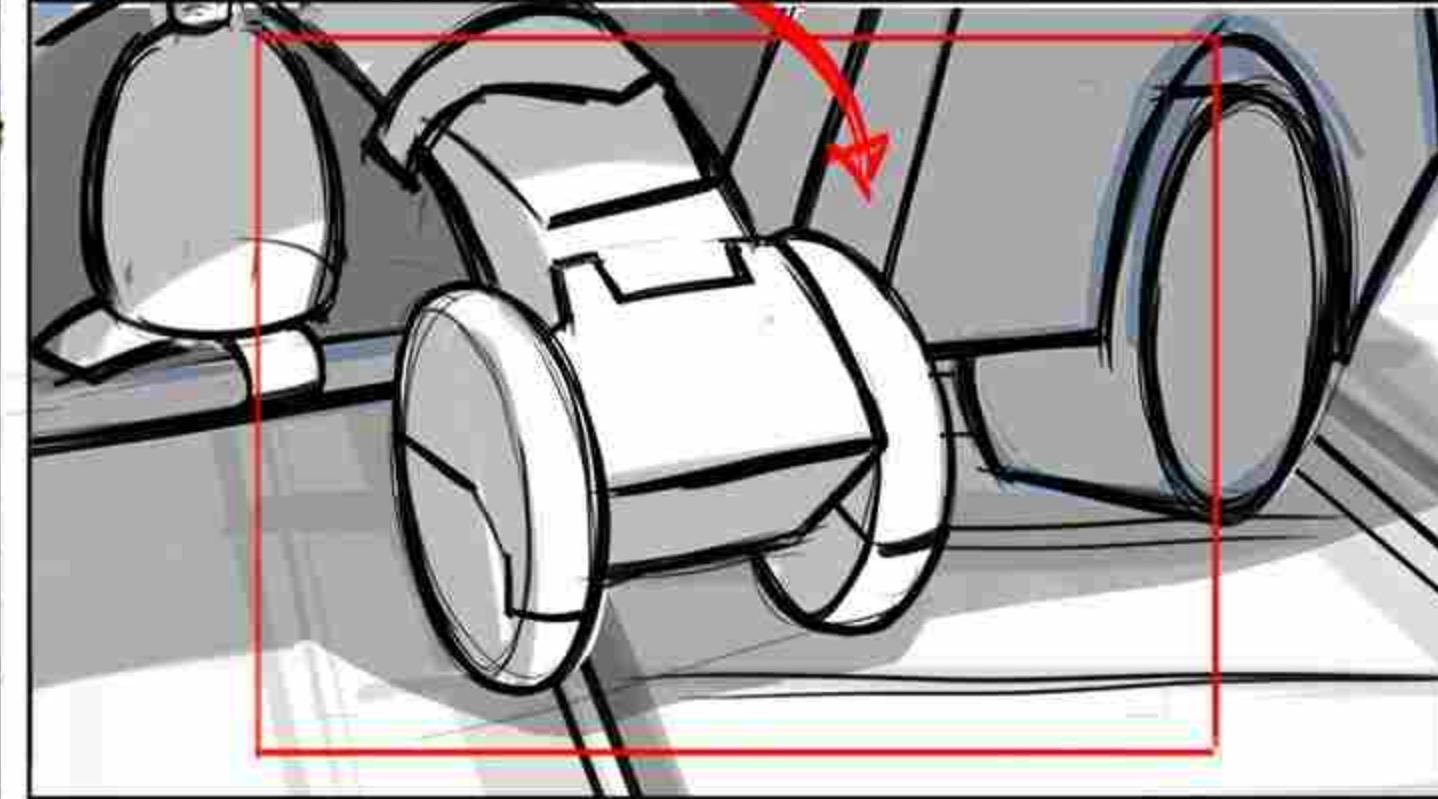
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



HU

Action:

CLOSE ON BUMBLEBEE.

Dial:

Slug:

Trans:

Action:

BEE'S DOOR SWINGS OPEN.

Dial:

Slug:

Trans:

Action:

FIXIT LEAPS OUT.

Dial:

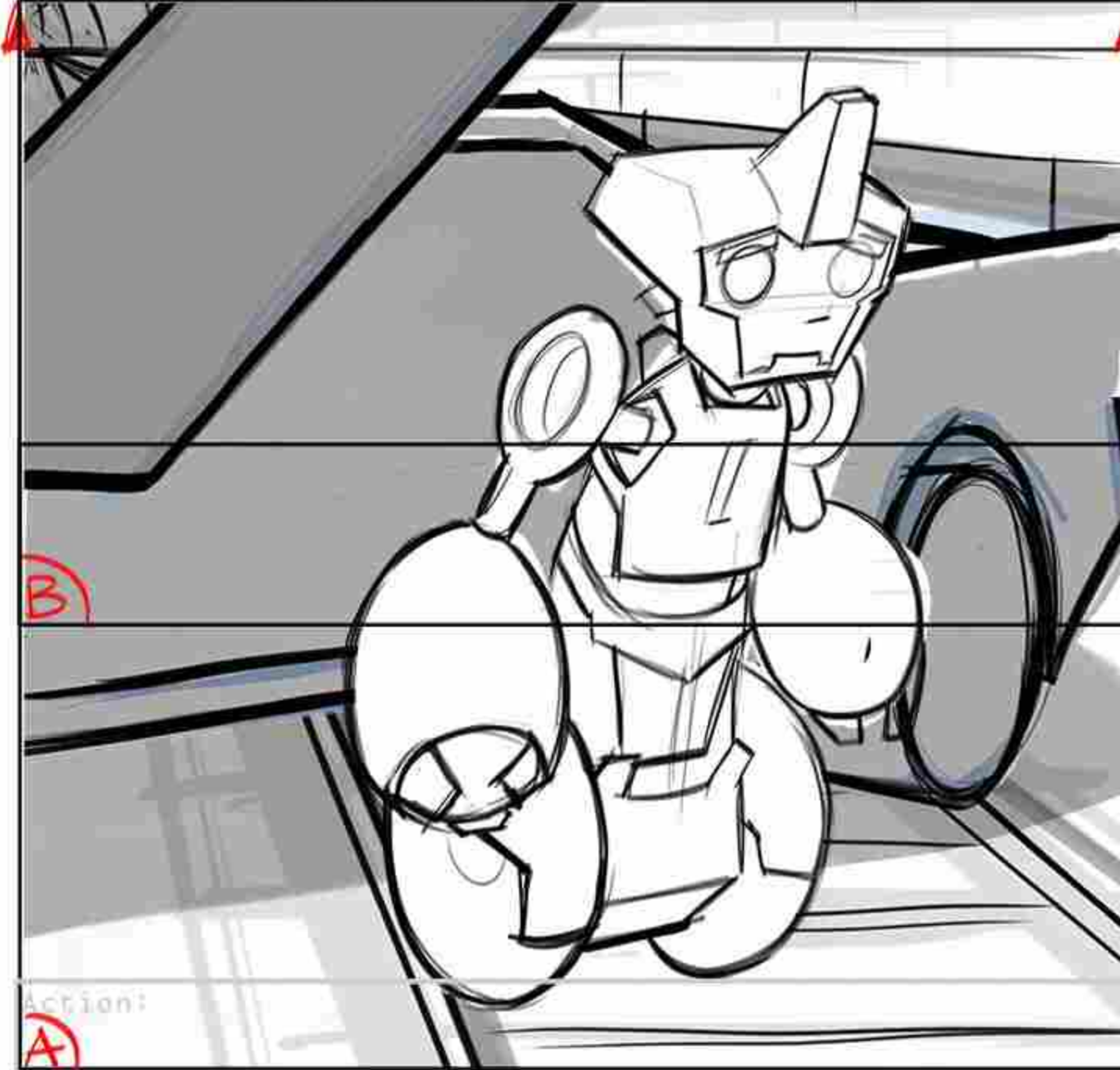
Slug:

Trans:



Scene: CONTD Panel: 4

BG:



Action:

A

PAN A - B UP W/ANIM AS FIXIT STRAIGHTENS UP.

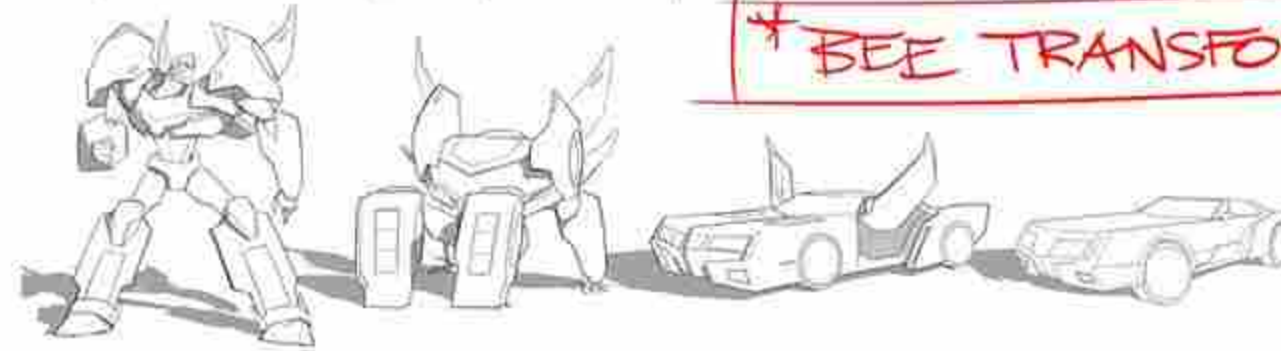
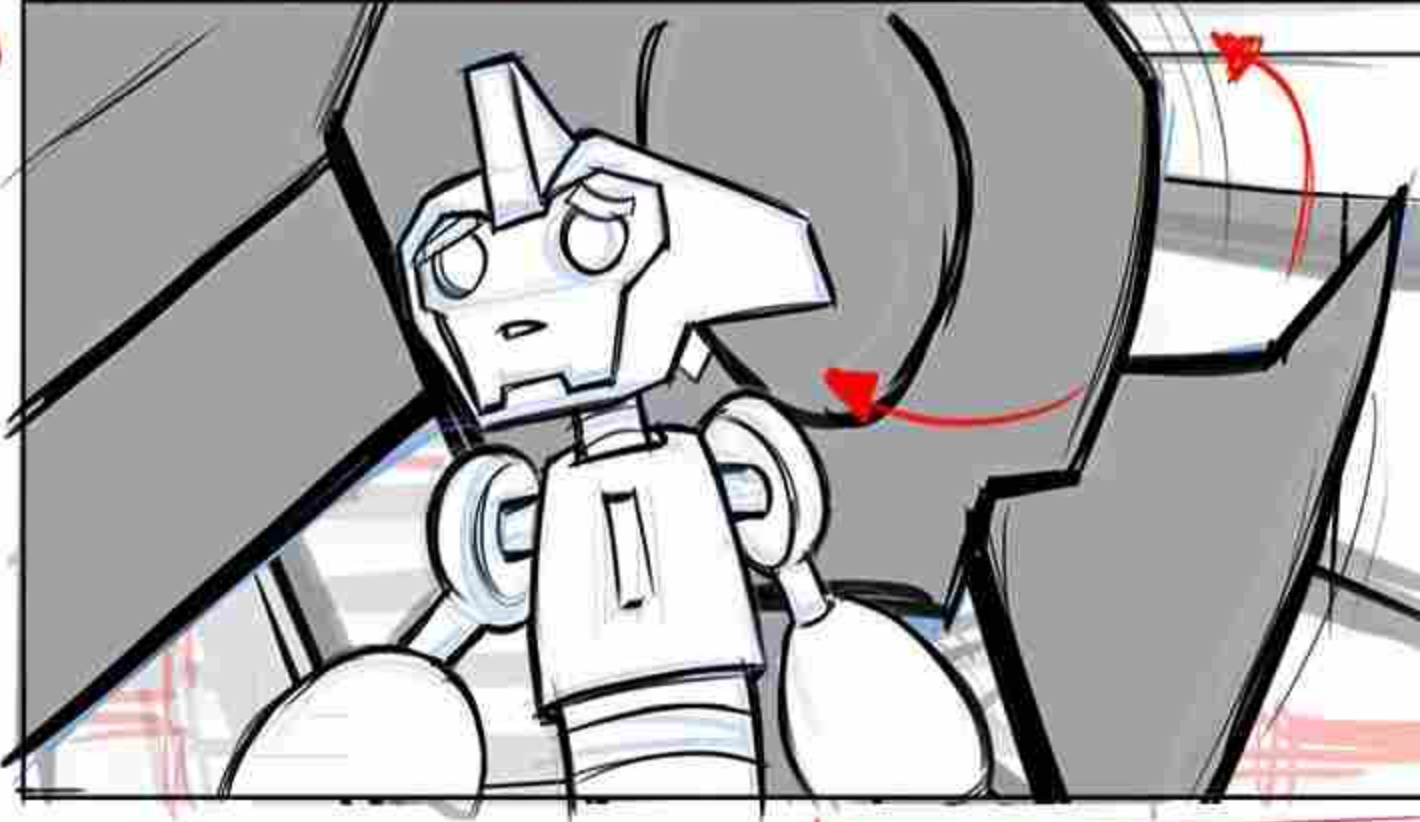
Dial:

Slug:

Trans:

Scene: CONTD Panel: 5

BG:



\*BEE TRANSFORMS.\*

Action:

BEE BEGINS TO TRANSFORM BEHIND FIXIT.

SFX: <TRANSFORMING.>

Dial:

Slug:

Trans:

Scene: CONTD Panel: 6

BG:



Action:

FIXIT LOOKS AT HIS PORTABLE SCANNER.

Dial:

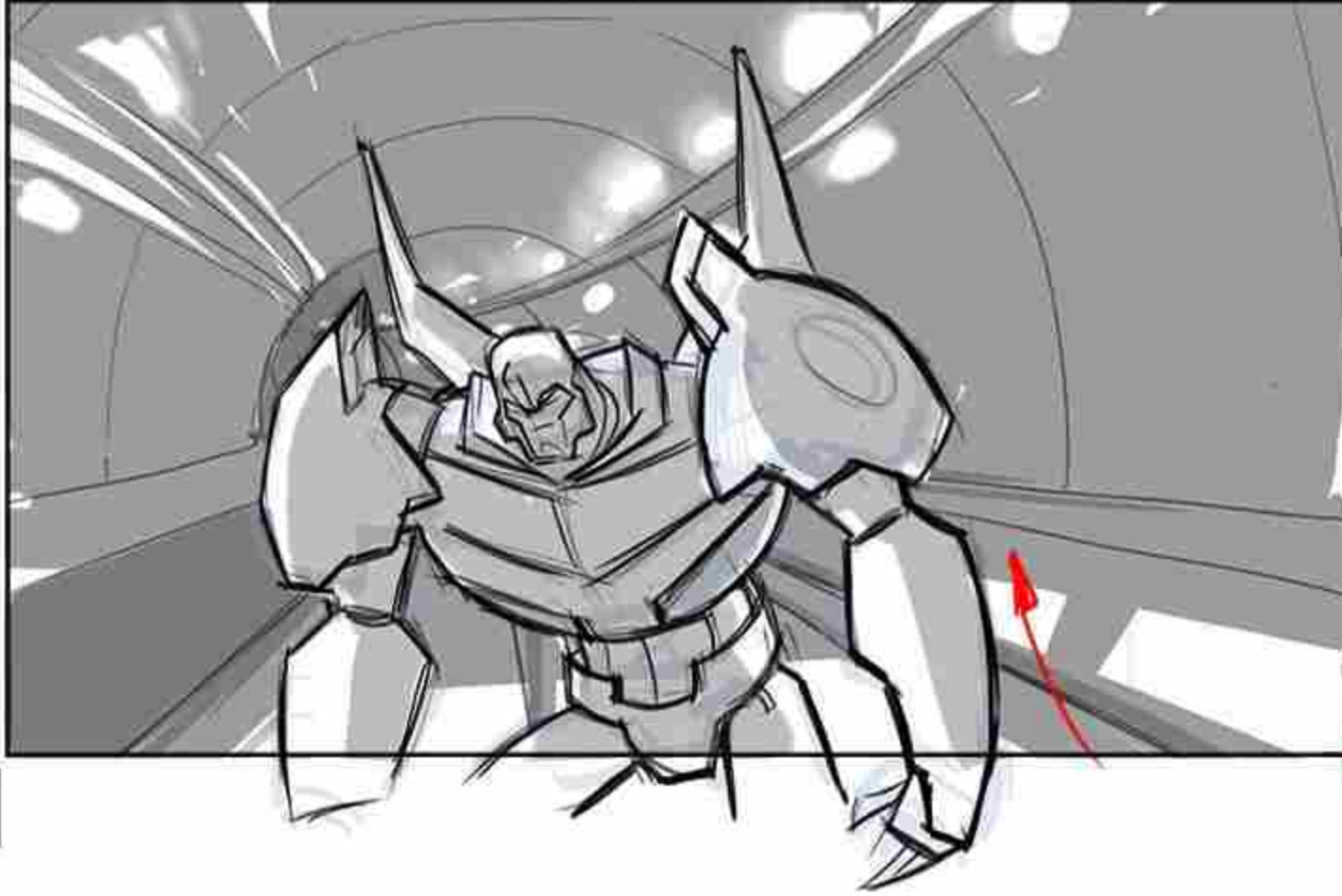
Slug:

Trans:

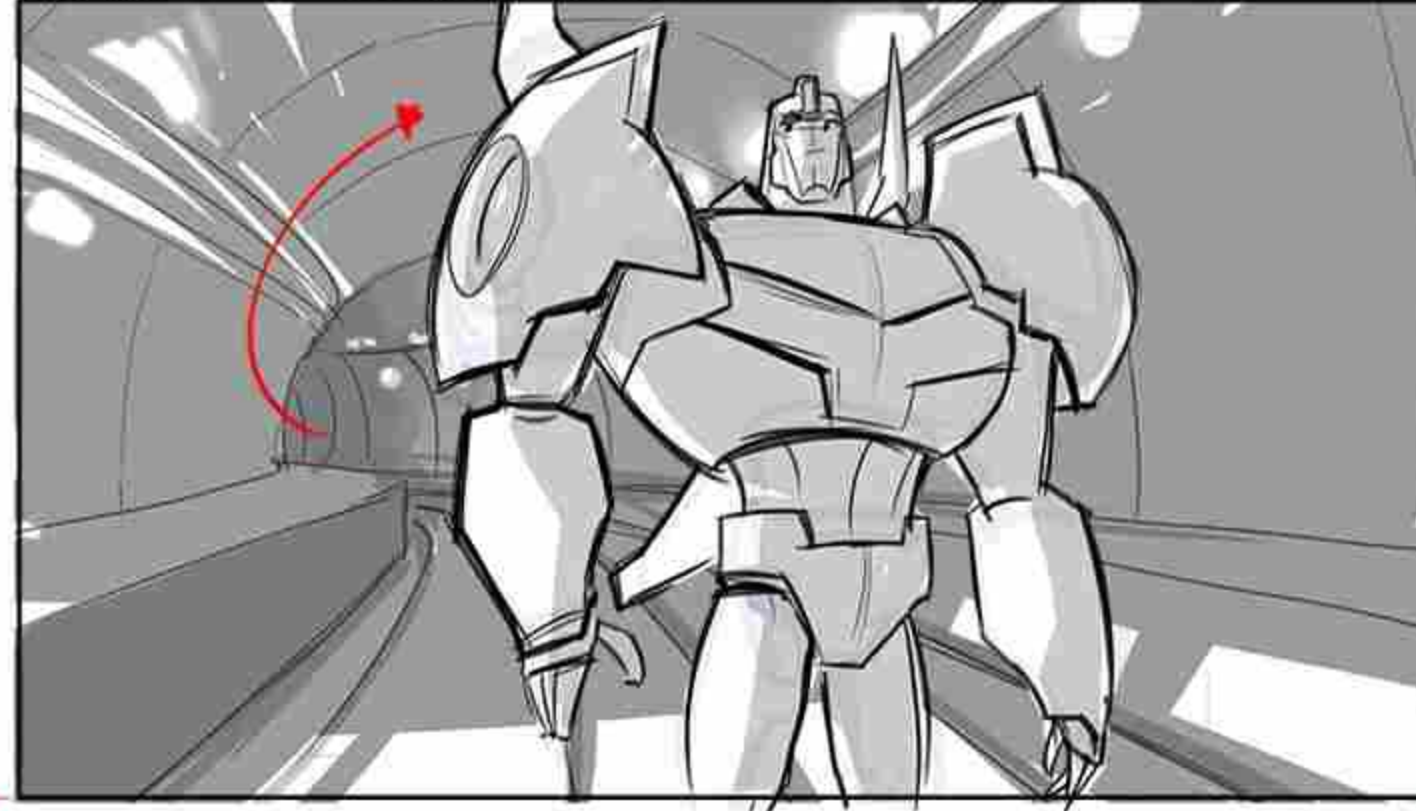


CUT

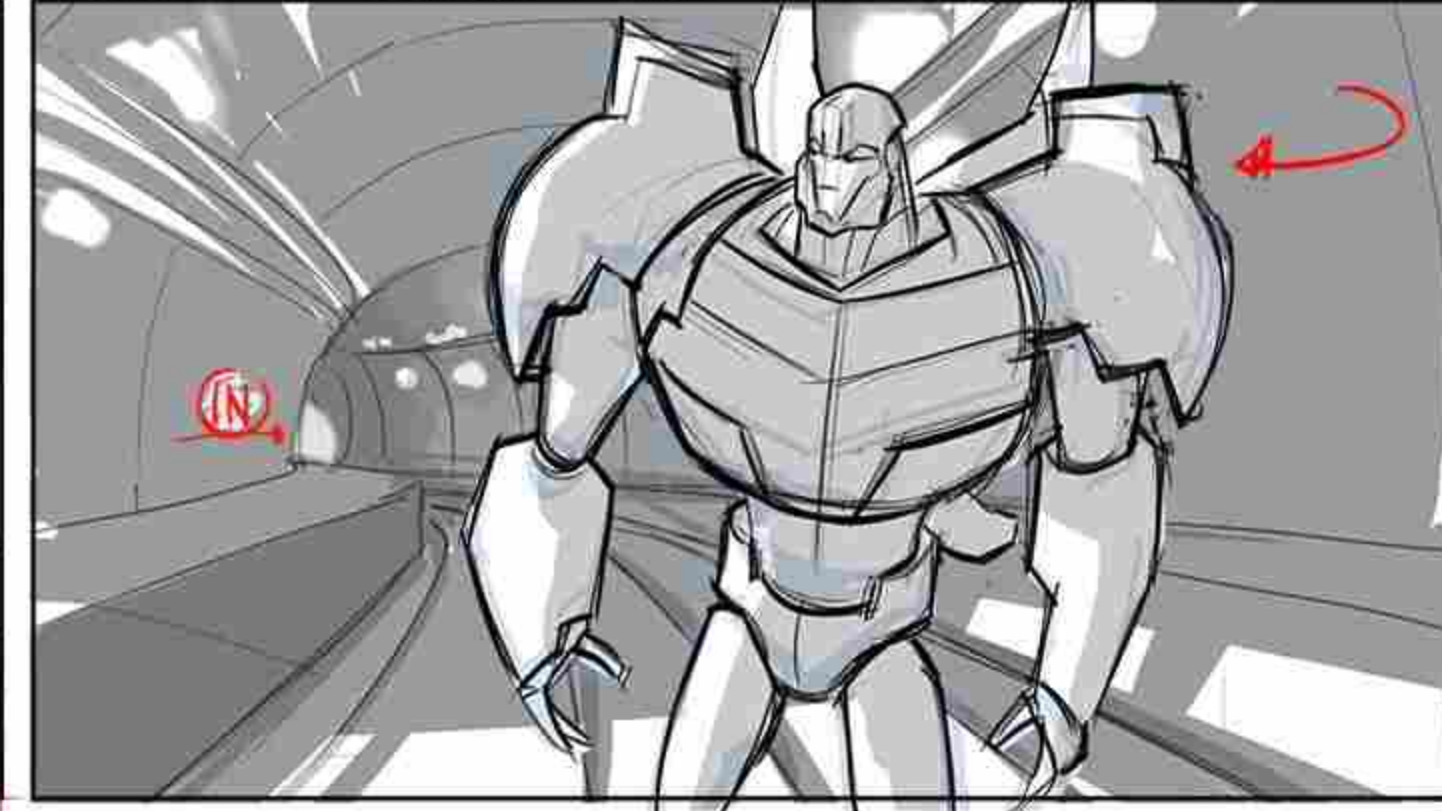
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



HU

Action:

WIDER ON TUNNEL AS BUMBLE BEE STRAIGHTENS UP.

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

BEE TURNS AS HEADLIGHTS SLIDE IN.

EFX: (HEADLIGHTS)

Dial:

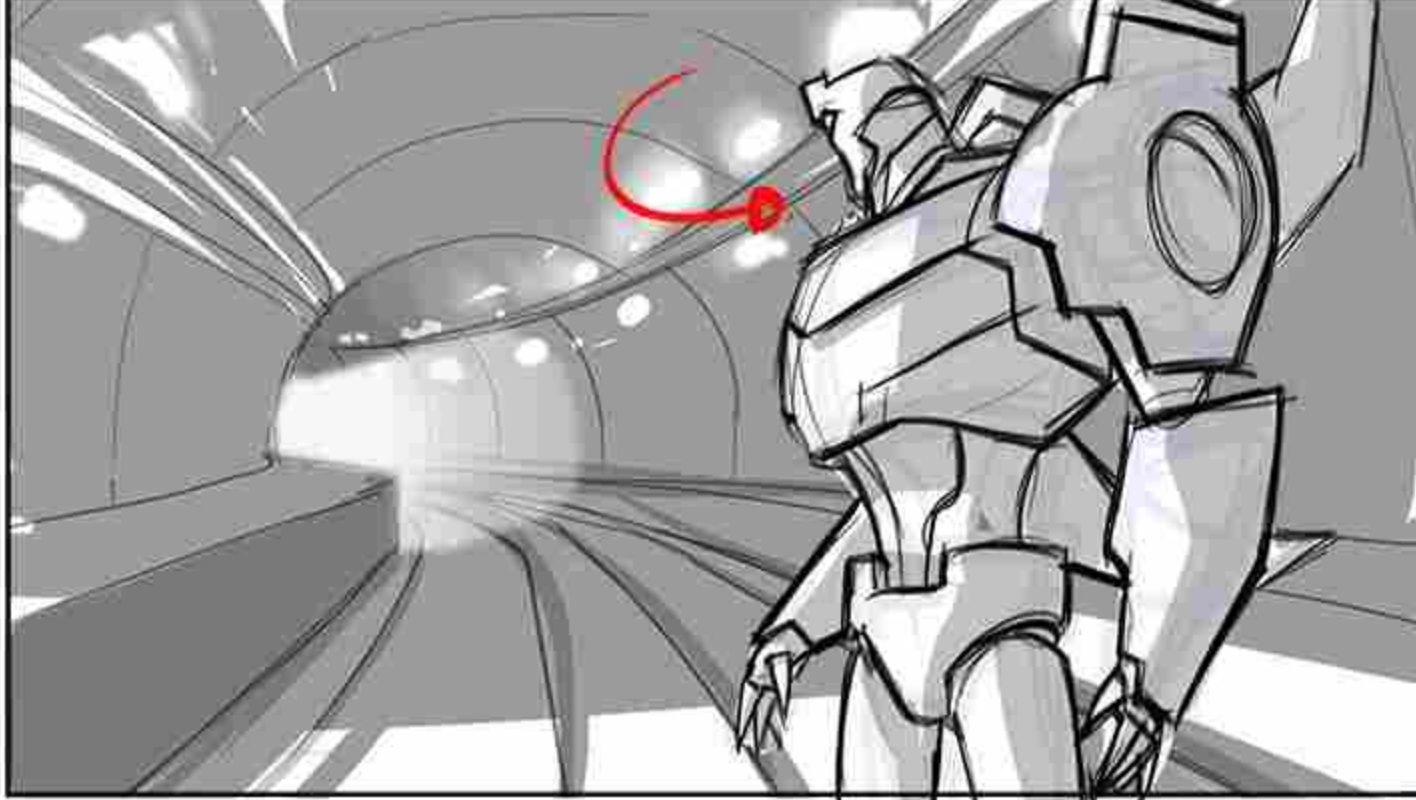
Slug:

Trans:



Scene: CONTD Panel: 5

BG:

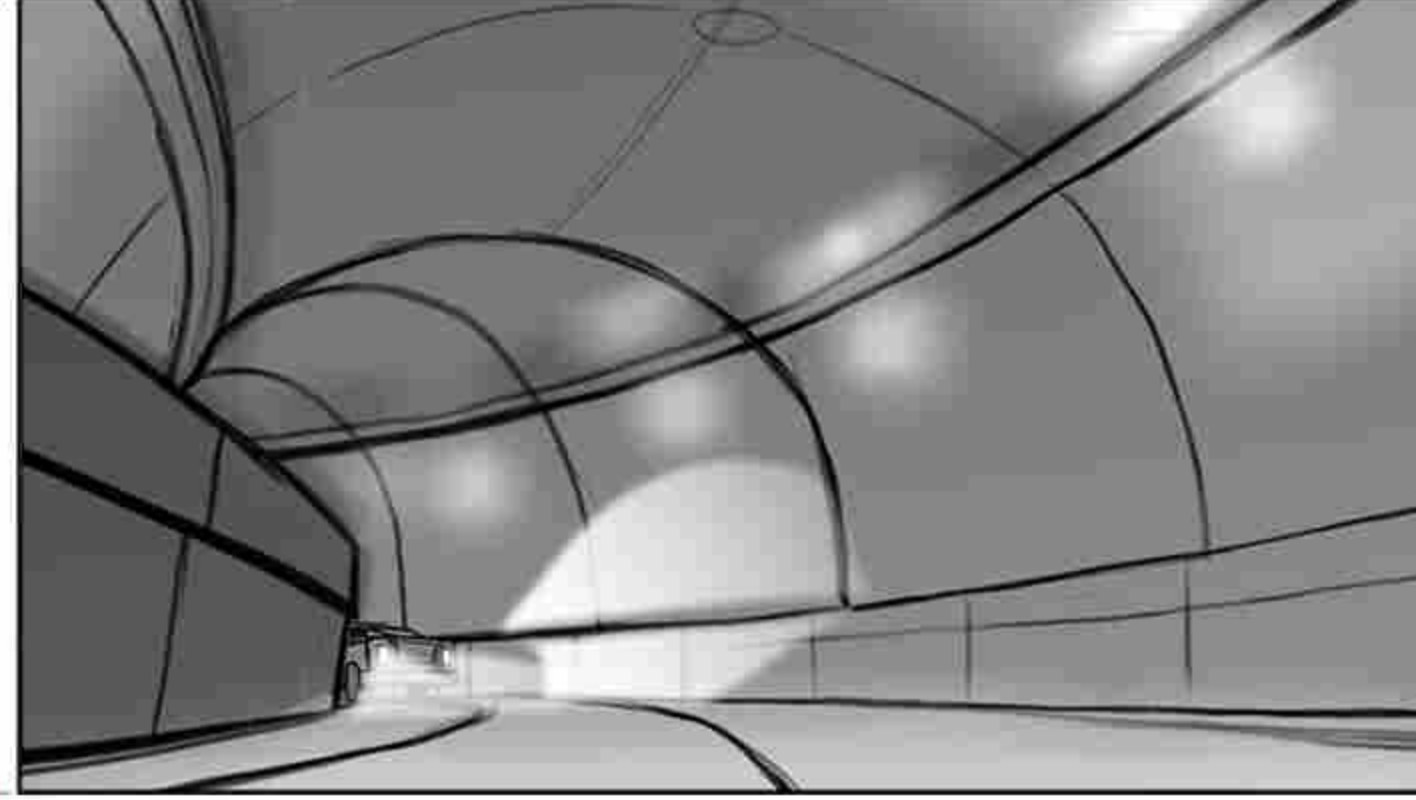


CUT

Scene:

Panel: 1

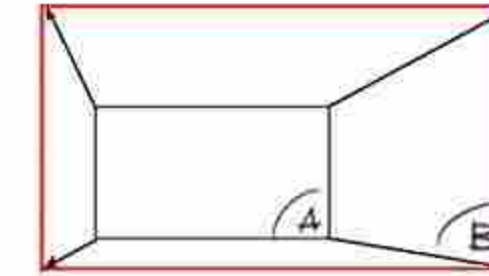
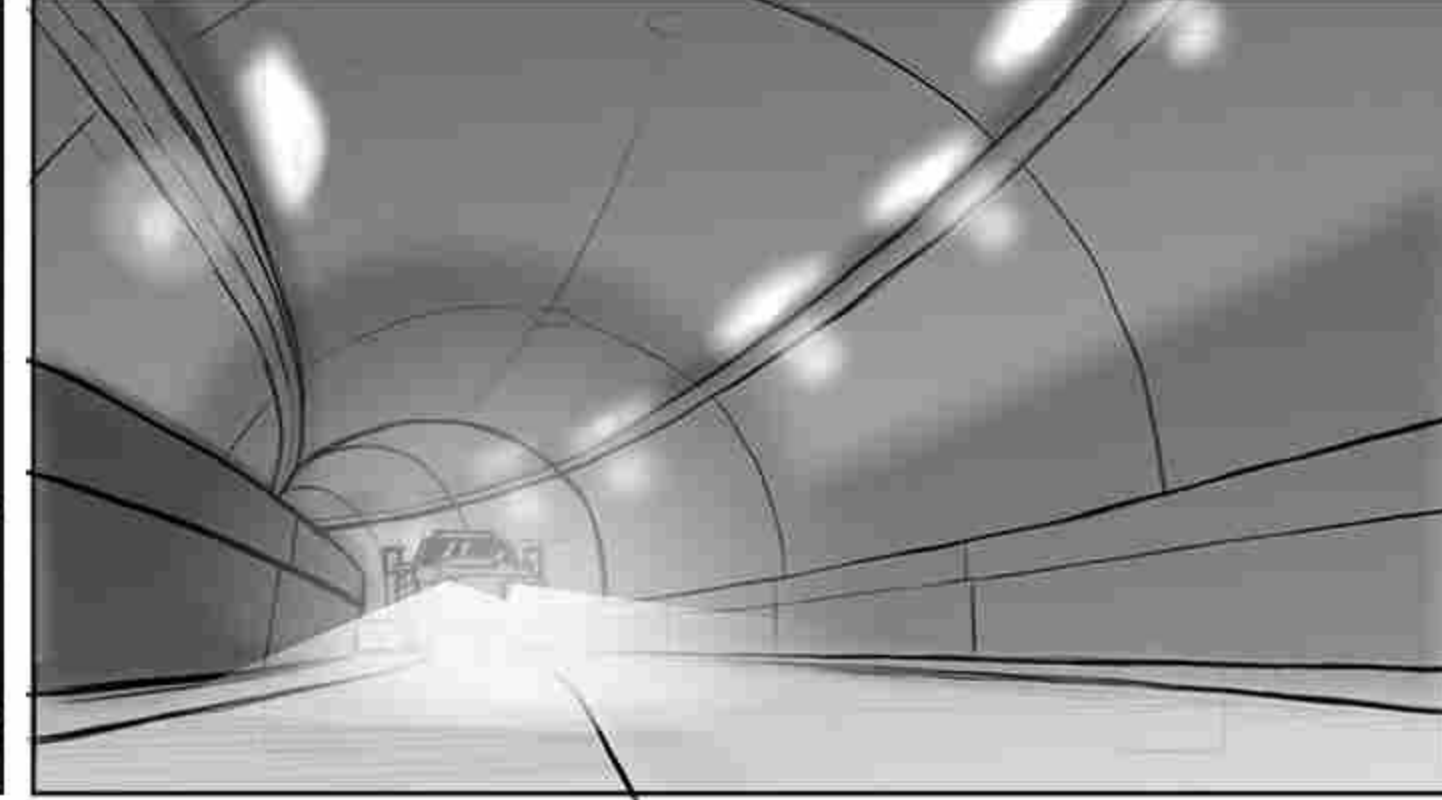
BG:



HU

Scene: CONTD Panel: 2

BG:



TRUCK OUT A - B.

Action:

BEE TURNS AS HEADLIGHTS LIGHT UP THE END OF THE TUNNEL.

EFX: (HEADLIGHTS)

Dial:

Slug:

Trans:

Action:

CLOSE ON THE END OF THE TUNNEL AS STRONGARM ROUNDS THE CORNER.

EFX: (HEADLIGHTS)

Dial:

Slug:

Trans:

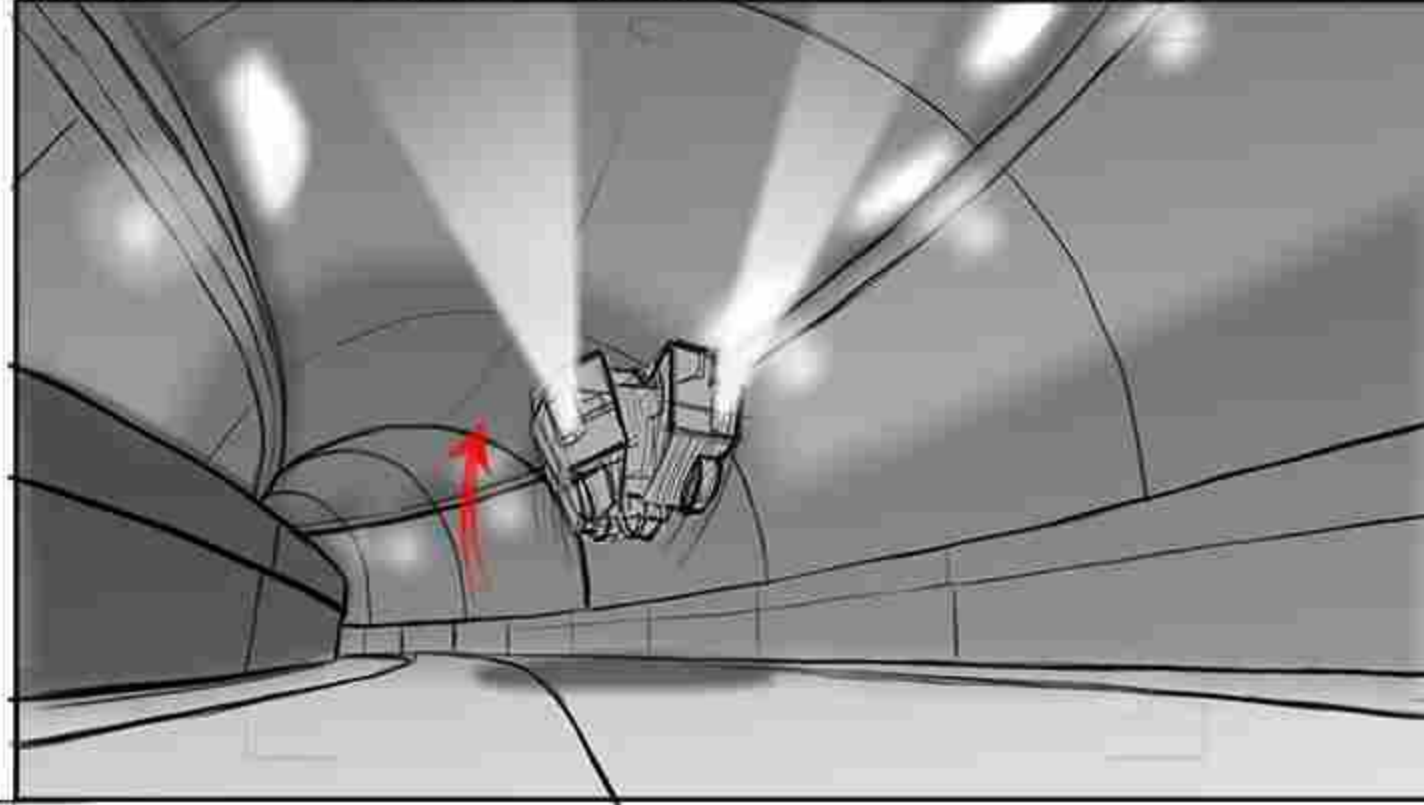
Action:

Dial:

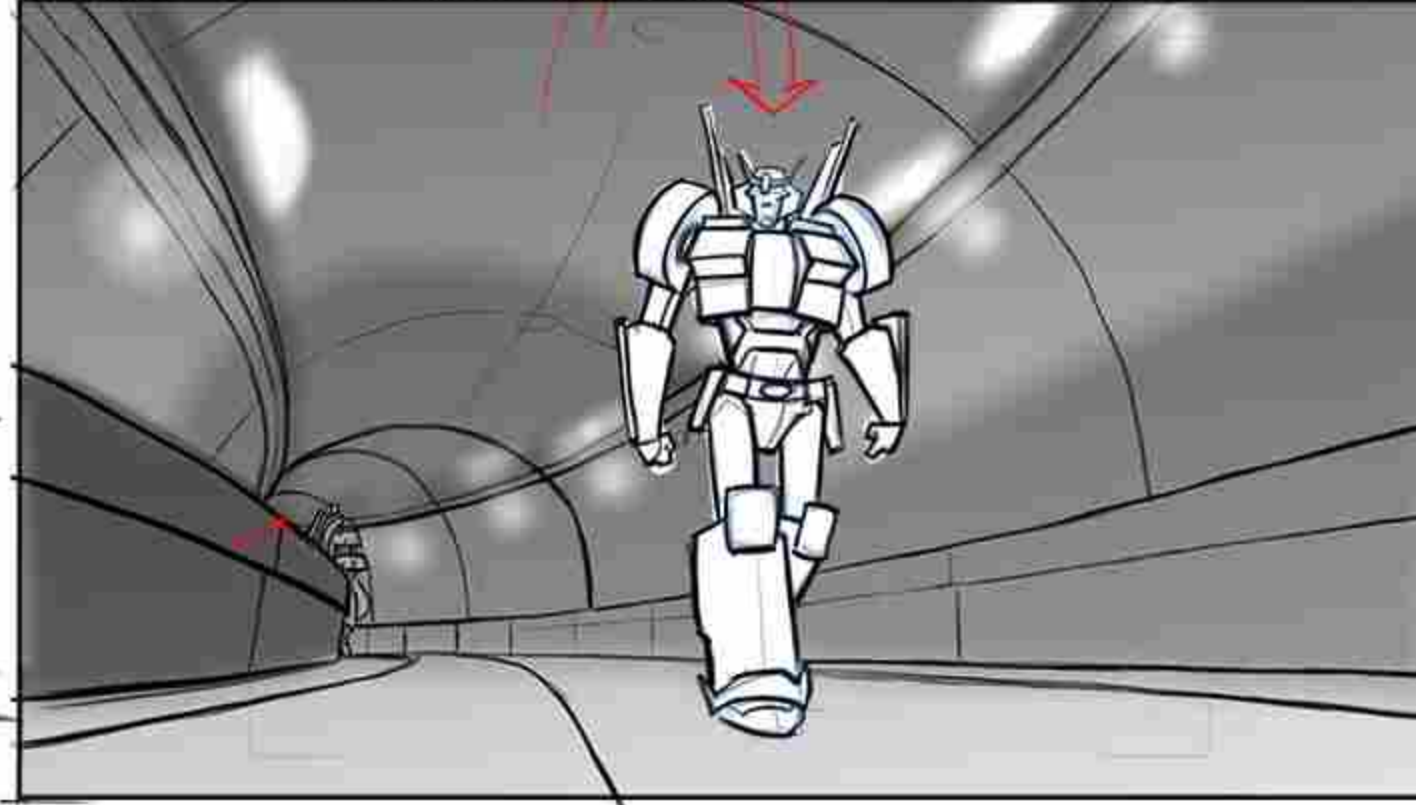
Slug:

Trans:

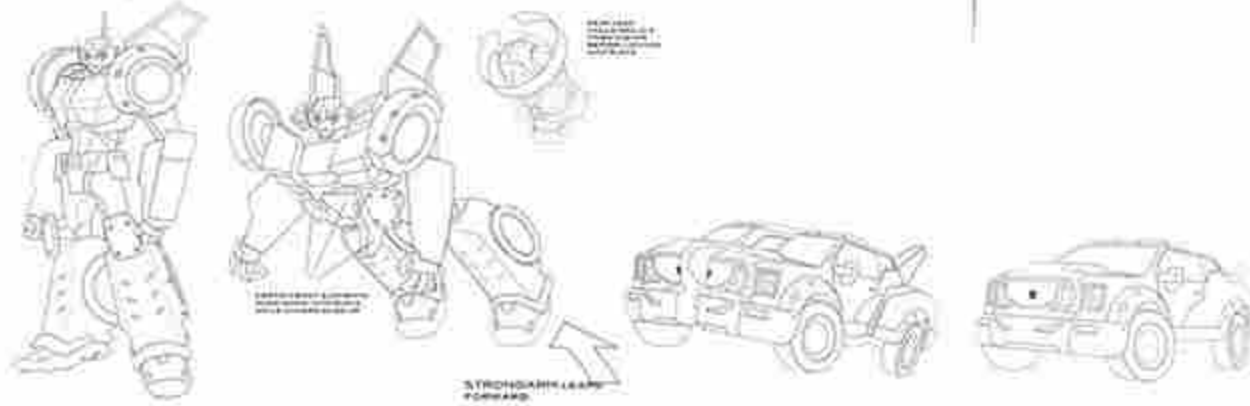
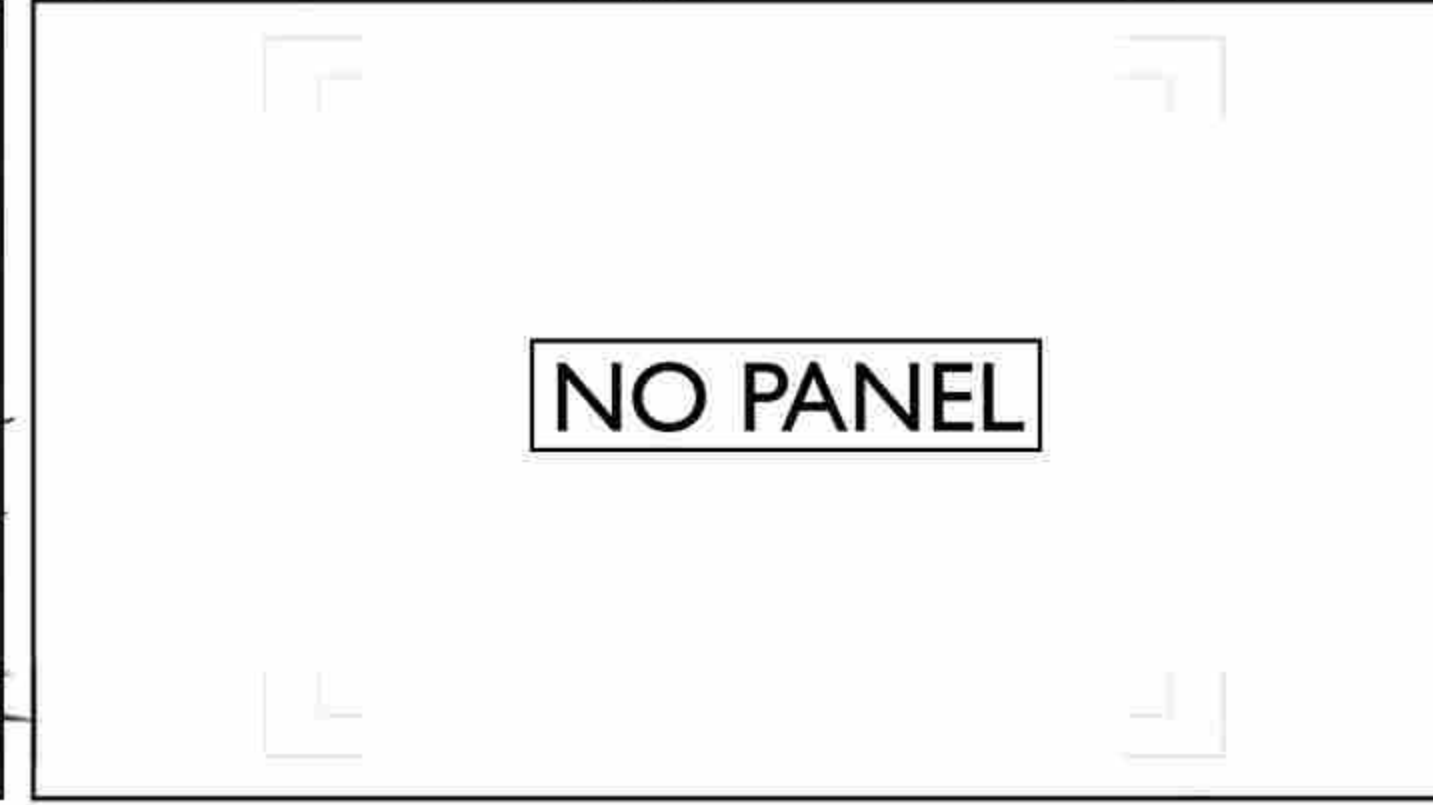
Scene: CONTD Panel: 3 BG:



Scene: CONTD Panel: 4 BG:



Scene: Panel: BG:



Action:

STRONGARM TRANSFORMS.

EFX: (HEADLIGHTS)

Dial:

Slug:

Trans:

Action:

STRONGARM WALKS TO CAMERA.  
GRIMLOCK STEPS FROM AROUND THE CORNER.

Dial:

Slug:

Trans:

Action:

Dial:

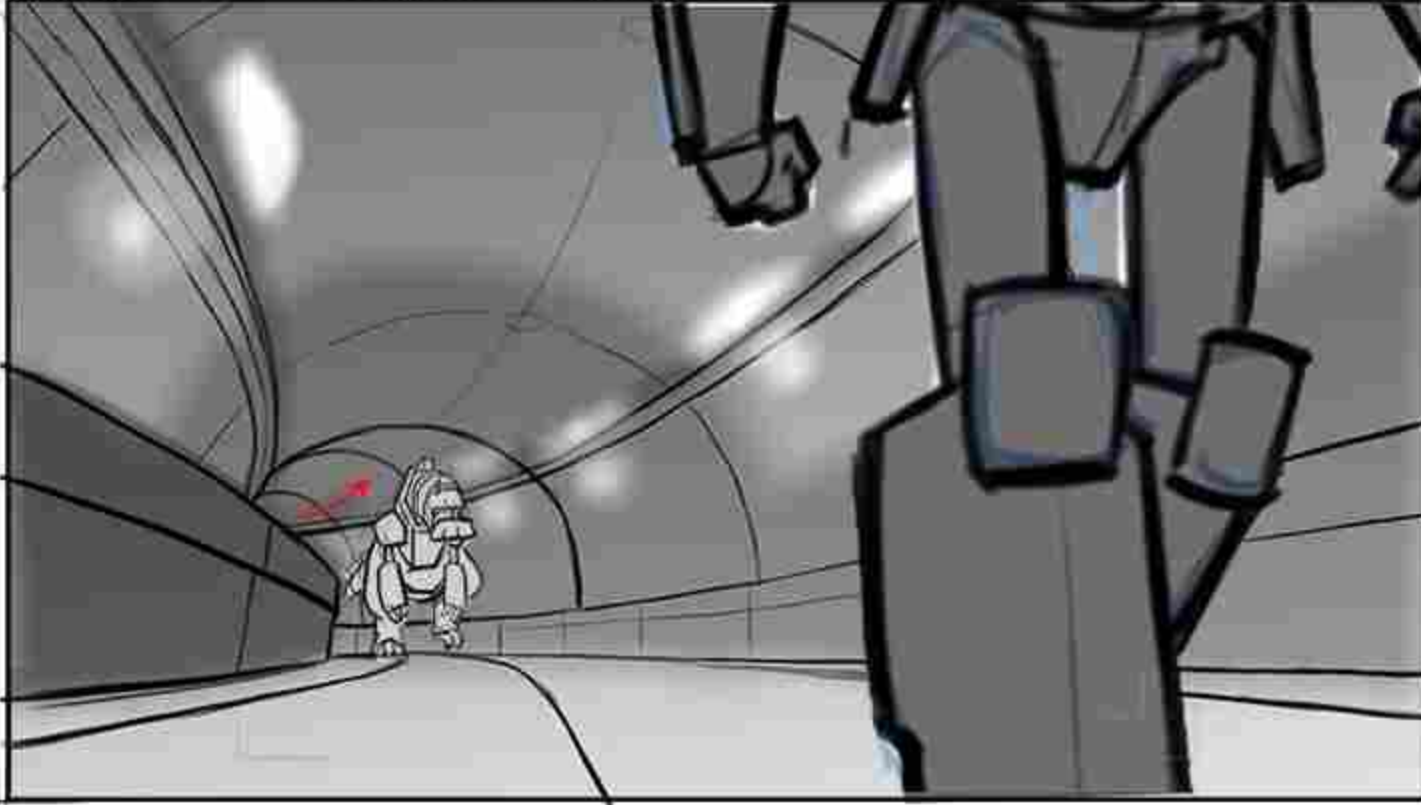
Slug:

Trans:



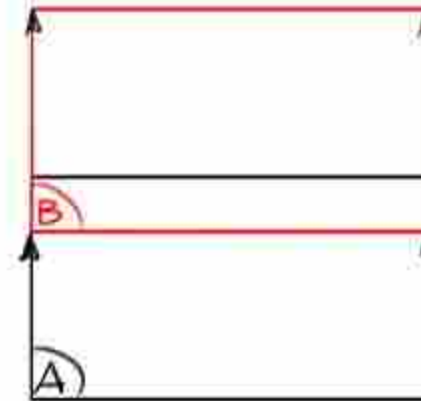
Scene: CONTD Panel: 5

BG:



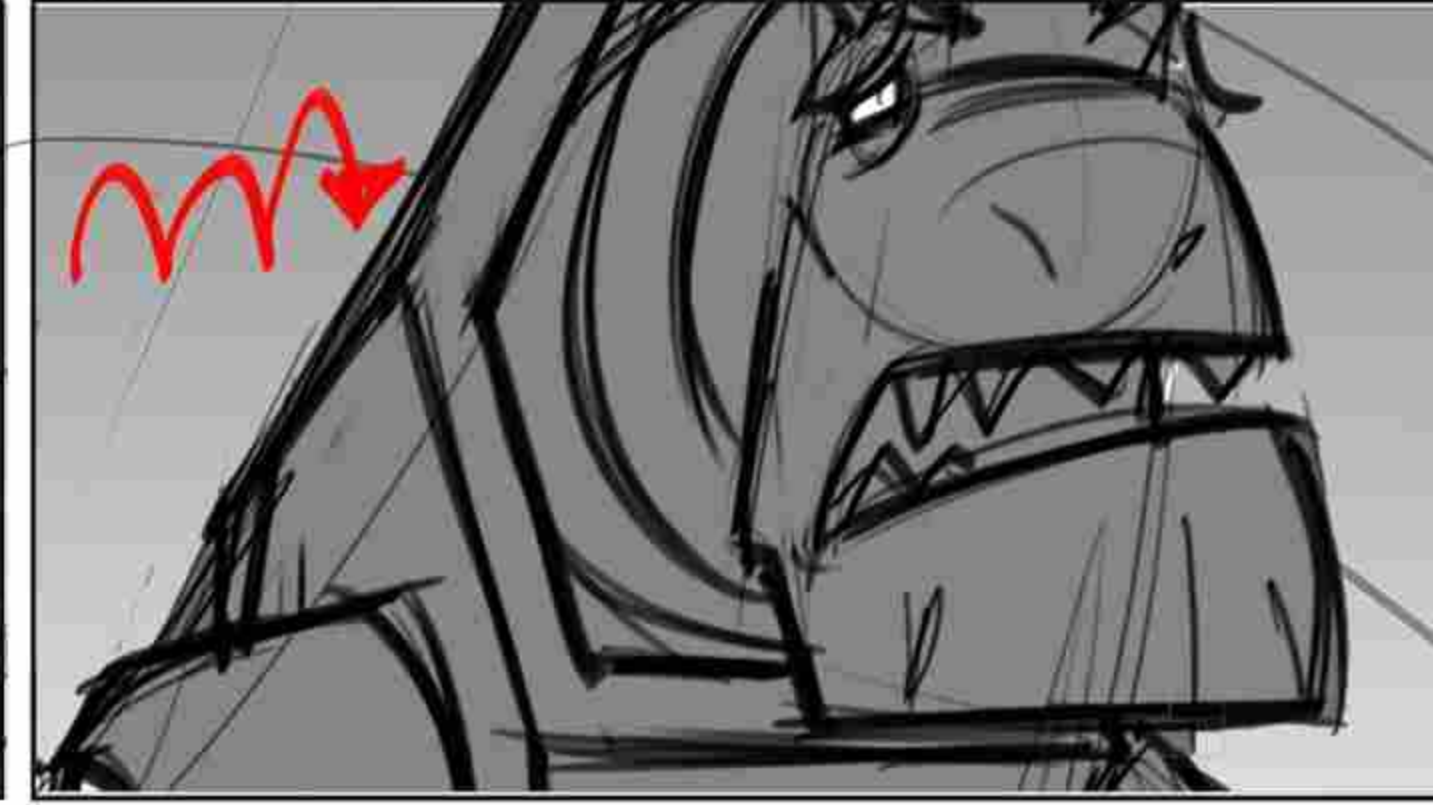
Scene: CONTD Panel: 6

BG:



Scene: CONTD Panel: 7

BG:



Action:

AS STRONGARM WALKS PAST CAMERA GRIMLOCK COMES AROUND THE CORNER.

Dial:

Slug:

Trans:

Action:

VERT. PAN A - B AS GRIMLOCK WALKS TO CAMERA.

Dial:

Slug:

Trans:

Action:

CONTINUE BG PAN AS GRIM FILLS SCREEN.

Dial:

Slug:

Trans:



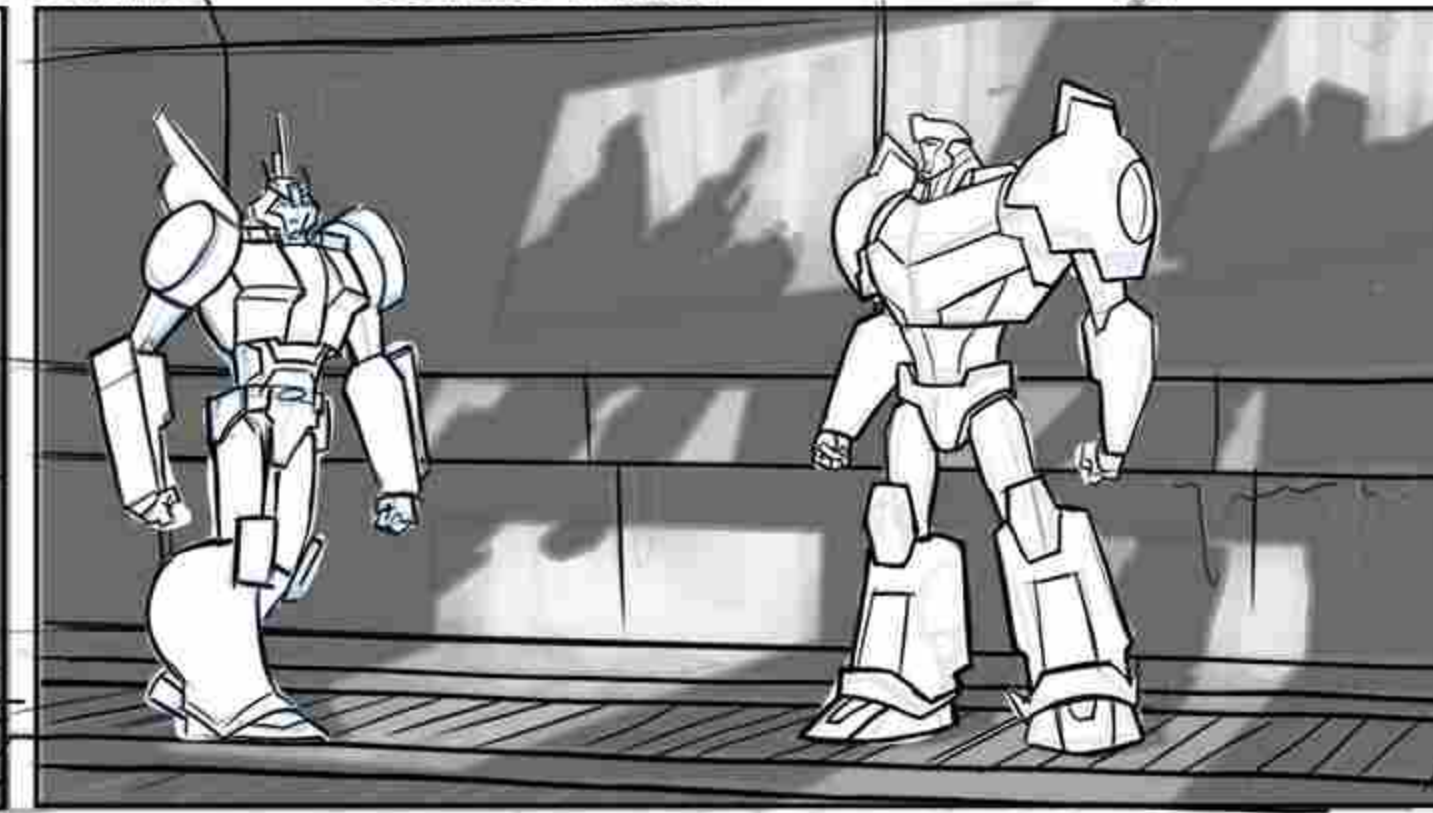
Scene: CONTD Panel: 8

BG:



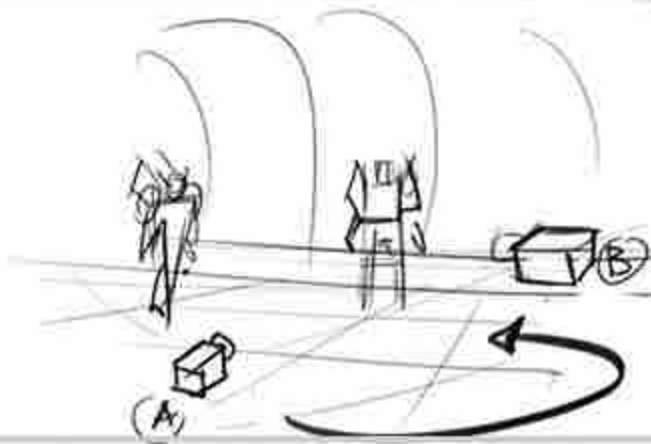
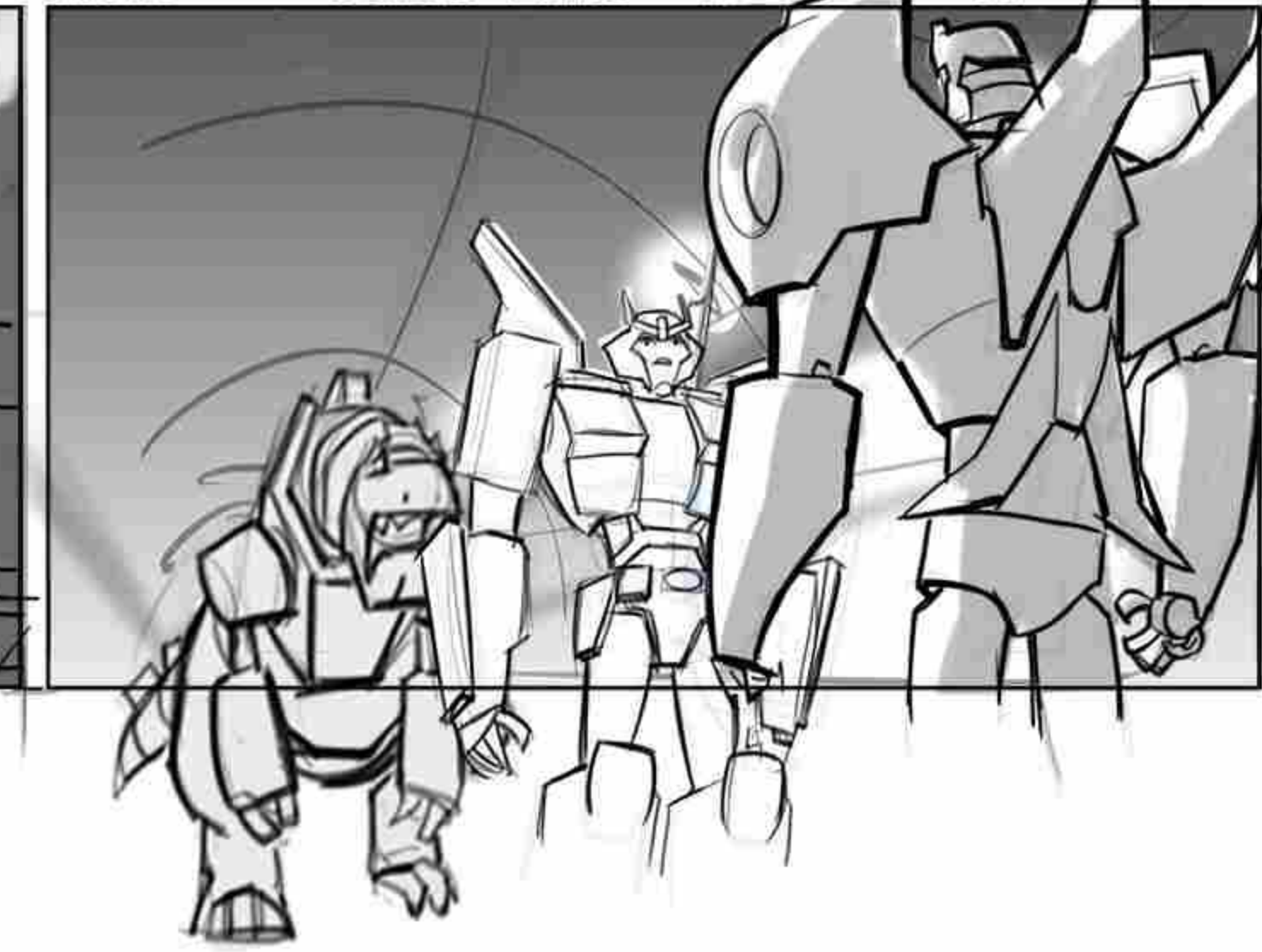
Scene: CONTD Panel: 9

BG:



Scene: CONTD Panel: 10

BG:



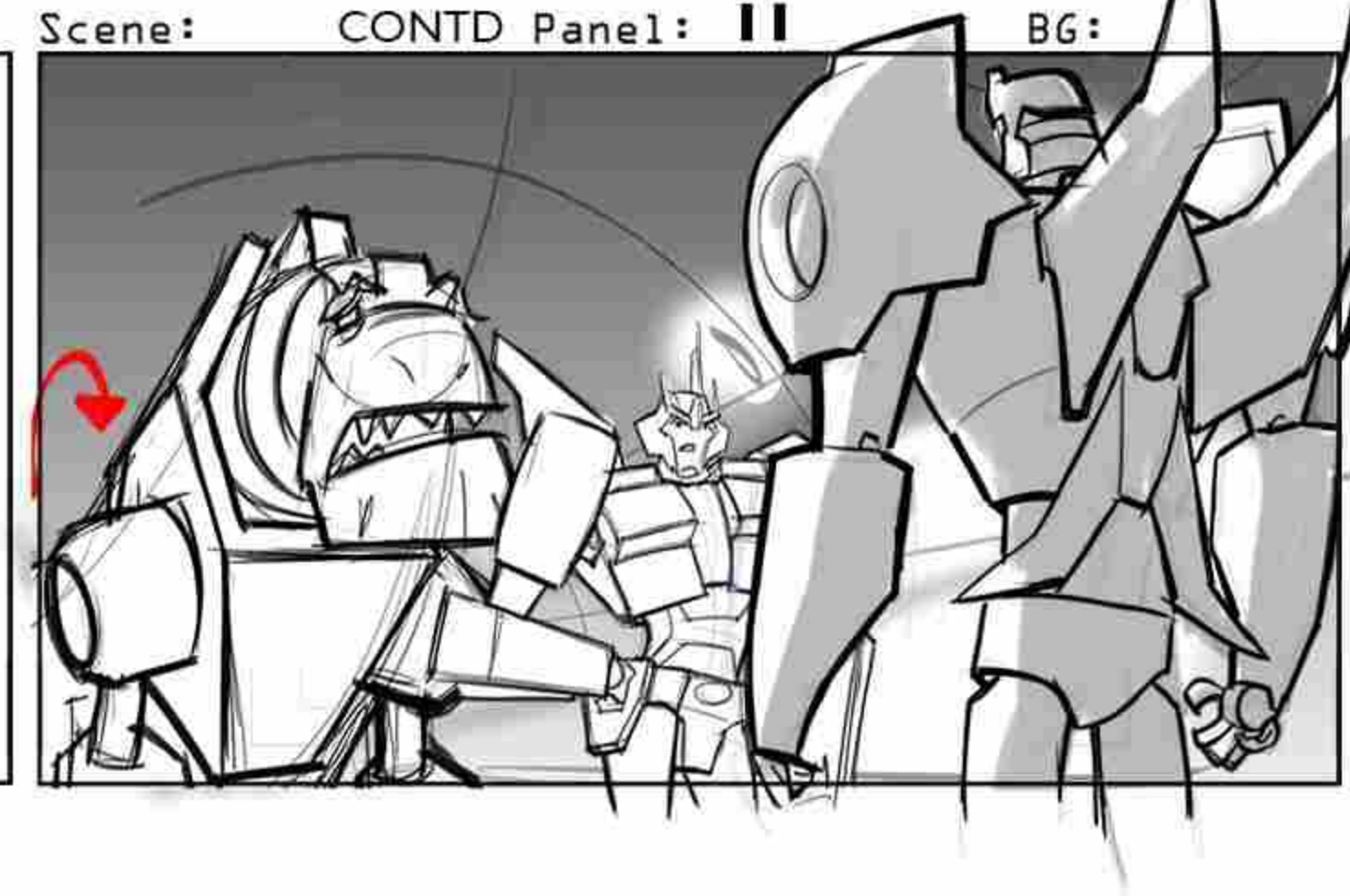
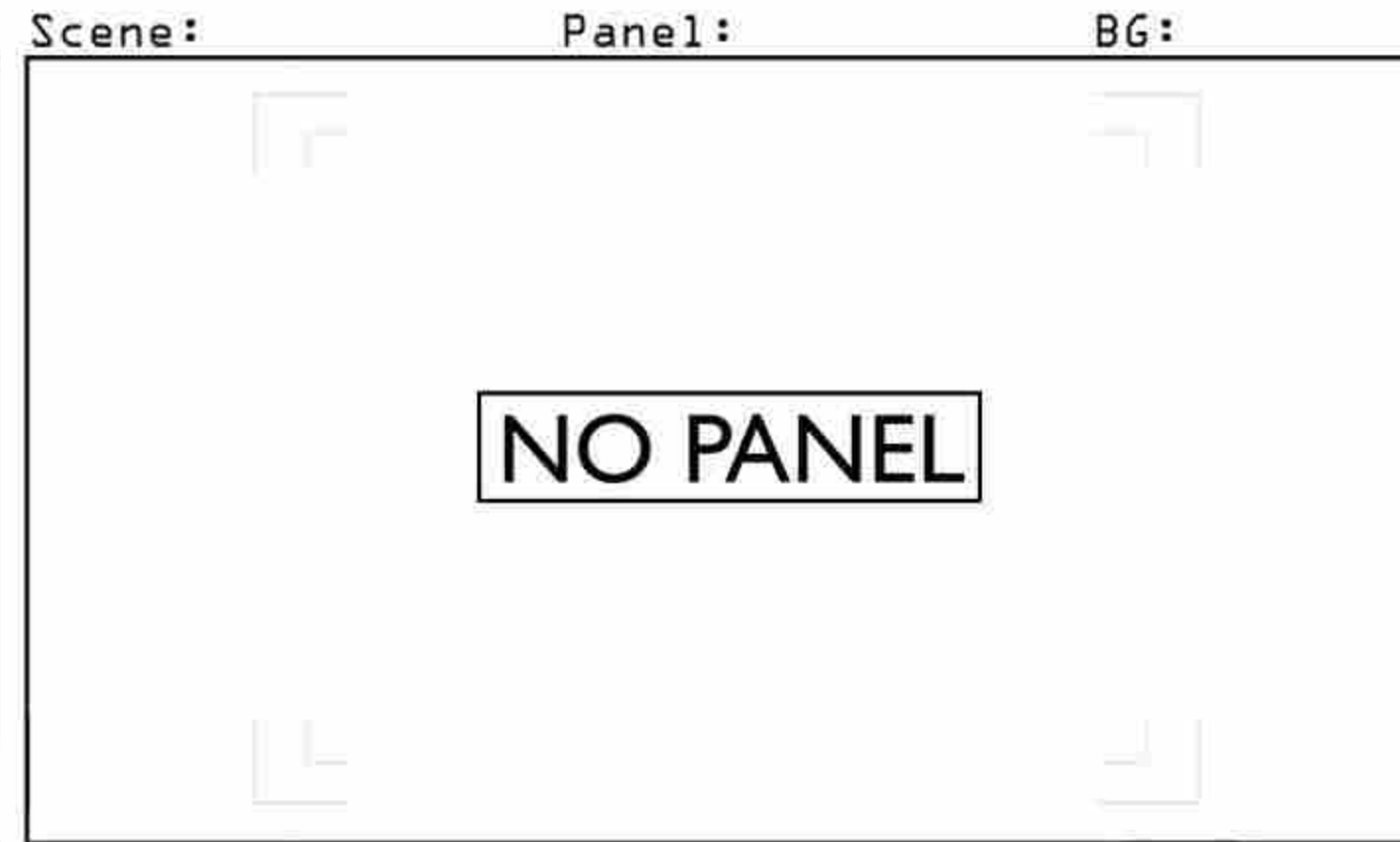
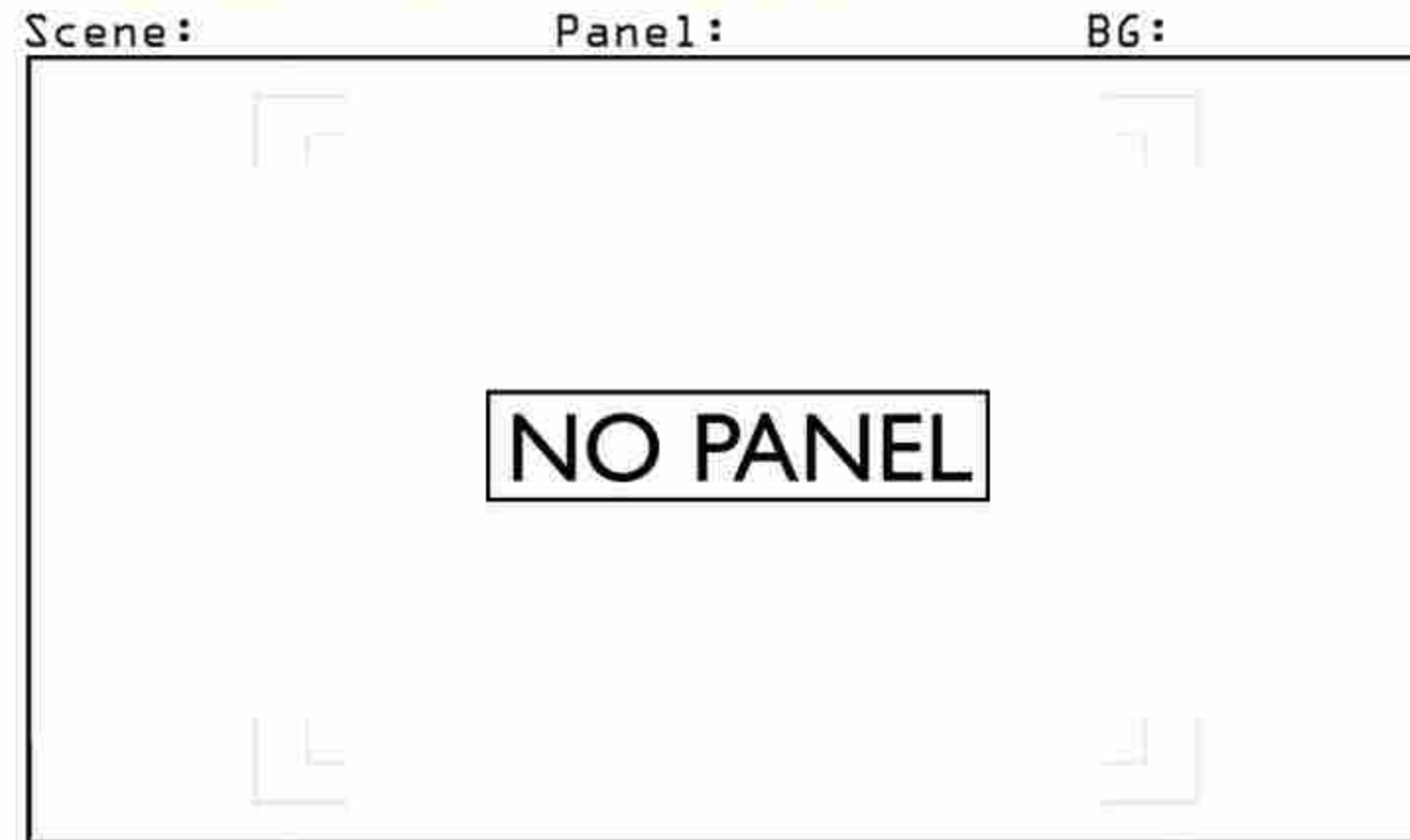
CAMERA SWINGS AROUND  
(A) (B)

Action:	
Dial: I5 STRONGARM I BET THIS IS ...	
Slug:	Trans:

Action:	
Dial: I5 STRONGARM :(CONTD) ...SIDESWIPE'S IDEA OF A JOKE.	
Slug:	Trans:

Action: GRIM FINALLY COMES UP BEHIND THEM. HE LOOKS EXHAUSTED.	
Dial: I5 STRONGARM: (CONTD) I CAN PRACTICALLY HEAR .....	
Slug:	Trans:





Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

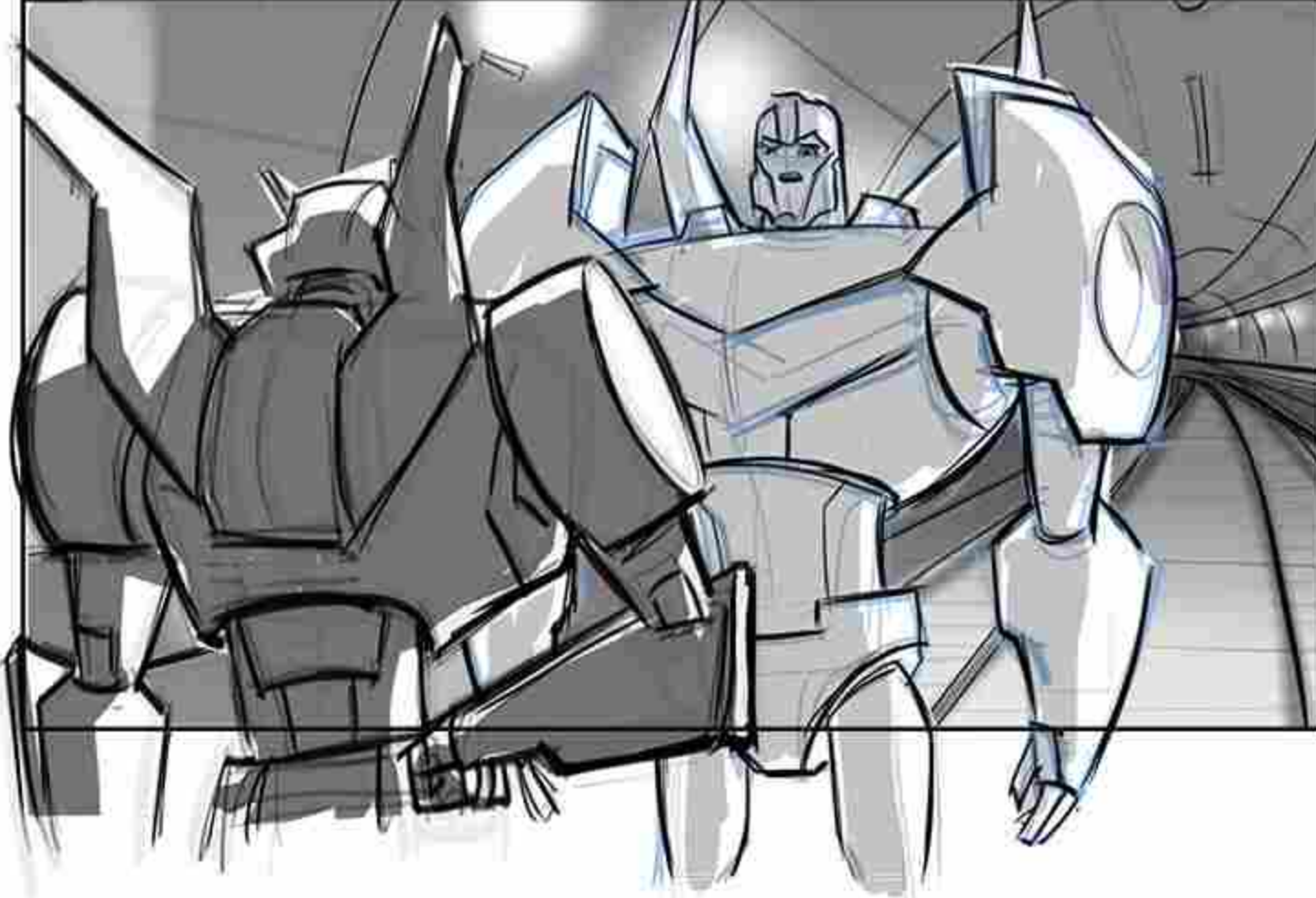
Action:	
Dial:	
15 STRONGARM: (CONTD) ...HIS INCREDIBLY ANNOYING LAUGH.	
Slug:	Trans:

CUT

Scene:

Panel: 1

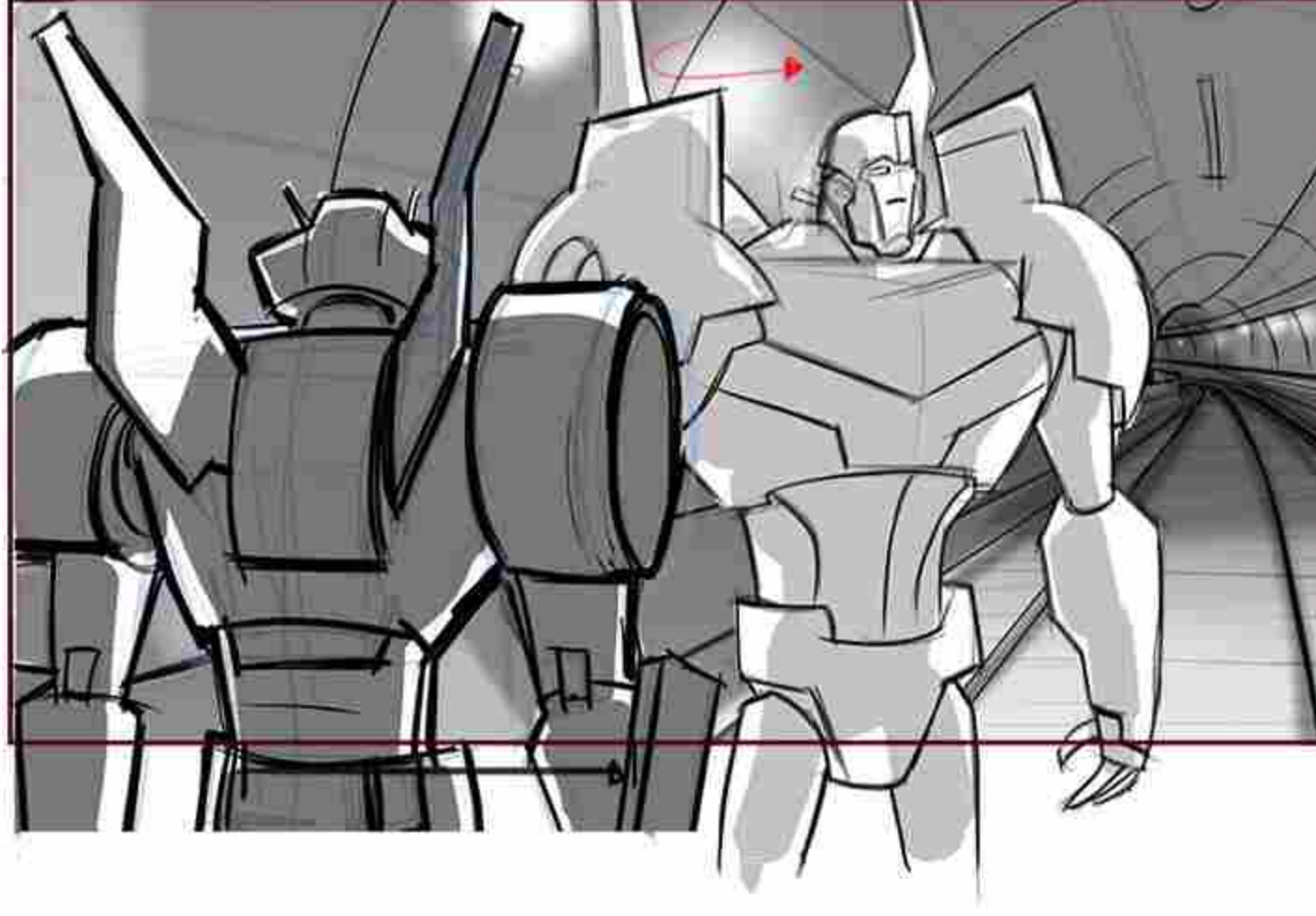
BG:



Scene:

CONTD Panel: 2

BG:



Scene:

Panel:

BG:



Action:

OTS STRONGARM ON BB.

Dial:

16 BUMBLEBEE  
HE'S YOUR TEAMMATE, CADET. AND HE  
COULD BE IN TROUBLE.

Slug:

Trans:

Action:

AS BEE TURNS PAN OVER TO FIXIT,  
WHO IS CHECKING HIS SCANNER.

Dial:

Slug:

Trans:

Action:

Dial:

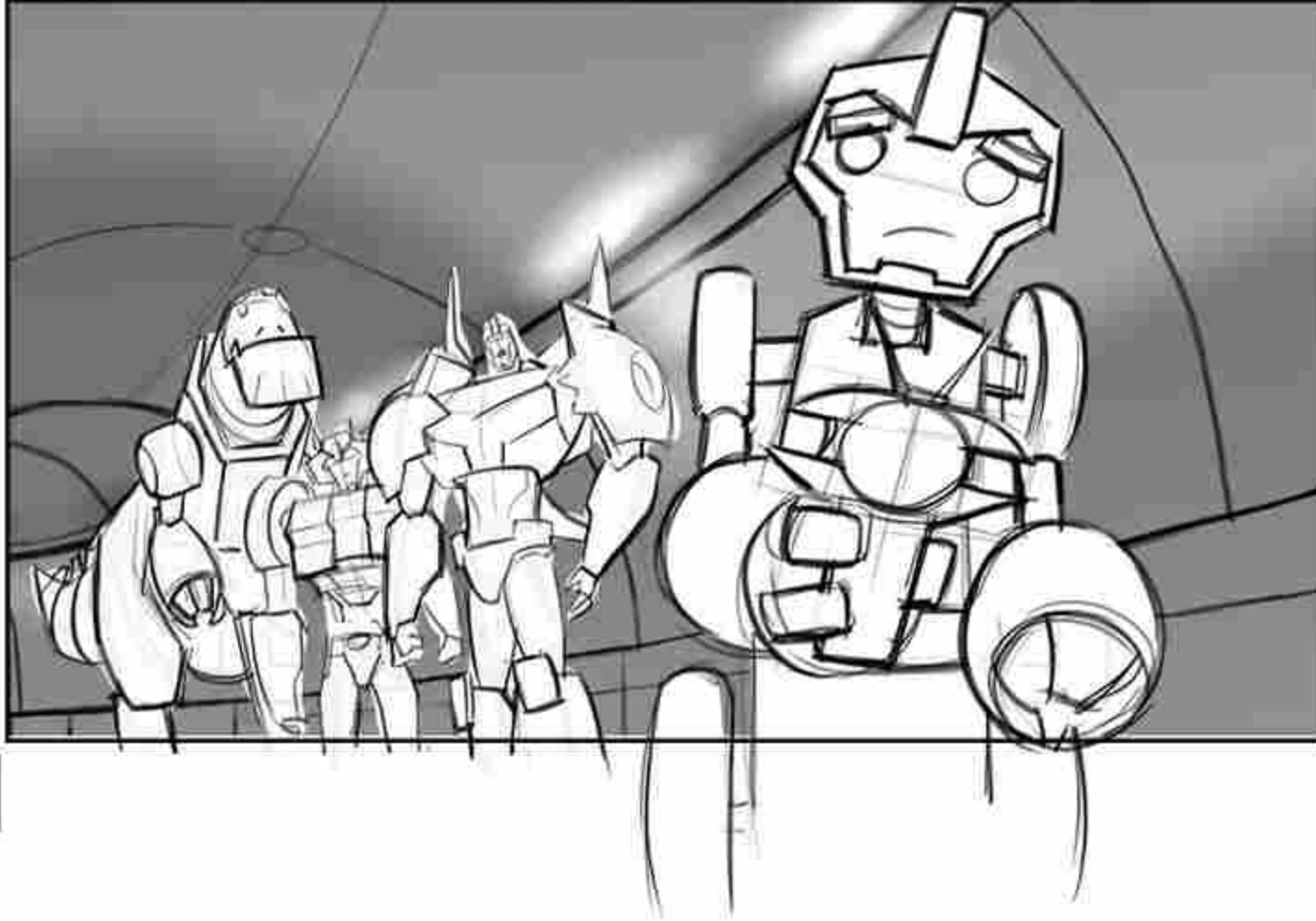
Slug:

Trans:

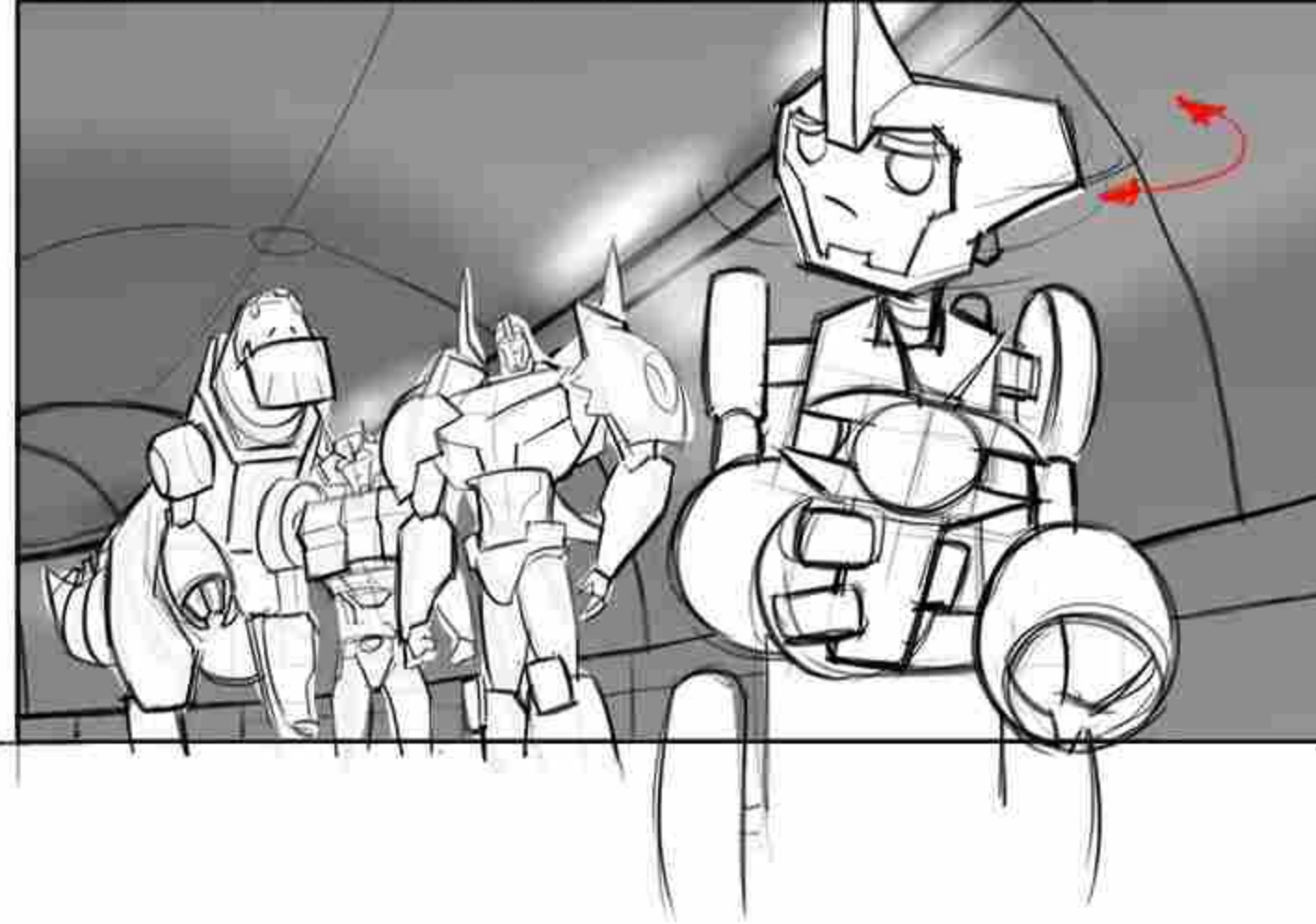


CUT

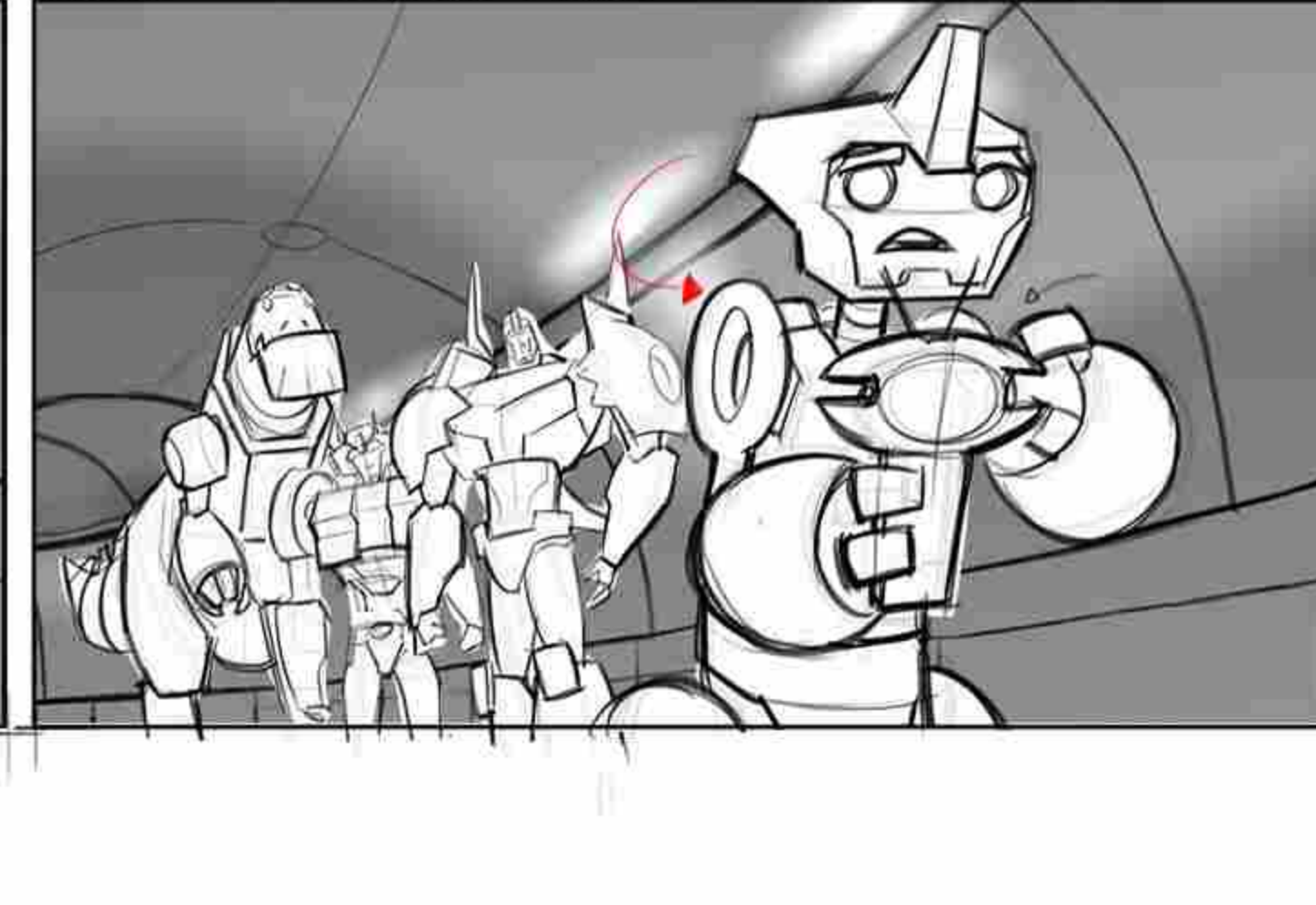
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

FIXIT CHECKS HIS PORTABLE SCANNER,....

Dial:

16 BUMBLEBEE  
FIXIT, ANY SIGN OF SIDESWIPE?

Slug:

Trans:

Action:

...BUT SHAKES HIS HEAD.

Dial:

Slug:

Trans:

Action:

HE TURNS BACK TO HIS SCANNER..

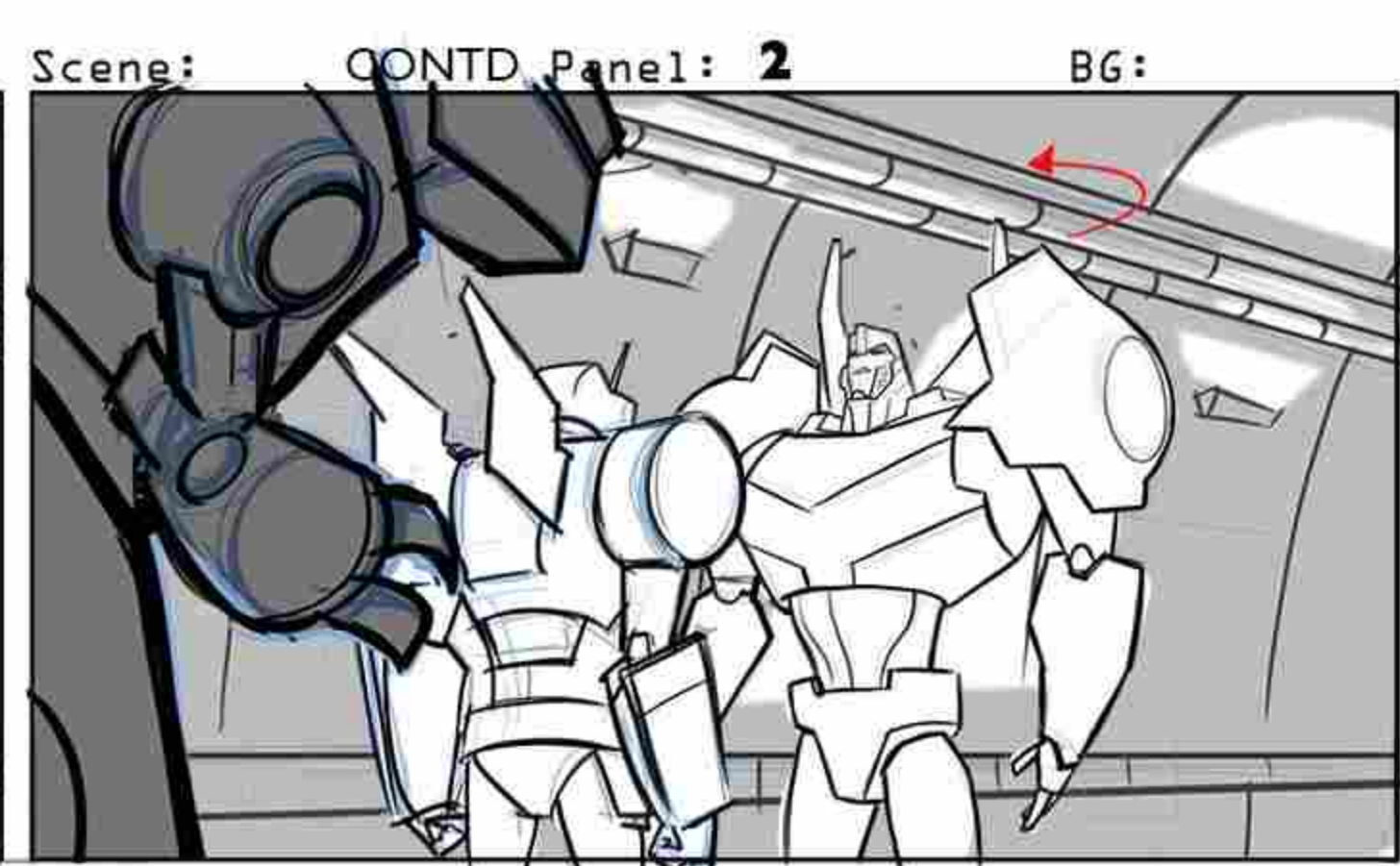
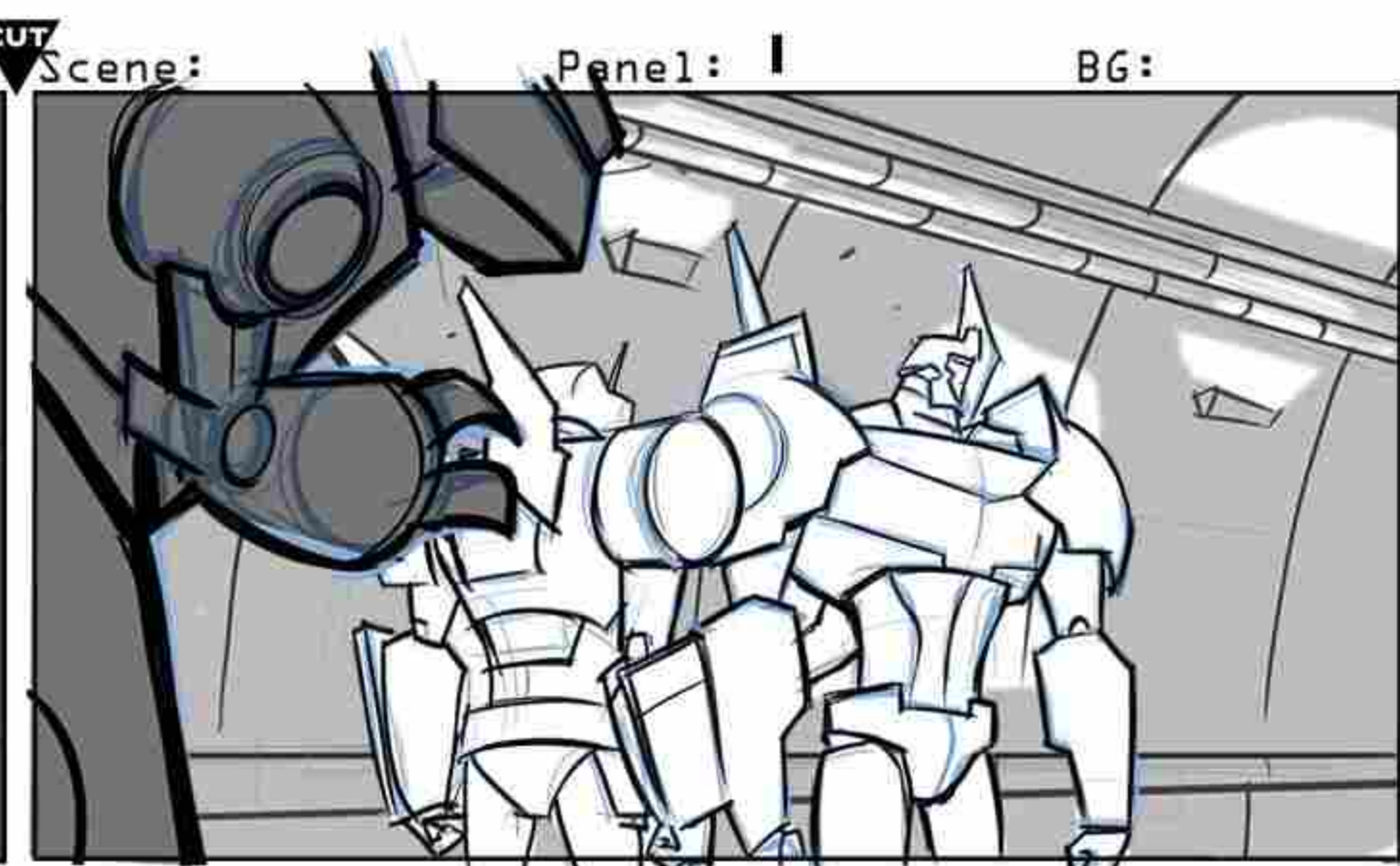
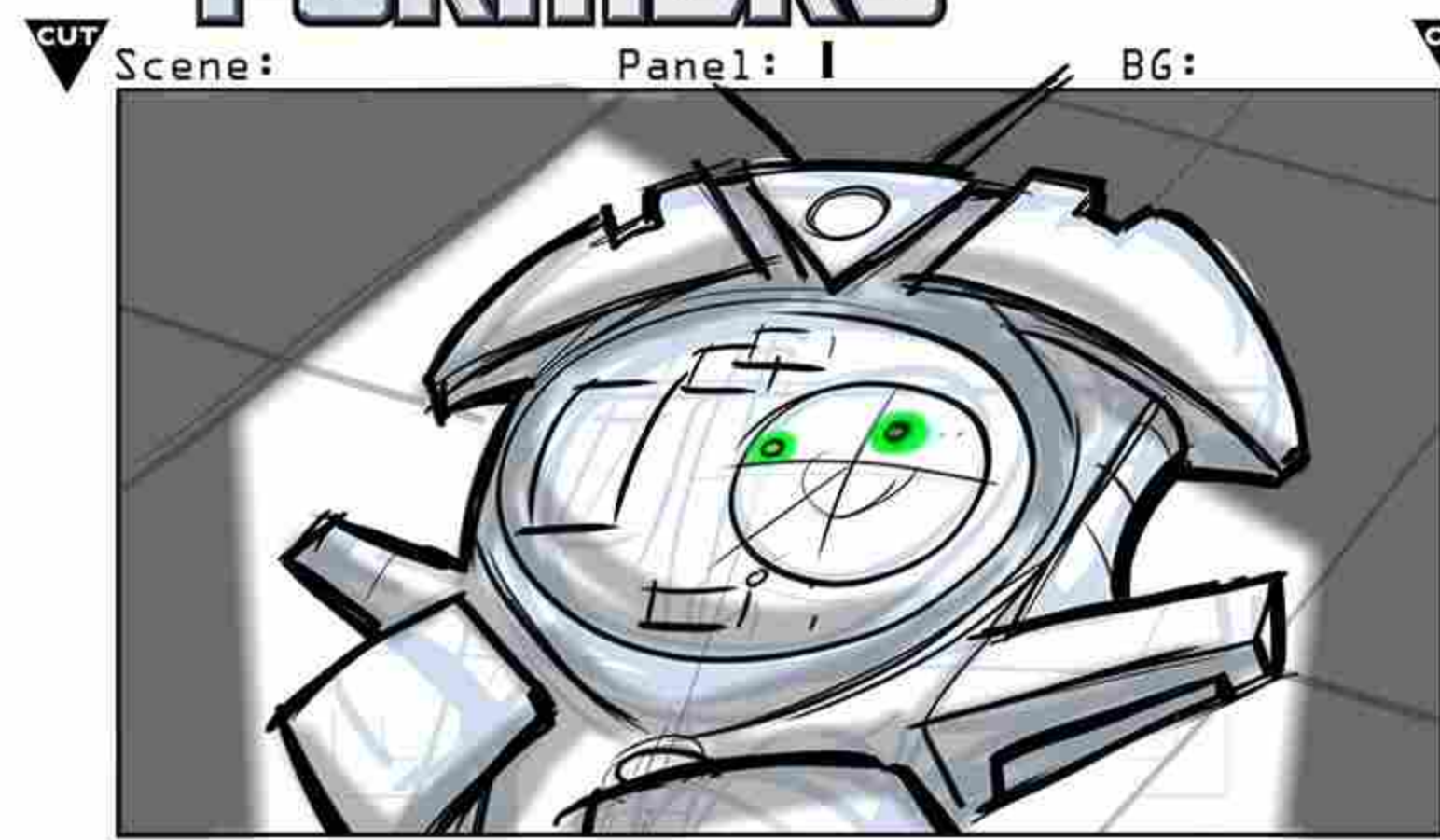
Dial:

17 FIXIT  
I'M GETTING ODD READINGS...

Slug:

Trans:





Action:

CLOSE ON THE PORTABLE SCANNER. TWO BLIPS ARE INDICATED.

EFX: (GLOWING BLIPS)

Dial: 17 FIXIT: (CONTD)  
...I CAN'T PINPOINT EITHER SIDESWIPE OR THE DECEPTICON.

Slug: \_\_\_\_\_ Trans: \_\_\_\_\_

Action:

ANGLE ON THE BOTS.

Dial:

Slug: \_\_\_\_\_ Trans: \_\_\_\_\_

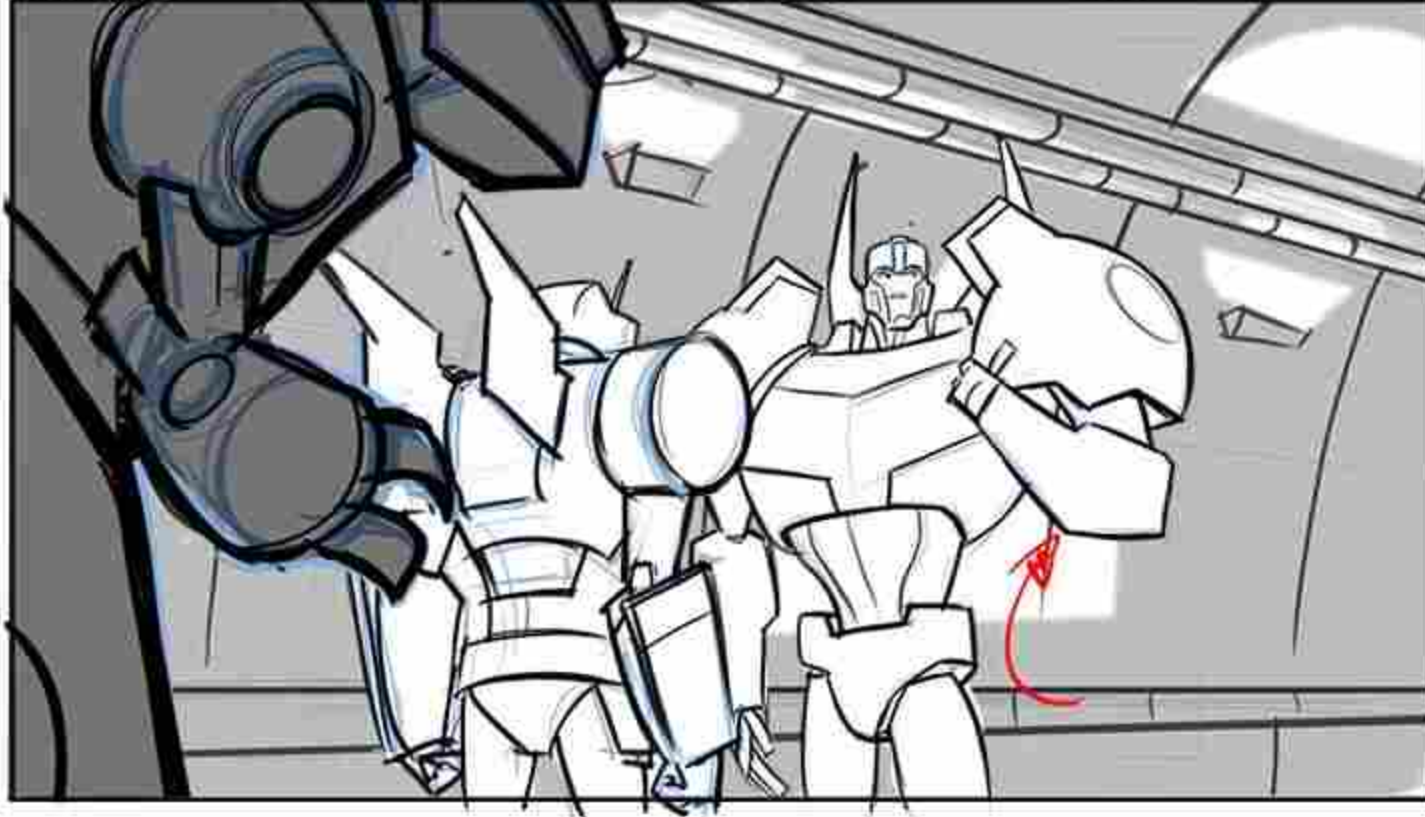
Action:

Dial: 18 BUMBLEBEE  
OKAY, GRIMLOCK AND STRONGARM WILL SEARCH THE EASTERN SUBWAY TUNNELS;

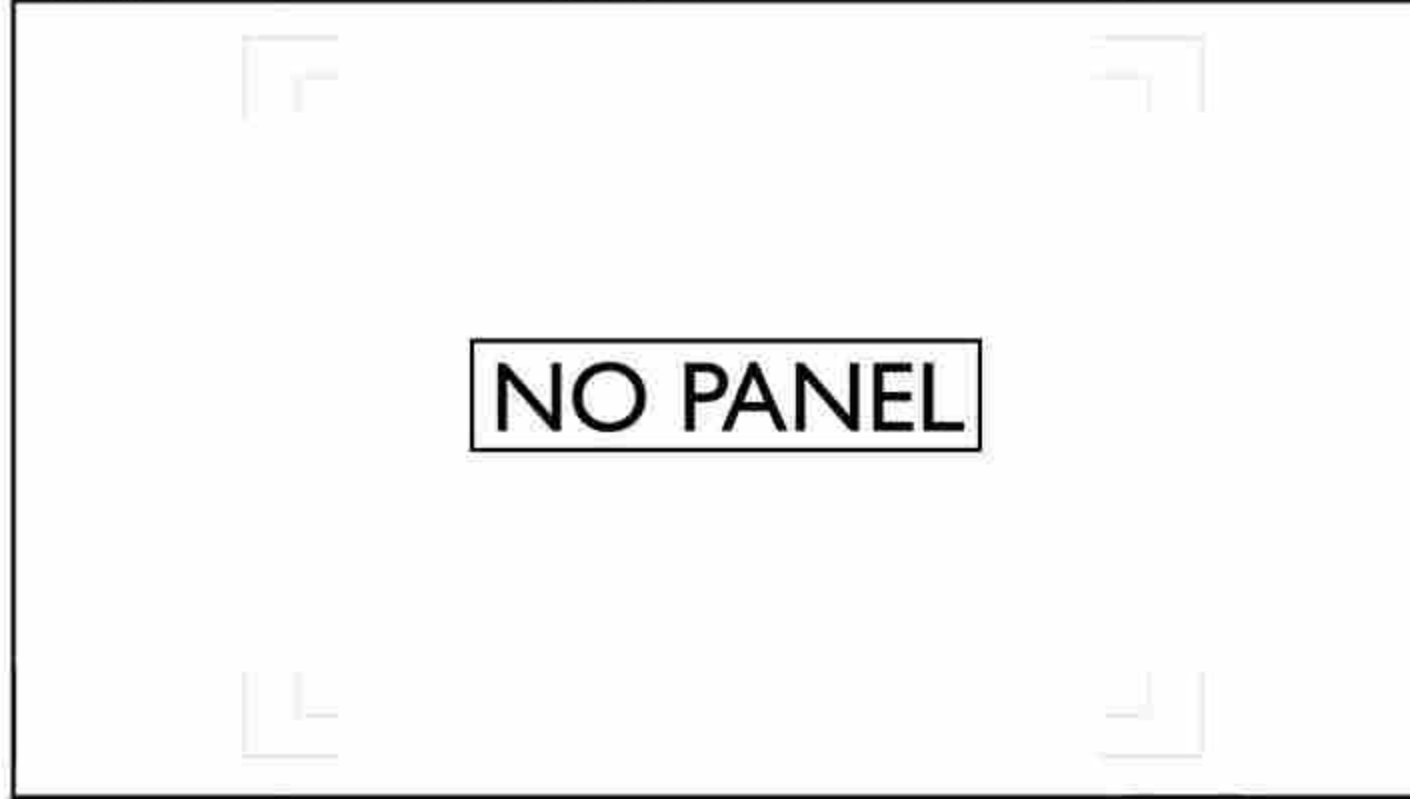
Slug: \_\_\_\_\_ Trans: \_\_\_\_\_



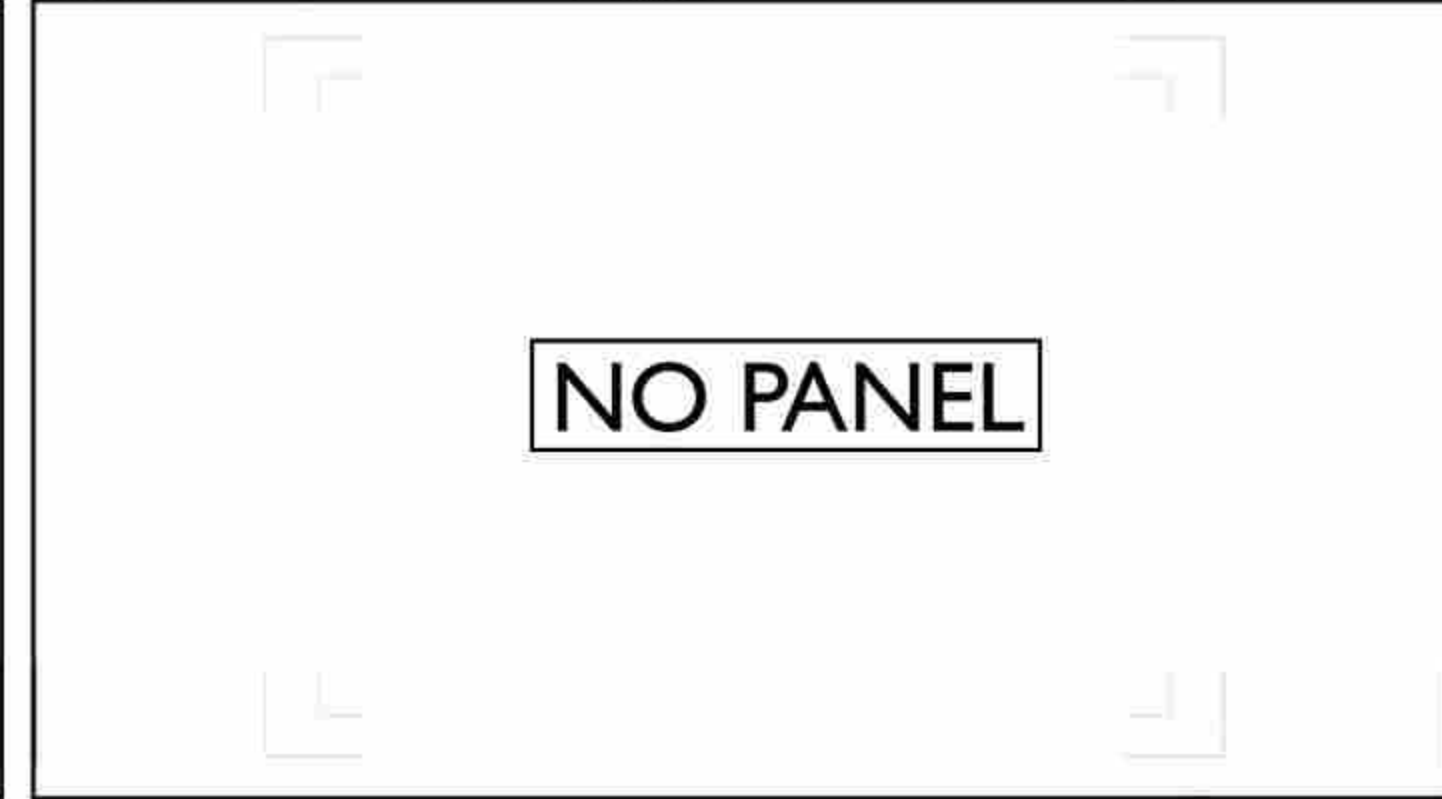
Scene: CONTD Panel: 3 BG:



Scene: Panel: BG:



Scene: Panel: BG:



Action:

Dial:

18 BUMBLEBEE (CONTD)  
FIXIT, WE'LL TAKE THE WESTERN.  
QUESTIONS?

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:	
GRIMLOCK STARTS TO LIFT A HAND.	
Dial:	
Slug:	Trans:

Action:	
STRONGARM WHISPERS TO HIM. (HOLD A BEAT.) GRIMLOCK PUTS HIS HAND DOWN.	
Dial:	
19 STRONGARM: (POINTING; WHISPER) EAST IS THAT WAY.	
Slug:	Trans:

Action:	
Dial:	
20 BUMBLEBEE IF YOU FIND SIDESWIPE, MAKE SURE HE STAYS WITH YOU, ANY WAY YOU CAN.	
Slug:	Trans:





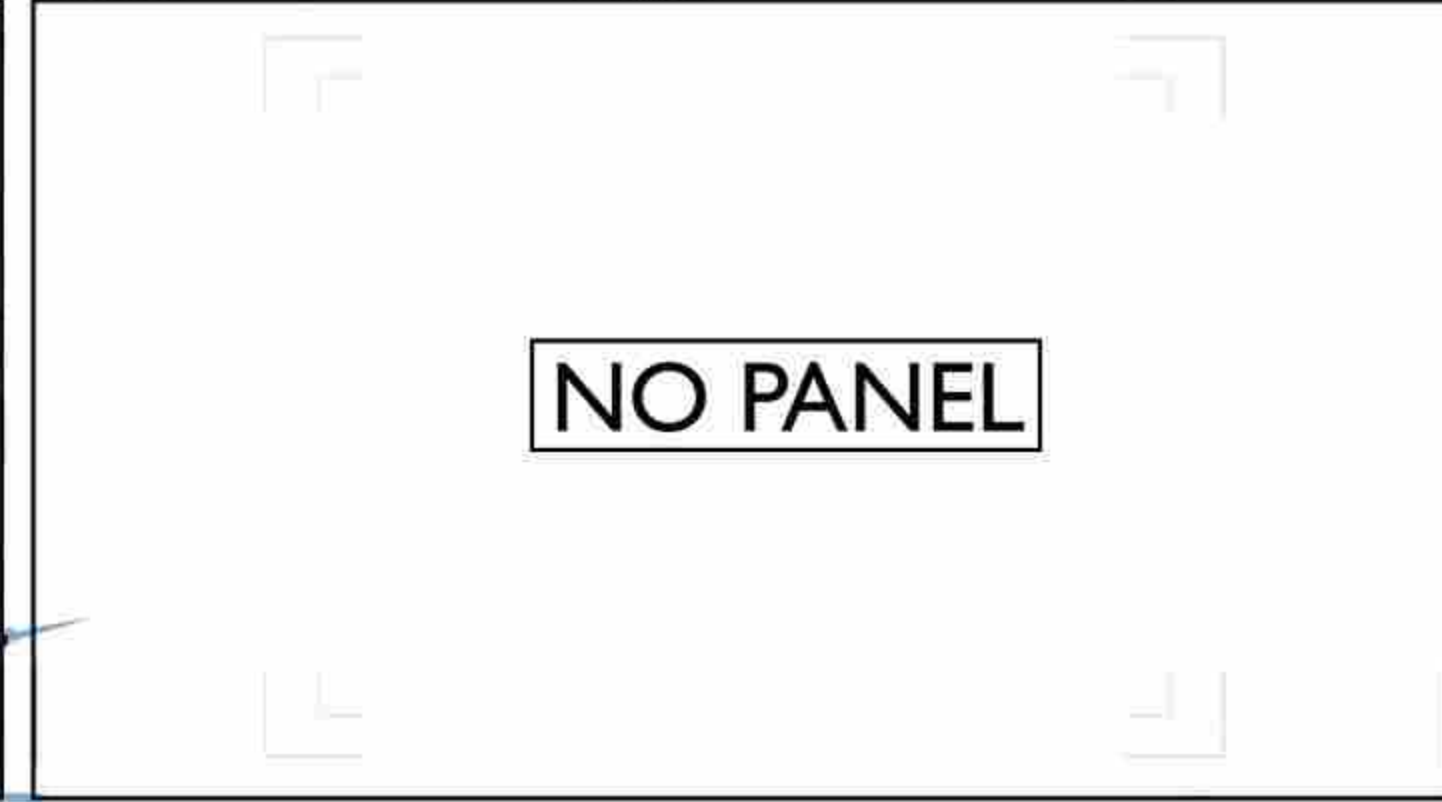
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: Panel: BG:



Action:

CLOSE ON BUMBLEBEE.

Dial:

20 BUMBLEBEE  
IF YOU FIND SIDESWIPE, MAKE SURE HE  
STAYS WITH YOU, .....

Slug:

Trans:

Action:

Dial:

20 BUMBLEBEE  
.... ANY WAY YOU CAN.

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

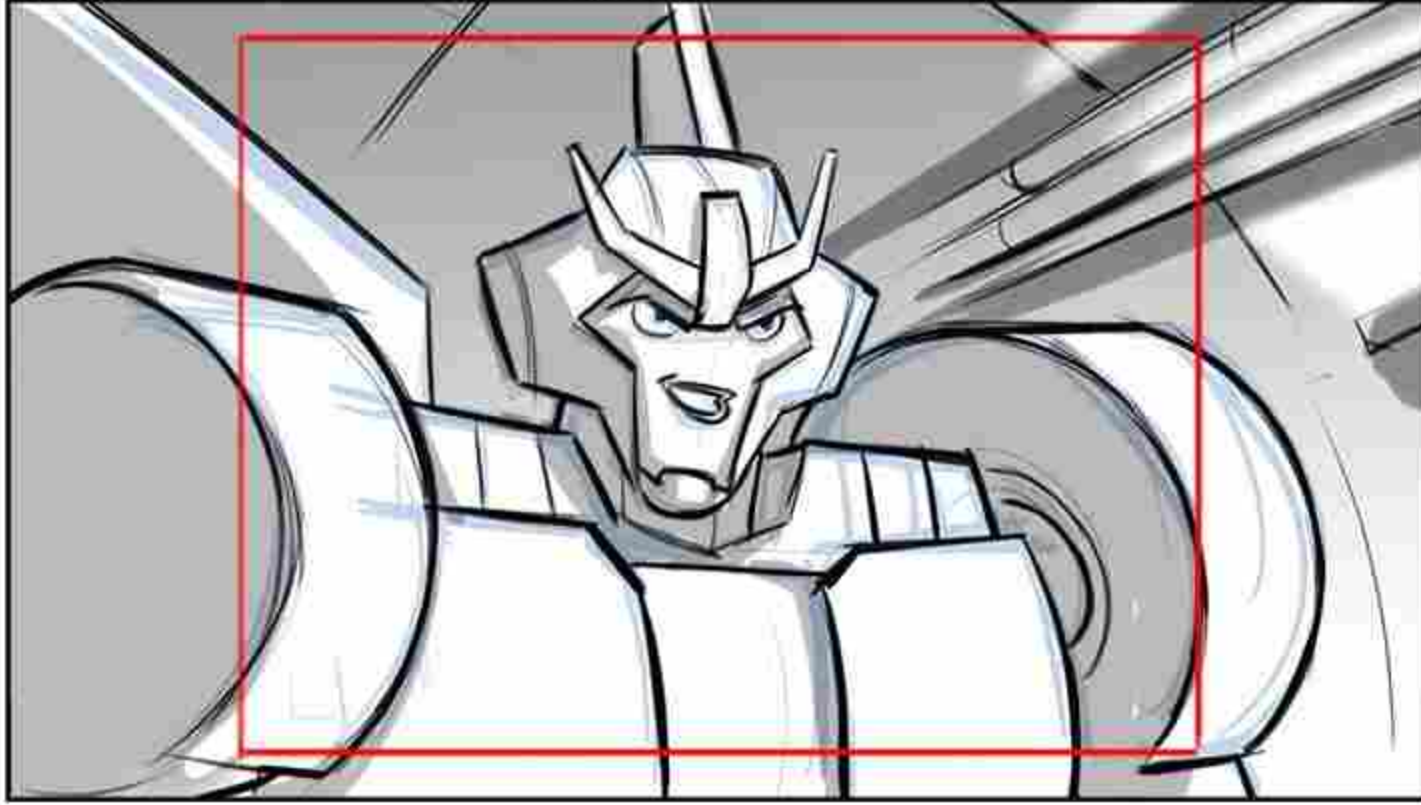


CUT

Scene:

Panel: 1

BG:



Scene:

CONTD Panel: 2

BG:



CUT

Scene:

Panel: 1

BG:



Action:

CLOSE ON STRONGARM.

Dial:

Slug:

Trans:

Action:

EFX: (GLOW)

Dial:

21 STRONGARM (HOPEFUL; HOLDS UP CUFFS)  
STASIS CUFFS?

Slug:

Trans:

Action:

(BEE'S DISAPPROVING LOOK)

Dial:

Slug:

Trans:



Scene: CONTD Panel: 1

BG:



Scene: CONTD Panel: 2

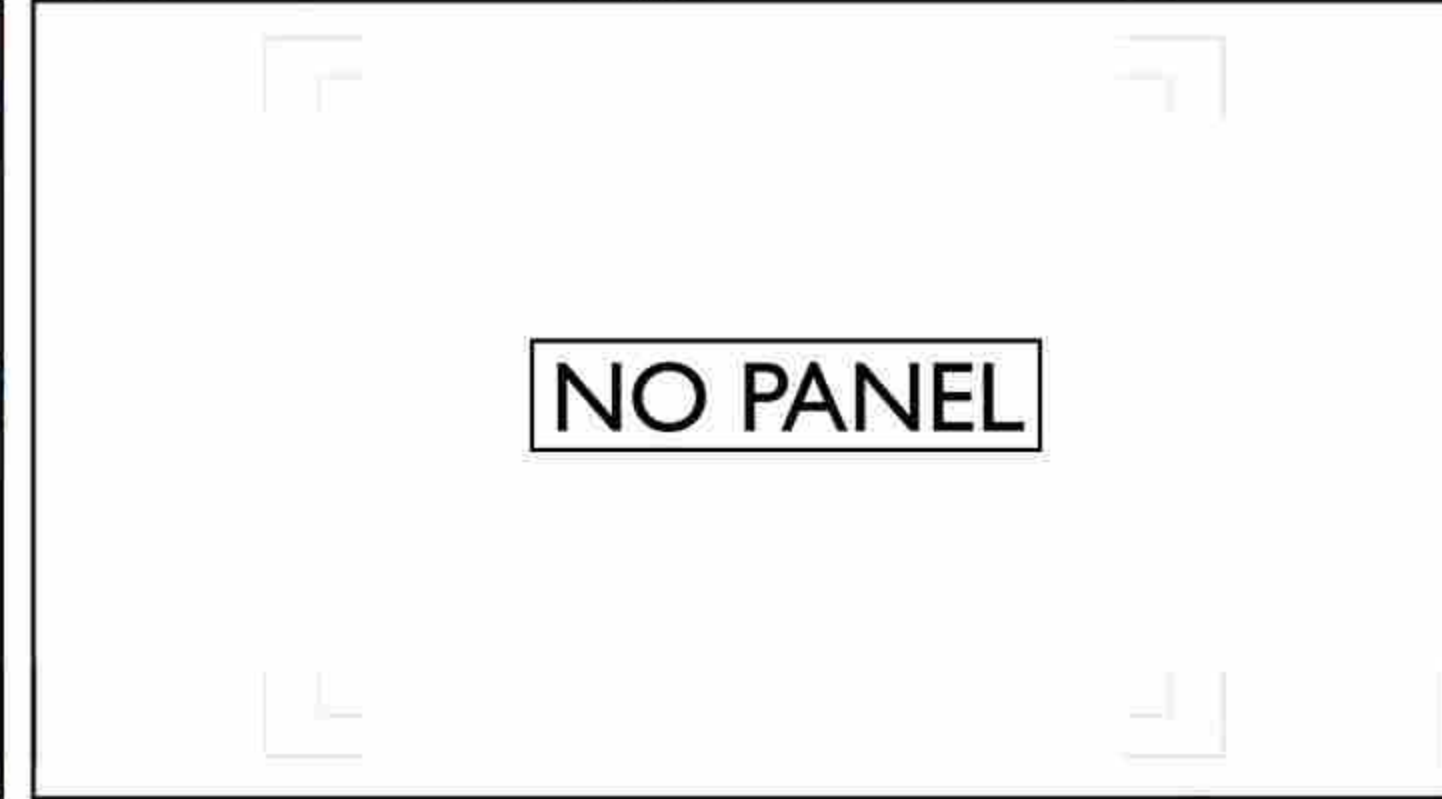
BG:



Scene:

Panel:

BG:



Action:	
BEE ROLLS HIS EYES.	
Dial:	
Slug:	Trans:

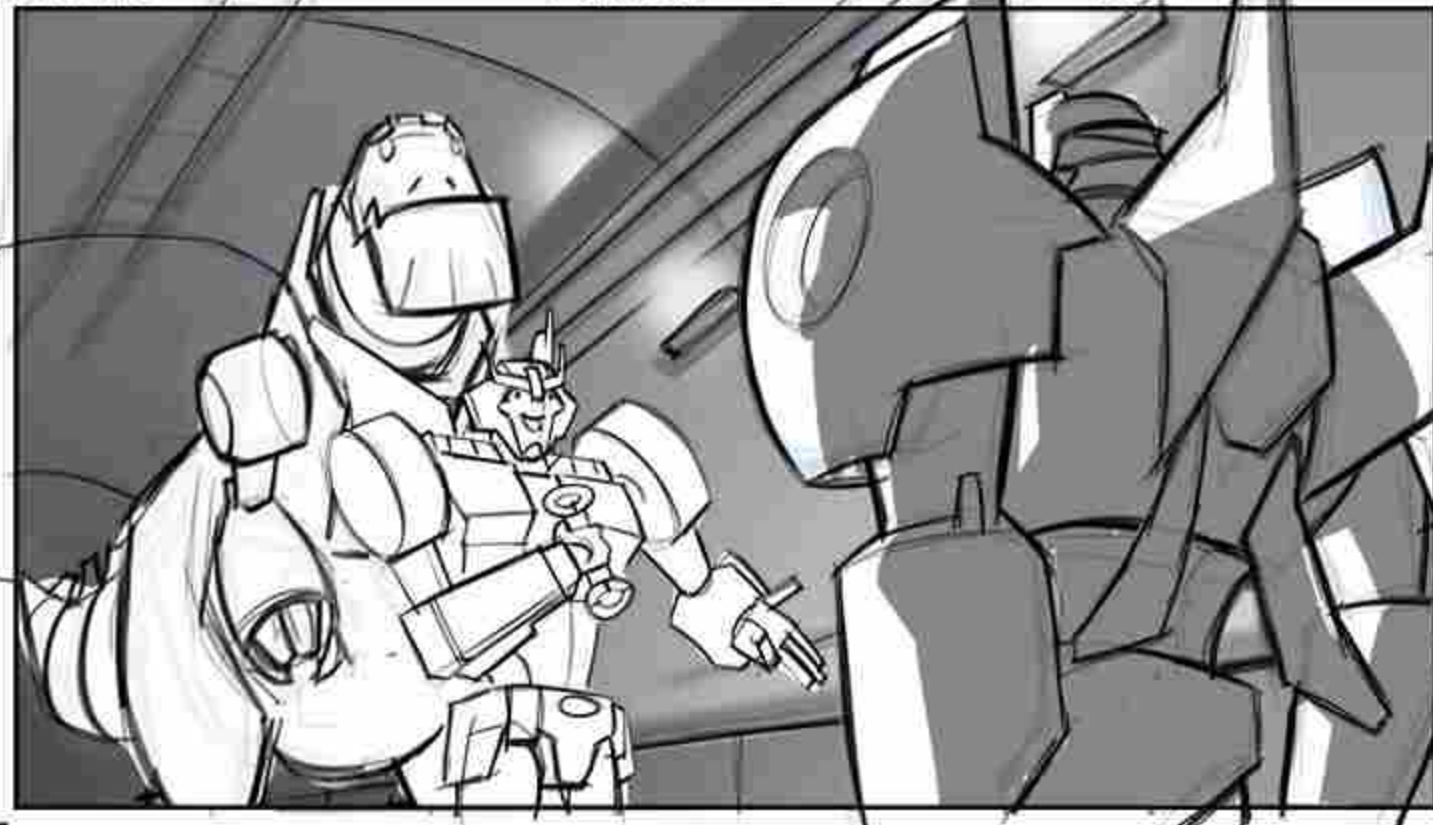
Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

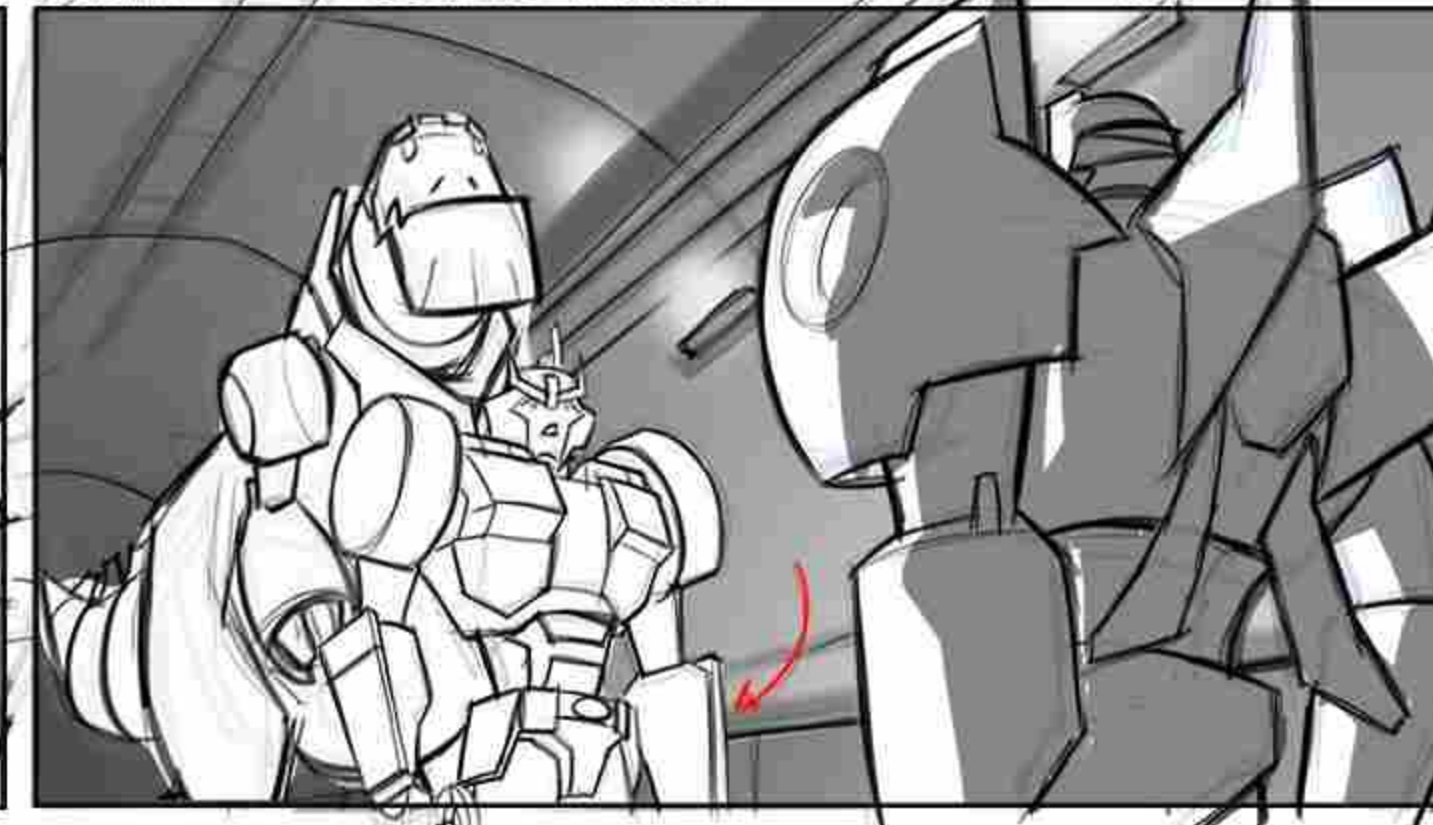


CUT

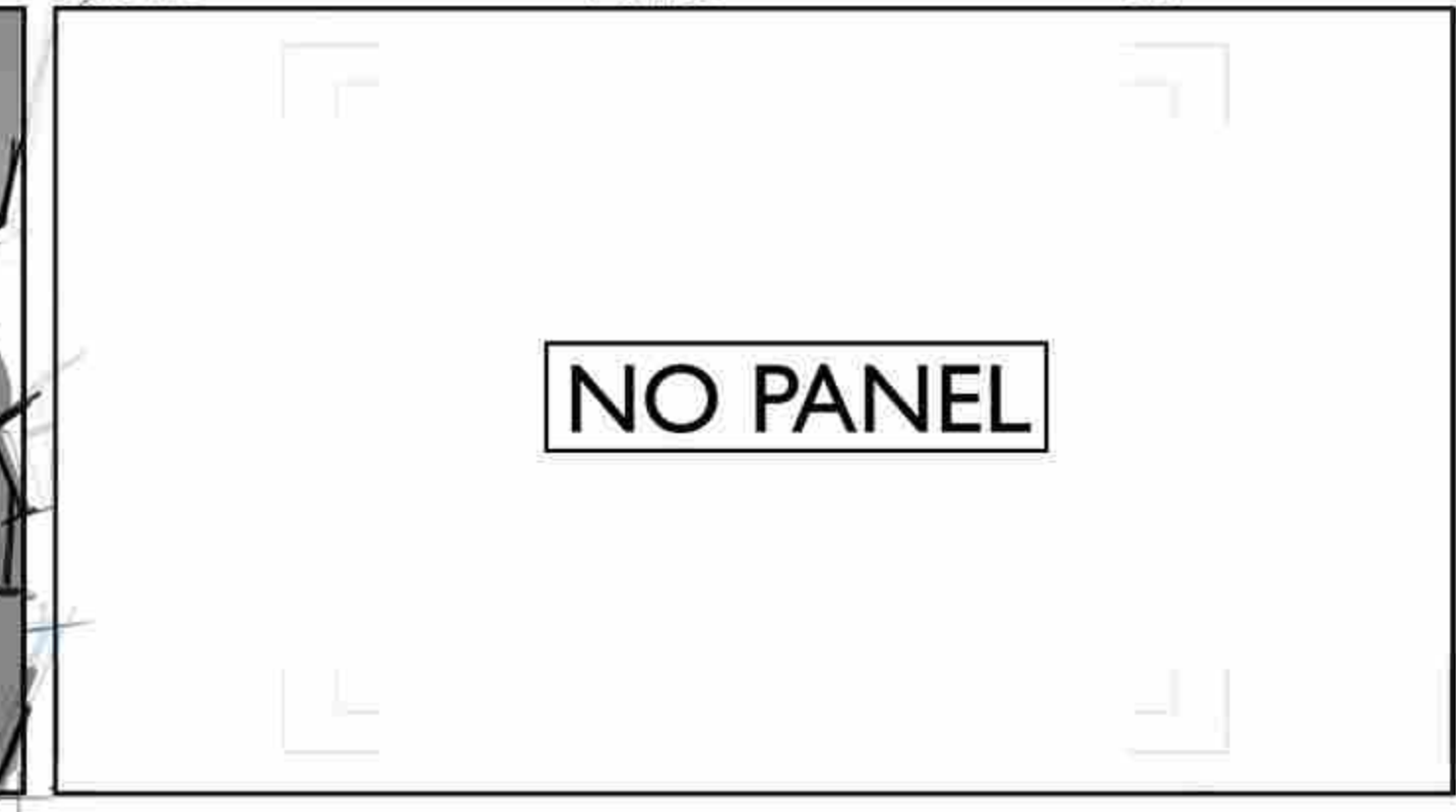
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: Panel: BG:



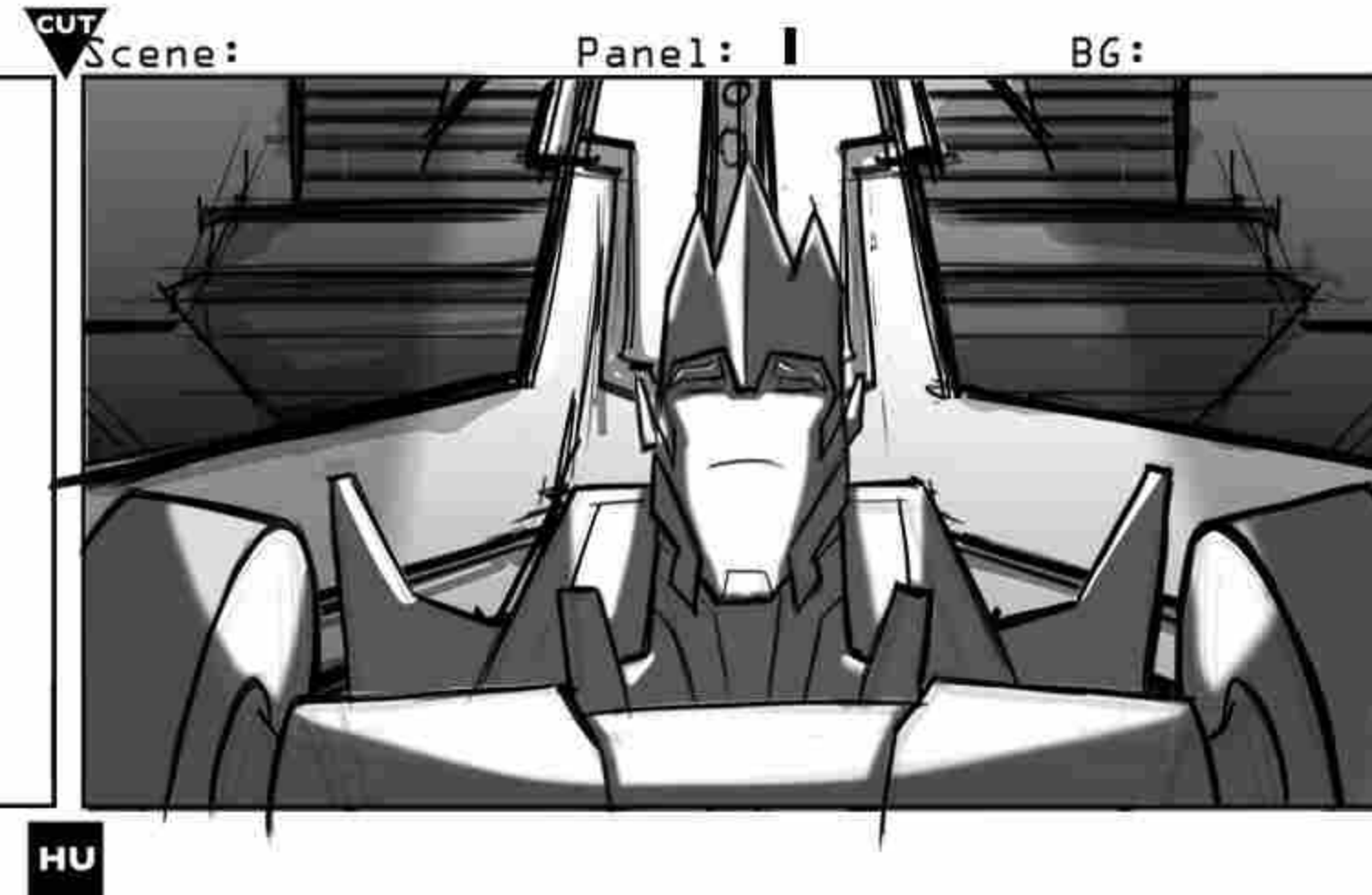
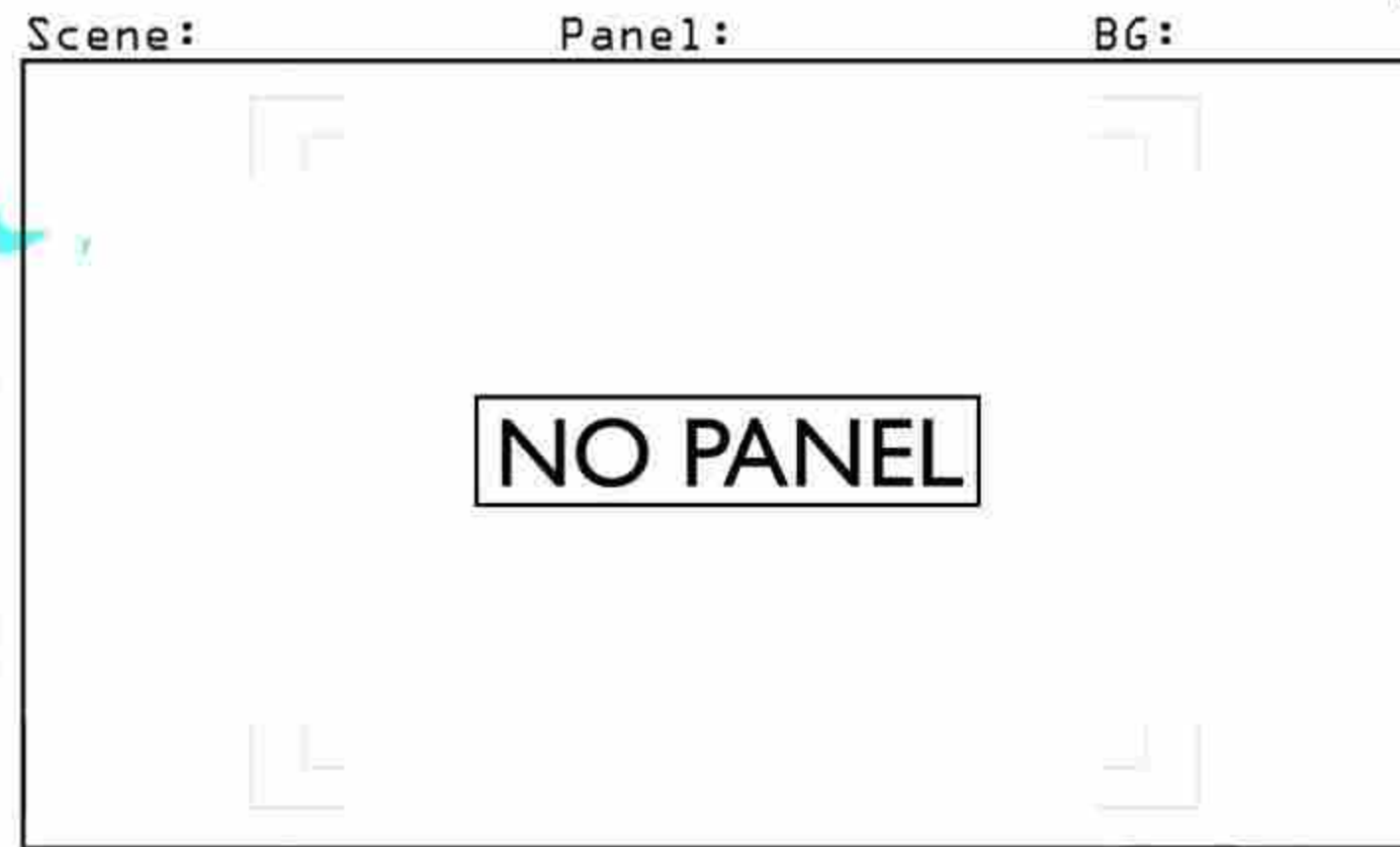
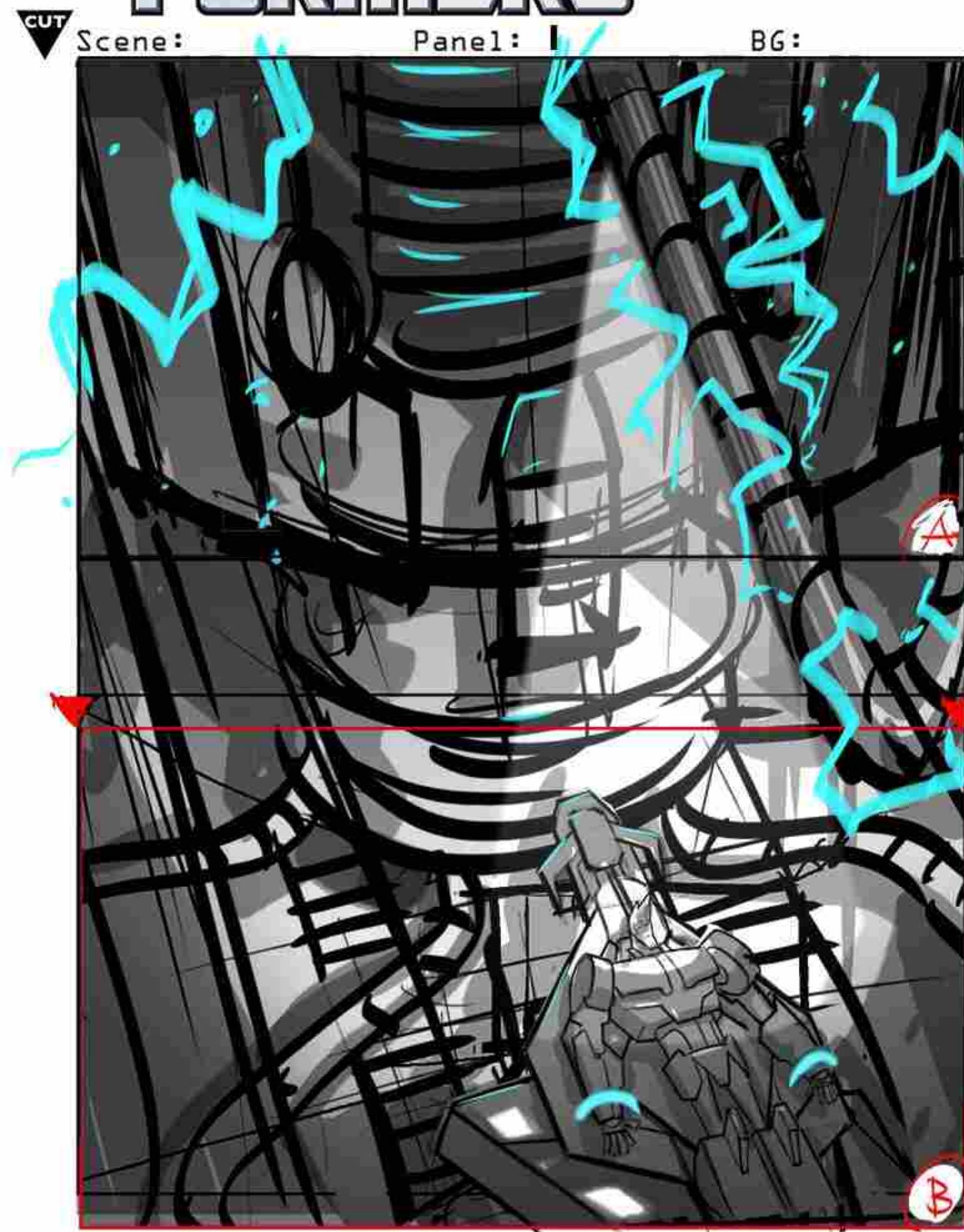
HU

Action:	
WIDE ON GROUP.	
Dial:	
Slug:	Trans:

Action:	
21. STRONGARM: (CONTD) (OFF BEE'S DISAPPROVING LOOK) JUST A JOKE, SIR.	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:





Action:

6. INT. VERTEBREAK'S LABORATORY  
PAN DOWN A DARKENED MACHINE.  
SIDESWIPE IS STRAPPED TO A TABLE.

EFX: ( SPARKS)

Dial:

Slug: Trans:

Action:

6. INT. VERTEBREAK'S LABORATORY - CONTINUOUS  
SIDESWIPE WAKES UP STRAPPED TO A  
MAKE SHIFT OPERATING TABLE IN A DIMLY LIT ROOM.

Dial:

Slug: Trans:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Scene: CONTD Panel: 4 BG:



Action:

SIDESWIPE WAKES RECOVERING HIS SENSES,...

Dial:

22 SIDESWIPE <WAKING GROAN>  
WHA-WHERE AM I?

Slug:

Trans:

Action:

...LOOKS FROM SIDE TO SIDE...

Dial:

Slug:

Trans:

Action:

...THEN HE LOOKS DOWN

Dial:

Slug:

Trans:





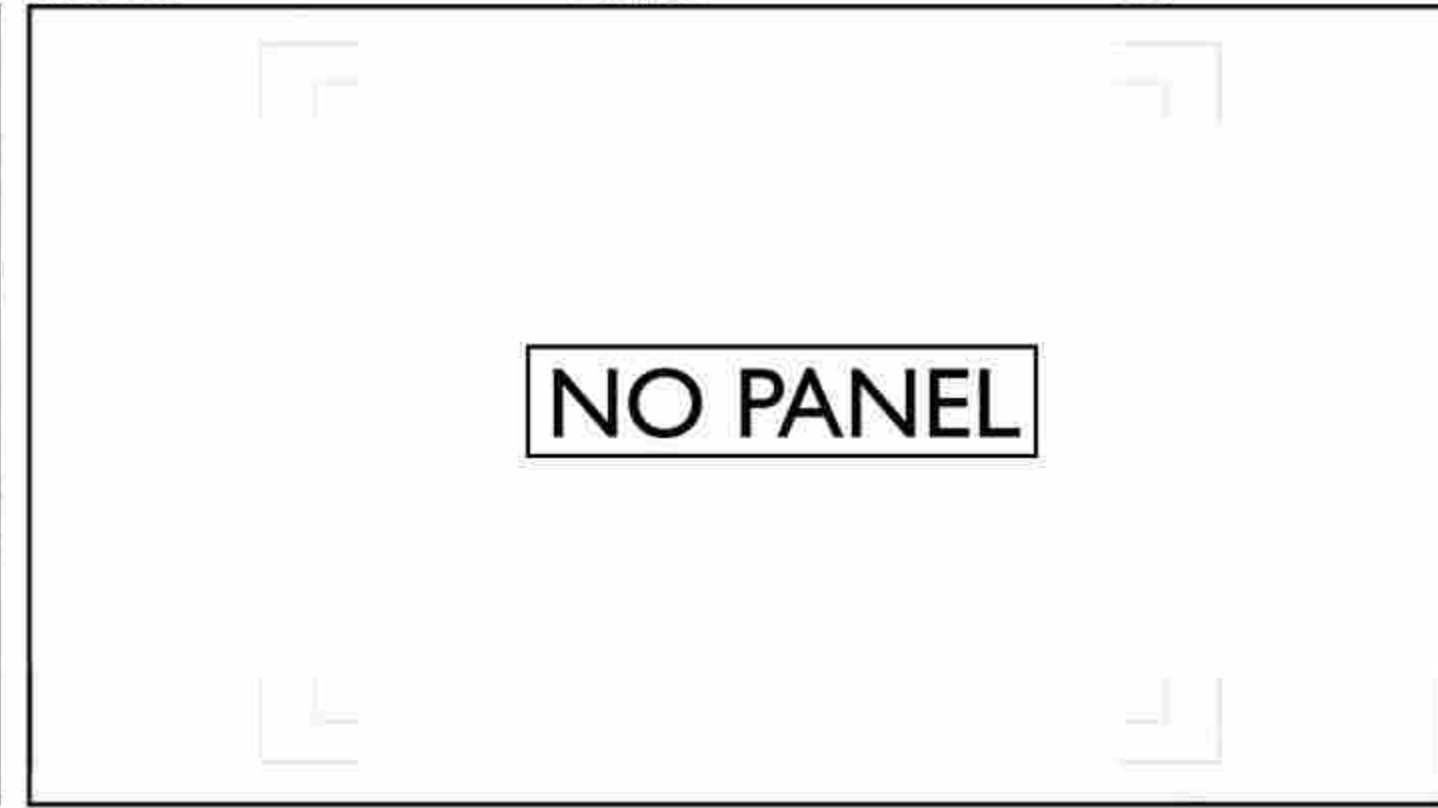
Scene: Panel: BG:



Scene: CONTD Panel: BG:



Scene: Panel: BG:



Action:	
SIDESWIPES POV OF HIS SHACKLED FOREARM.	
Dial:	
Slug:	Trans:

Action:	
HE STRUGGLES IN THE RESTRAINTS.	
Dial:	
Slug:	Trans:

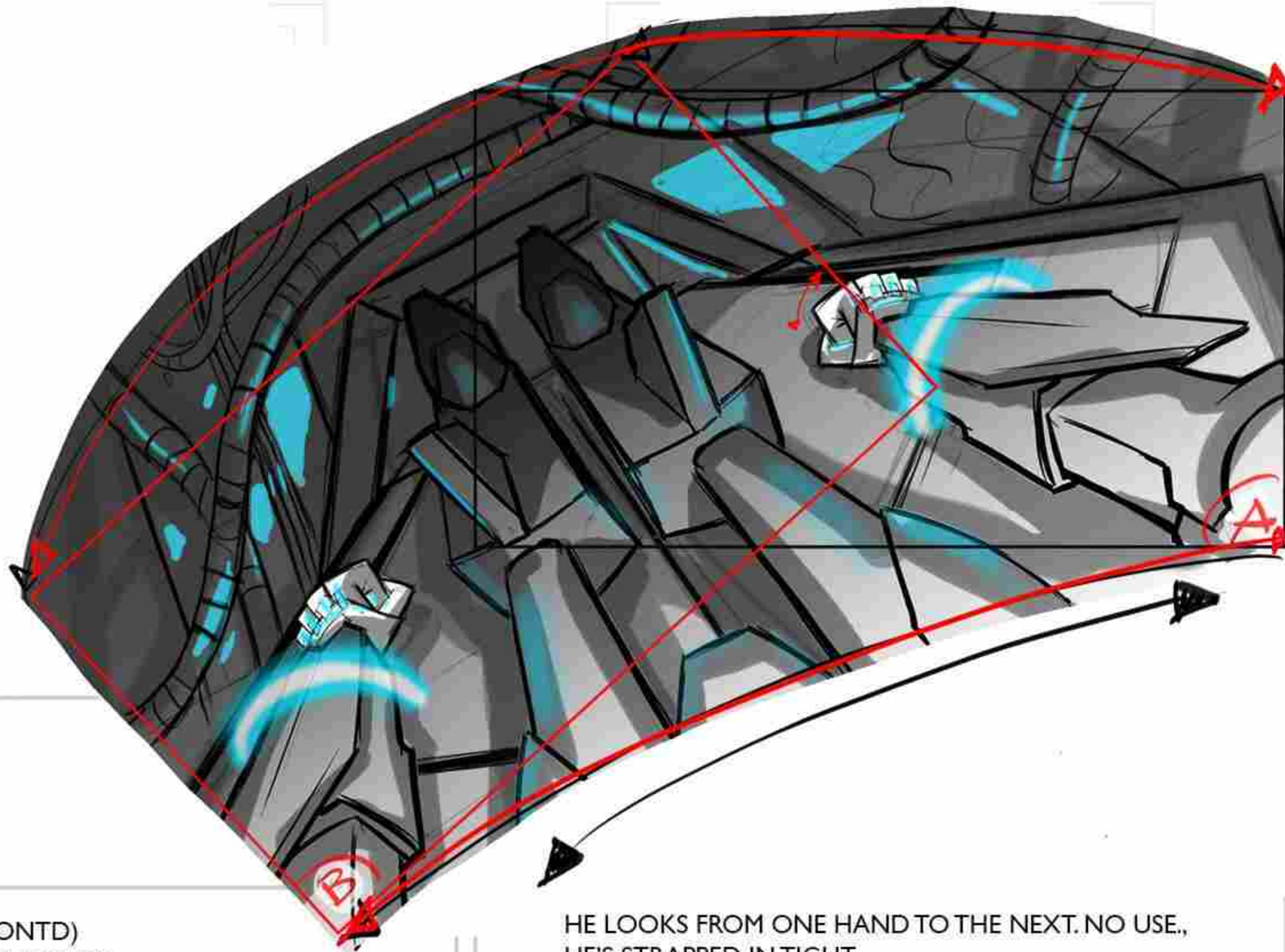
Action:	
Dial:	
Slug:	Trans:



Scene:

CONTD Panel:

BG:



TRACK FROM A - B BACK TO A

Action:

EFX: (ENERGY CUFFS)

Dial:

22 SIDESWIPE: (CONTD)  
(SEES CABLES, STRUGGLES)  
<STRUGGLE> BUMBLEBEE, COME IN!

Slug:

Trans:

HE LOOKS FROM ONE HAND TO THE NEXT. NO USE.,  
HE'S STRAPPED IN TIGHT.

Slug:

Trans:

Action:

Dial:

Slug:

Trans:



Scene: CONTD Panel: BG:



Scene: CONTD Panel: BG:



Scene: CONTD Panel: BG:



Action:

SIDESWIPE STRUGGLES AGAINST THE RESTRAINTS.

Dial:

22 SIDESWIPE: (CONTD)  
<STRUGGLE> STRONGARM? IS THIS YOUR  
IDEA OF PAYBACK...?!

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

HE STOPS STRUGGLING.

Dial:

Slug:

Trans:



**OUT**

CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



**IN**

Action:

THE LIGHTS <FLICKER> ON, REVEALING A MAKESHIFT, CHAOTIC CYBERTRONIAN LAB IN AN ABANDONED SUBWAY STATION. COBBLE TOGETHER EQUIPMENT IS STREWN ALL OVER THE PLACE, INCLUDING SEVERAL <HUMMING> GENERATORS WHERE THE TRACKS USED TO RUN.

Dial:

Slug:

Trans:

Action:

VERTEBREAK'S VOICE DRIFTS FROM BEHIND THE GENERATORS, EXCITED IN THE MOST CREEPY WAY.

Dial:

23 VERTEBREAK (O.S.)  
OH, THIS IS NOT PAYBACK, I ASSURE YOU.

Slug:

Trans:

Action:

A DARK SHAPE SLITHERS PAST CAMERA IN THE FOREGROUND.

Dial:

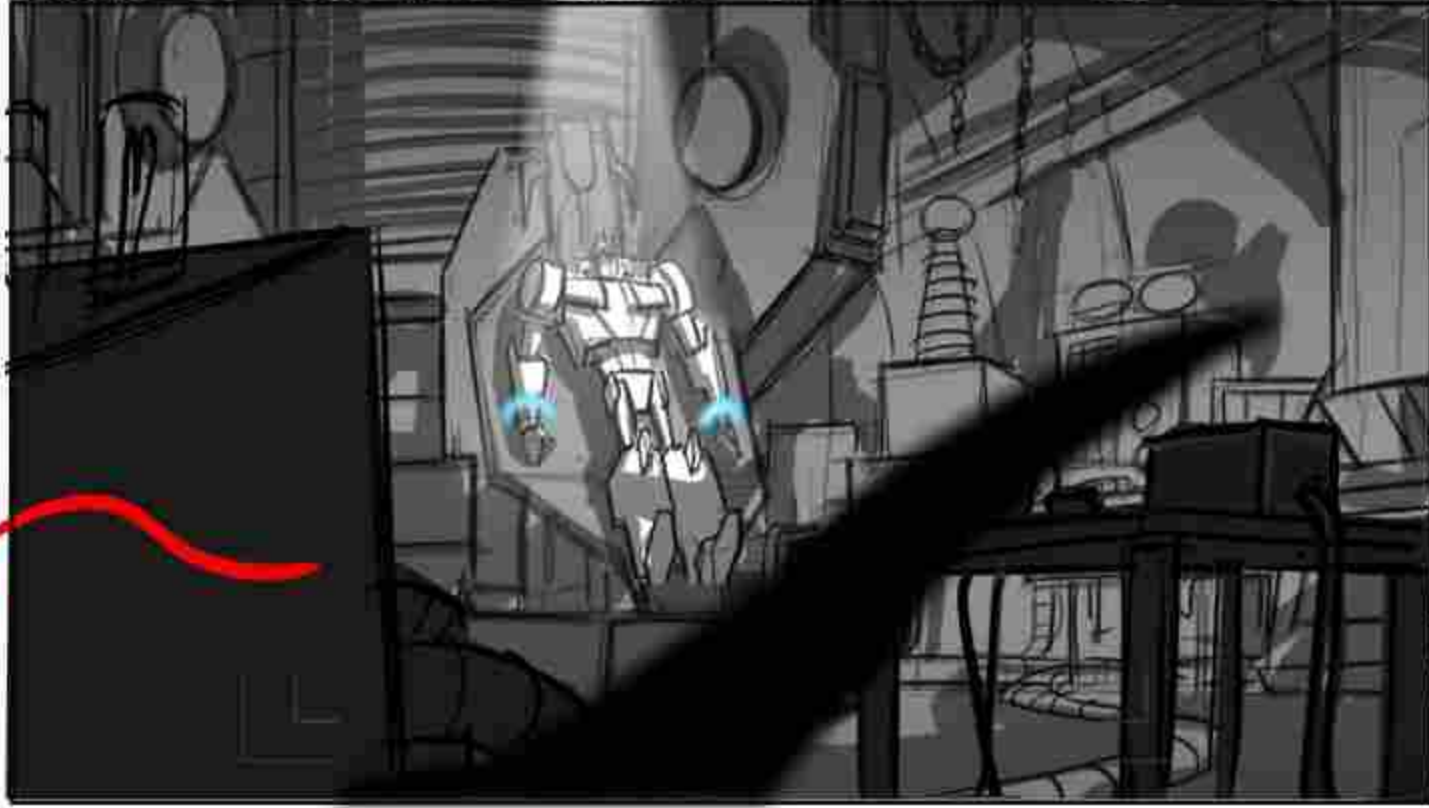
23 VERTEBREAK (O.S.)  
WE'VE NEVER MET.

Slug:

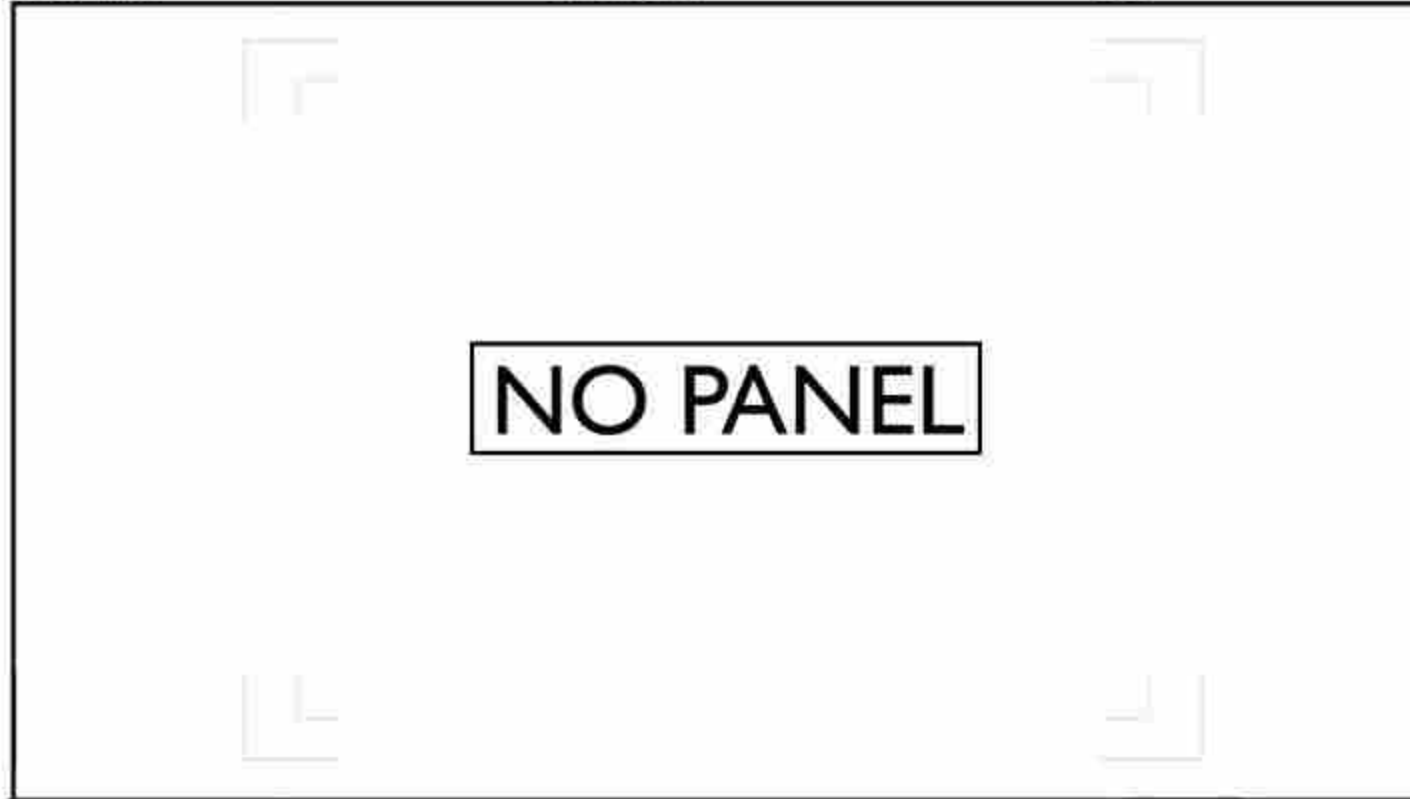
Trans:



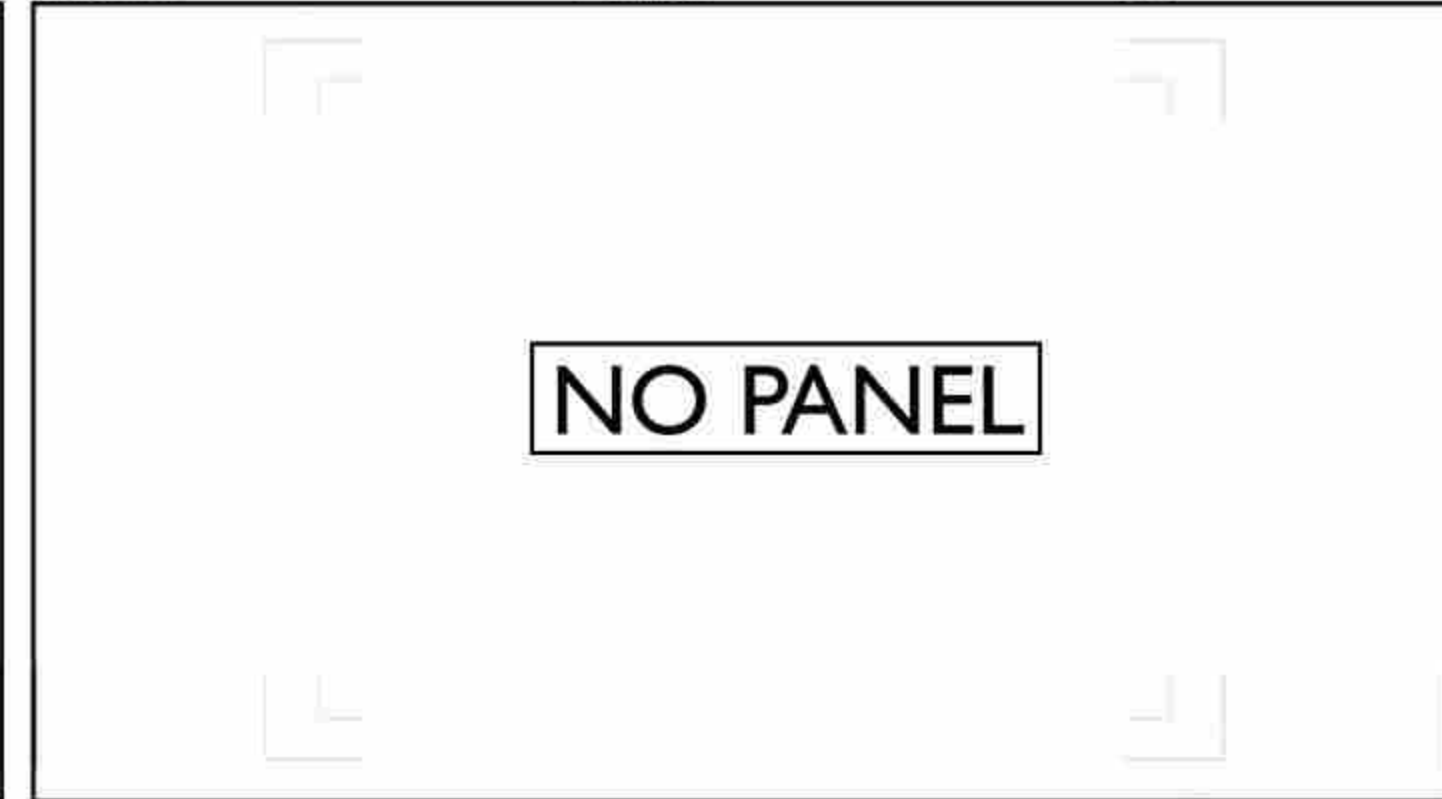
Scene: CONTD Panel: 4 BG:



Scene: Panel: BG:



Scene: Panel: BG:



Action:

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:



CUT

Scene:

Panel:

BG:



Scene:

CONTD Panel:

BG:

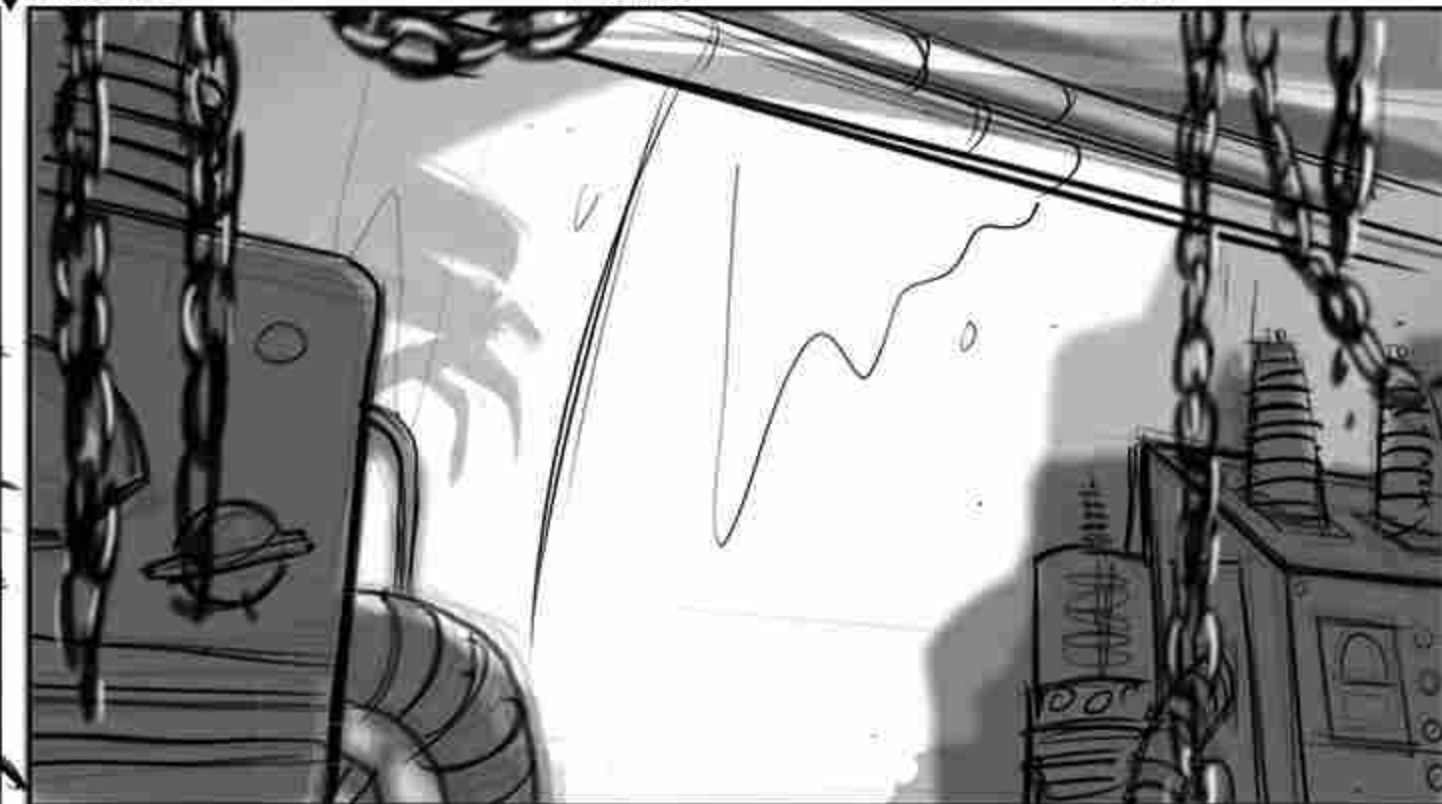


CUT

Scene:

Panel:

BG:



Action:

CLOSE ON A NERVOUS SIDESWIPE.

EFX: (SPOTLIGHT, SHADOWS)

Dial:

24 SIDESWIPE (NERVOUS)  
NOT GOOD...NOT GOOD...

Slug:

Trans:

Action:

Dial:

24 SIDESWIPE (NERVOUS)  
HELP!!!

Slug:

Trans:

Action:

ANGLE ON WALL AS A SHADOW SLIDES ACROSS IT.

SFX: (CHAIN RATTLES GENERATOR HUMMING, ETC)  
EFX: (SHADOW)

Dial:

Slug:

Trans:



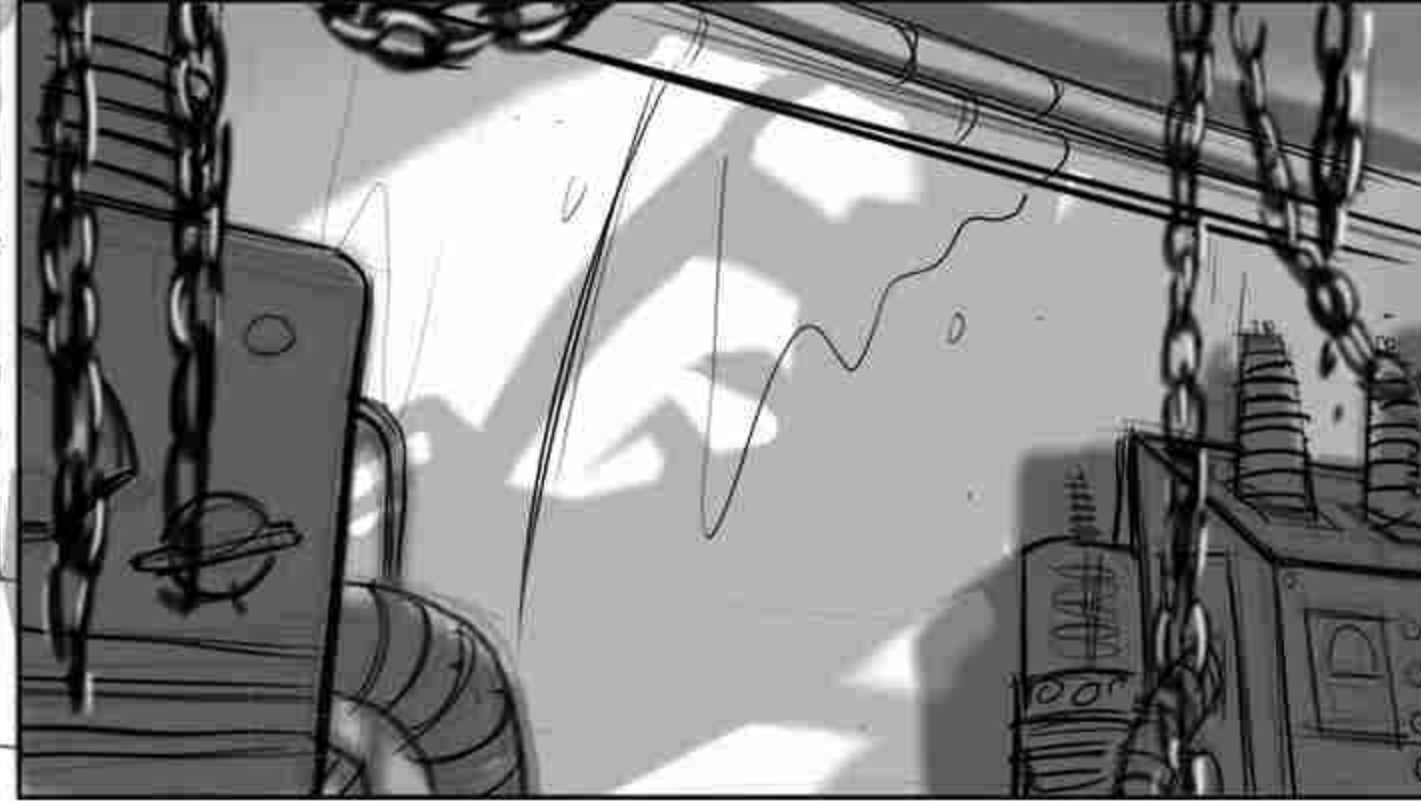
Scene: CONTD Panel: **2**

BG:



Scene: CONTD Panel: **3**

BG:



Scene: CONTD Panel: **4**

BG:



Action:

Dial:

25 VERTEBREAK  
NO ONE WILL HEAR YOU...

Slug:

Trans:

Action:

Dial:

25 VERTEBREAK  
..THESE WALLS ARE ....

Slug:

Trans:

Action:

Dial:

25 VERTEBREAK  
...AWFULLY THICK.

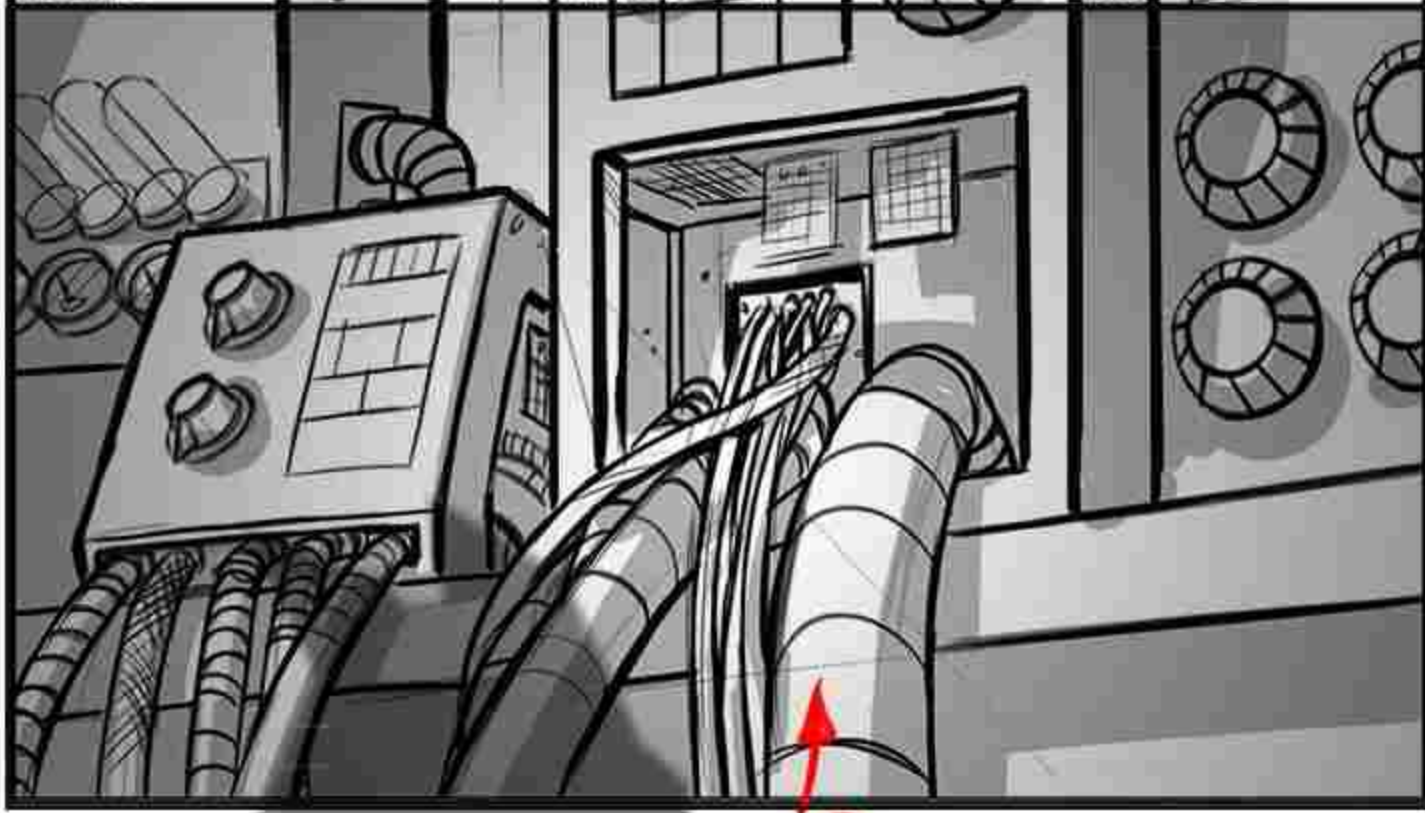
Slug:

Trans:



CUT

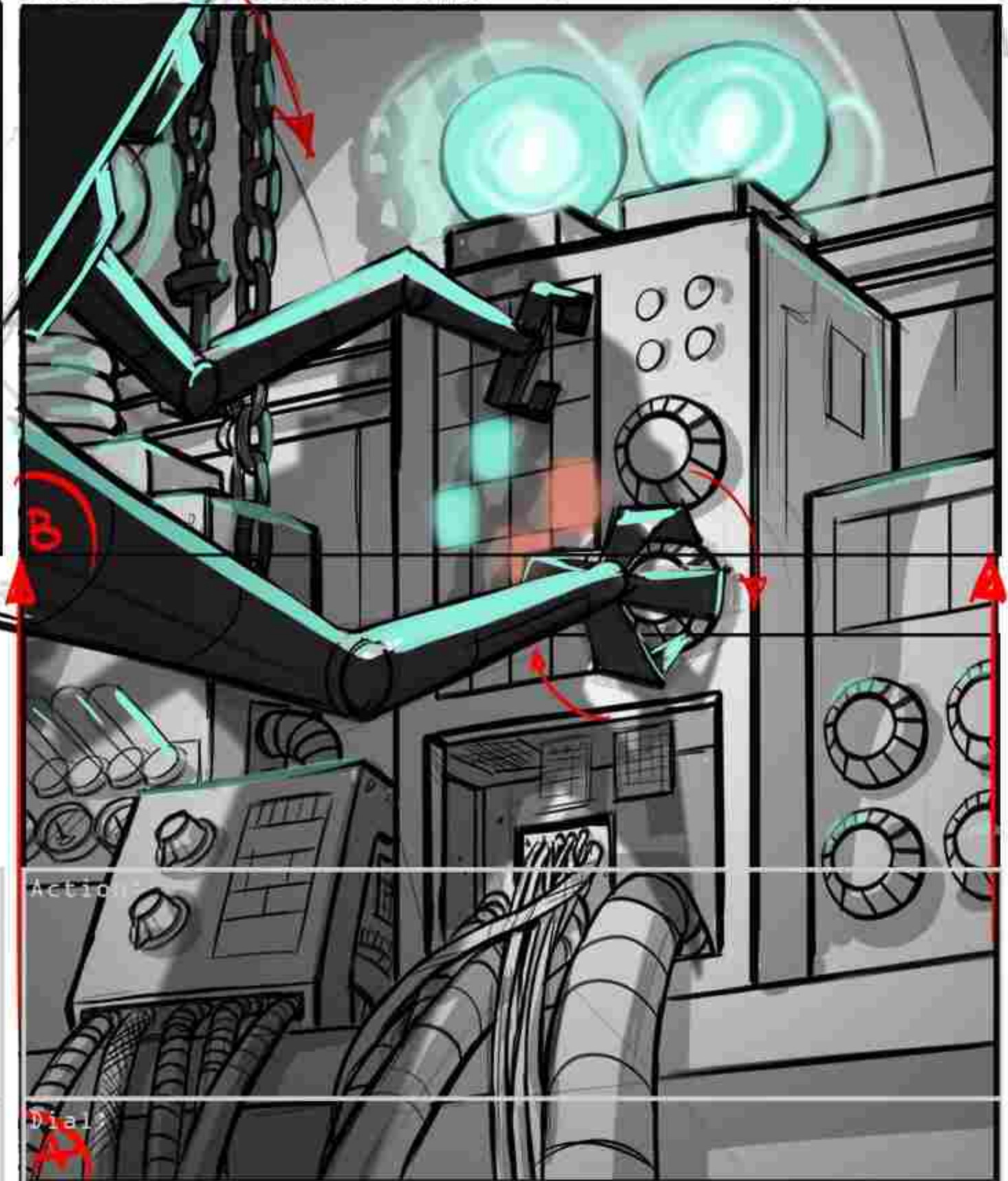
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



PANA - B

Action:

ANGLE ON SOME MAKE-SHIFT MACHINERY. SHADOW IN.

Dial:

Slug:

Trans:

Action:

AS THE SHADOW GROWS A MECHANICAL ARM ENTERS SCENE  
PAN A - B AS THE ARM SWINGS UP AND STARTS TO PUSH BUTTONS  
AND TURNS DIALS. LIGHTS FLASH.

EFX: (LIGHTS AND SHADOWS)

Dial:

Slug:

Trans:

Action:

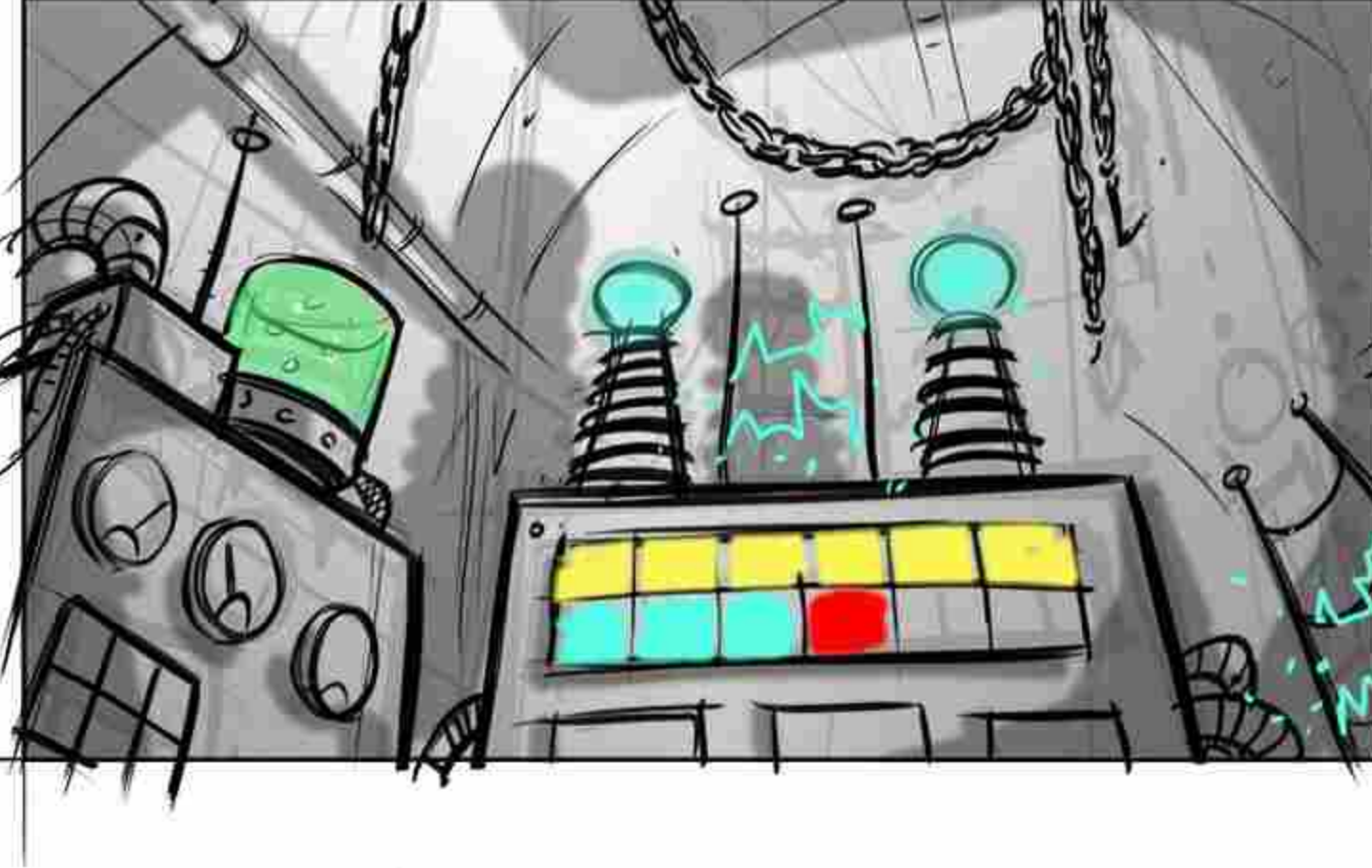
Slug:

Trans:

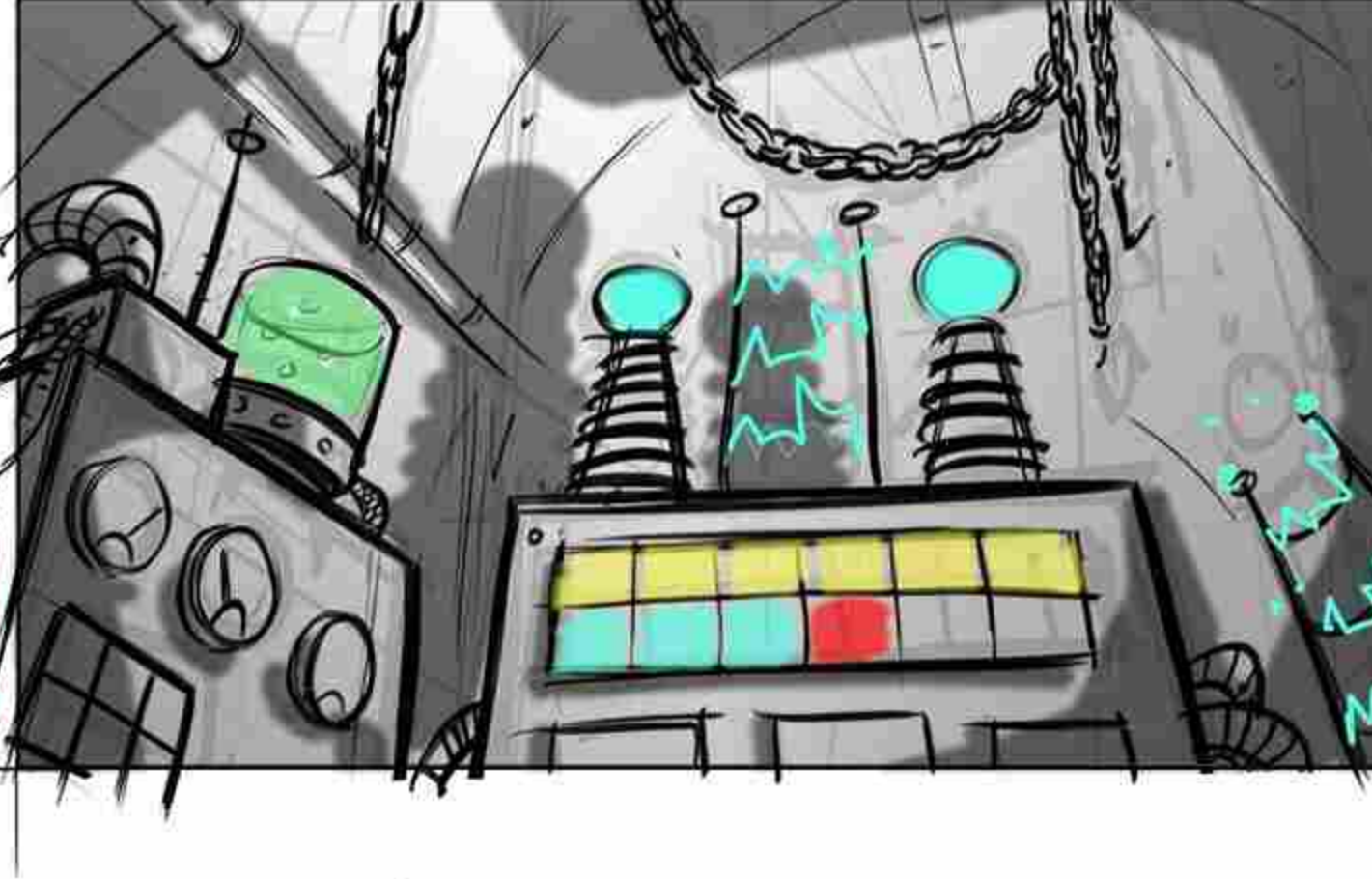


CUT

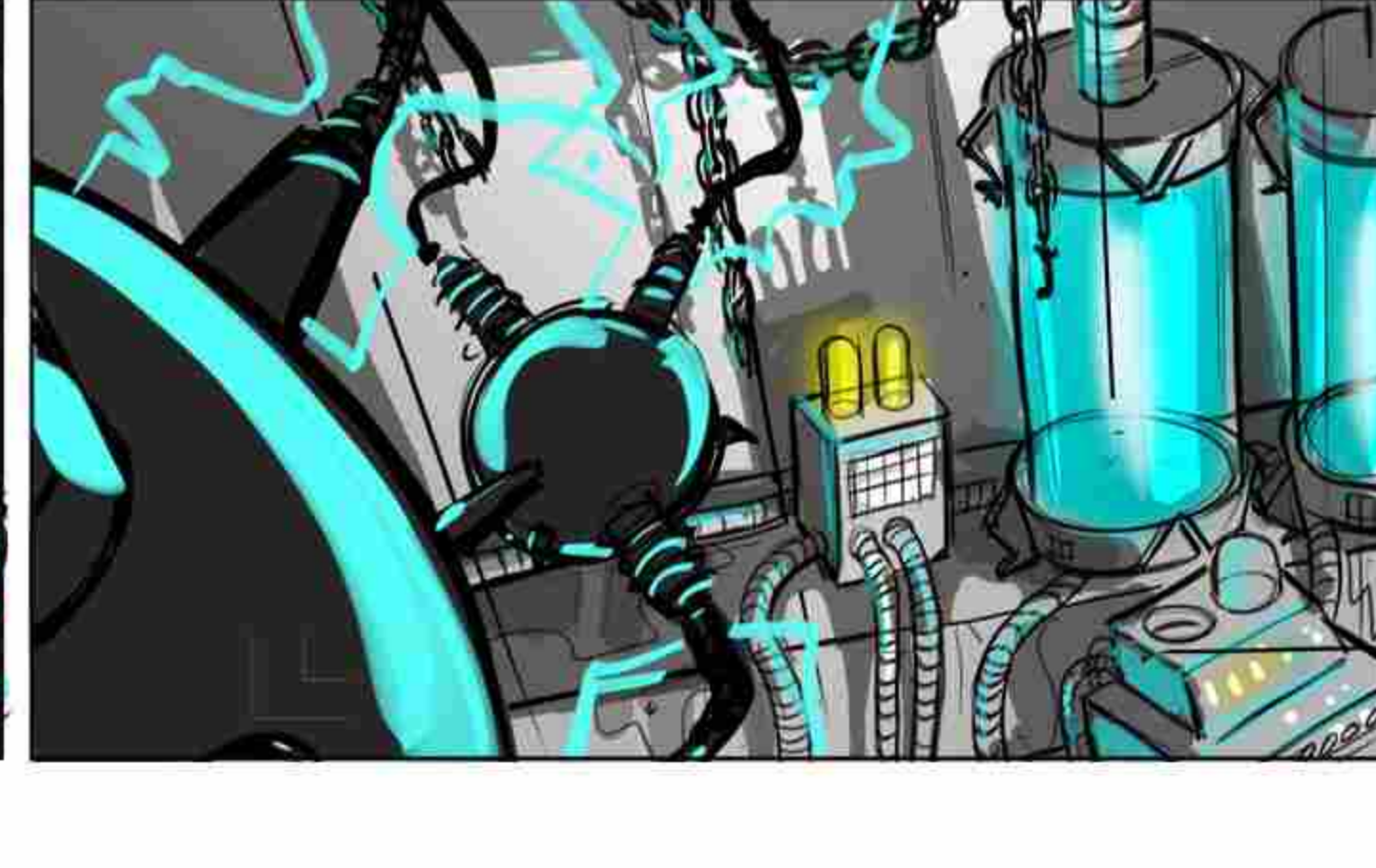
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

ANGLE ON SOME MACHINERY. LIGHTS FLICKER,  
INDICATORS TWITCH,

Dial:

Slug:

Trans:

Action:

THE INDICATOR LIGHTS FLICKER ON AND  
THE NEEDLES TWITCH TO LIFE.

Dial:

Slug:

Trans:

Action:

Dial:

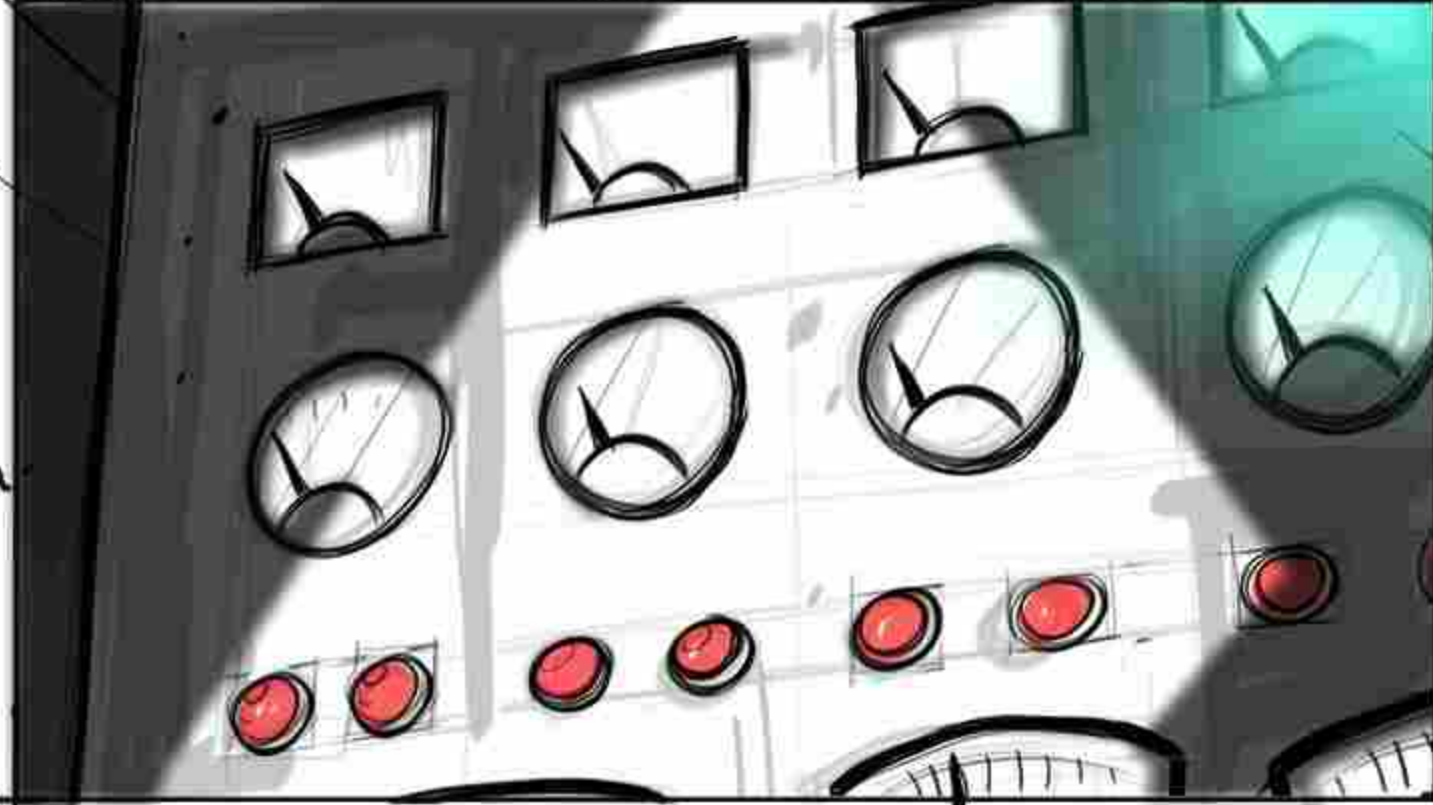
Slug:

Trans:

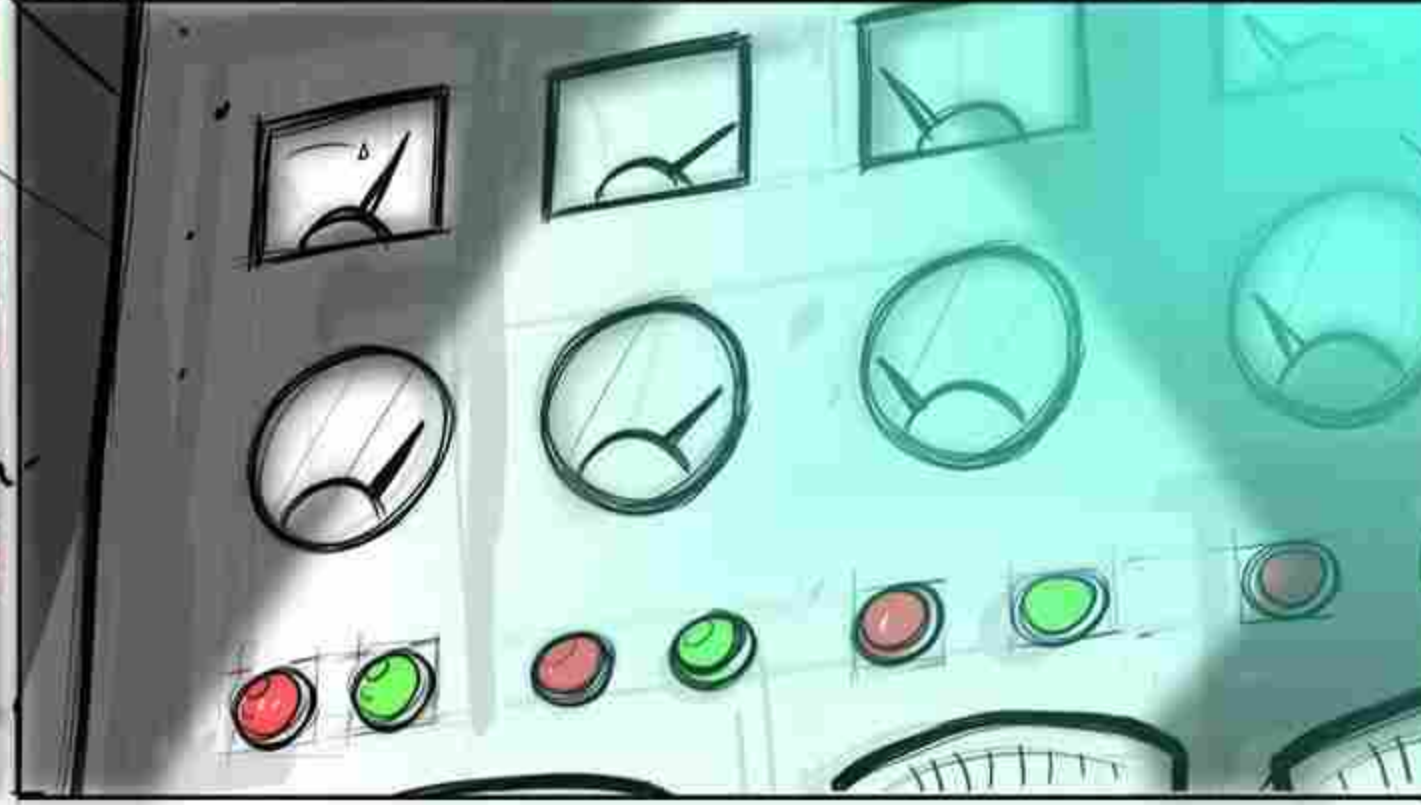


CUT

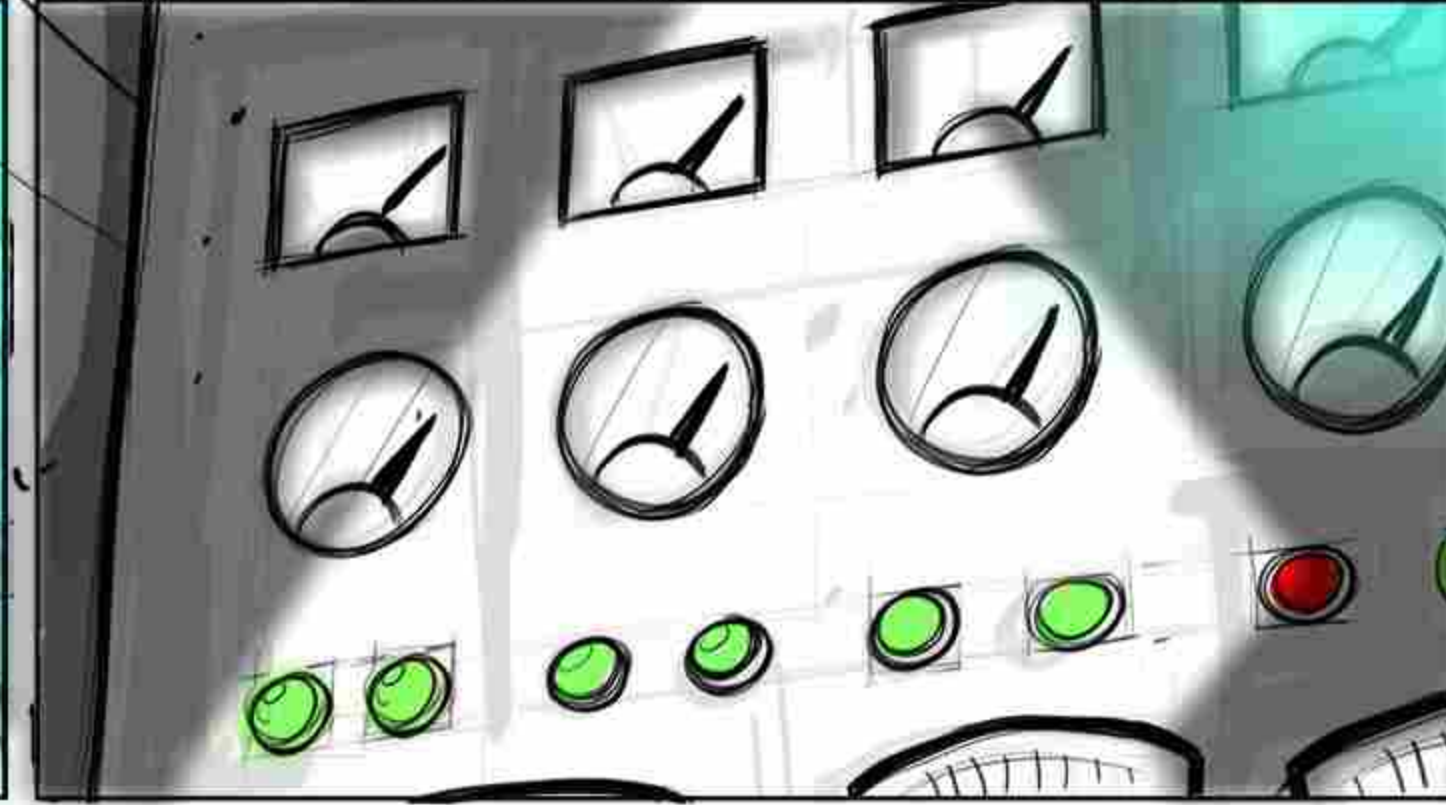
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

CLOSE ON AN ELECTRICAL PANEL.

Dial:

Slug:

Trans:

Action:

THE INDICATOR LIGHTS FLICKER ON AND  
THE NEEDLES TWITCH TO LIFE.

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:



CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

ANGLE ON SIDESWIPE. HE HEARS SOMETHING BEHIND HIM. HE TRYSTO SEE WHAT IT IS.

Dial:

26 SIDESWIPE  
<STRUGGLE> WHO ARE YOU?

Slug:

Trans:

Action:

A DARK SHAPE RISES UP BEHIND THE TABLE AND SIDESWIPE.

Dial:

Slug:

Trans:

Action:

ADJUST W/ ACTION AS VERTEBREAK SLIDES UPWARDS.

Dial:

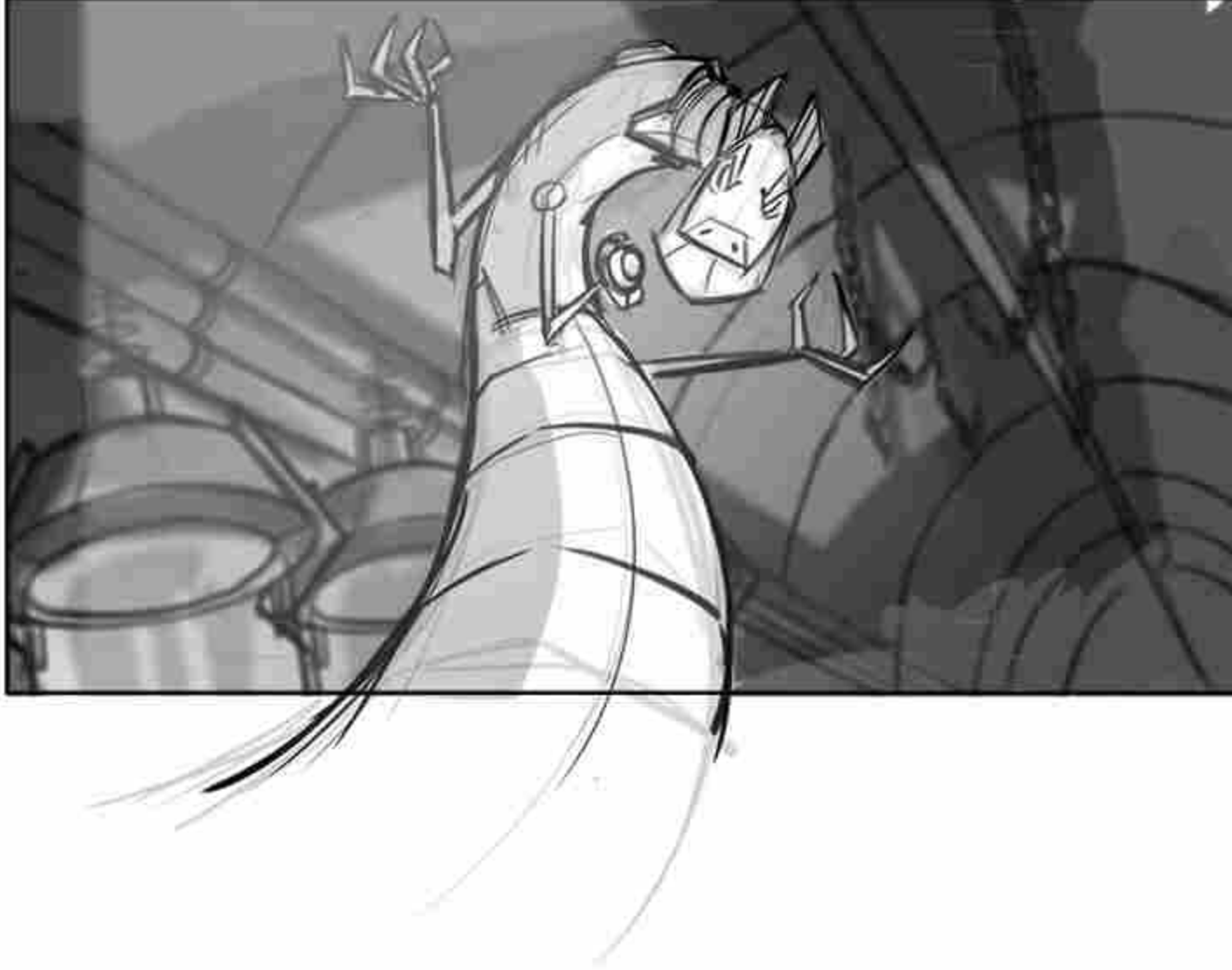
Slug:

Trans:



Scene: CONTD Panel: 4

BG:



Scene: CONTD Panel: 5

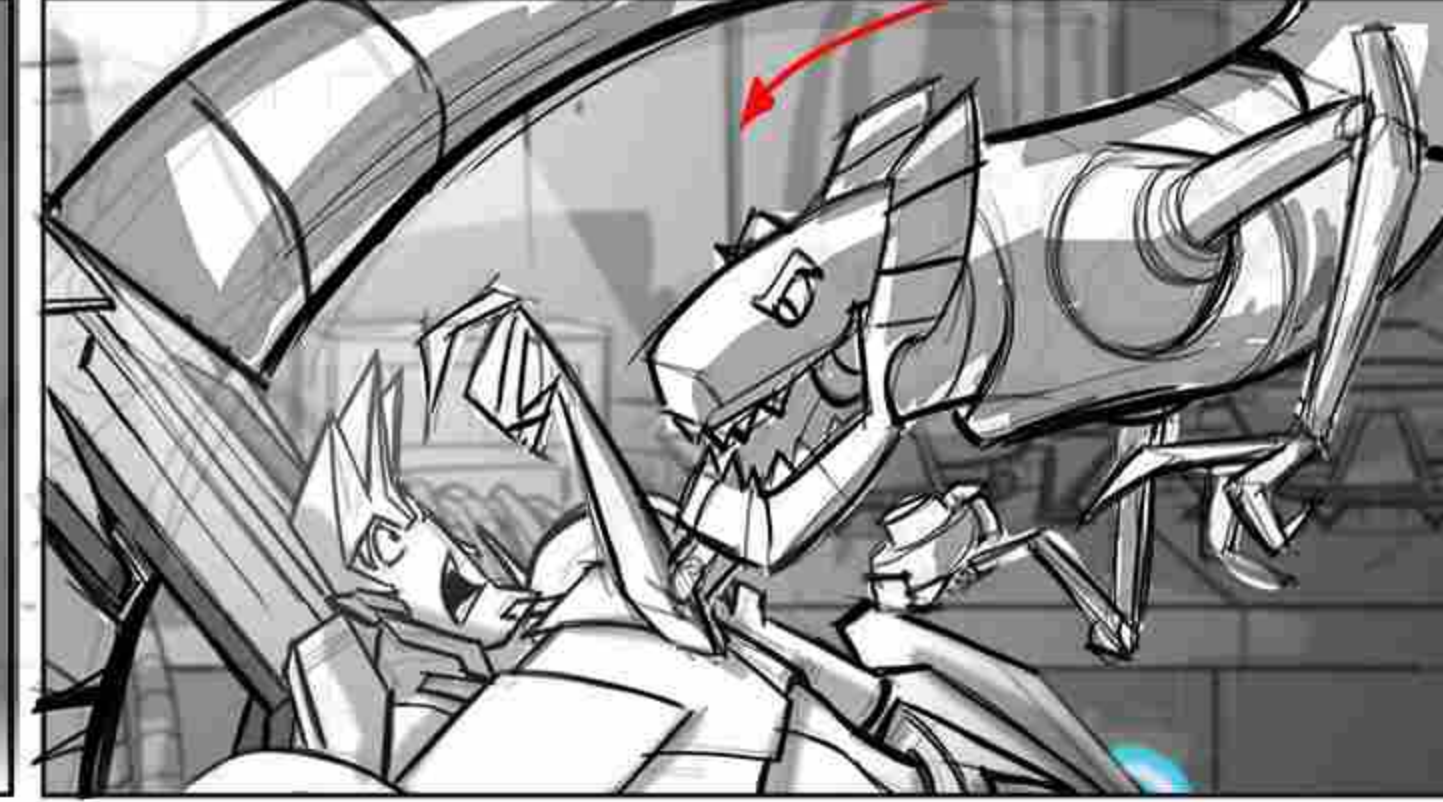
BG:



Scene:

Panel: 6

BG:



Action:

TRACK WITH ACTION.

Dial:

27 VERTEBREAK  
NO ONE...

Slug:

Trans:

Action:

VERTEBREAK STOPS IN CLOSE TO SIDESWIPE.

Dial:

27 VERTEBREAK (CONTD)  
...COMPARED TO YOU.

Slug:

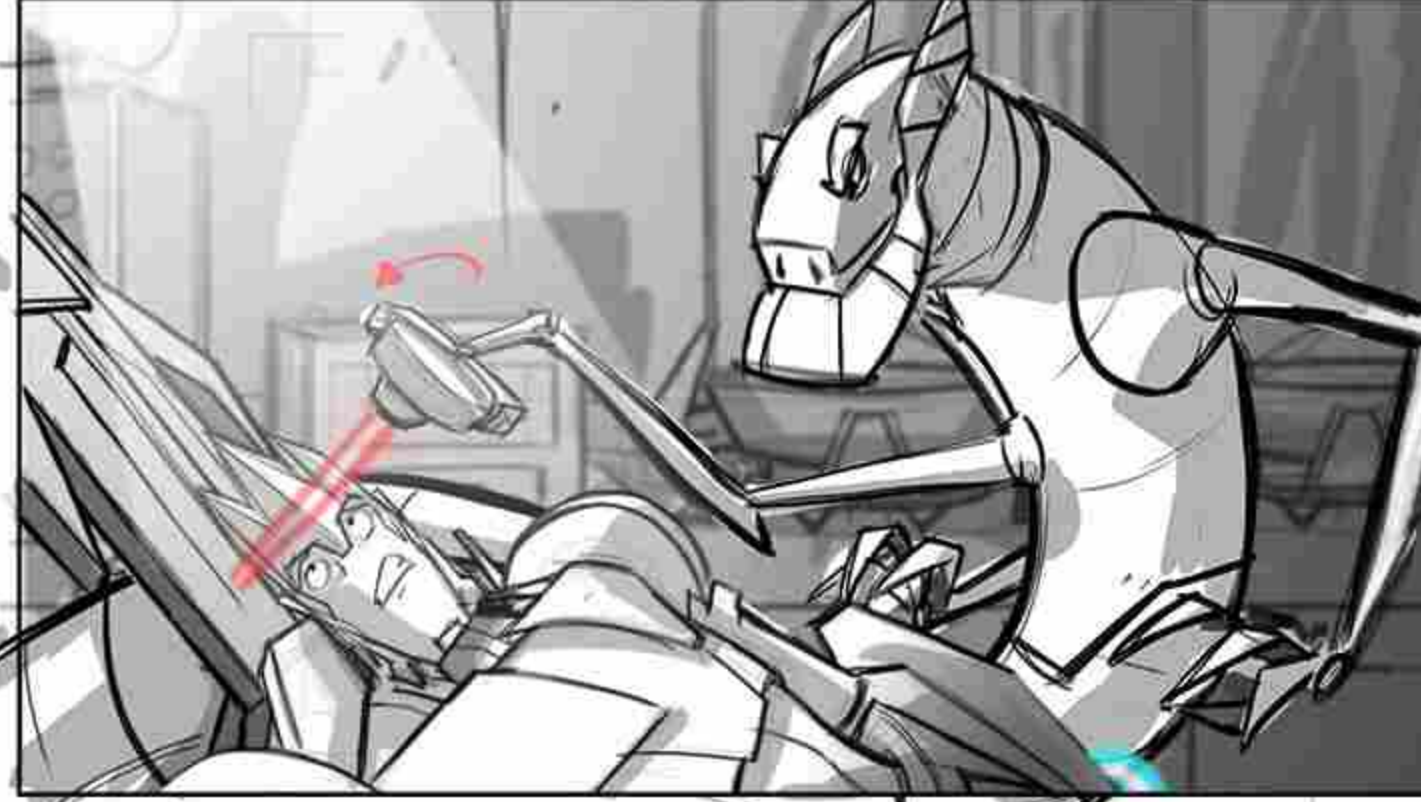
Trans:



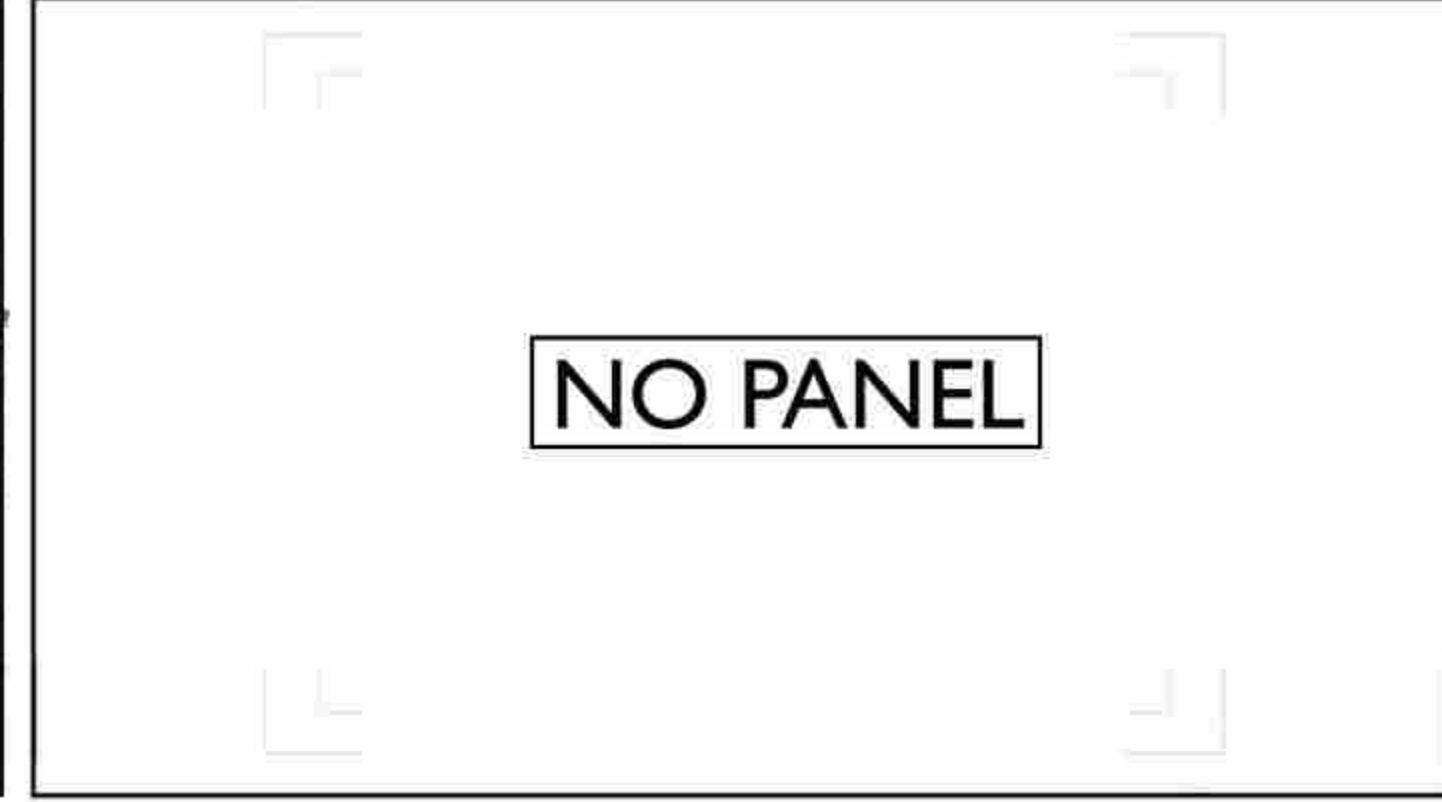
Scene: CONTD Panel: 6 BG:



Scene: CONTD Panel: 7 BG:



Scene: Panel: BG:



Action:

VERTEBREAK TURNS ON THE DEVICE HE'S HOLDING IN HIS "ARM".

EFX: (GLOW)

Dial:

Slug:

Trans:

Action:

AND BEGINS TO RUN IT OVER SIDESWIPE'S HEAD.

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:



CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



HU

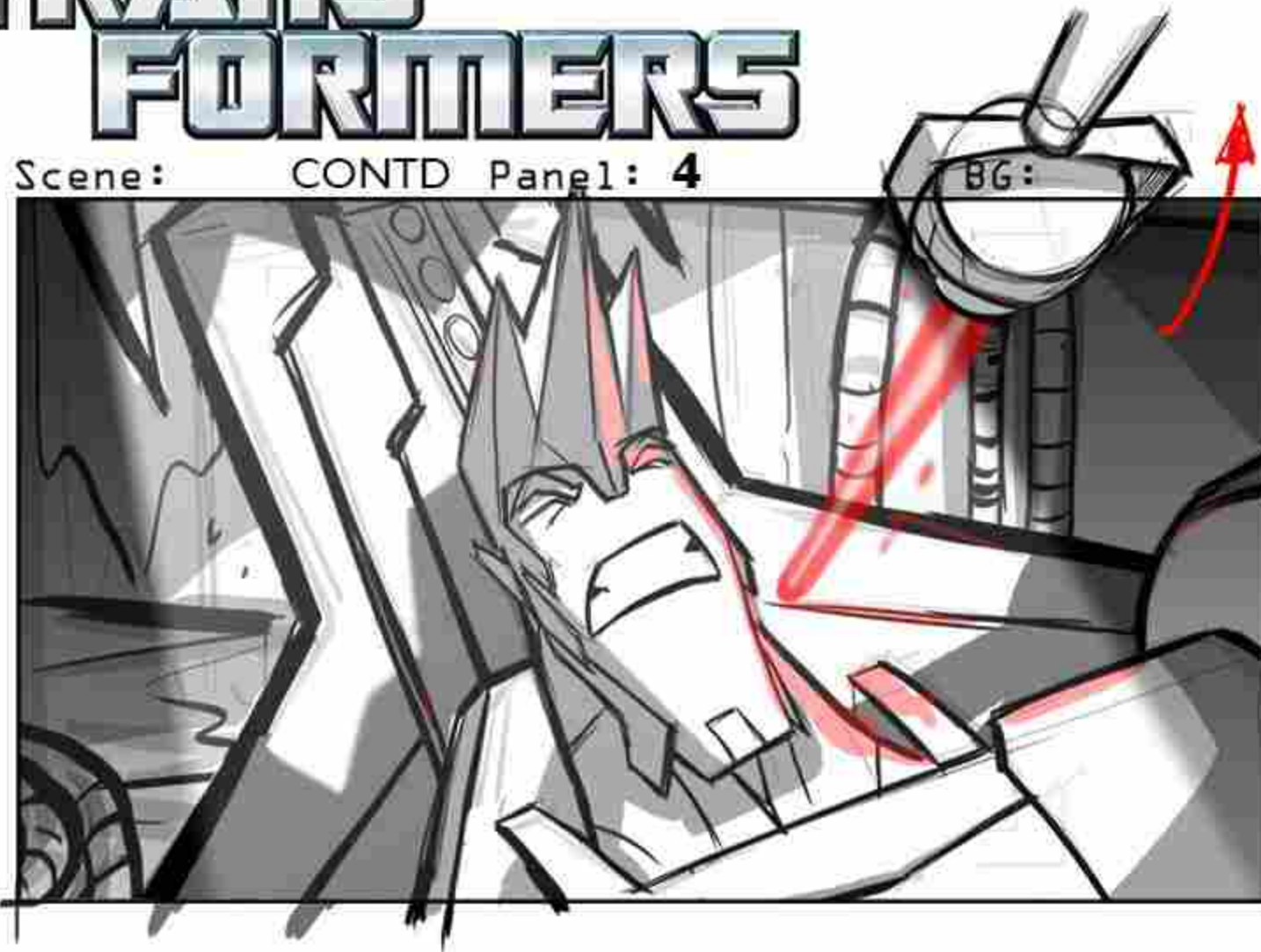
Action:	
CLOSER ON SIDESWIPE AS RTHE TAPE MEASURE SCANS ACROSS HIS HEAD.	
EFX: (BEAM, SHADOWS, GLOW)	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
28 VERTEBREAK (CONT'D) I WATCHED YOU ....	
Slug:	Trans:



Scene: CONTD Panel: 4



Scene: CONTD Panel: 5



Scene: CONTD Panel: 6



Action:

EFX: (BEAM, SHADOWS, GLOW)

Dial:

28 VERTEBREAK (CONT'D)  
...AND YOUR FRIENDS ....

Slug:

Trans:

Action:

TAPE MEASURE OUT.

Dial:

Slug:

Trans:

Action:

THE BEAM SLIDES BACK IN.

Dial:

Slug:

Trans:



Scene: CONTD Panel: 7

BG:



Scene: CONTD Panel: 8

BG:



Scene: CONTD Panel: 9

BG:

OUT



Action:	
EFX: (BEAM, SHADOWS, GLOW)	
Dial:	
28 VERTEBREAK (CONT'D) .....ENTER THE TUNNELS.	
Slug:	Trans:

Action:	
TAPE MEASURE STOPS...	
Dial:	
Slug:	Trans:

Action:	
....SNAPS OFF AND SLIDES OUT.	
Dial:	
Slug:	Trans:



Scene: CONTD Panel: 10

BG:



CUT

Scene:

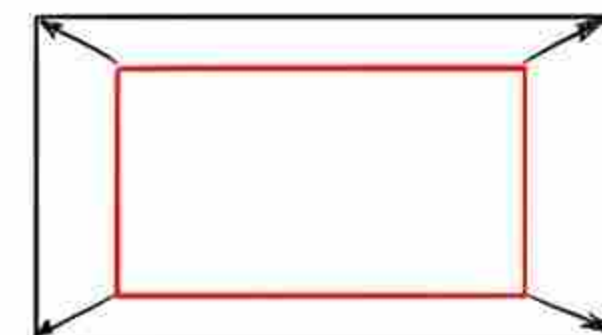
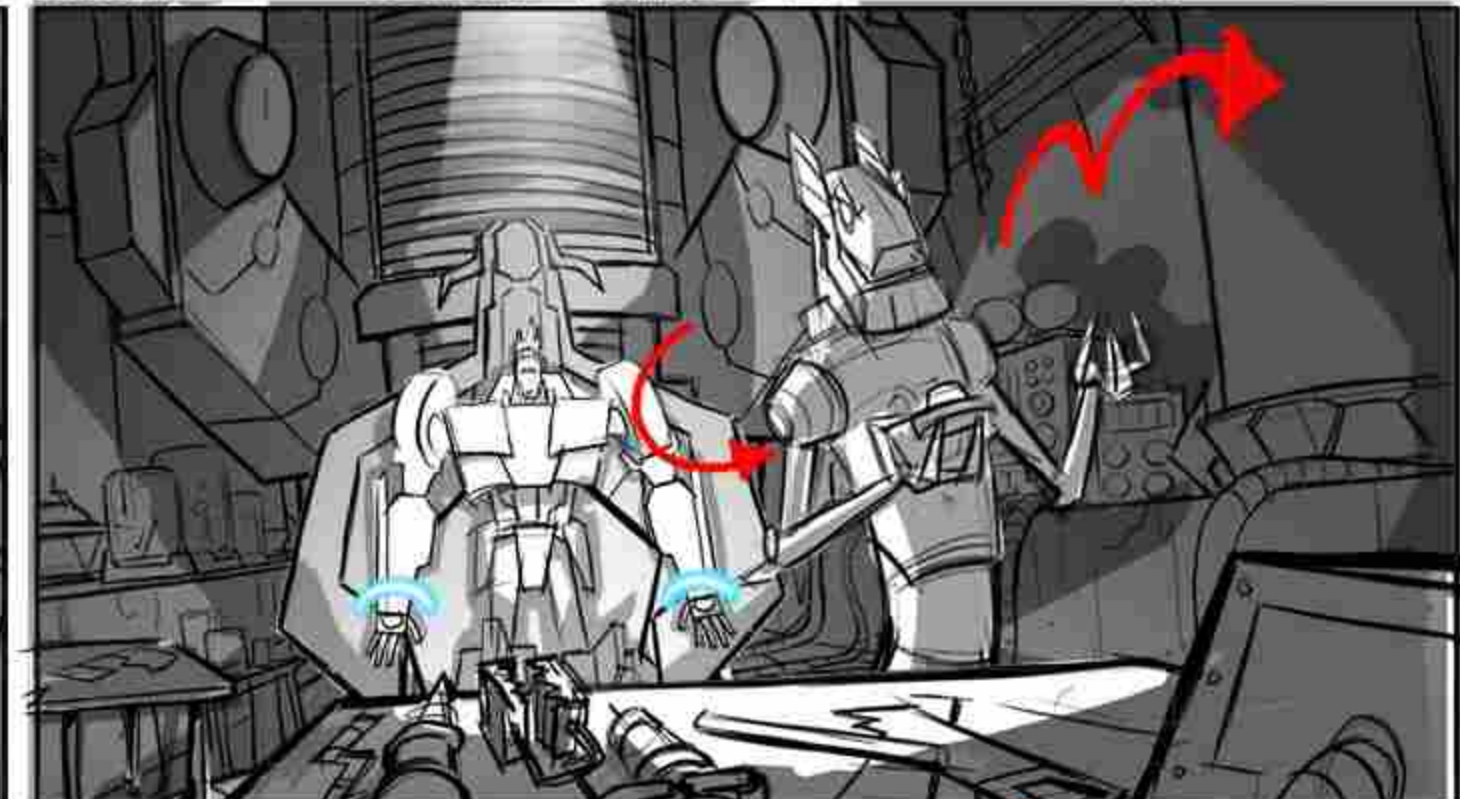
Panel: 1

BG:



Scene: CONTD Panel: 2

BG:



SLIDE IN  
DURING  
T.O.

Action:

SIDESWIPE OPENS HIS EYES.

Dial:

Slug:

Trans:

Action:

WIDE ON THE LAB. (START POSE)

EFX;( SPOTLIGHT, GLOWS, SHADOWS)

Dial:

Slug:

Trans:

Action:

VERTEBREAKTURNS AND SLITHERS FORWARD.  
TRUCK OUT

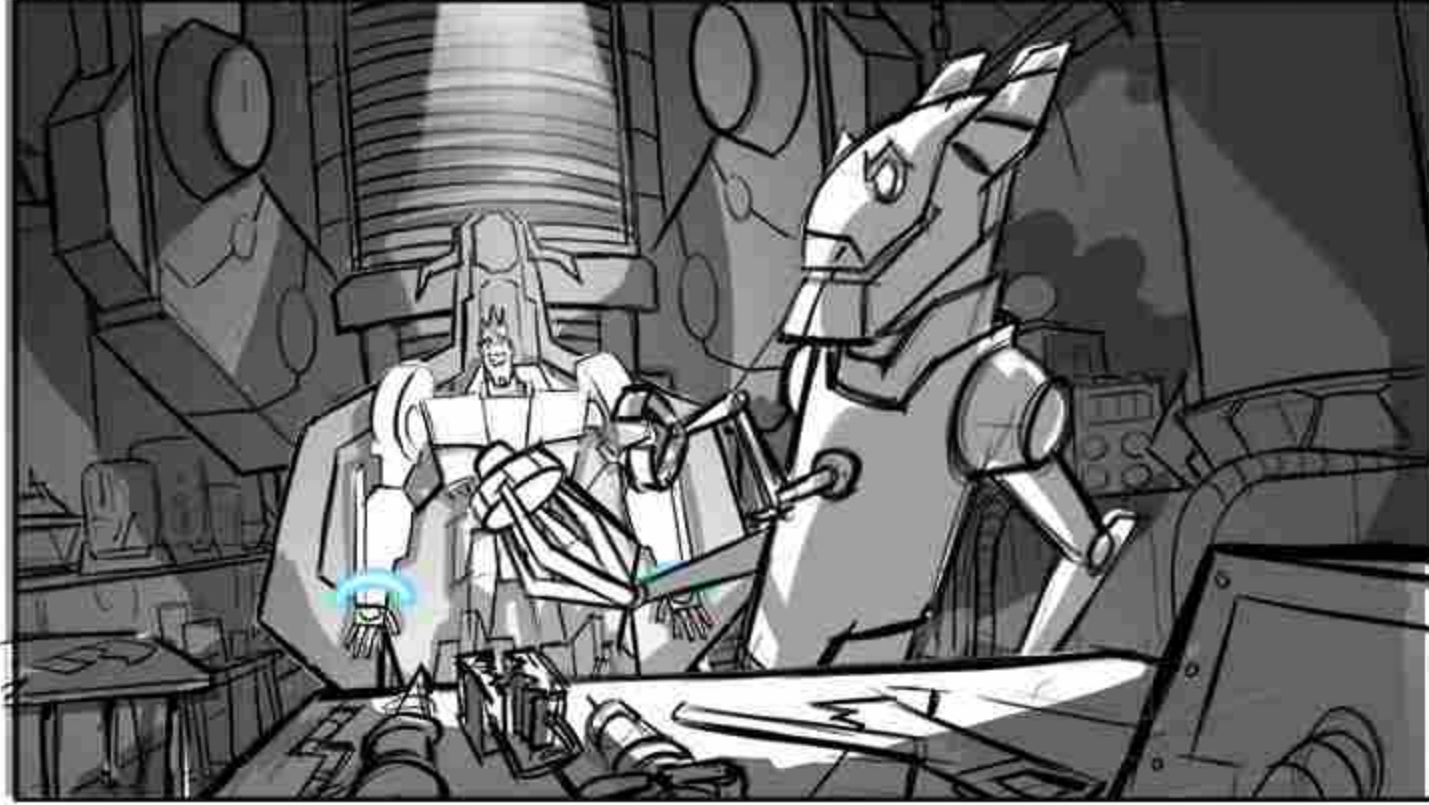
Dial:

Slug:

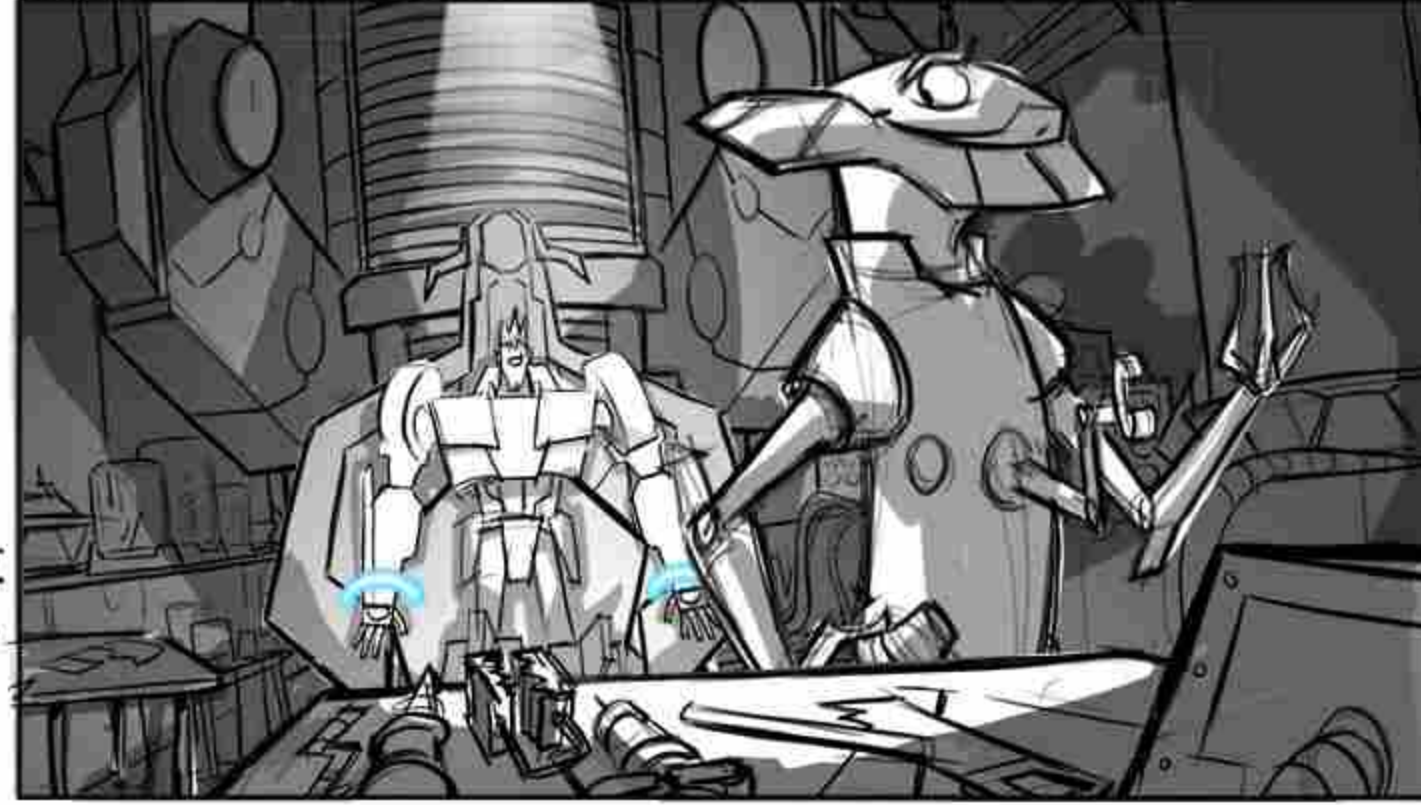
Trans:



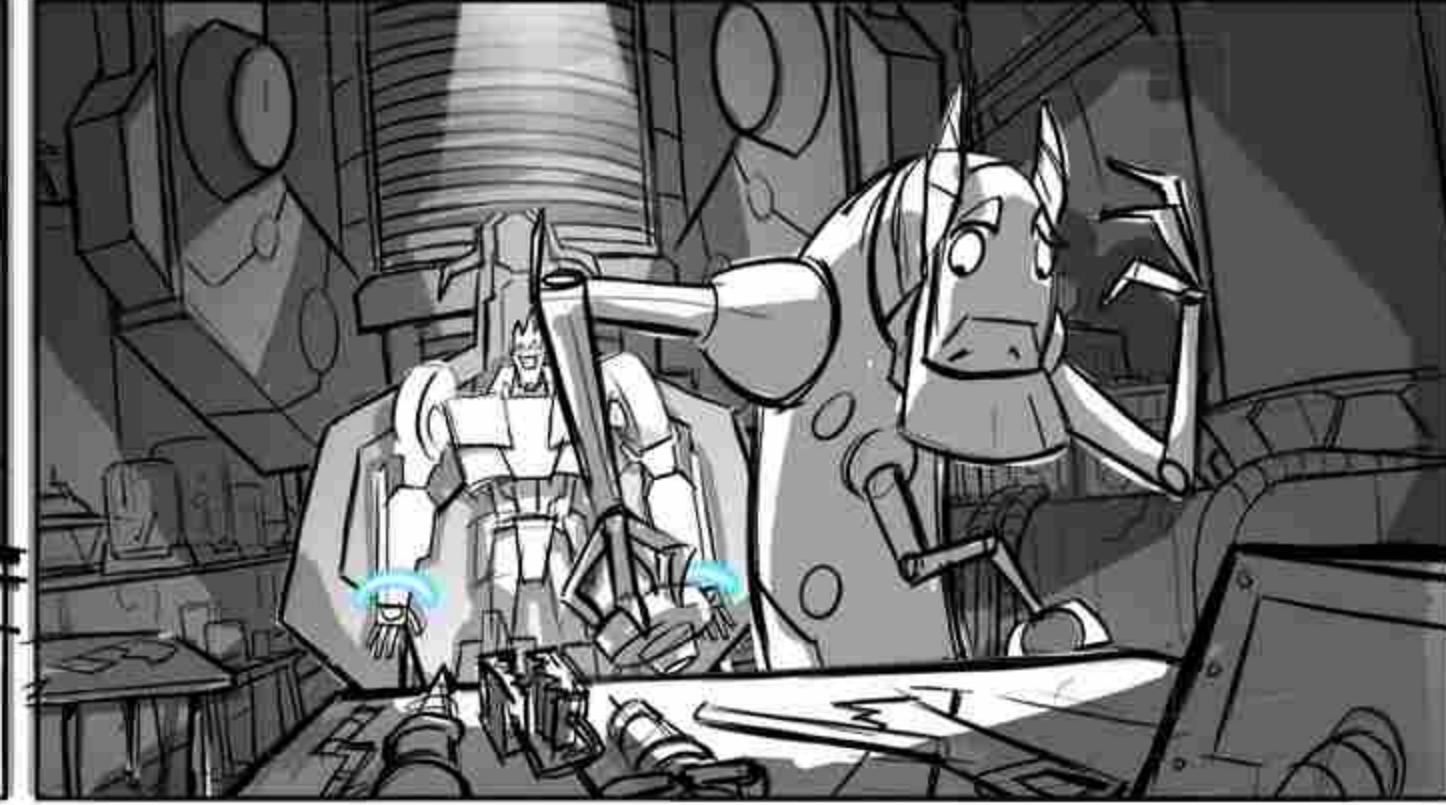
Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Scene: CONTD Panel: 4 BG:



Action:

SIDESWIPE FLASHES HIS BEST SMILE, TRYING TO CHARM VERTEBREAK

EFX: (GLOW, SHADOWS, SPOTLIGHT)

Dial:

30 SIDESWIPE (CONT'D)  
HOW ABOUT ...

Slug:

Trans:

Action:

Dial:

30 SIDESWIPE (CONT'D)  
...YOU....

Slug:

Trans:

Action:

Dial:

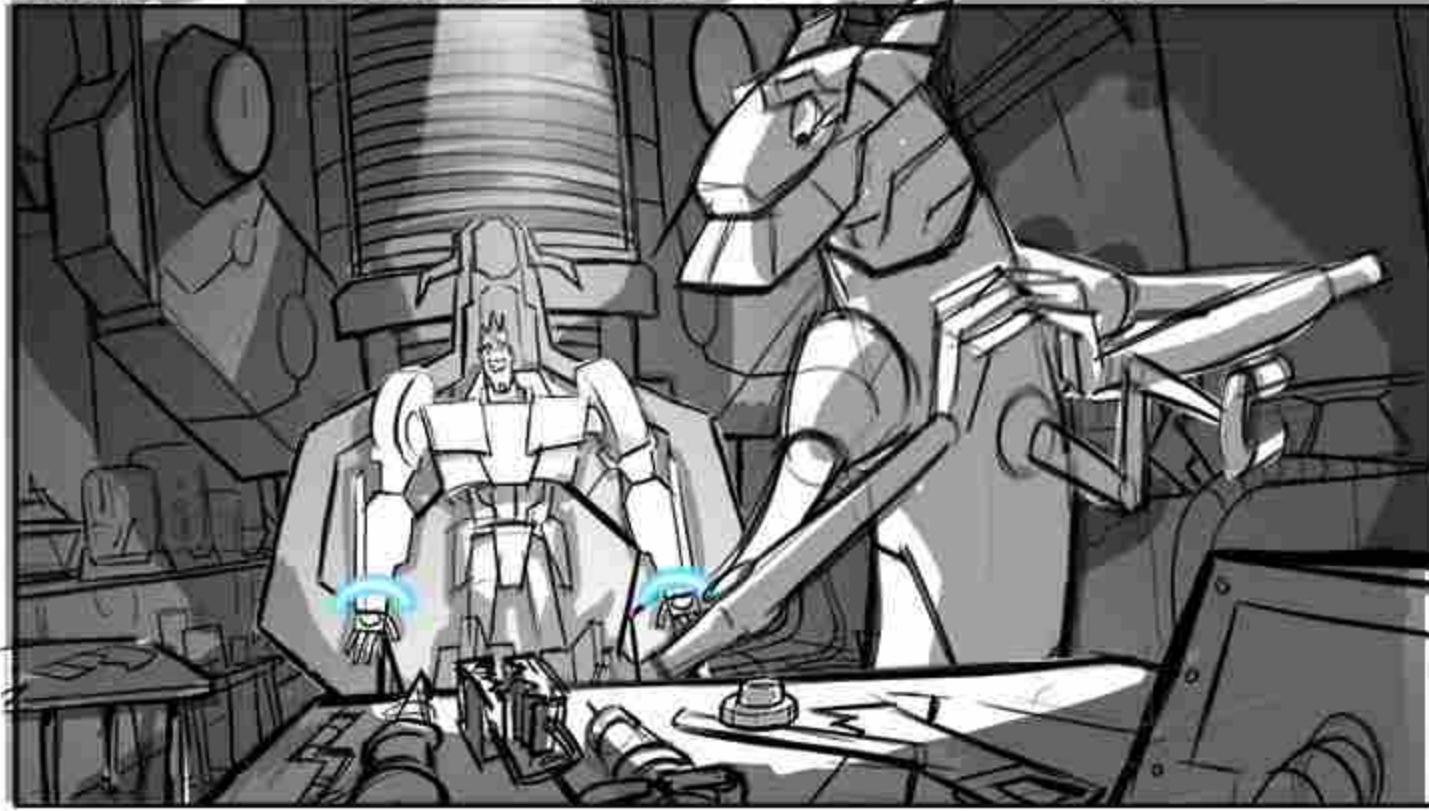
30 SIDESWIPE (CONT'D)  
..UNTIE ME,....

Slug:

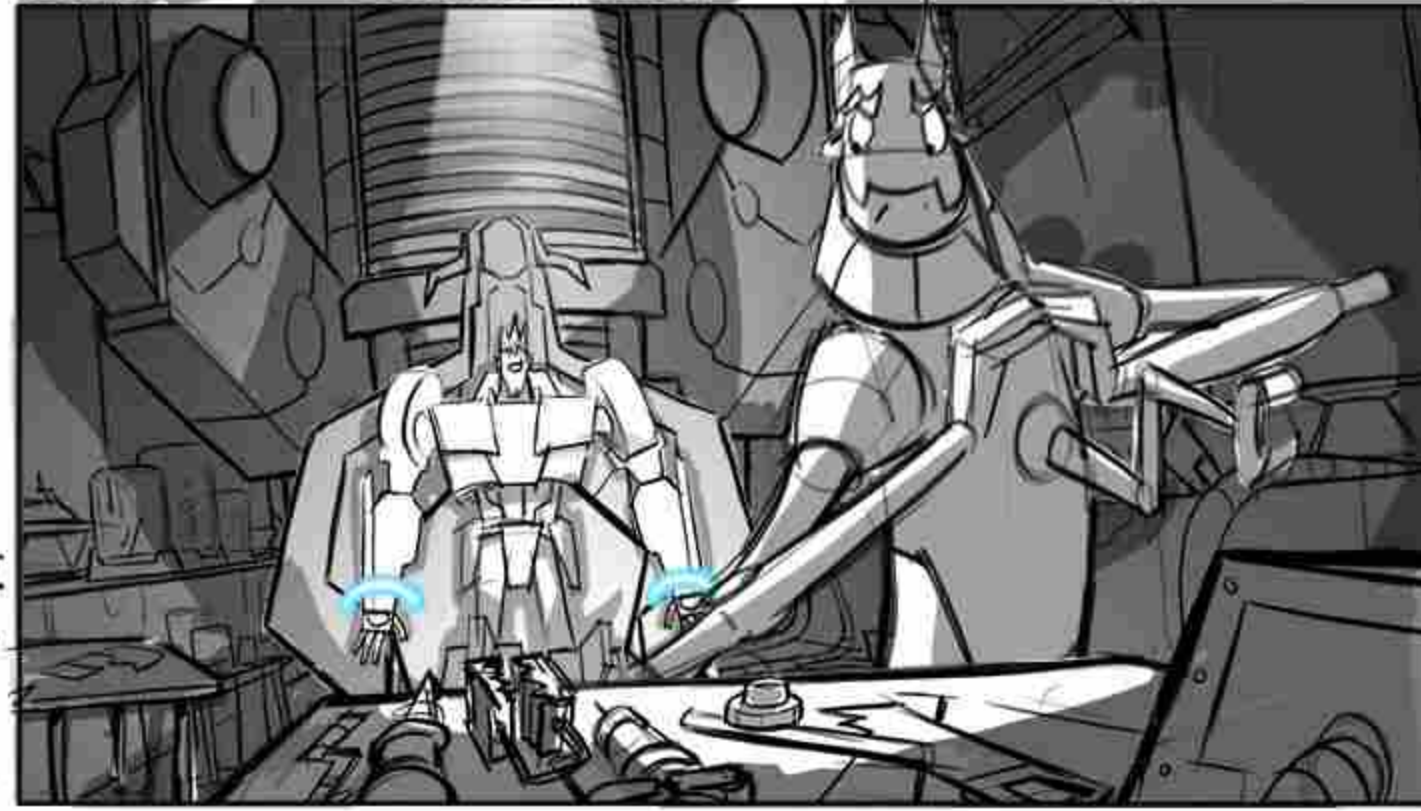
Trans:



Scene: CONTD Panel: 5 BG:



Scene: CONTD Panel: 6 BG:



Scene: CONTD Panel: 7 BG:



Action:

Dial:

30 SIDESWIPE (CONT'D)  
AND I SHAKE YOUR --

Slug:

Trans:

Action:

Dial:

(NOTICING VERT'S ARMS)

Slug:

Trans:

Action:

Dial:

30 SIDESWIPE (CONT'D)  
-- HAND...THINGS.

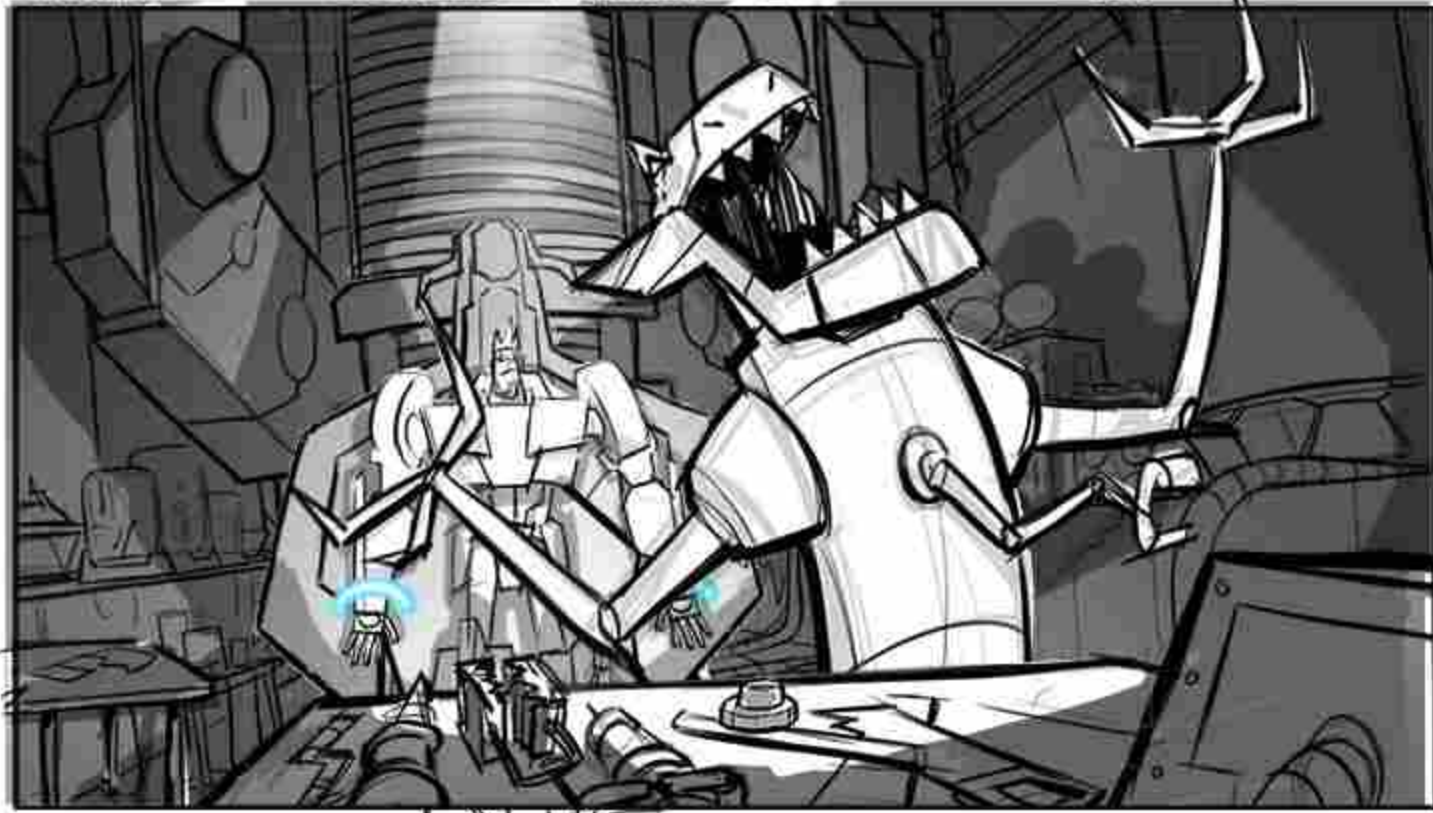
Slug:

Trans:



Scene: CONTD Panel: 8

BG:



CUT

Scene:

Panel: 1

BG:



Scene: CONTD Panel: 2

BG:



Action:	
SURPRISINGLY, VERTEBREAK <LAUGHS> AT THE LINE.	
Dial:	
31 VERTEBREAK <MAD SCIENTIST LAUGH!>	
Slug:	Trans:

Action:	
ANGLE ON SIDESWIPE TRYING TO PUT ON A BRAVE FACE.	
Dial:	
32 SIDESWIPE (UNDER ABOVE) <LAUGHS>	
Slug:	Trans:

Action:	
Dial:	
32 SIDESWIPE IT'S NOT THAT FUNNY.	
Slug:	Trans:

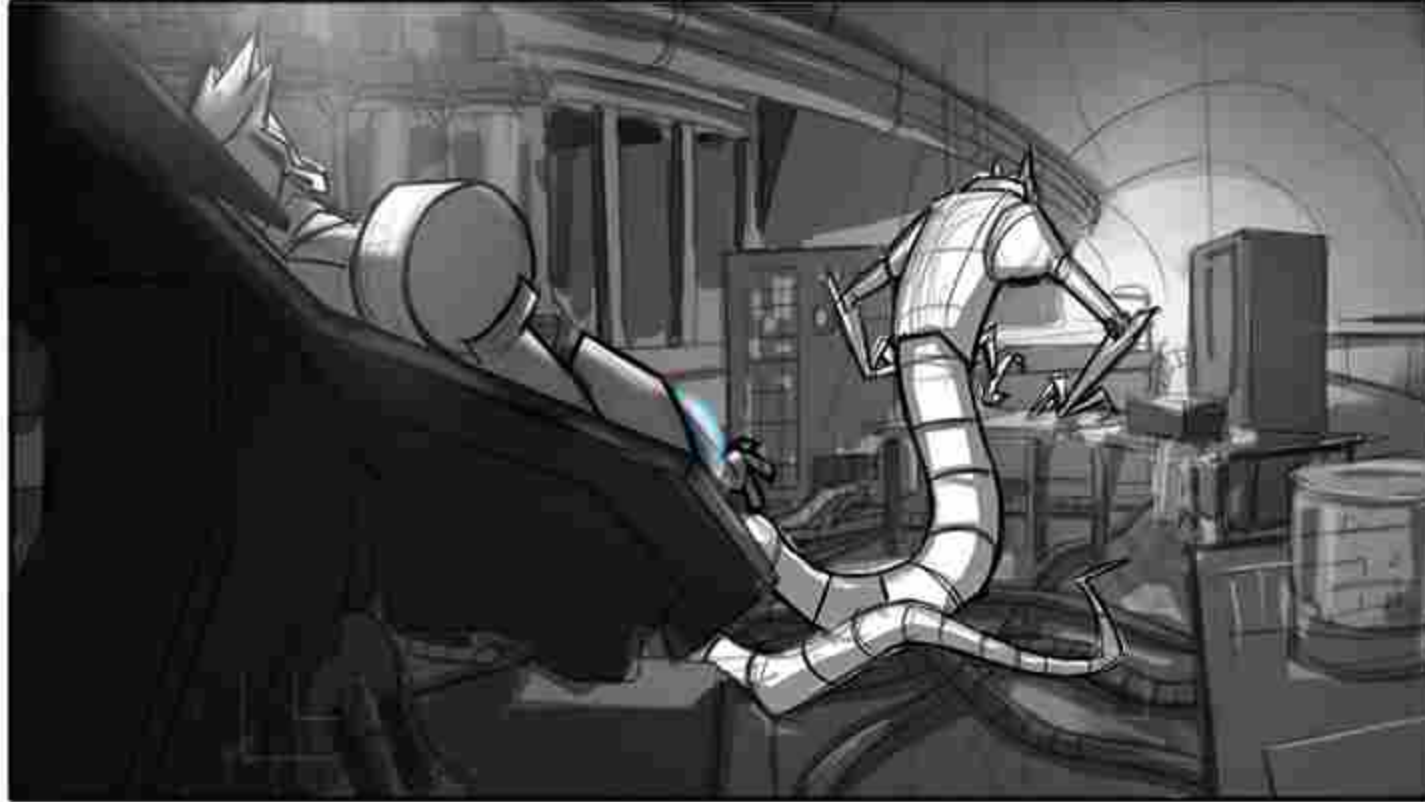




Scene:

Panel: 1

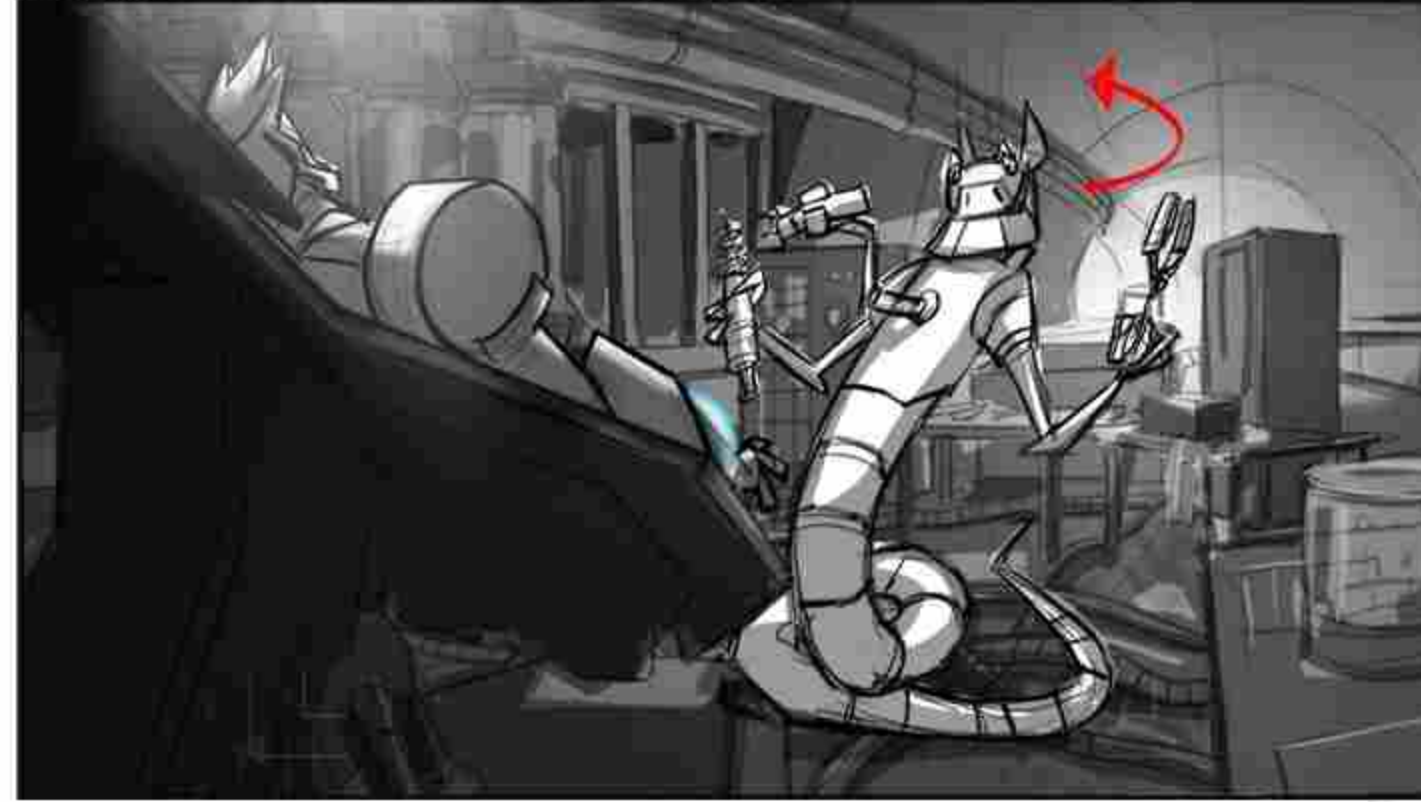
BG:



Scene:

CONTD Panel: 2

BG:



Scene:

CONTD Panel: 3

BG:



Action:

OTS SIDESWIPE ON THE TABLE. ANGLE ON VERTEBREAK RUSTLING AROUND AT THE INSTRUMENT TABLE.

EFX: (SHADOWS, SPOTLIGHT, GLOW)

Dial:

Slug:

Trans:

Action:

HE TURNS, NOW HOLDING A BUNCH OF WICKED- LOOKING INSTRUMENTS.

Dial:

Slug:

Trans:

Action:

ADJUST CAMERA AS HE SLITHERS BACK TOWARDS THE OPERATING TABLE.

Dial:

Slug:

Trans:



Scene: / CONTD Panel: 4

BG:



Scene: / CONTD Panel: 5

BG:



CUT

Scene: / Panel: 1

BG:



Action:

HE BREAKS OUT IN HIS MAD SCIENTIST LAUGH.....

Dial:

33 VERTEBREAK  
<MAD SCIENTIST LAUGH!>

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

CLOSE ON SIDESWIPE AS A WHIRING DRILL PUSHES IN  
TOWARDS HIM.

Dial:

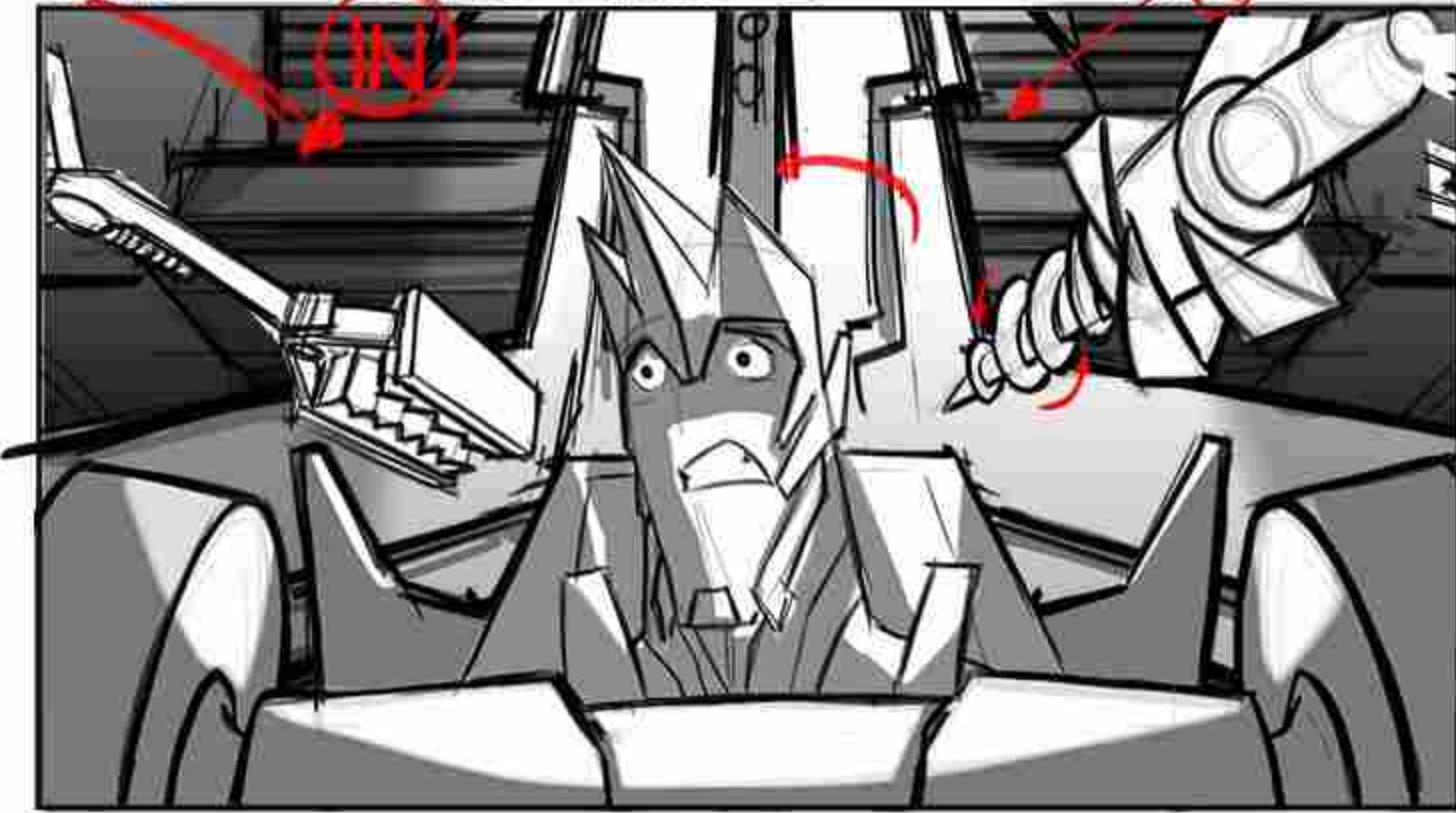
Slug:

Trans:



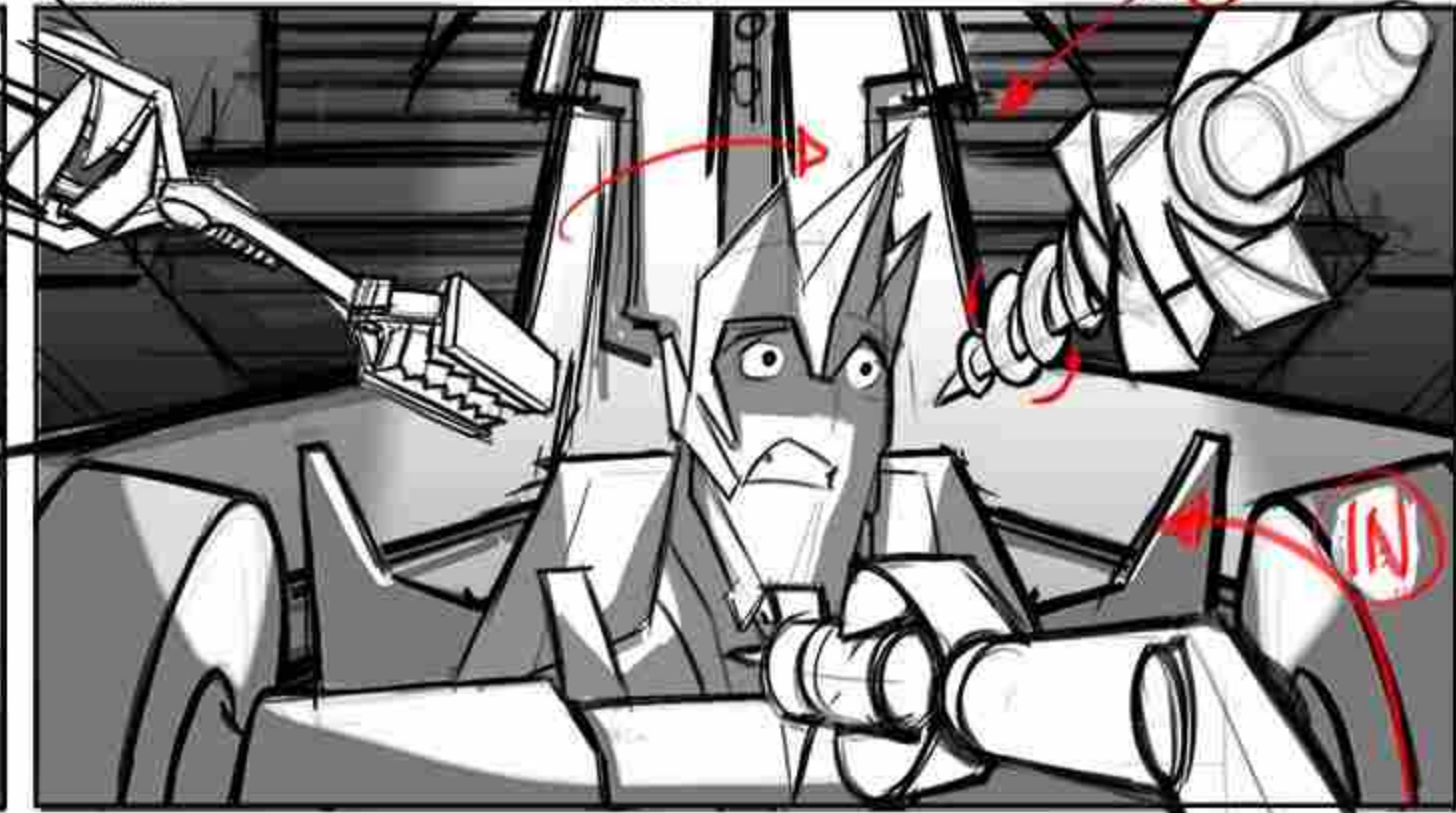
Scene: CONTD Panel: 2

BG: IN



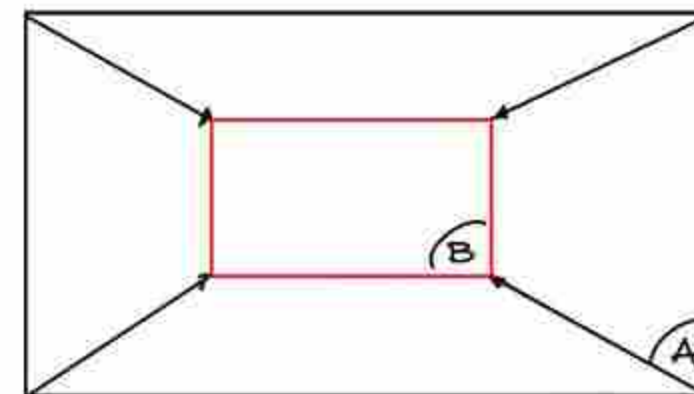
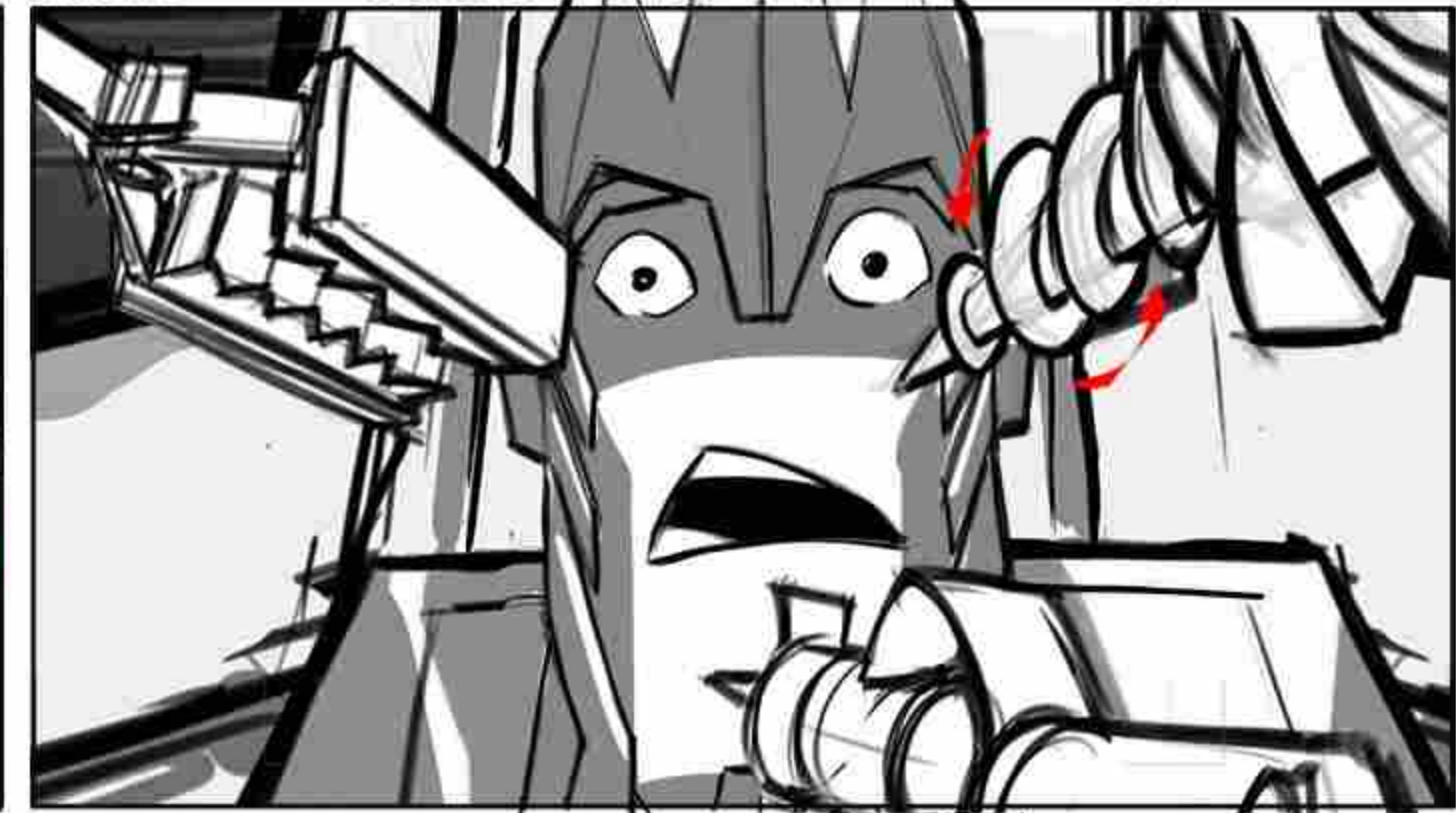
Scene: Panel: 3

BG: IN



Scene: CONTD Panel: 4

BG:



Action:	
HE TURNS AS ANOTHER SET OF INSTRUMENTS PUSHES IN.	
Dial:	
Slug:	Trans:

Action:	
TRUCK IN ON A HORRIFIED SIDESWIPE	
Dial:	
Slug:	Trans:

Action:	
HE LOOKS STRAIGHT TO CAMERA.	
Dial:	
34 SIDESWIPE (PANICKED) THIS ISN'T FUNNY EITHER!	
Slug:	Trans:

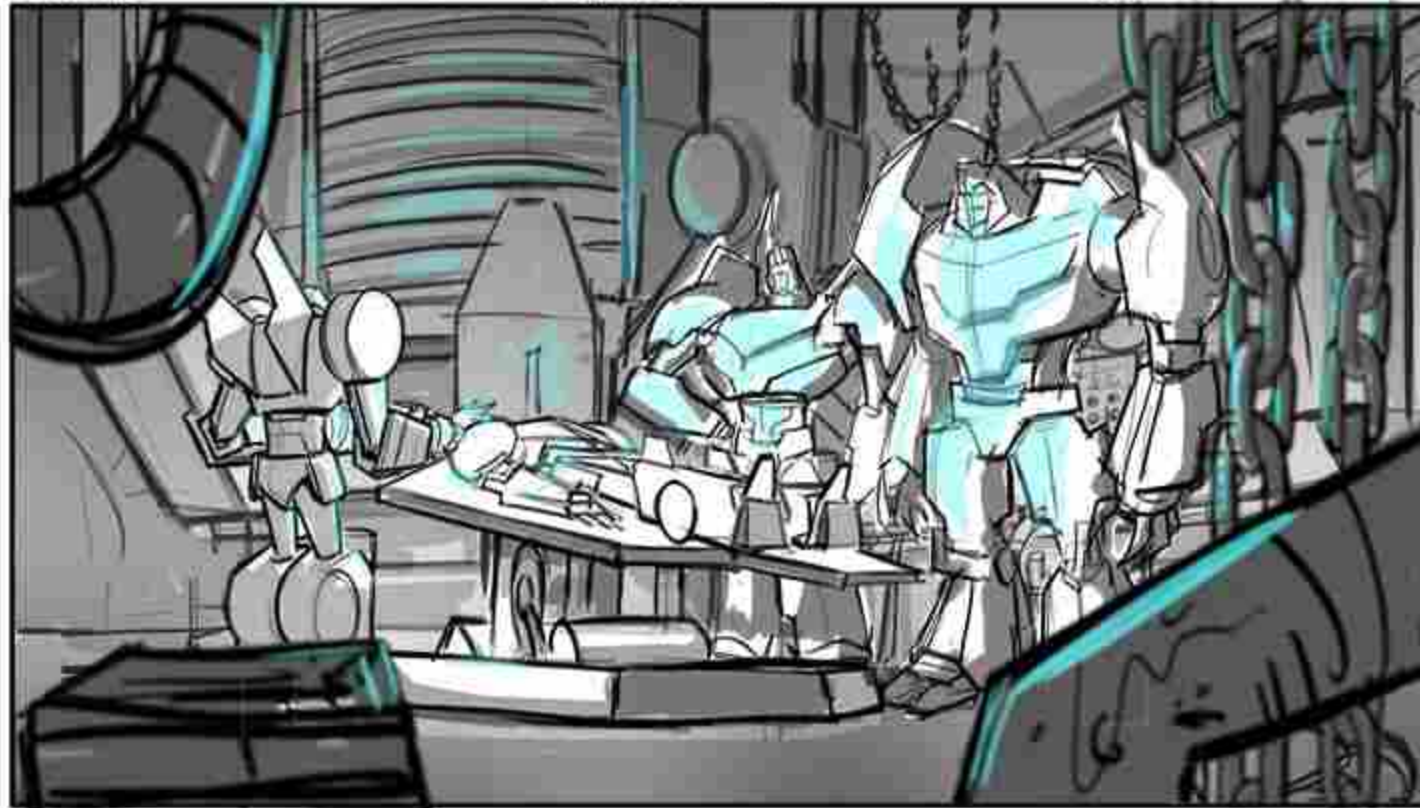


CUT

Scene:

Panel: 1

BG:

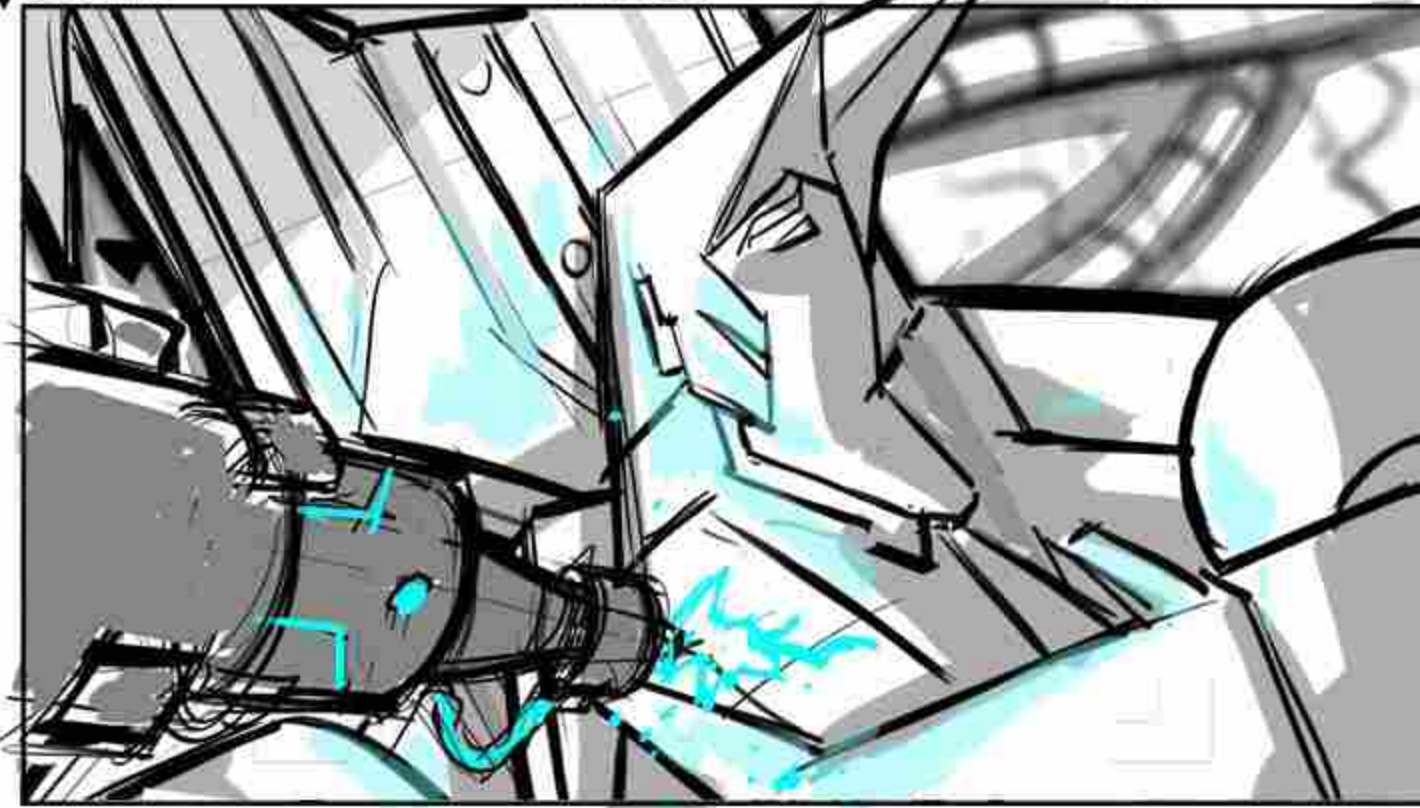


CUT

Scene:

Panel: 1

BG:



Scene:

CONTD Panel: 2

BG:



Action:

18. INT. VERTEBREAK'S LABORATORY - LATER  
SIDESWIPE, HEAD REATTACHED TO HIS OWN BODY, LAYS ON THE LAB  
TABLE, EYES CLOSED, WHILE STRONGARM HOLDS FIXIT, WHO HAS  
TRANSFORMED INTO A WELDER, IN PLACE, PUTTING A FINAL <WELD>  
INTO SWIPE'S NECK.

EFX:(SPARKS)

Slug:

Trans:

Action:

CLOSE ON SIDESWIPE'S HEAD. WELDER FIXIT IS PUTTING  
ON THE FINAL TOUCHES

EFX:(SPARKS)

Dial:

Slug:

Trans:

Action:

FIXIT WELDER OUT.

Dial:

Slug:

Trans:



CUT

Scene:

Panel: 1

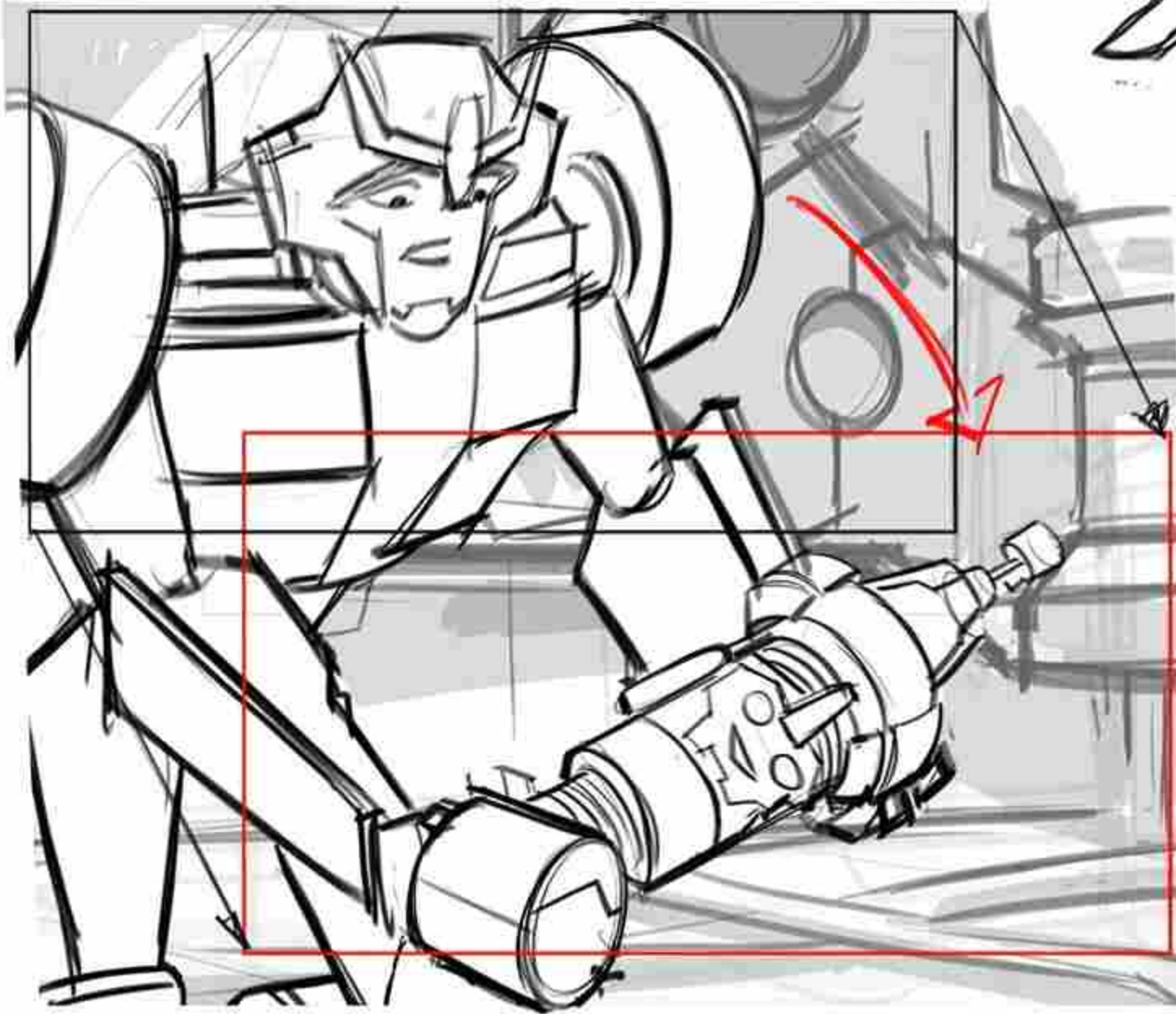
BG:



Scene:

CONTD Panel: 2

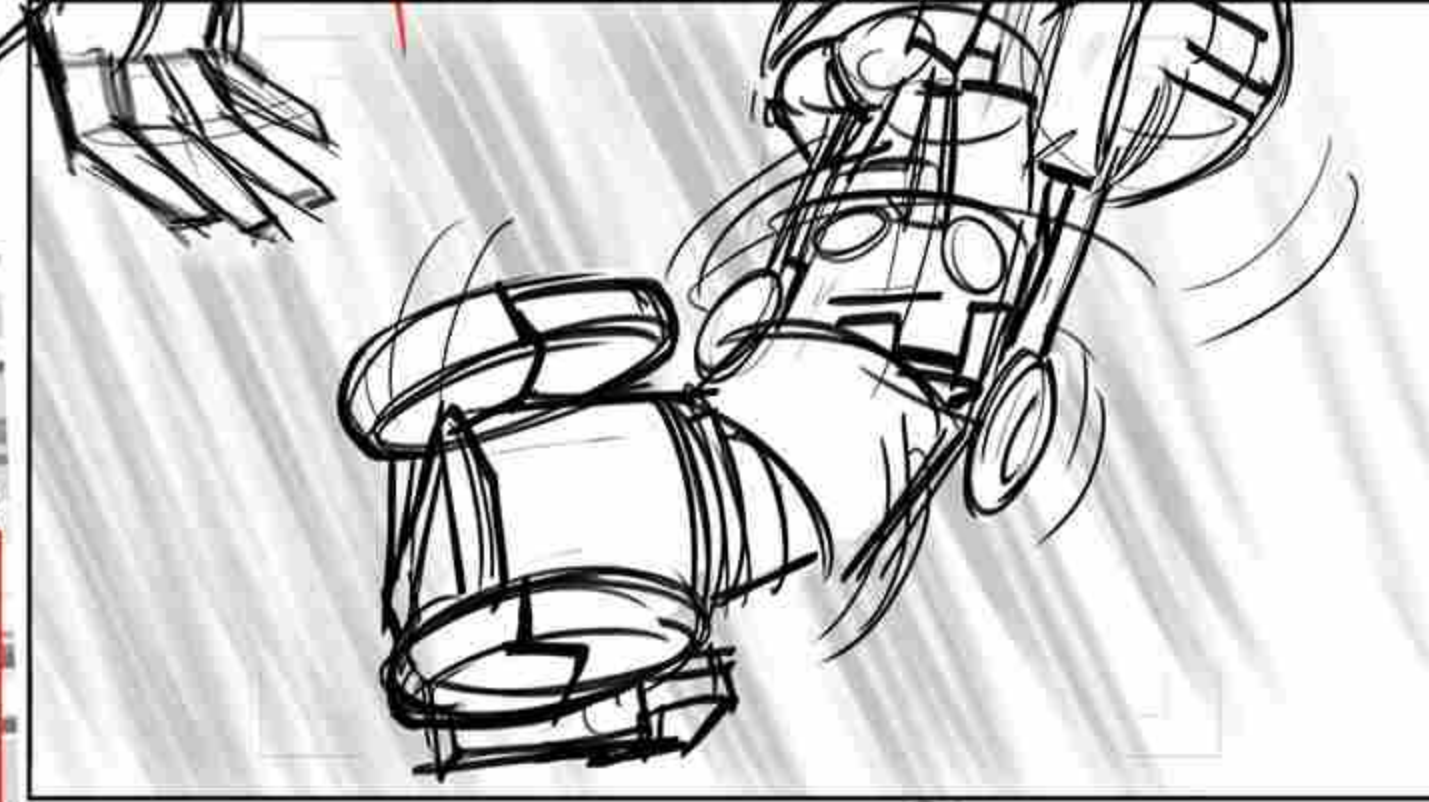
BG:



Scene:

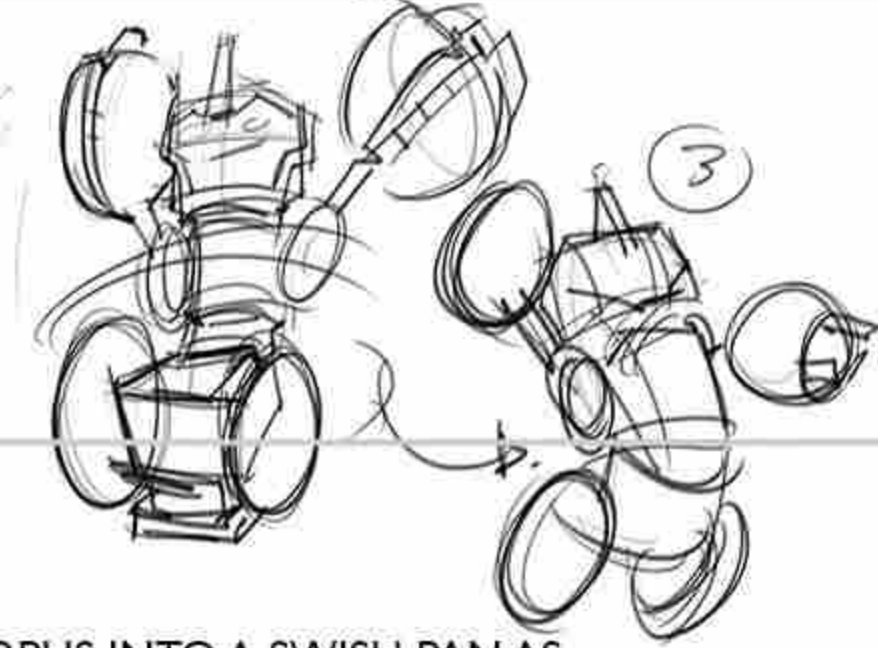
CONTD Panel: 3

BG:



OUT

2



3

Action:

Dial: 224 FIXIT  
THAT SHOULD DO IT. IF I READ  
VERTEBREAK'S NOTES CORRECTLY,  
SIDESWIPE IS NOW FULLY FUNCTIONAL.

Slug: Trans:

Action:

ADJUST WITH MOVE AS STRONGARM PUTS FIXIT DOWN

Dial:

Slug: Trans:

Action:

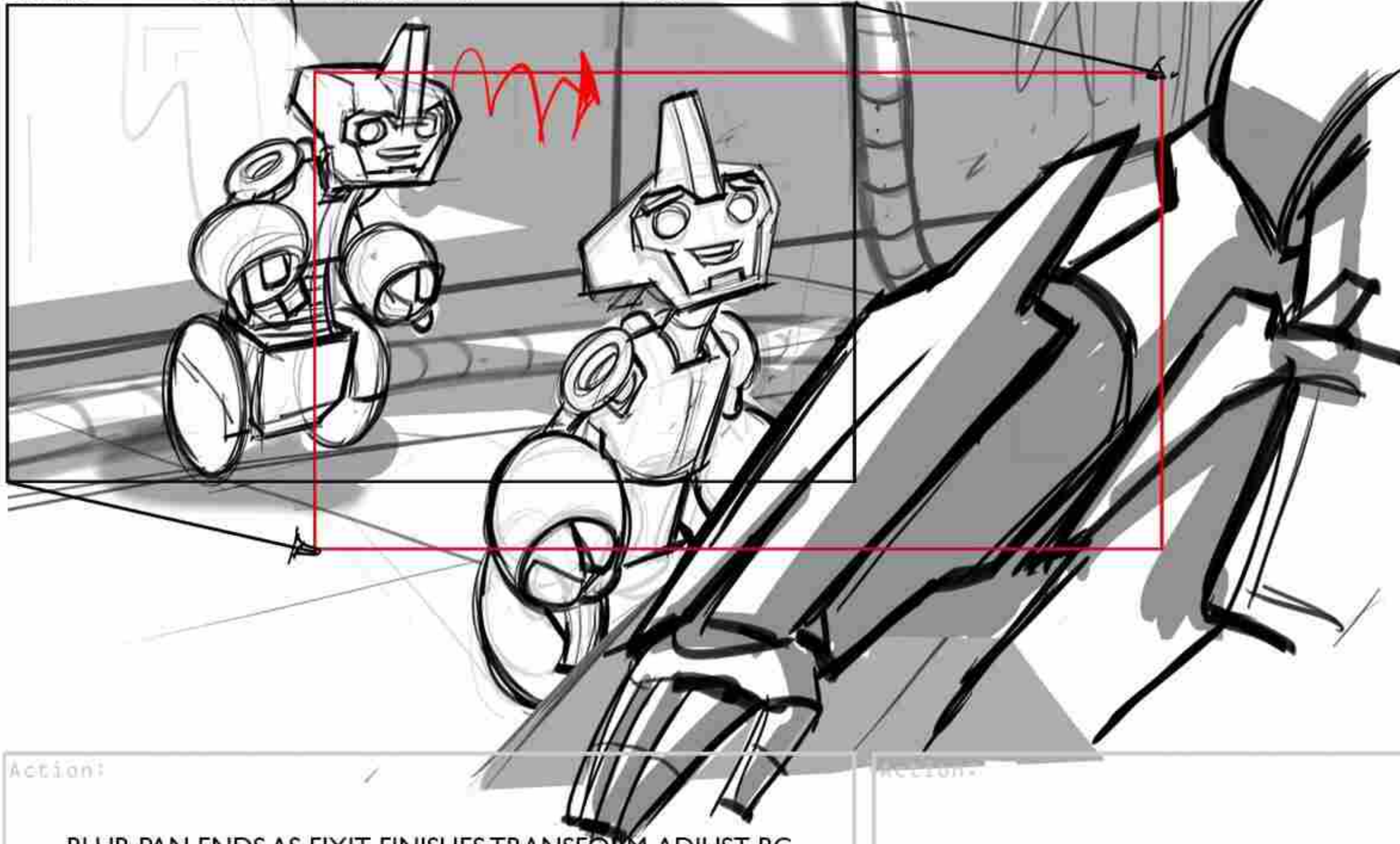
FIXIT TRANSFORMS MORPHS INTO A SWISH PAN AS  
STRONGARMS HAND LEAVES SCENE..

Dial:

Slug: Trans:



Scene: CONTD Panel: 4 BG:



Action:

BLUR PAN ENDS AS FIXIT FINISHES TRANSFORM. ADJUST BG AS HE ROLLS TOWARDS THE THE OPERATING TABLE.

EFX: (SHADOWS)

Dial: 224 FIXIT  
THAT SHOULD DO IT. IF I READ  
VERTEBREAK'S NOTES CORRECTLY,  
SIDESWIPE IS NOW FULLY FUNCTIONAL.

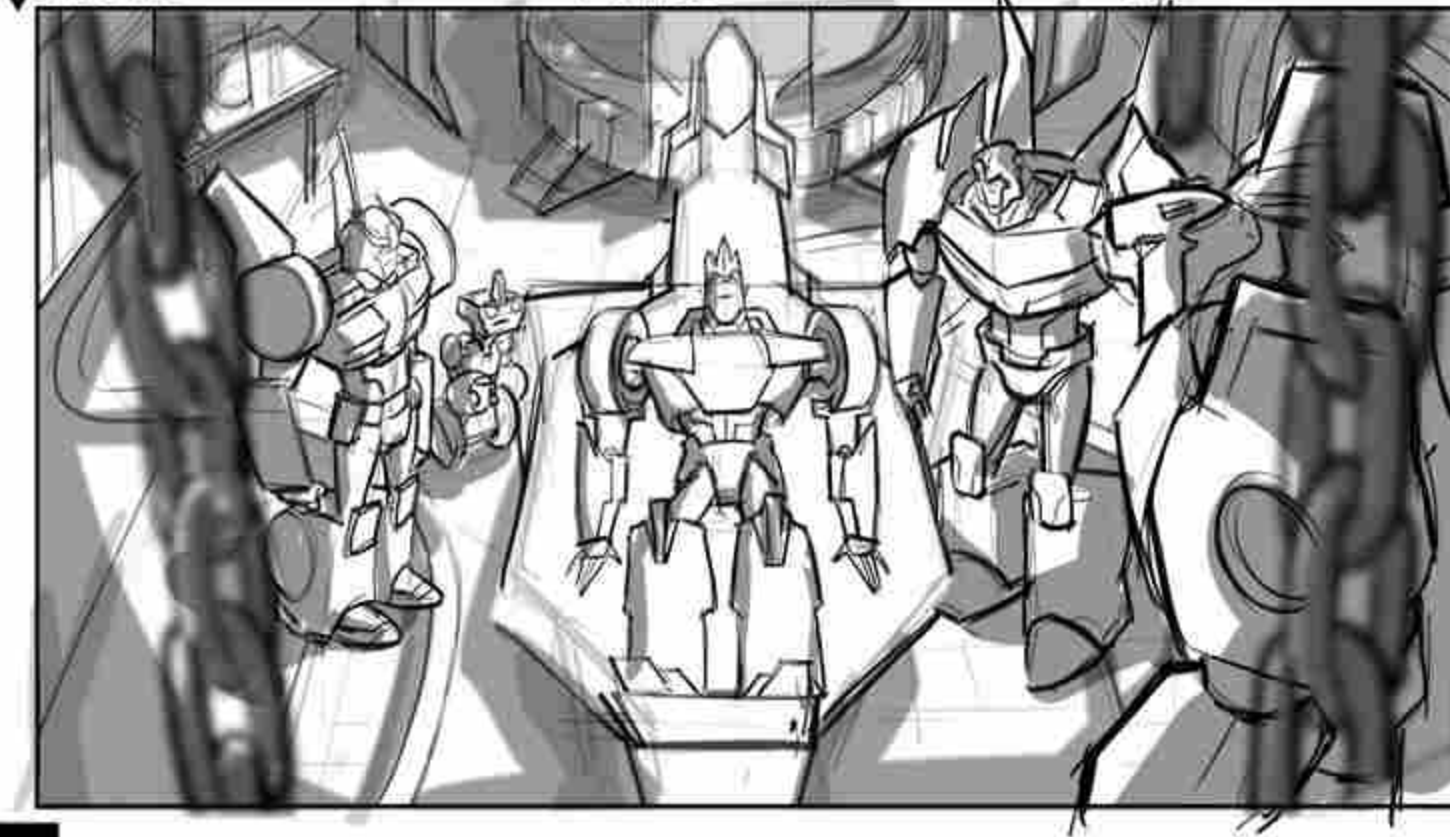
Slug: Trans:

Action:

Dial:

Slug: Trans:

CUT Scene: Panel: 1 BG:



HU

Action:

WIDE ON TABLE. THE BOTS STAND AROUND IT.

EFX: (SHADOWS)

Dial:

Slug: Trans:

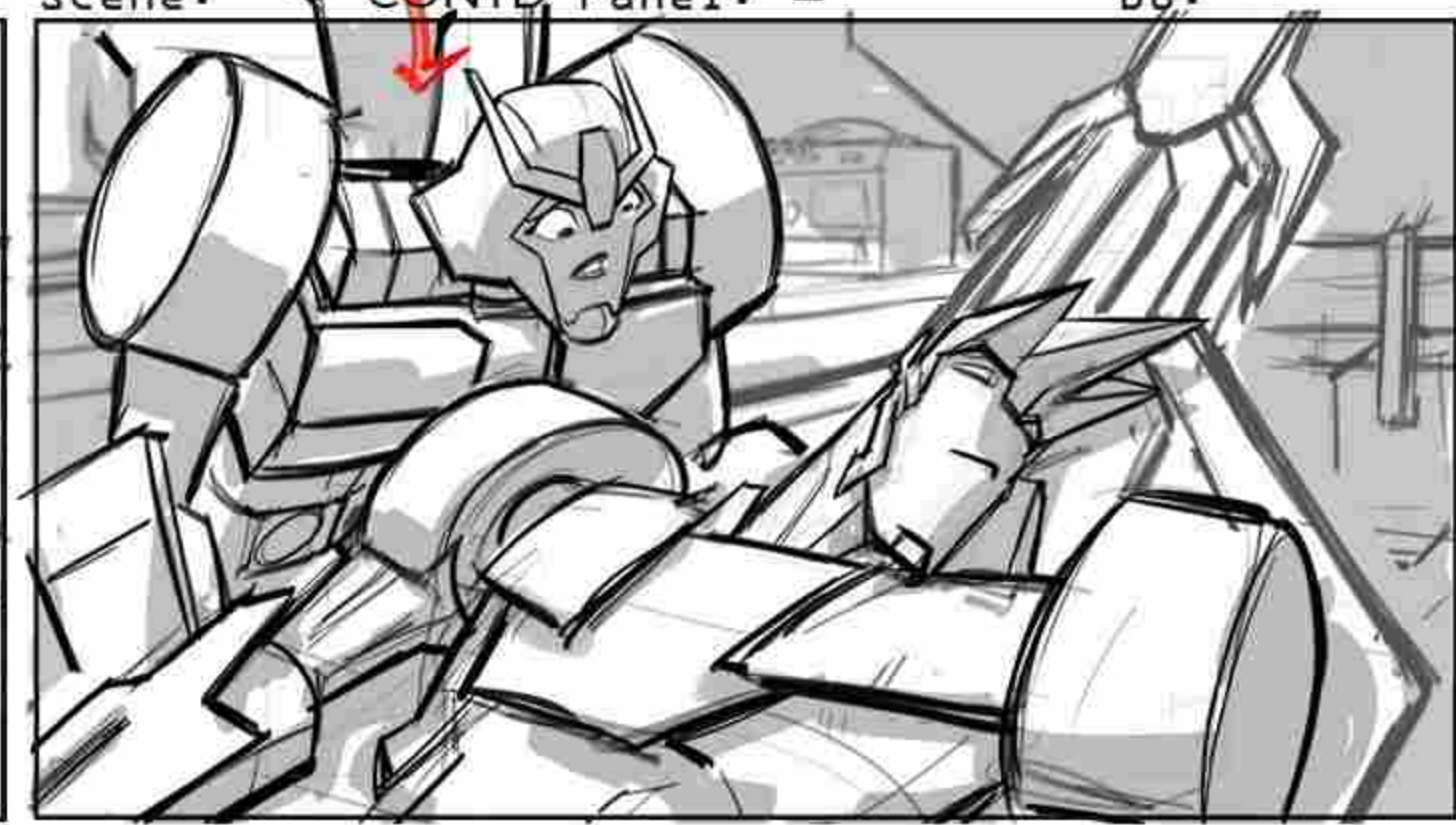


CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



HU

Action:	
STRONGARM LEANS IN CLOSE, CONCERNED.	
Dial:	228 SIDESWIPE (WEAKLY) STTRONGARM...<INCOHERENT MUTTERS>
Slug:	Trans:

Action:	
STRONGARM LEANS IN CLOSE, CONCERNED.	
Dial:	225 STRONGARM (GENUINE CONCERN) THEN WHY ISN'T HE WAKING UP?
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:



Scene: CONTD. Panel: 4 BG:



CUT

Scene: Panel: 1 BG:



CUT

Scene: Panel: 1 BG:



Action:	
Dial: 230 SIDESWIPE YOU EVEN WORRY SLOW.	
Slug:	Trans:

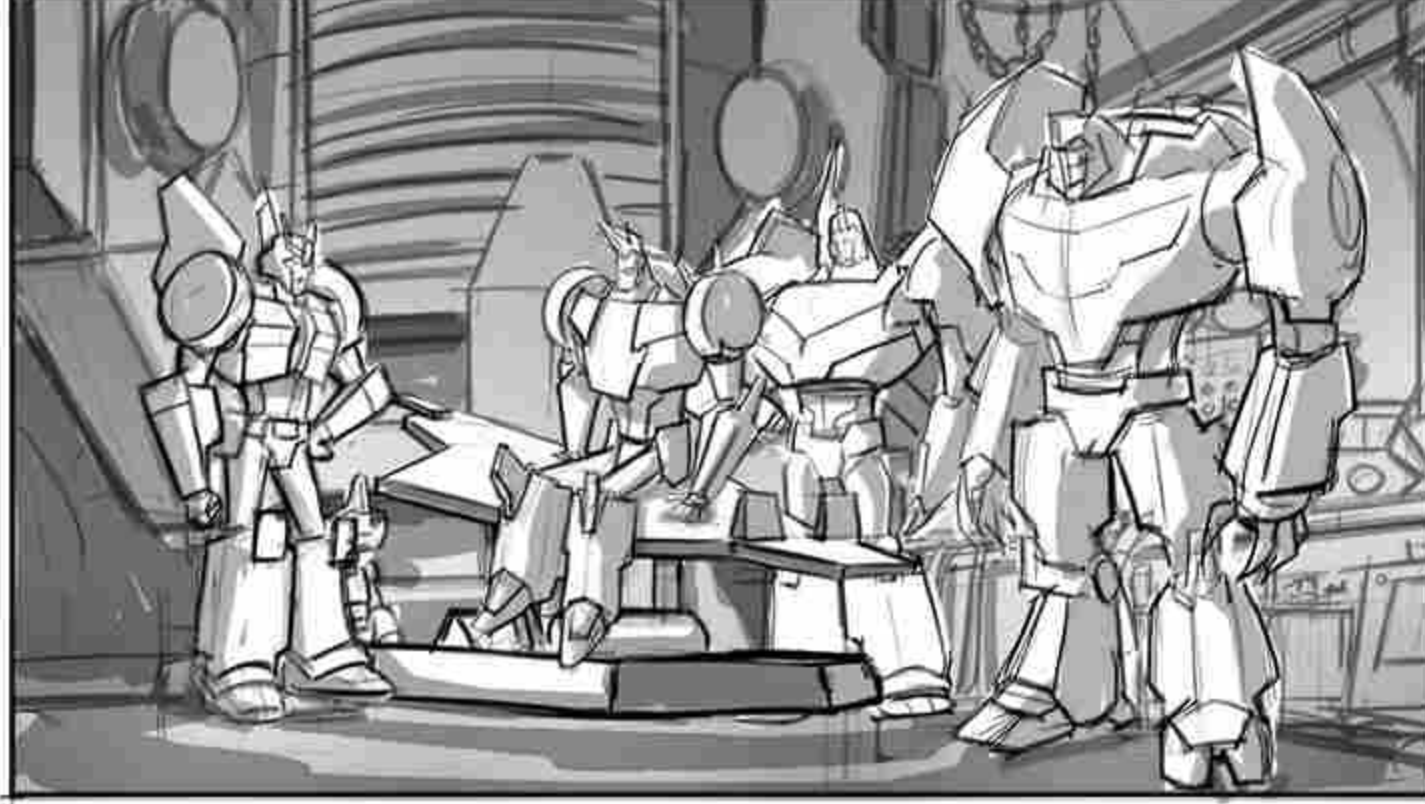
Action:	
ANGLE ON BUMBLEBEE AND GRIMLOCK	
Dial: 231 GRIMLOCK (SMILING) OOOH! <u>HEAD-BACK-ON-BODY-BURN!</u>	
Slug:	Trans:

Action:	
THE BOTS RELAX, EVEN STRONGARM SMILING. SIDESWIPE IS SITTING UP ON THE TABLE,	
Dial: 232 SIDESWIPE HOPE YOU SEWED ME UP TIGHT, FIXIT,....	
Slug:	Trans:



Scene: CONTD Panel: 2

BG:



CUT

Scene: Panel: 1

BG:



Scene: CONTD Panel: 2

BG:



Action:

Dial:

232 SIDESWIPE  
..CAUSE I CAN'T WAIT TO GET HOME ON  
MY OWN FOUR WHEELS.

Slug:

Trans:

Action:

ANGLE ON FIXIT.

Dial:

233 FIXIT  
GO EASY, SIDESWIPE. I CAN'T BE  
CERTAIN.....

Slug:

Trans:

Action:

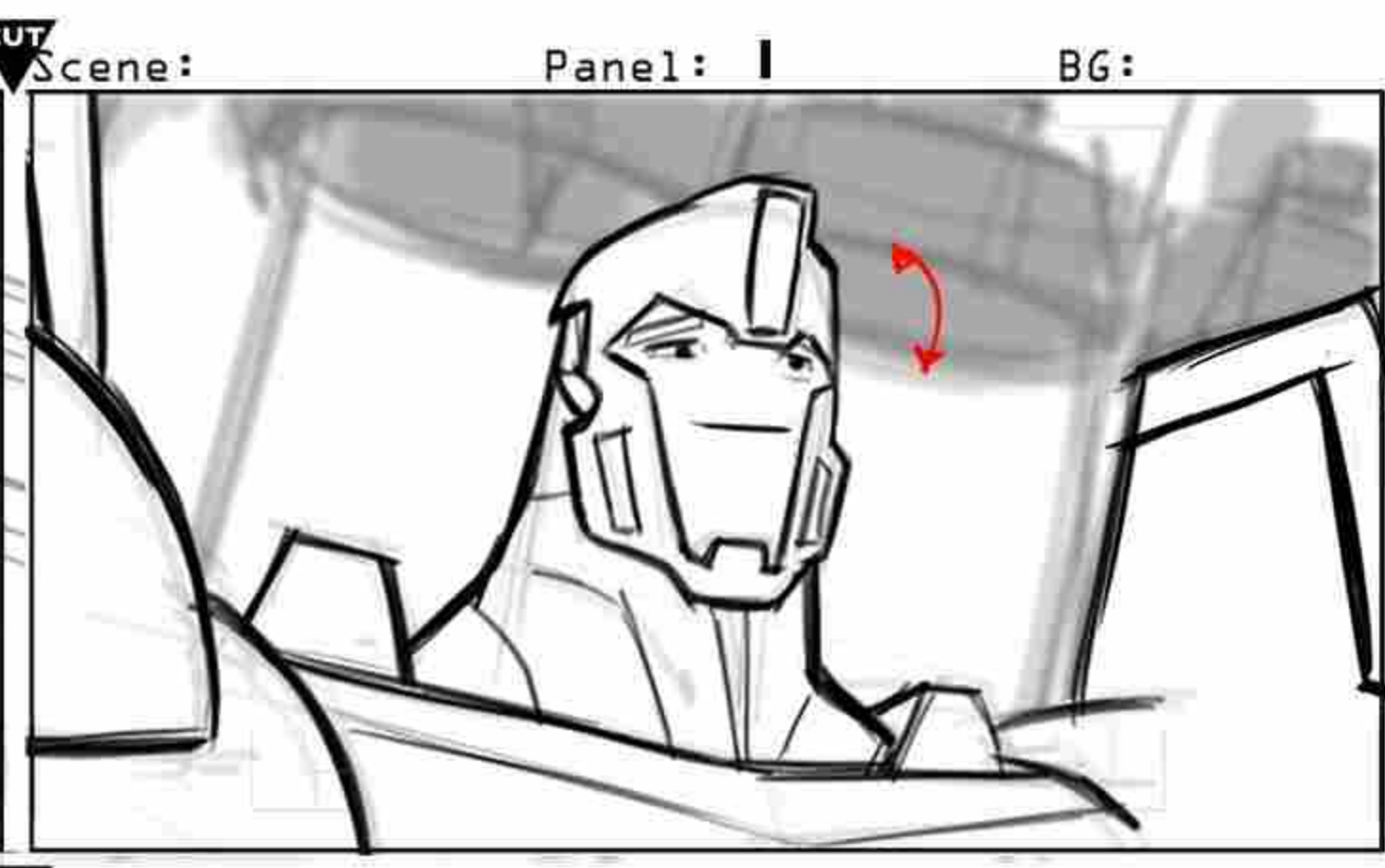
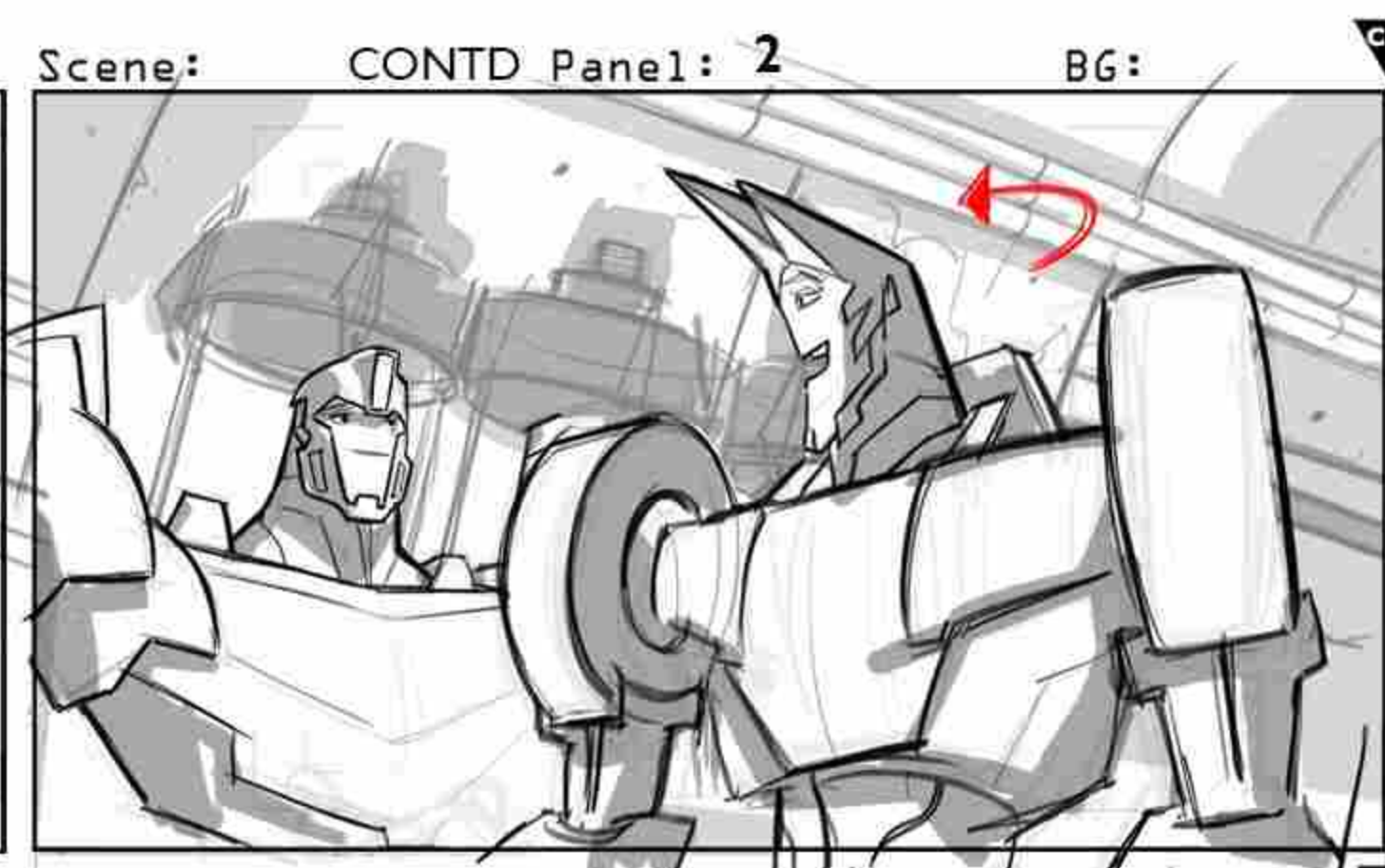
Dial:

233 FIXIT  
....I REPAIRED EVERYTHING UNTIL  
WE RETURN TO THE ALCHEMOR.

Slug:

Trans:





HU



Action:

THE BOTS RELAX, EVEN STRONGARM SMILING, AS SIDESWIPE EASES HIMSELF OFF THE TABLE, FIXIT HOVERING AROUND HIM NERVOUSLY.

Dial:

234 SIDESWIPE  
 <PFFT!> NO WORRIES.  
 (LOOKING AT BEE)  
 IF THIS MISSION'S TAUGHT ME

Slug: Trans: ANYTHING,

Action:

SIDESWIPE TURNS TO BEE.

Dial:

234 SIDESWIPE  
 IT'S THAT I'M WAY MORE THAN JUST MY SPEED.

Slug: Trans:

Action:

BEE NODS, SMILING.

Dial:

Slug: Trans:





Scene:

Panel: 1

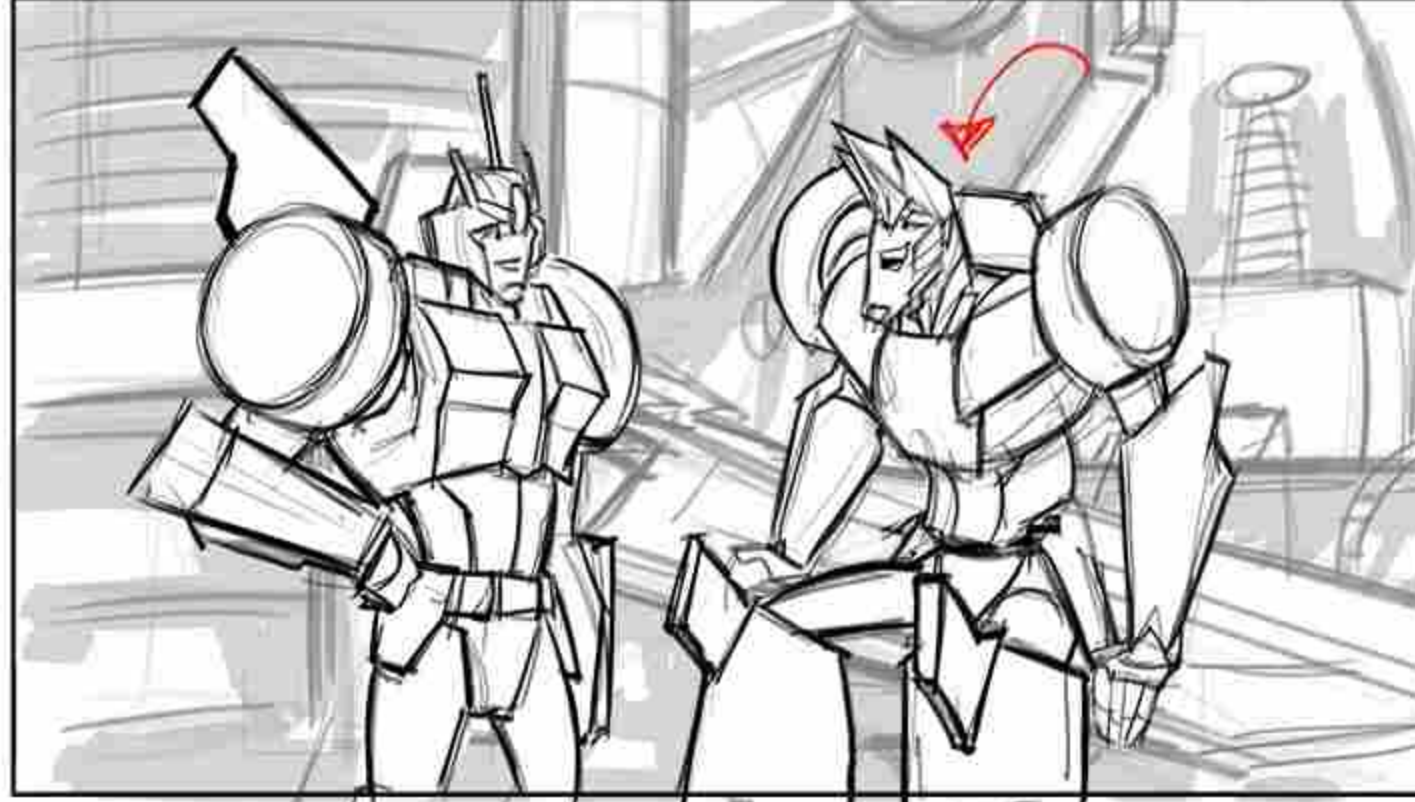
BG:



Scene:

CONTD Panel: 2

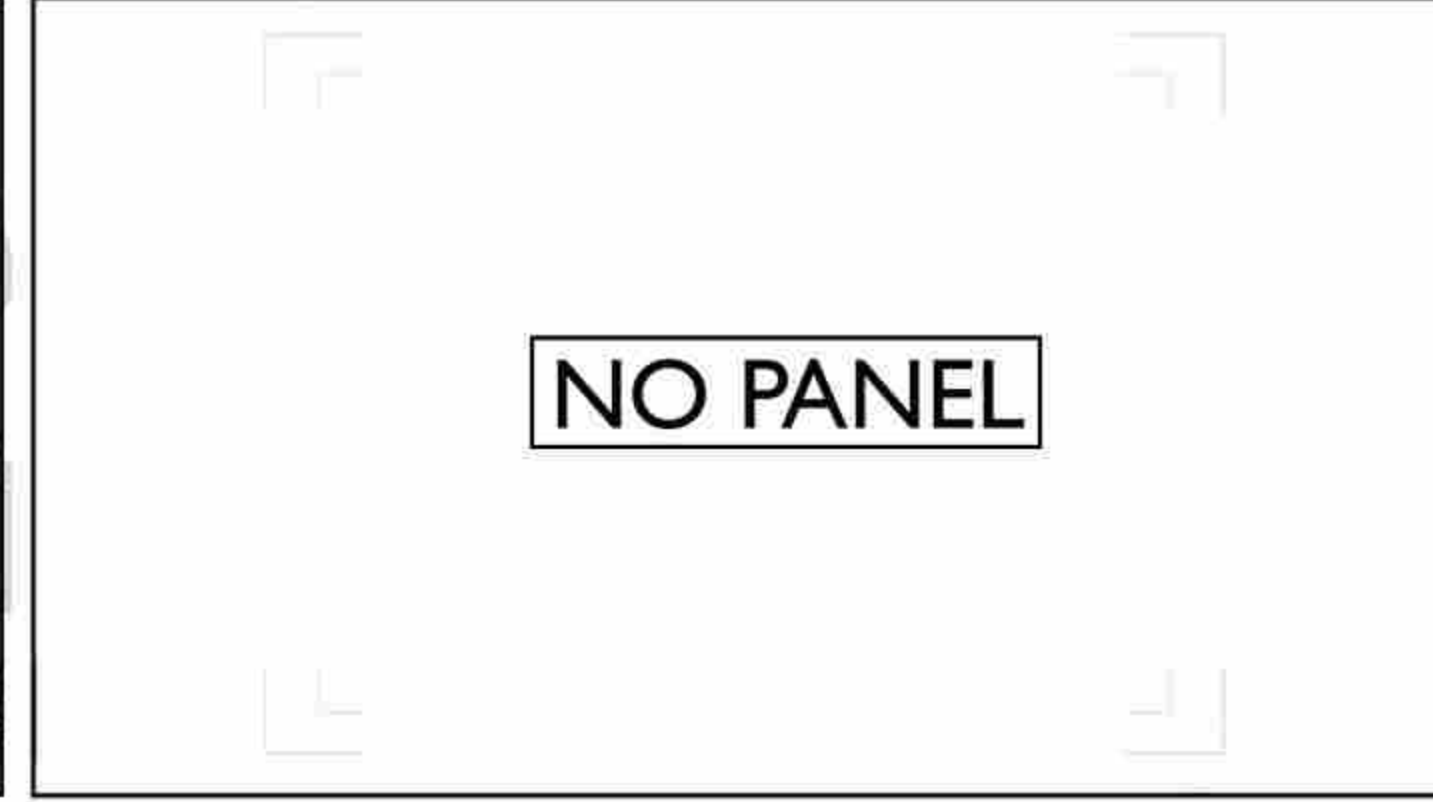
BG:



Scene:

Panel:

BG:



Action:

SIDESWIPE SMIRKS TO STRONGARM:

Dial:

235 SIDESWIPE (CONT'D)  
...'COURSE, EVEN JUST OUT OF SURGERY,

Slug:

Trans:

Action:

Dial:

235 SIDESWIPE (CONT'D)  
...I'M STILL THE FASTEST BOT ON THIS PLANET.

Slug:

Trans:

Action:

Dial:

Slug:

Trans:



CUT

Scene:

Panel: 1

BG:



Scene:

CONTD Panel: 2

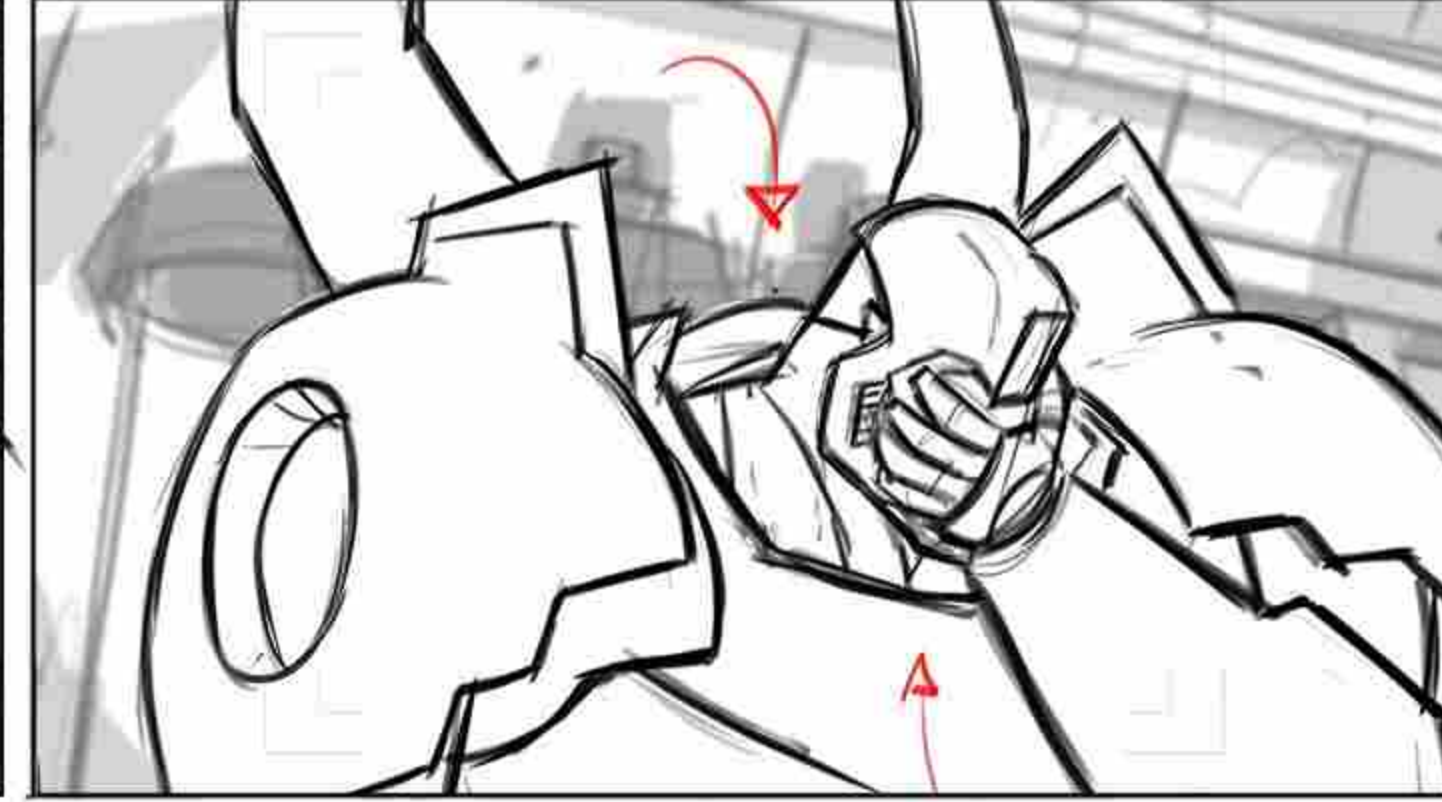
BG:



Scene:

CONTD Panel: 3

BG:



Action:

BEE'S SMILE DISAPPEARS AND HE SHAKES HIS HEAD,  
LOOKING DOWN -- HERE WE GO AGAIN.

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:



Scene: CONTD Panel: 4

BG:



CUT

Scene: Panel: 1

BG:



Scene: CONTD Panel: 2

BG:



Action:

BEE SHAKES HIS HEAD.

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

236 STRONGARM  
CARE TO PUT YOUR SERVOS WHERE YOU  
SYNAPSES ARE?

Action:

Dial:

Slug:

Trans:

236 STRONGARM  
RACE BACK TO THE SCRAPYARD, LOSER PICKS UP  
THE WINNER'S PATROL DUTIES FOR A WEEK.



Scene: Panel: 3 BG:



Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



Action:	
AS SIDESWIPE JUMPS DOWN, ADJUST BG.	
Dial:	
Slug:	Trans:

Action:	
X-DISS BG TO NEW LOCATION AS THEY TURN FORWARD.	
Dial:	
237 SIDESWIPE YOU'RE ON.	
Slug:	Trans:

Action:	
STRONGARM LEAPS PAST SIDESWIPE AS SHE BEGINS TO TRANSFORM.	
Dial:	
Slug:	Trans:



Scene: CONTD Panel: 3

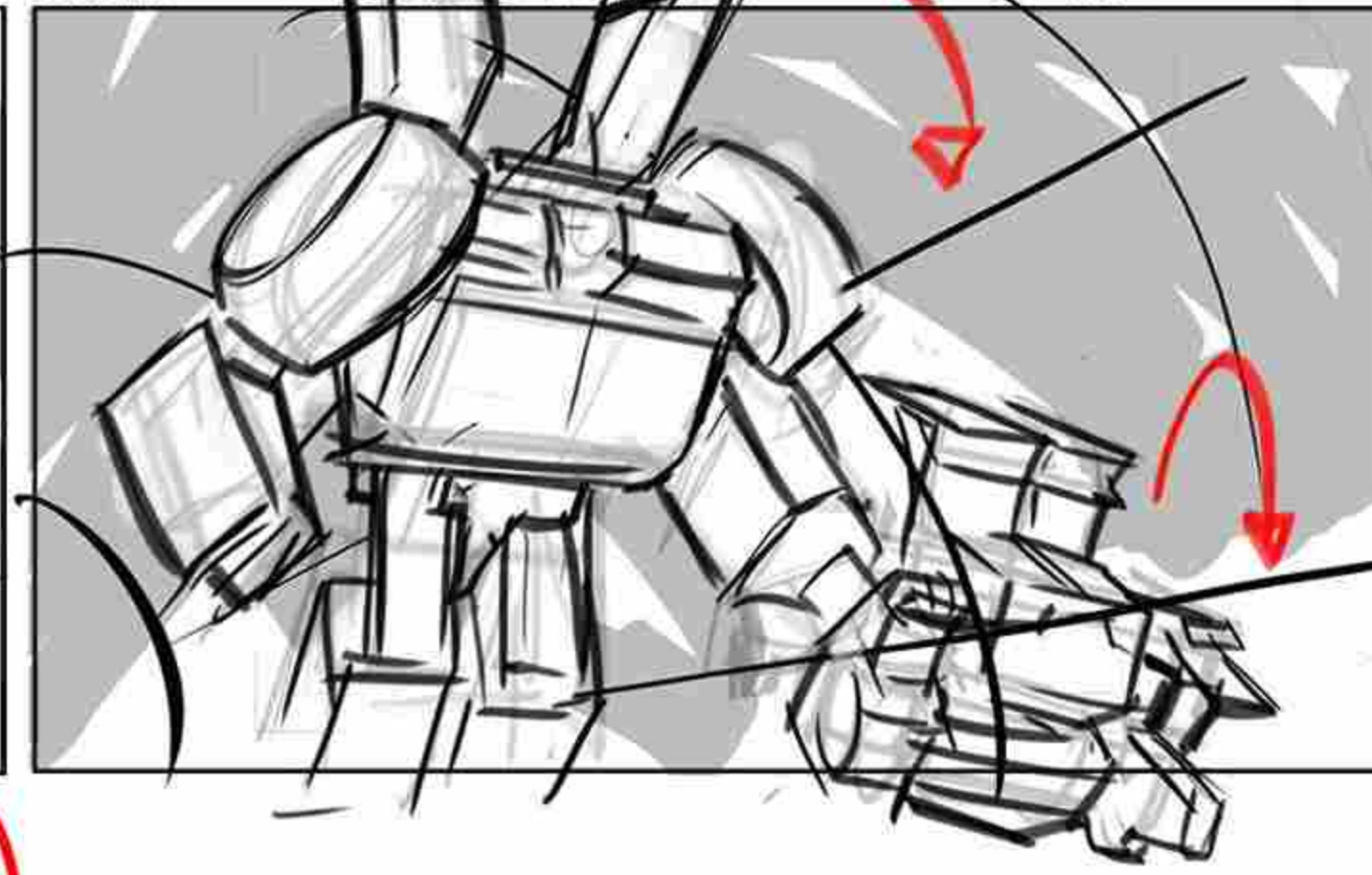
BG:



(SP GAINS IN.)

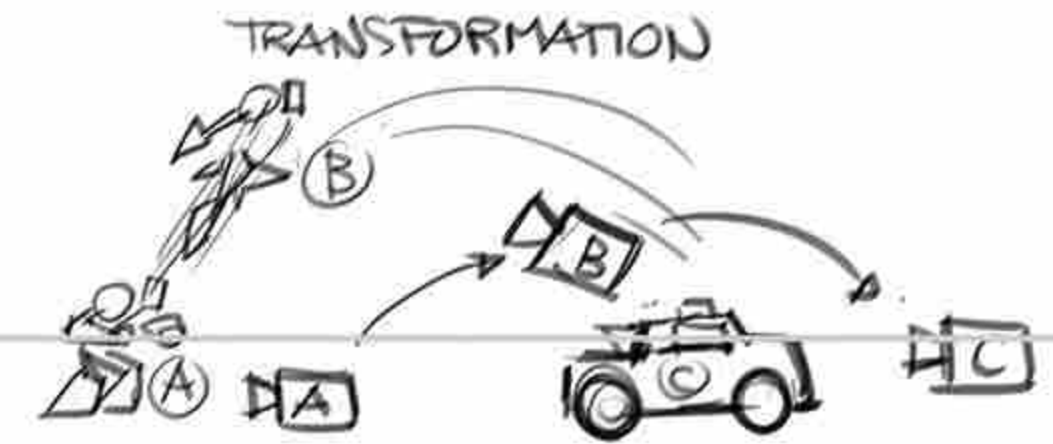
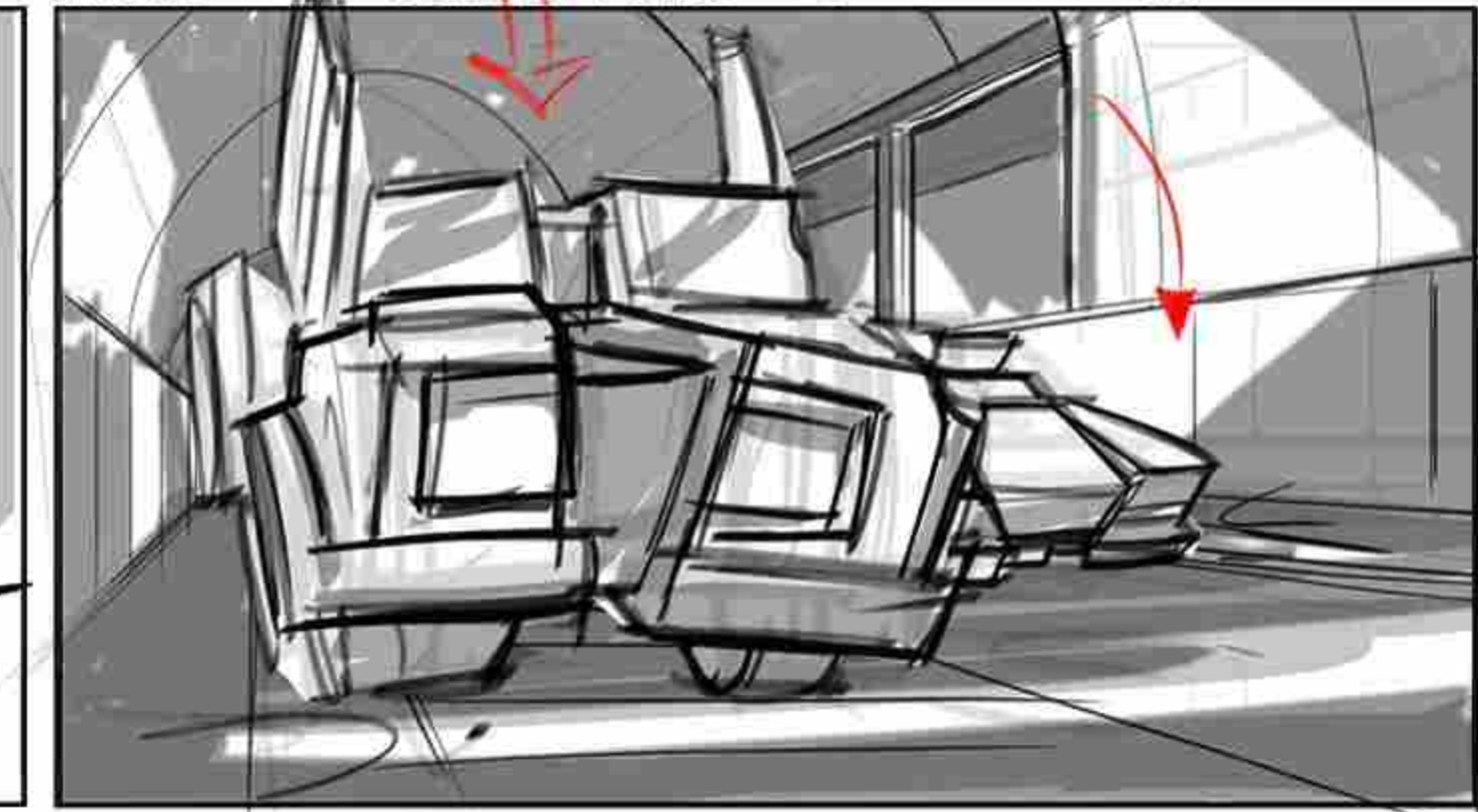
Scene: CONTD Panel: 4

BG:



Scene: CONTD Panel: 5

BG:



Action:  
CAMERA PULLS BACK FAST AS STRONGARM TRANSFORMS., SIDESWIPE IS RIGHT BEHIND HER.

Dial:

Slug: Trans:

Action:  
CAMERA TRACKS AND PIVOTS W/ ACTION.

Dial:

Slug: Trans:

Action:  
THEY LAND AT THE SAME TIME.

Dial:

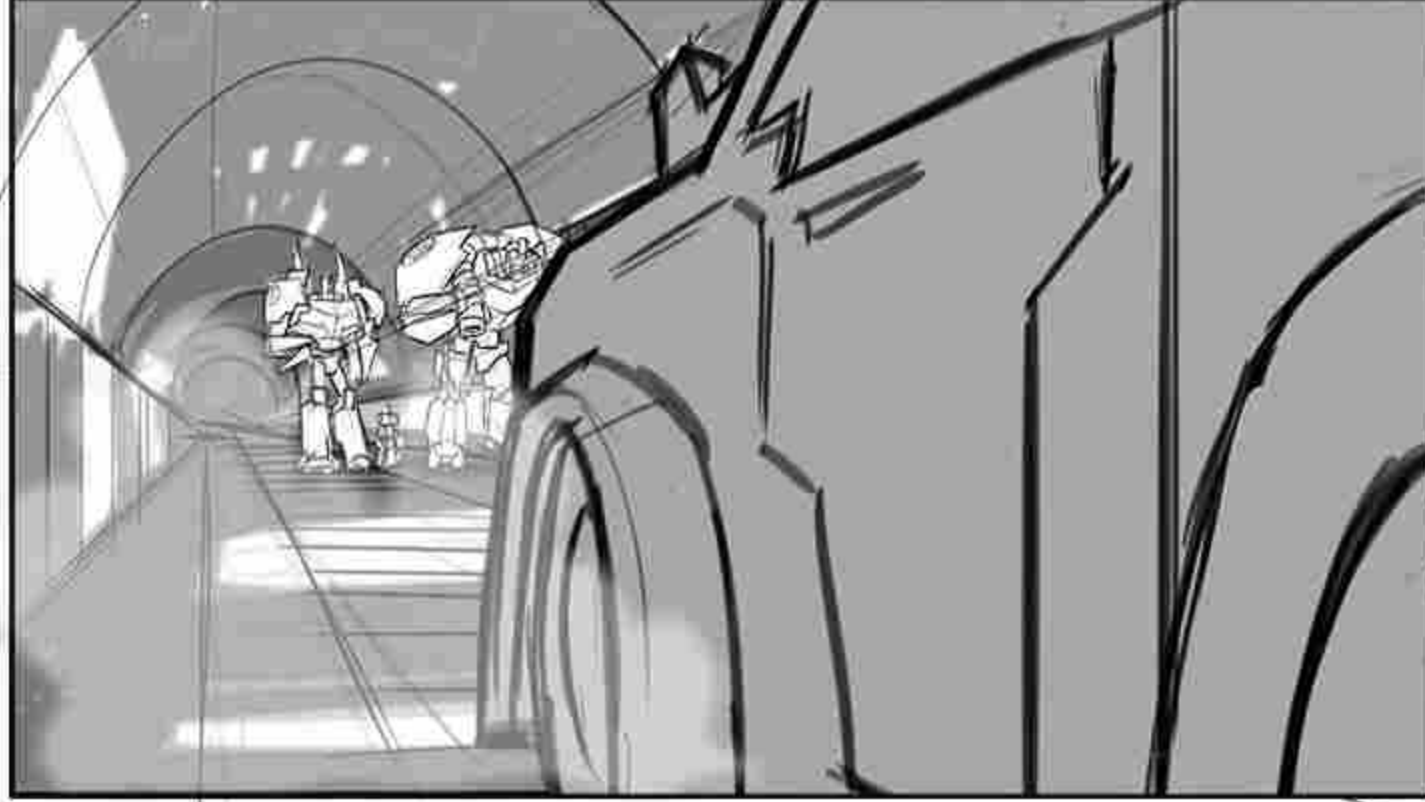
Slug: Trans:



OUT

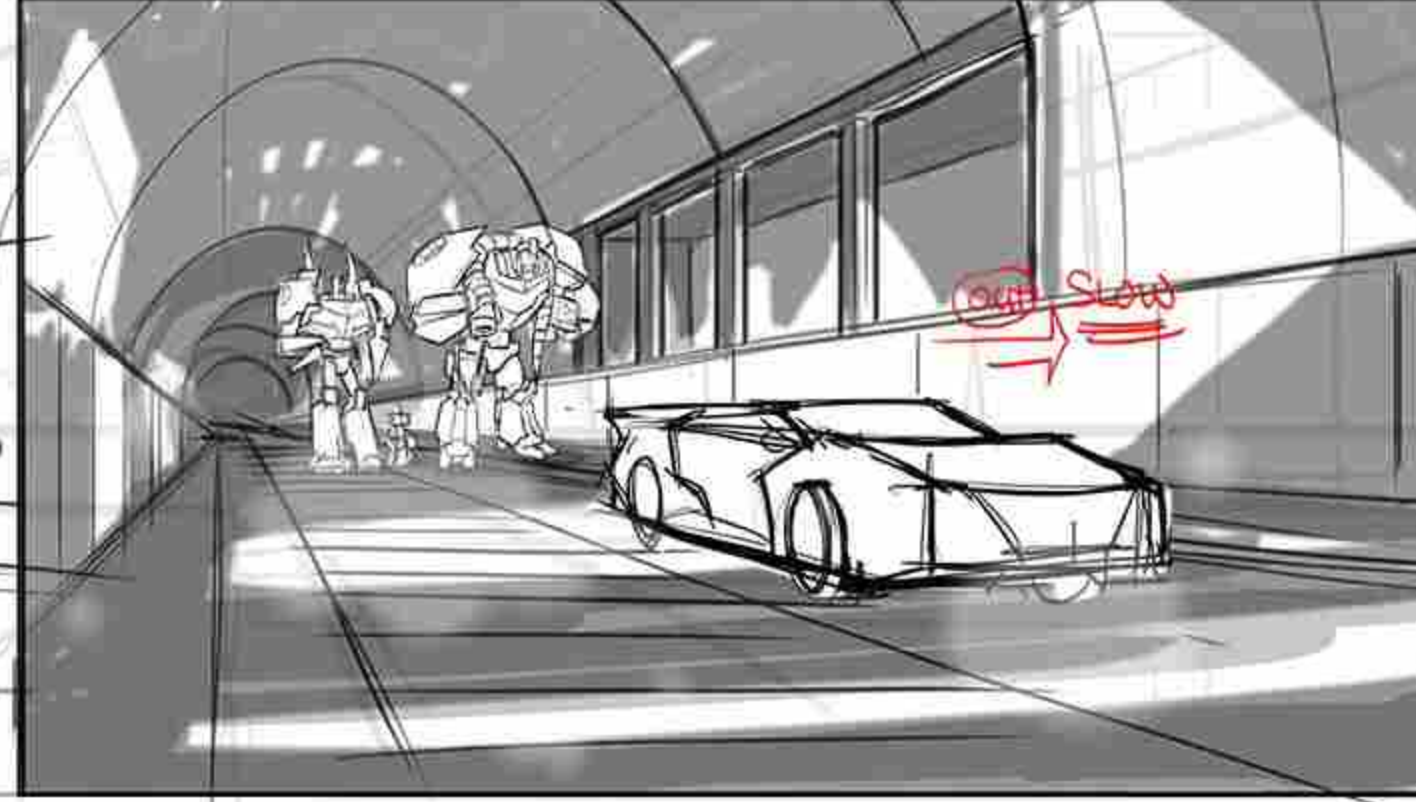
Scene: CONTD Panel: 6

BG:



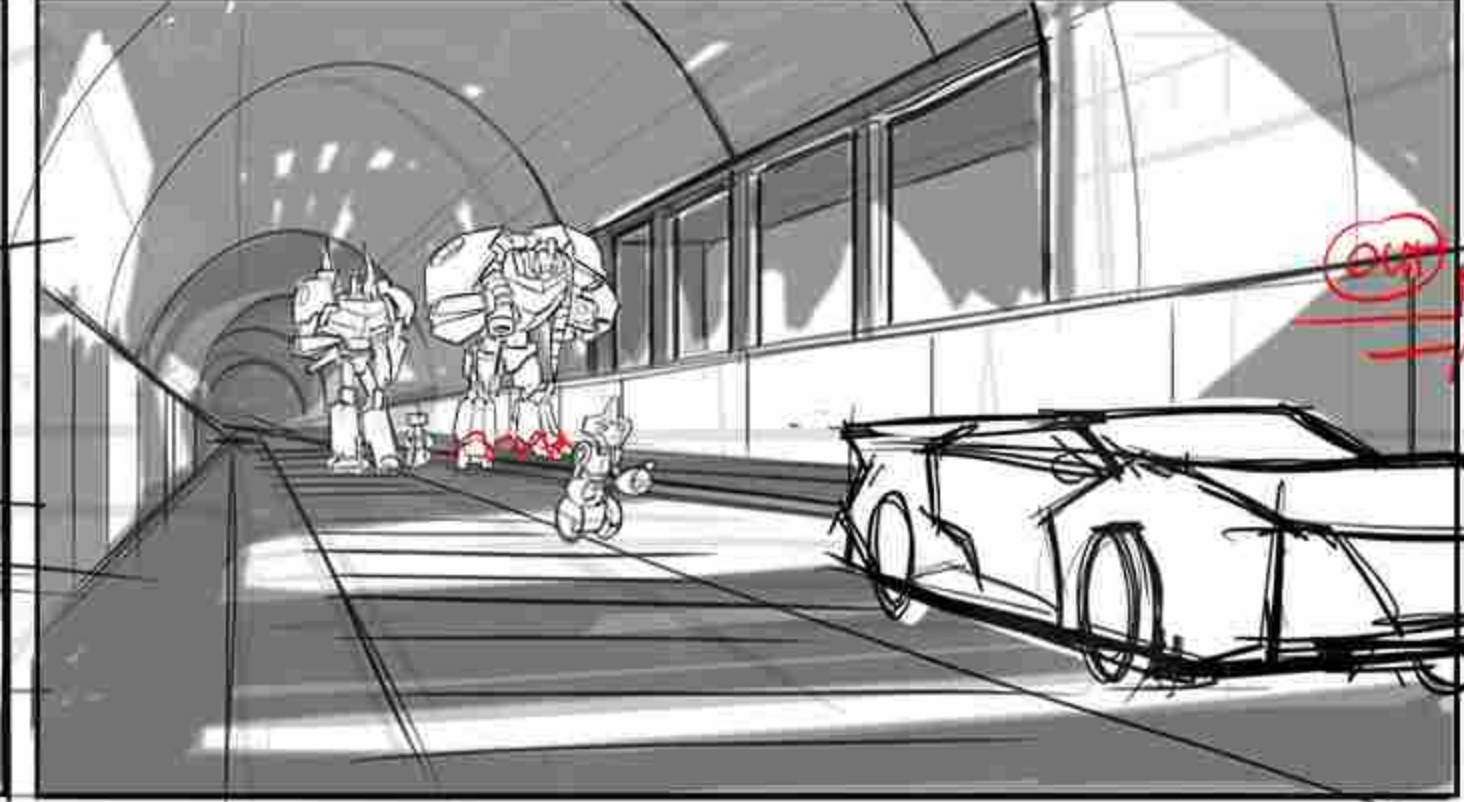
Scene: CONTD Panel: 7

BG:



Scene: CONTD Panel: 8

BG:



Action:

STRONGARM RACES FORWARD AND OUT.

EFX: (DUST)

Dial:

Slug:

Trans:

Action:

SIDESWIPE ONLY MANAGES  
A SUPER-SLOW ROLL.

Dial:

Slug:

Trans:

Action:

FIXIT ROLLS AFTER SIDESWIPE.

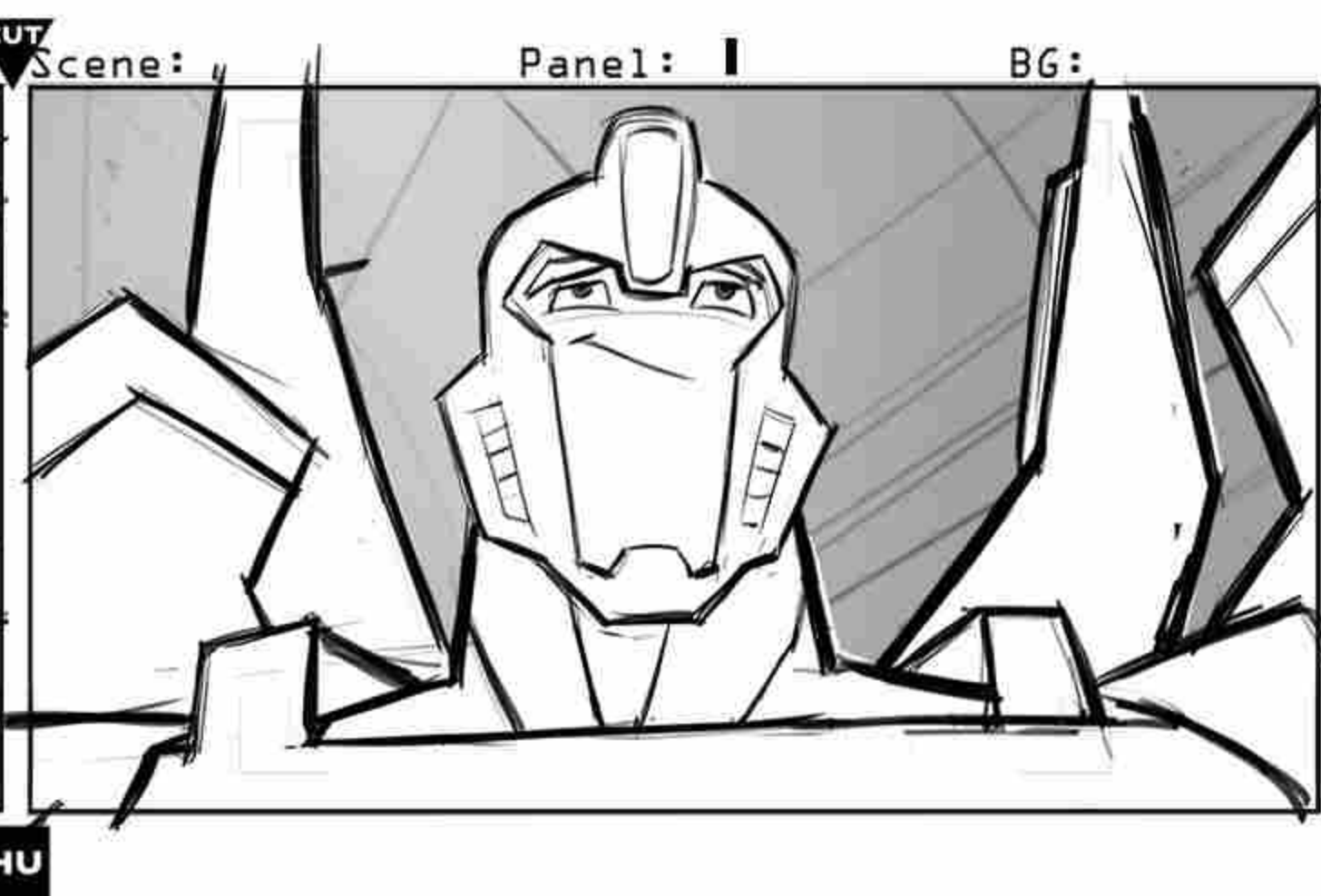
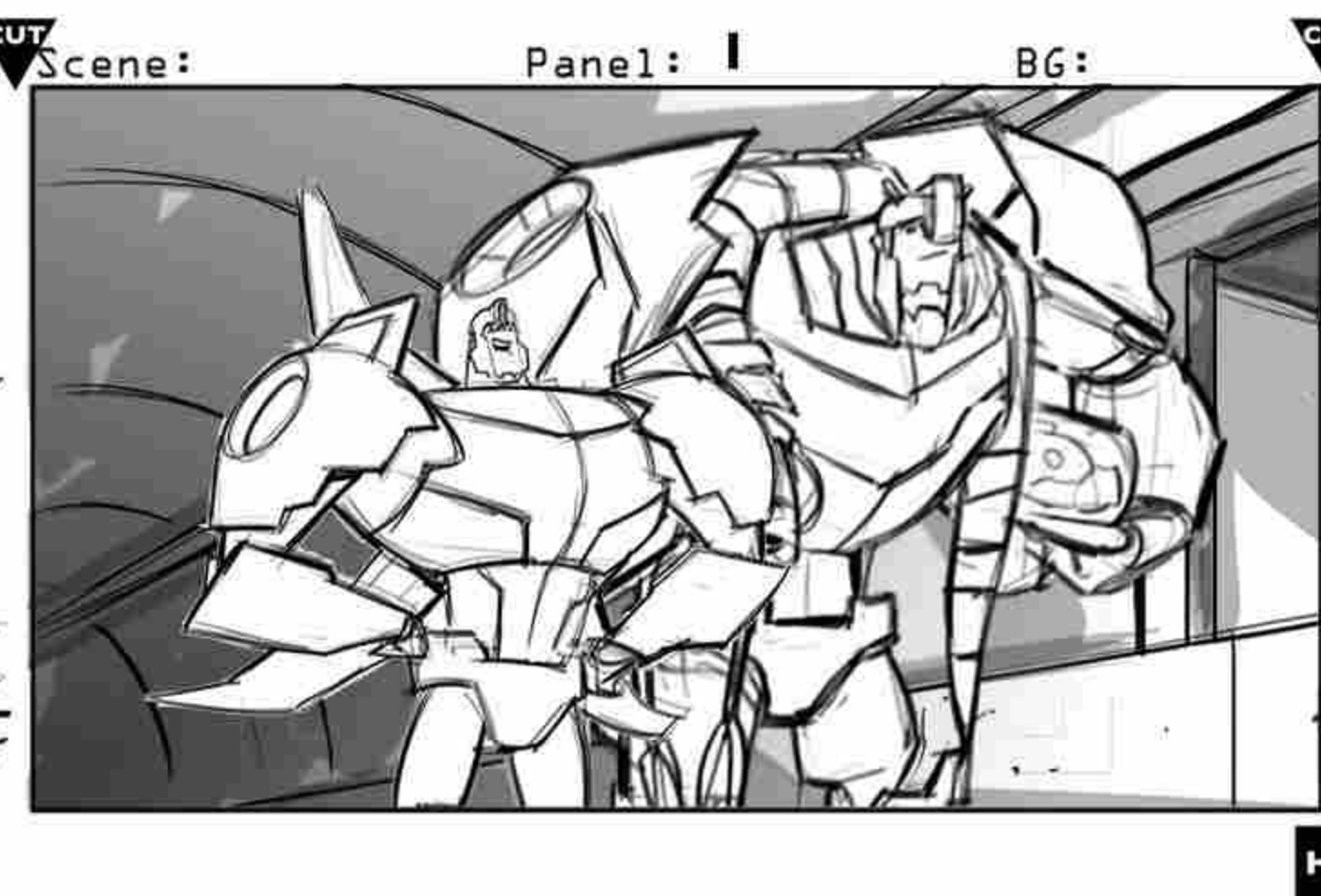
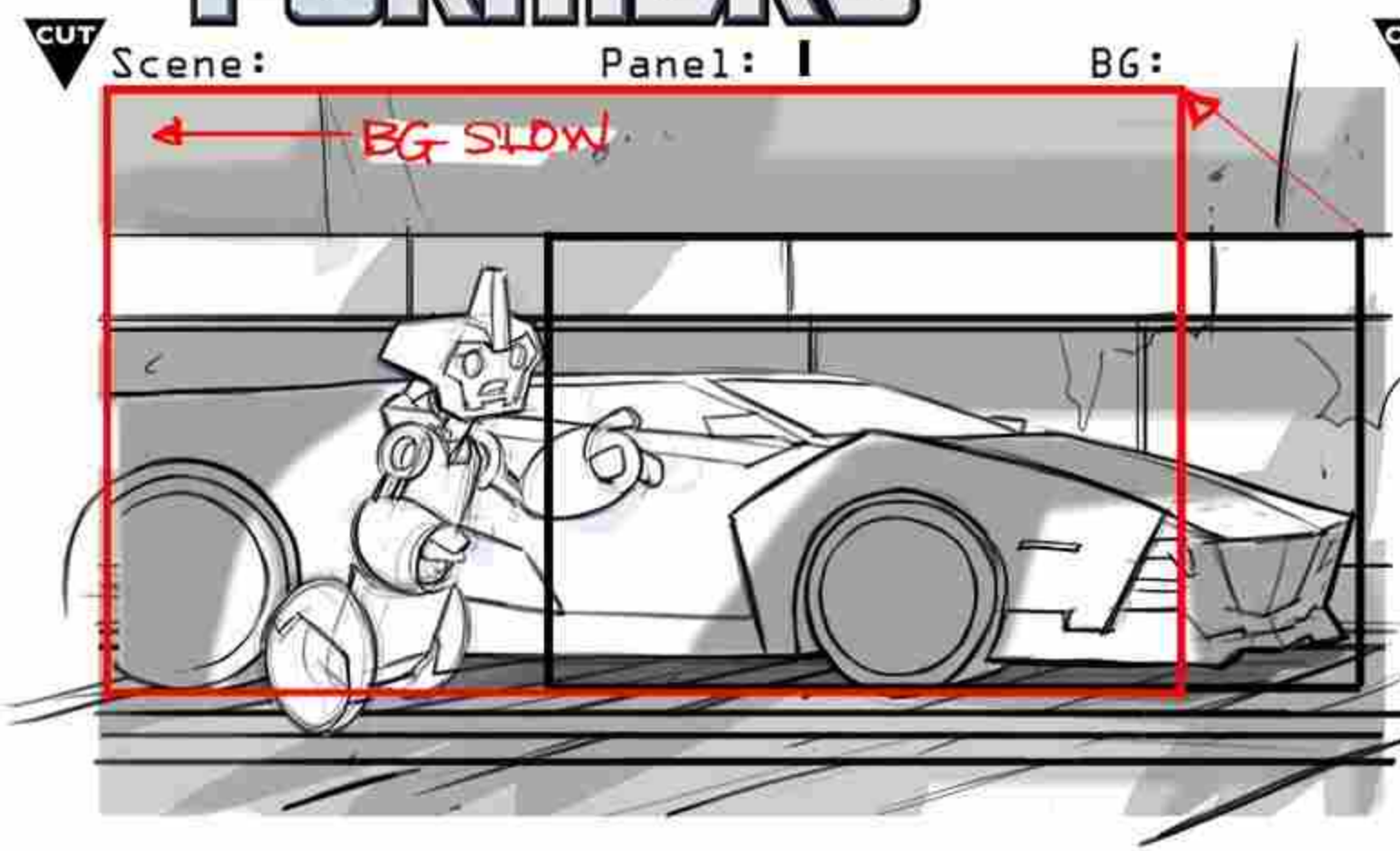
Dial:

238 SIDESWIPE (CONT'D)  
<EFFORTS> FIXIT, WHAT GIVES?

Slug:

Trans:





Action:  
CLOSE ON SIDESWIPE TRUCK OUT AND PAN BG SLOW. FIXIT ROLLS UP BESIDE HIM AND KEEPS PACE WITH SIDESWIPE.

Dial:  
239 FIXIT  
I TOLD YOU; I COULDN'T BE SURE I  
CONNECTED EVERYTHING PROPERLY...

Slug: Trans:

Action:  
WIDE ON BEE AND GRIMLOCK LOOKING AT THE DEPARTING SIDESWIPE AND FIXIT

Dial:  
240 BUMBLEBEE  
I THINK IT CAN WAIT 'TIL WE GET  
BACK TO BASE...

Slug: Trans:

Action:  
CLOSE ON BEE SMILING WICKEDLY.

Dial:

Slug: Trans:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Scene: Panel: BG:

NO PANEL

Action:

Dial:

240 BUMBLEBEE (SMILES WICKEDLY)  
...AT LEAST, UNTIL SIDESWIPE PICKS  
UP STRONGARM'S EXTRA PATROL SHIFTS.

Slug:

Trans:

Action:

BEE EXITS.

Dial:

Slug:

Trans:

Action:

Dial:

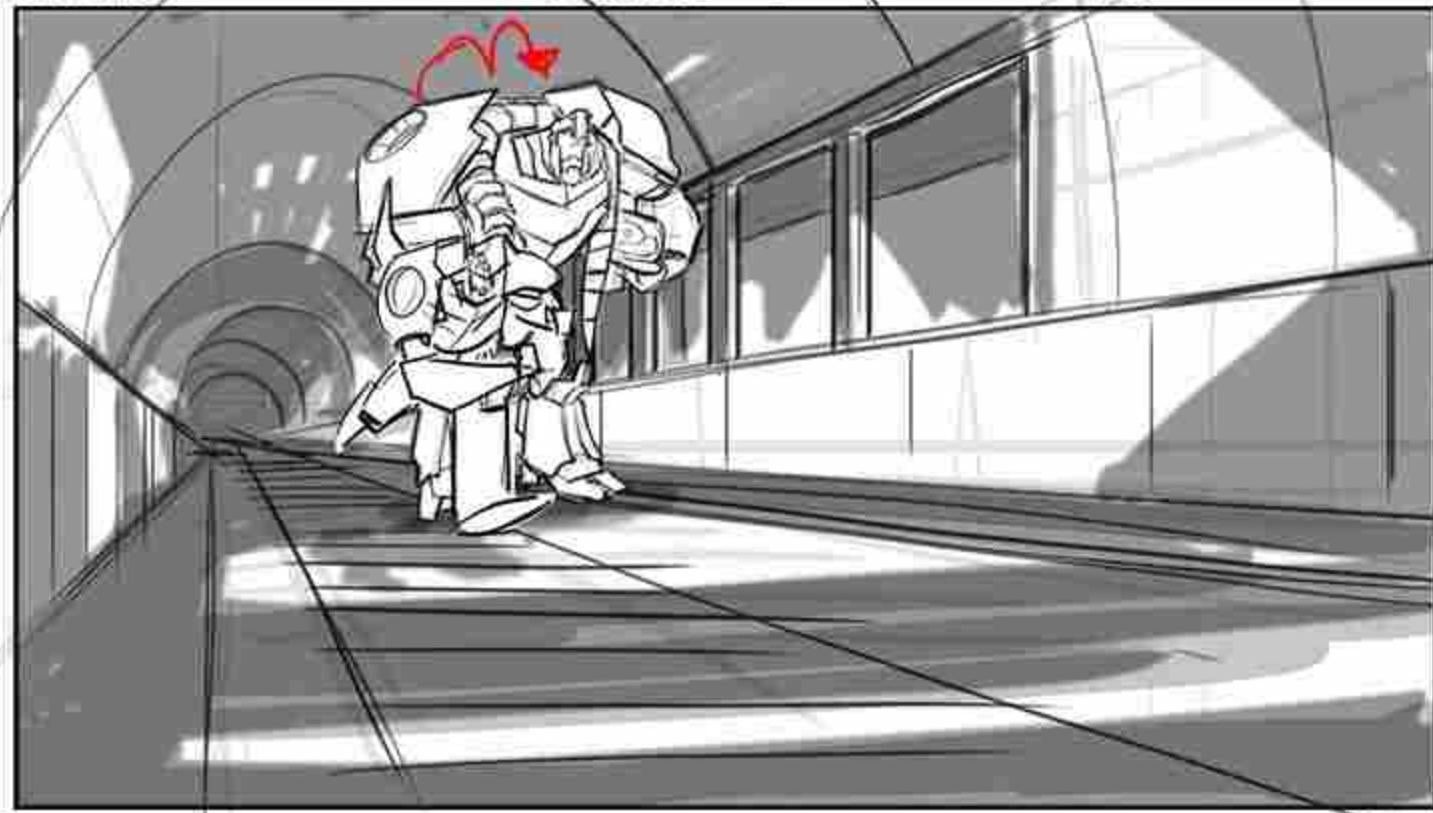
Slug:

Trans:

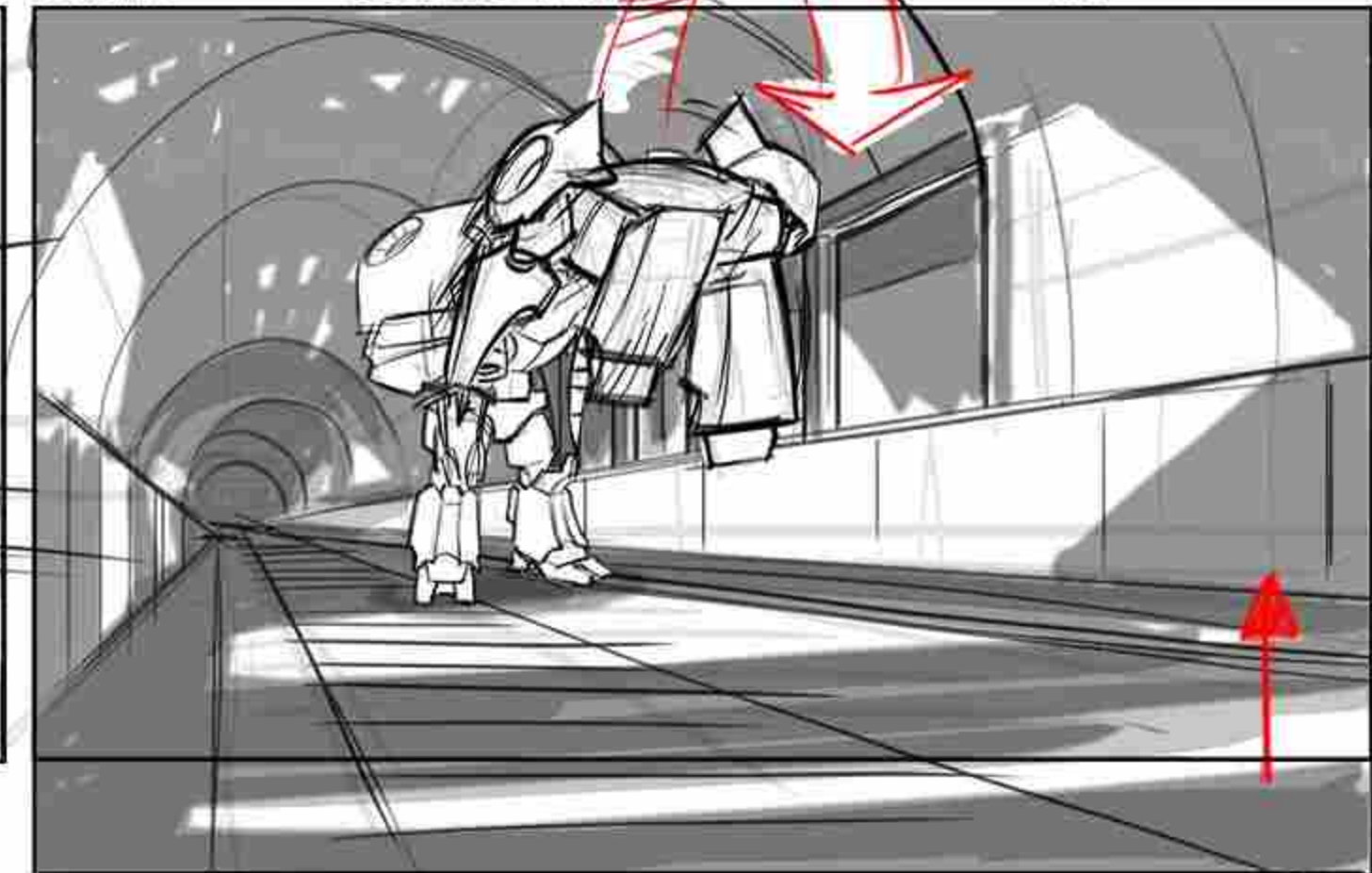


CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



HU

Action:	
WIDE ON TUNNEL AS BEE TRANSFORMS FORWARD.	
Dial:	
Slug:	Trans:

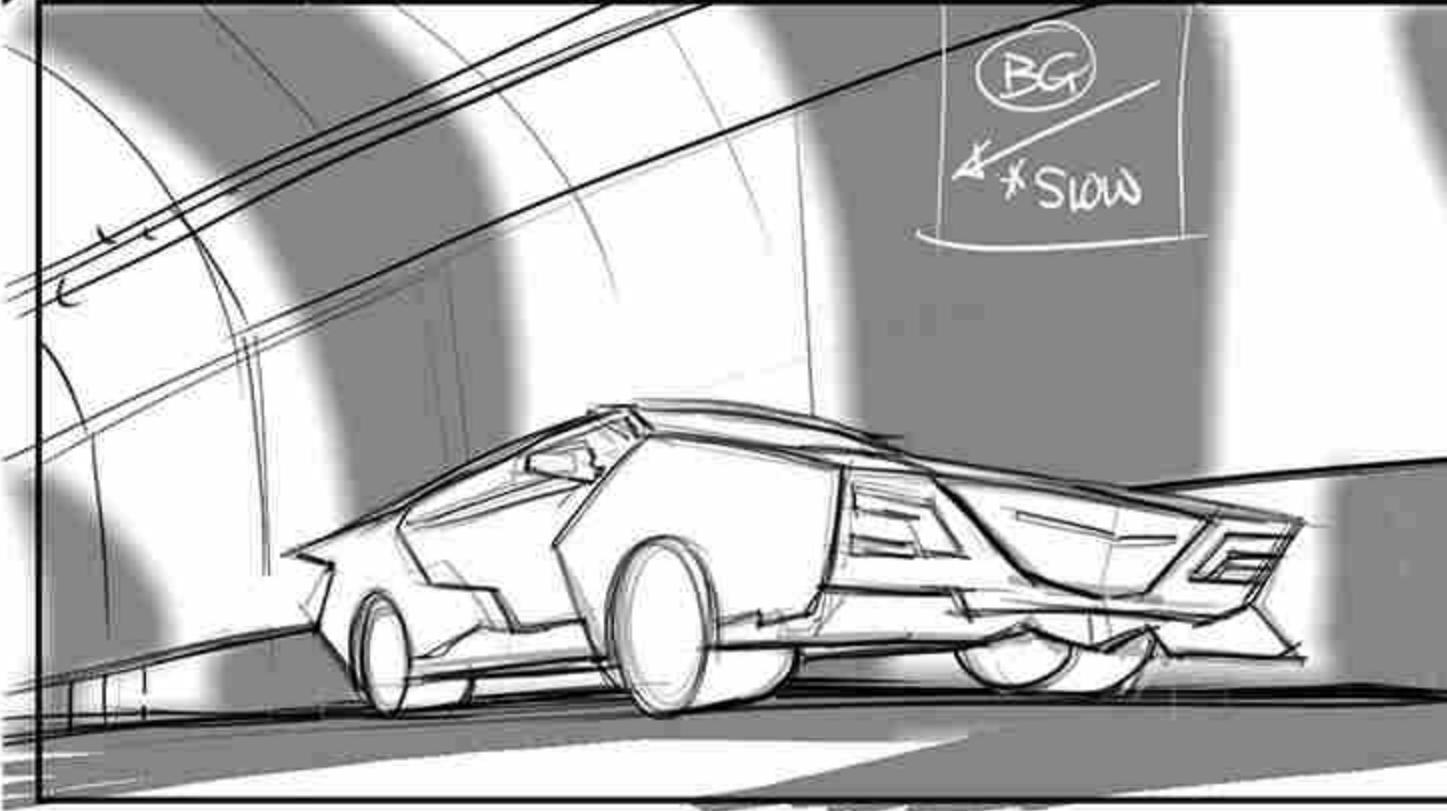
Action:	
ADJUST CAMERA AS BEE LEAPS UPWARDS.	
Dial:	
Slug:	Trans:

Action:	
ADJUST CAMERA AS VEHICLE BEE LANDS, ZOOMING OUT OF SCENE.	
Dial:	
Slug:	Trans:

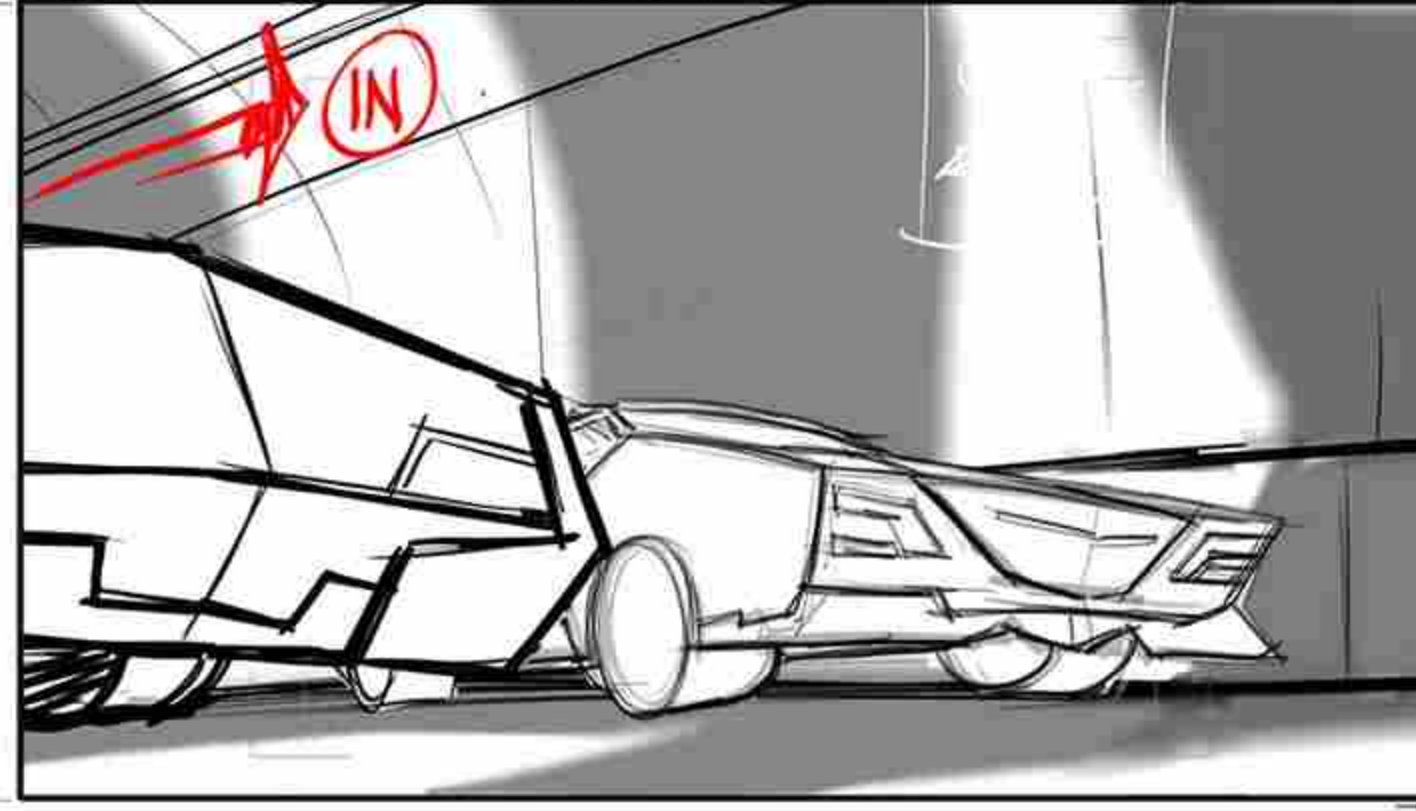


CUT

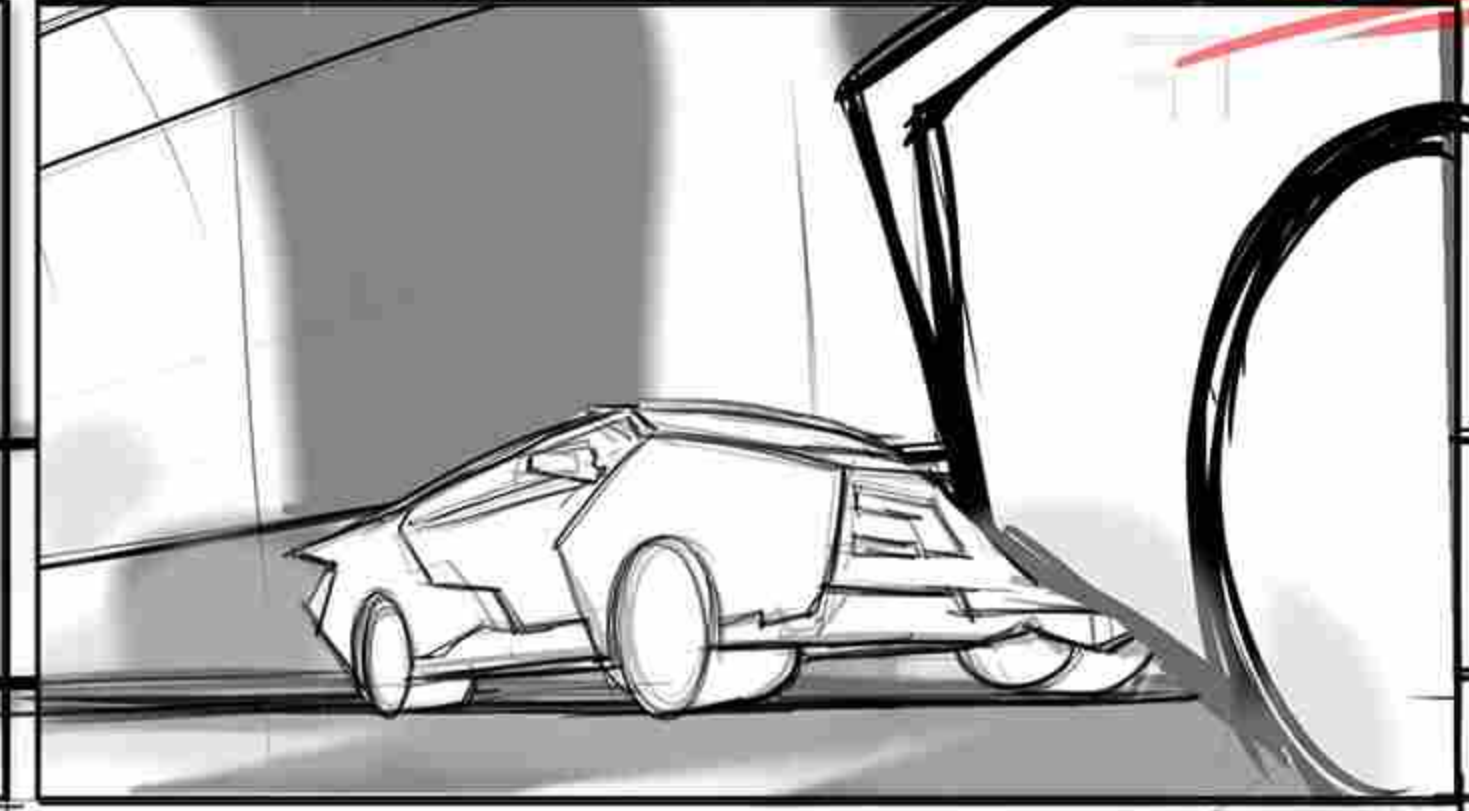
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

ANGLE ON SIDESWIPE STRUGGLING ALONG.  
PAN BG SLOW.

Dial:

Slug:

Trans:

Action:

BEE ZOOMS PAST HIM.

Dial:

Slug:

Trans:

Action:

EFX:(DUST)

Dial:

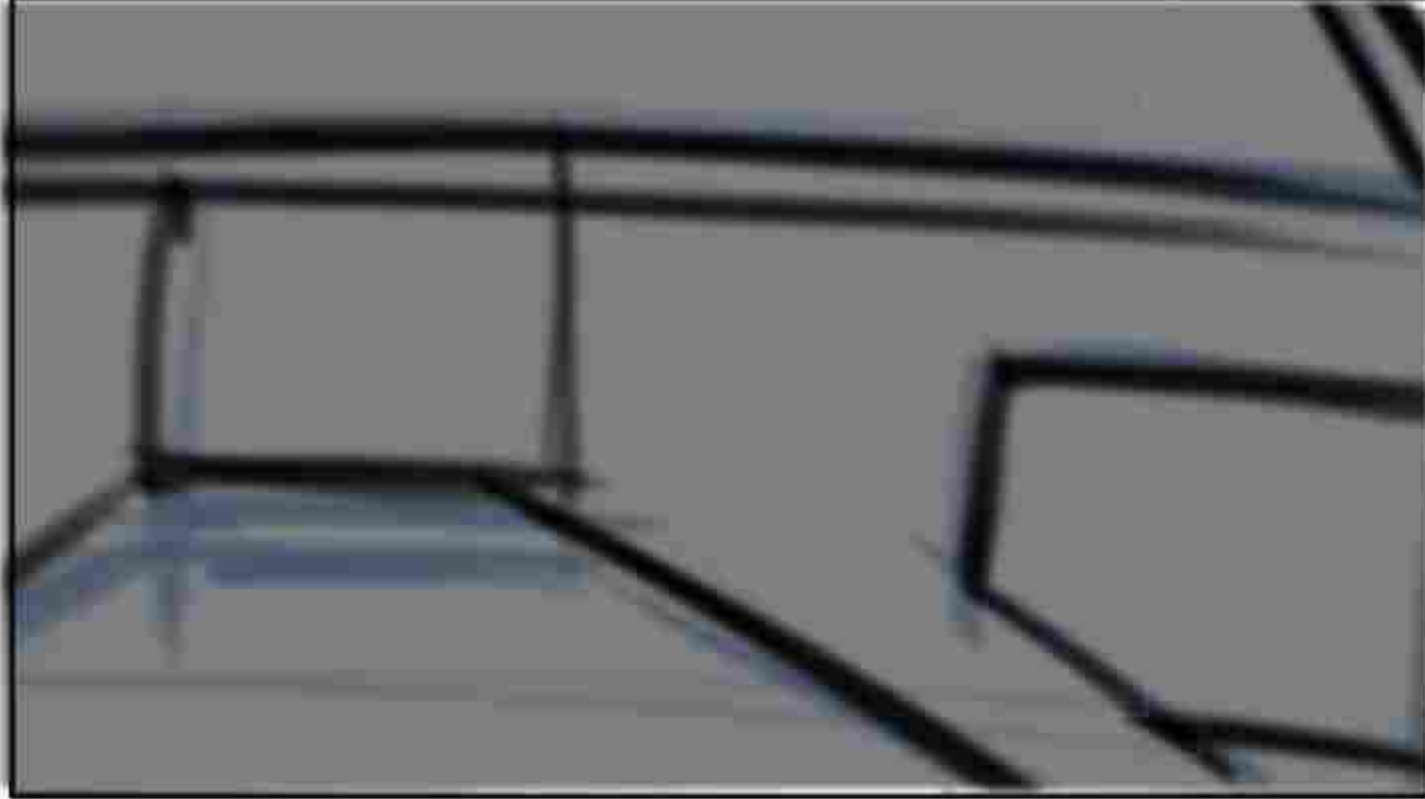
Slug:

Trans:

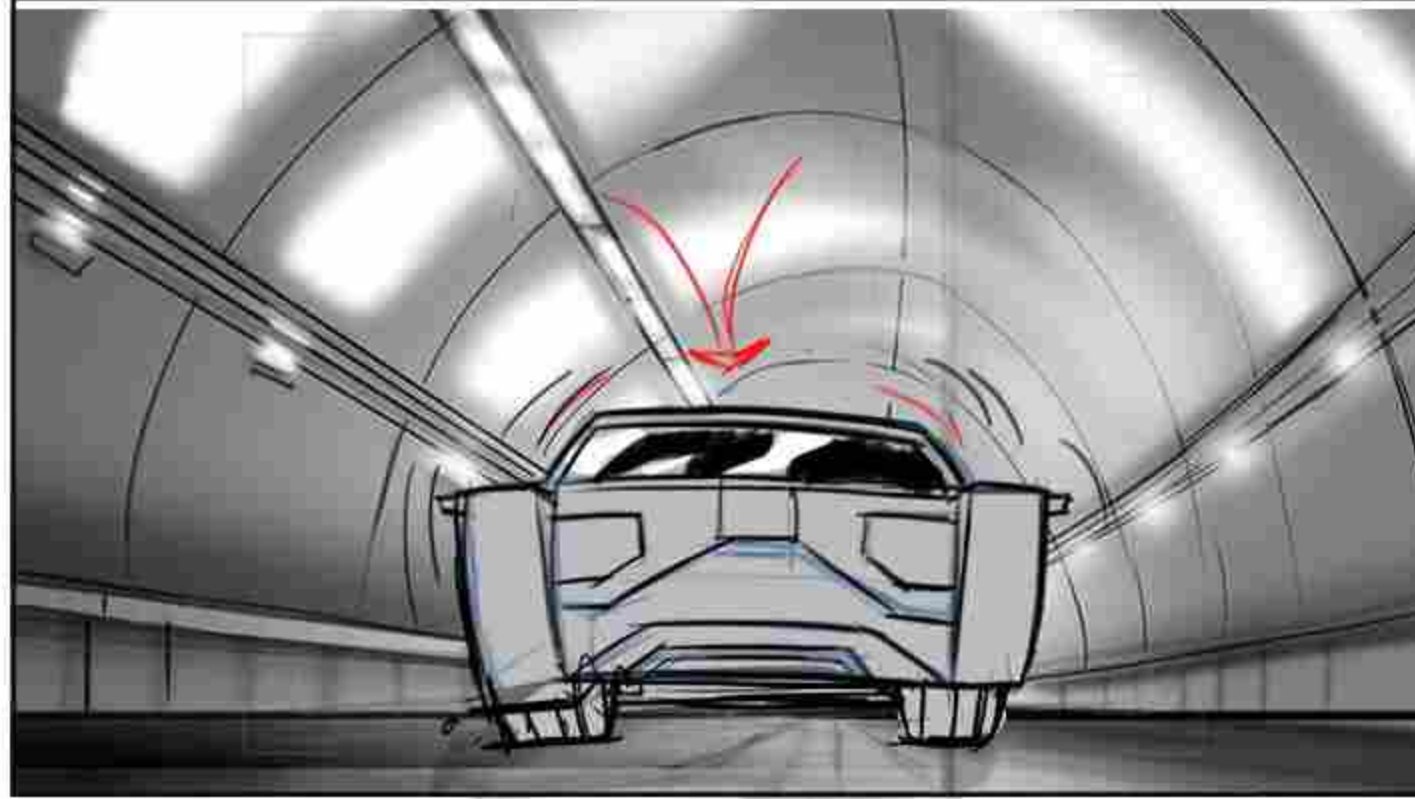




Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

START POSE. CLOSE ON V-MODE BEE'S TAIL.

EFX: (SHADOWS)

Dial:

Slug:

Trans:

Action:

HE RACES DOWN THE TUNNEL AFTER STRONGARM.

Dial:

Slug:

Trans:

Action:

SFX: (GRIMLOCK TRANSFORMATION)(OS)

Dial:

Slug:

Trans:

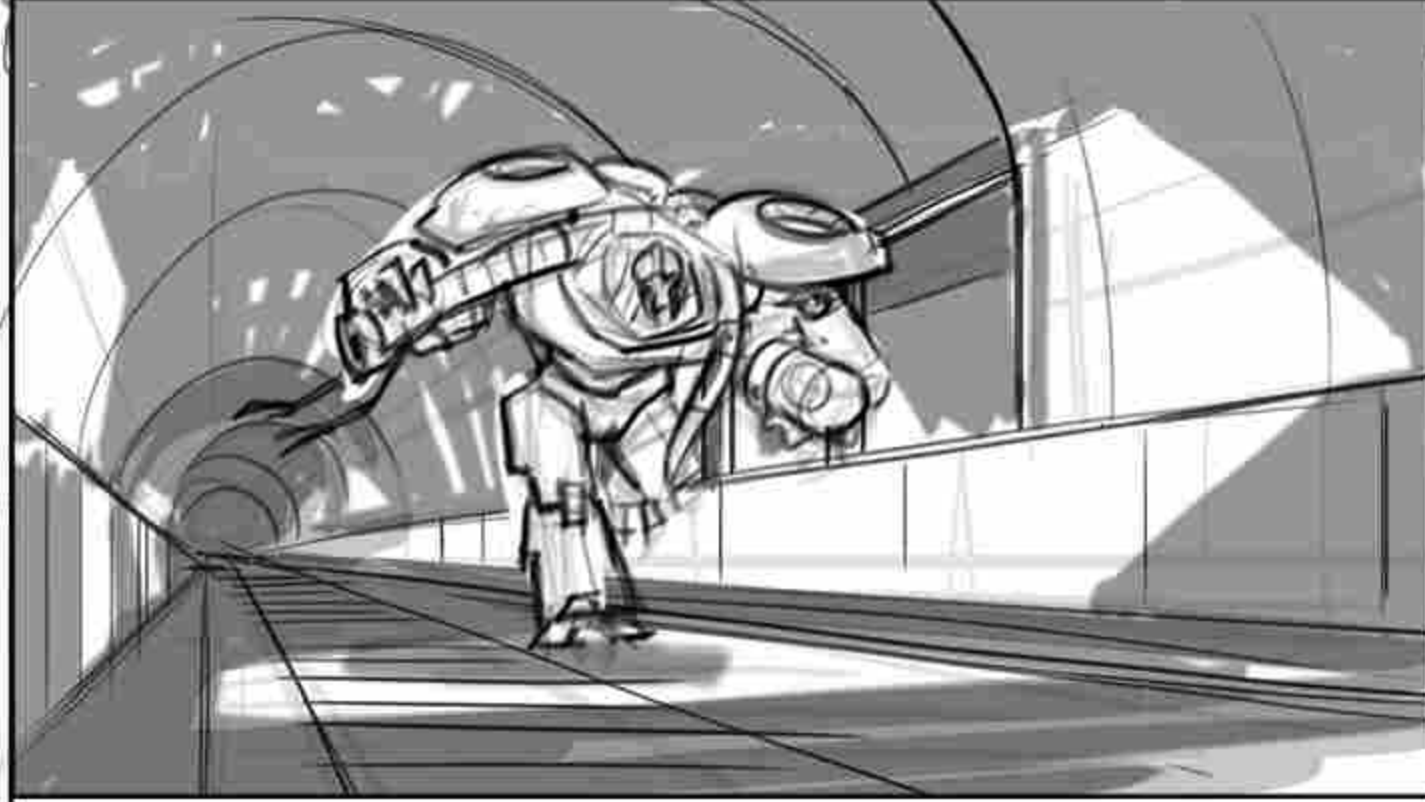


CUT

Scene:

Panel: 1

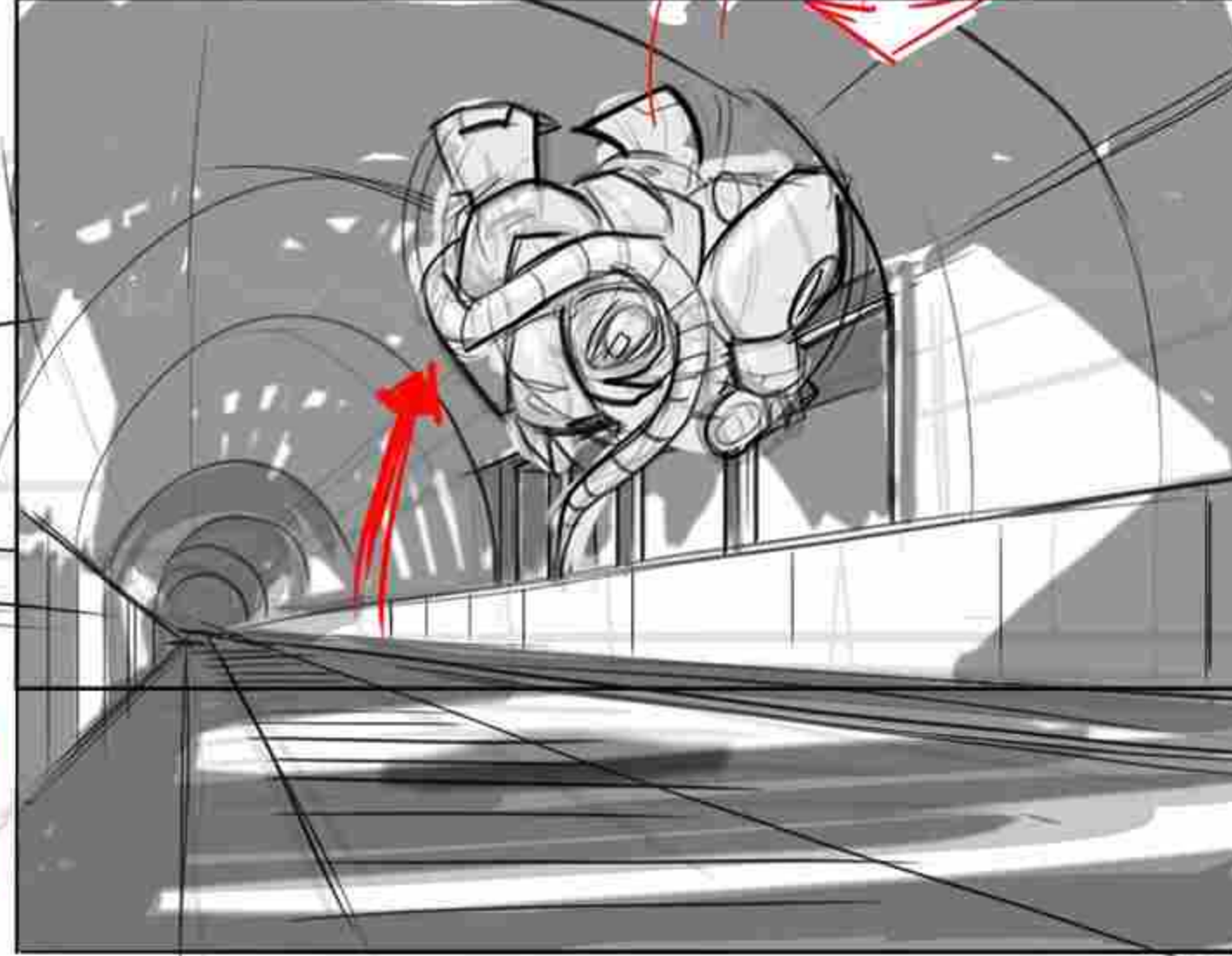
BG:



Scene:

CONTD Panel: 2

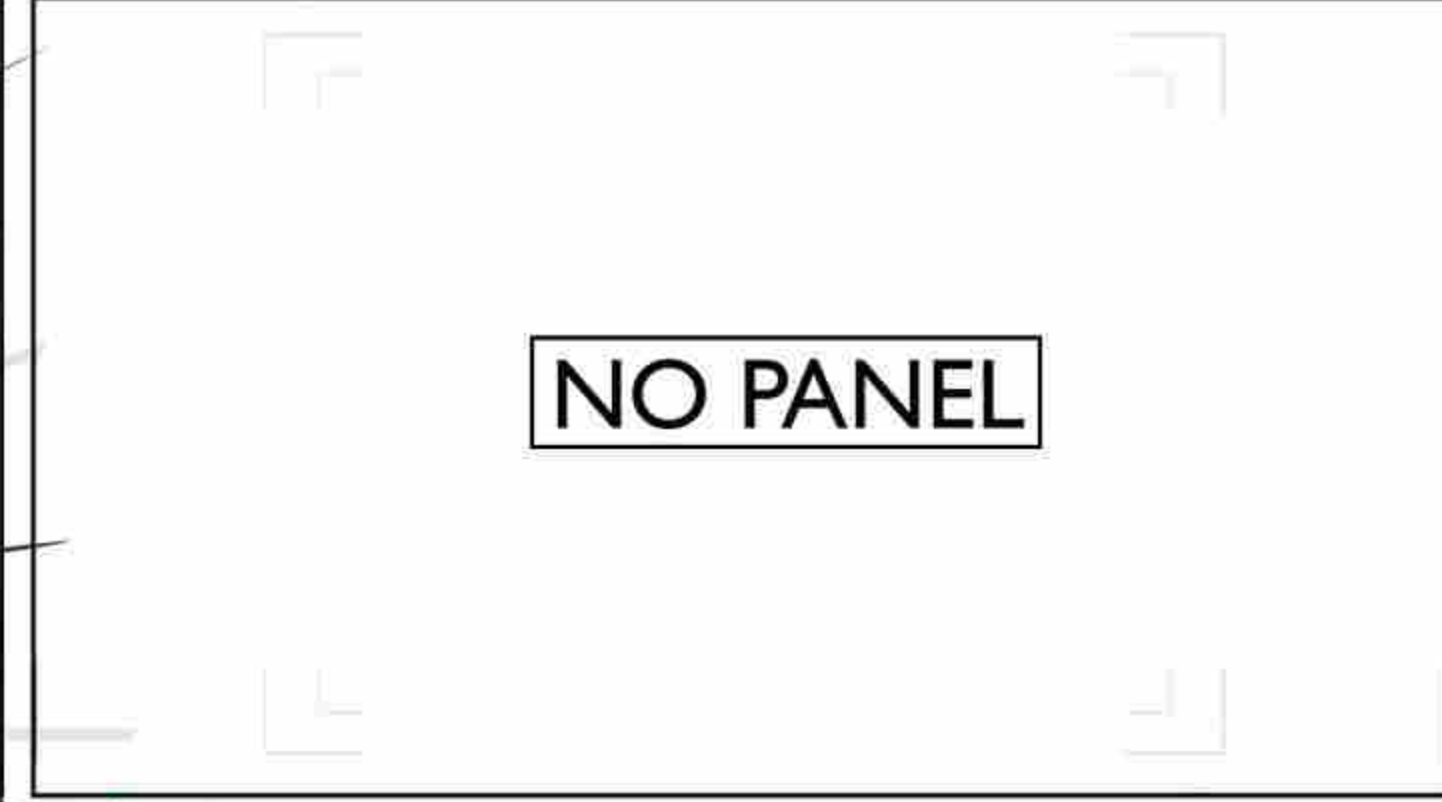
BG:



Scene:

CONTD Panel:

BG:



NO PANEL

HU

Action:

WIDE ON TUNNEL AS GRIMLOCK RUNS FORWARD.

Dial:

Slug:

Trans:

Action:

ADJUST CAMERA AS BEE LEAPS UPWARDS.

Dial:

Slug:

Trans:

Action:

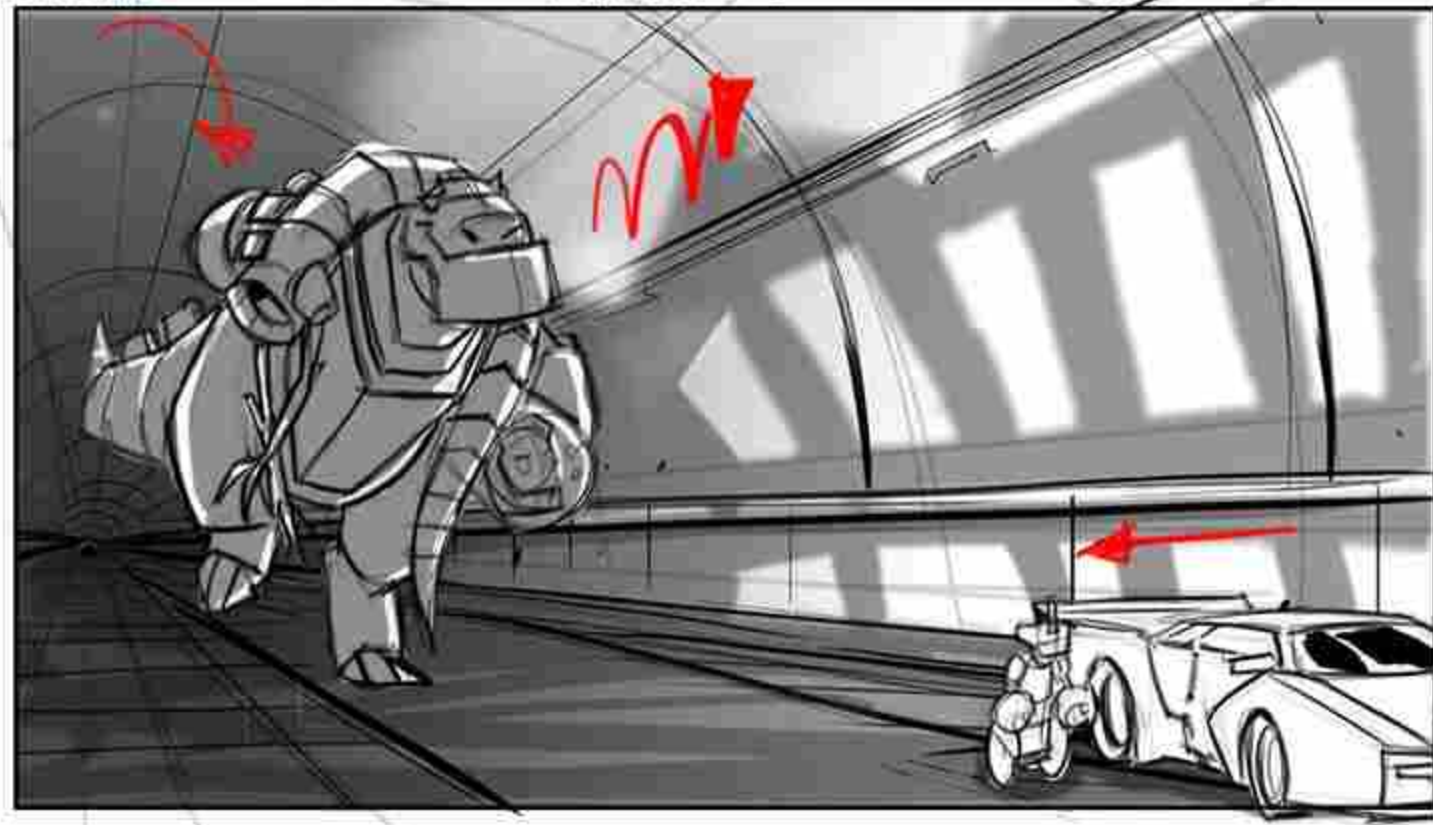
Dial:

Slug:

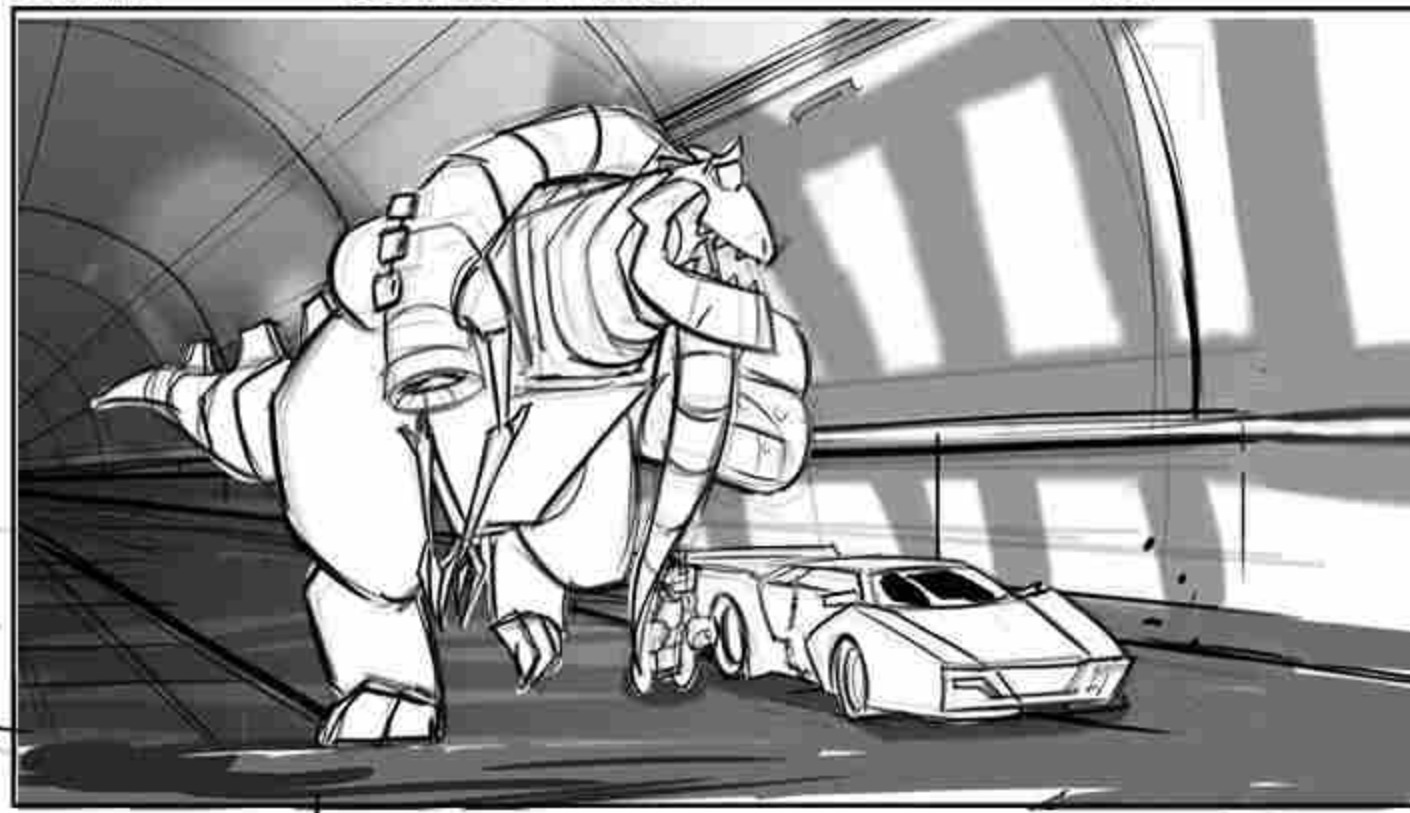
Trans:



Scene:                      Panel: 1                      BG:



Scene:                      CONTD Panel: 2                      BG:



Scene:                      CONTD Panel: 3                      BG:



Action:  
  
TRACK CAMERA AS GRIMLOCK LANDS THEN TROTS UP BESIDE SIDESWIPE AND FIXIT.

Dial:

Slug:      Trans:

Action:

Dial:  
24! GRIMLOCK  
(GRINNING)  
I'VE ALWAYS WANTED TO KNOW WHAT IT WAS LIKE TO BE FASTER THAN SOMEBODY...

Slug:      Trans:

Action:  
  
THEN RUNS PAST THEM AND OUT.

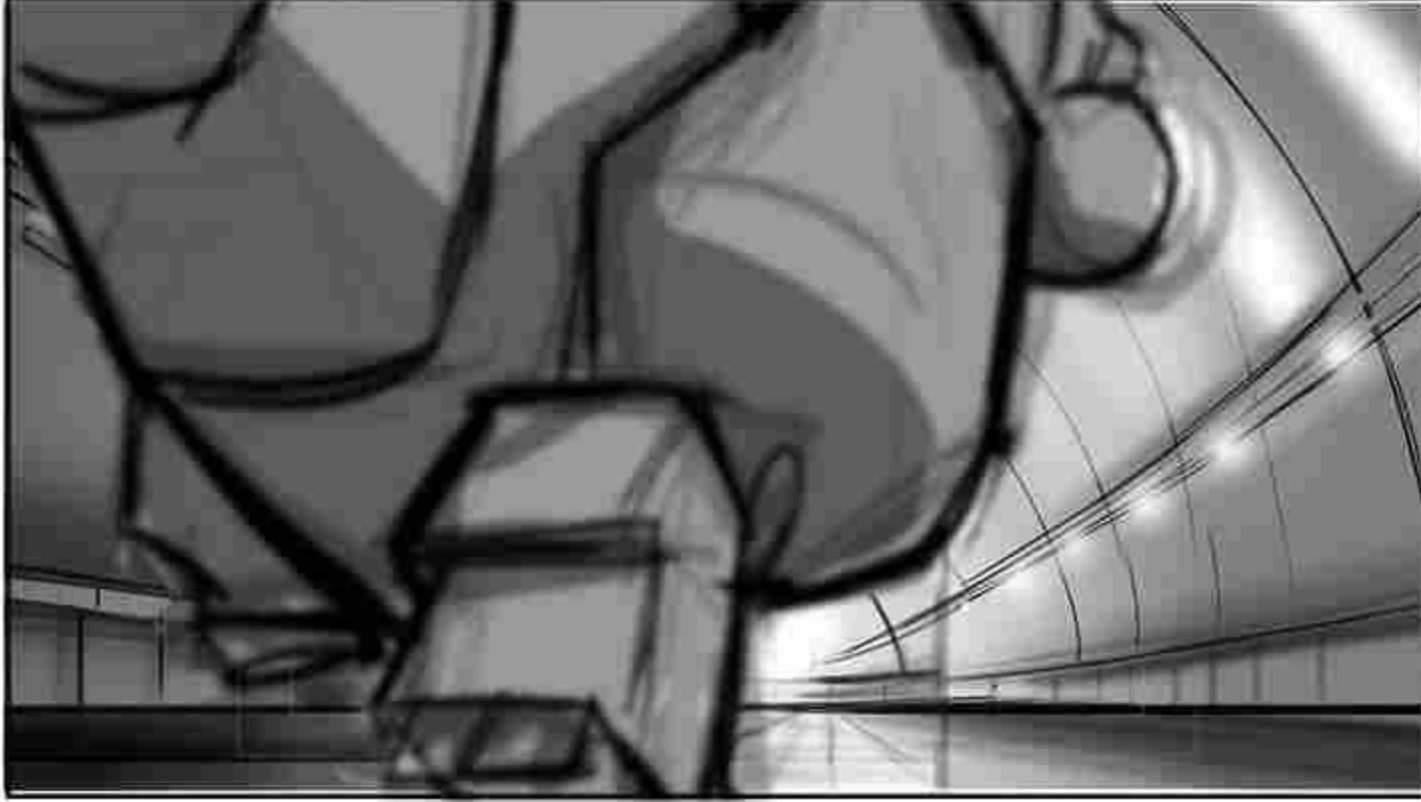
Dial:

Slug:      Trans:



CUT

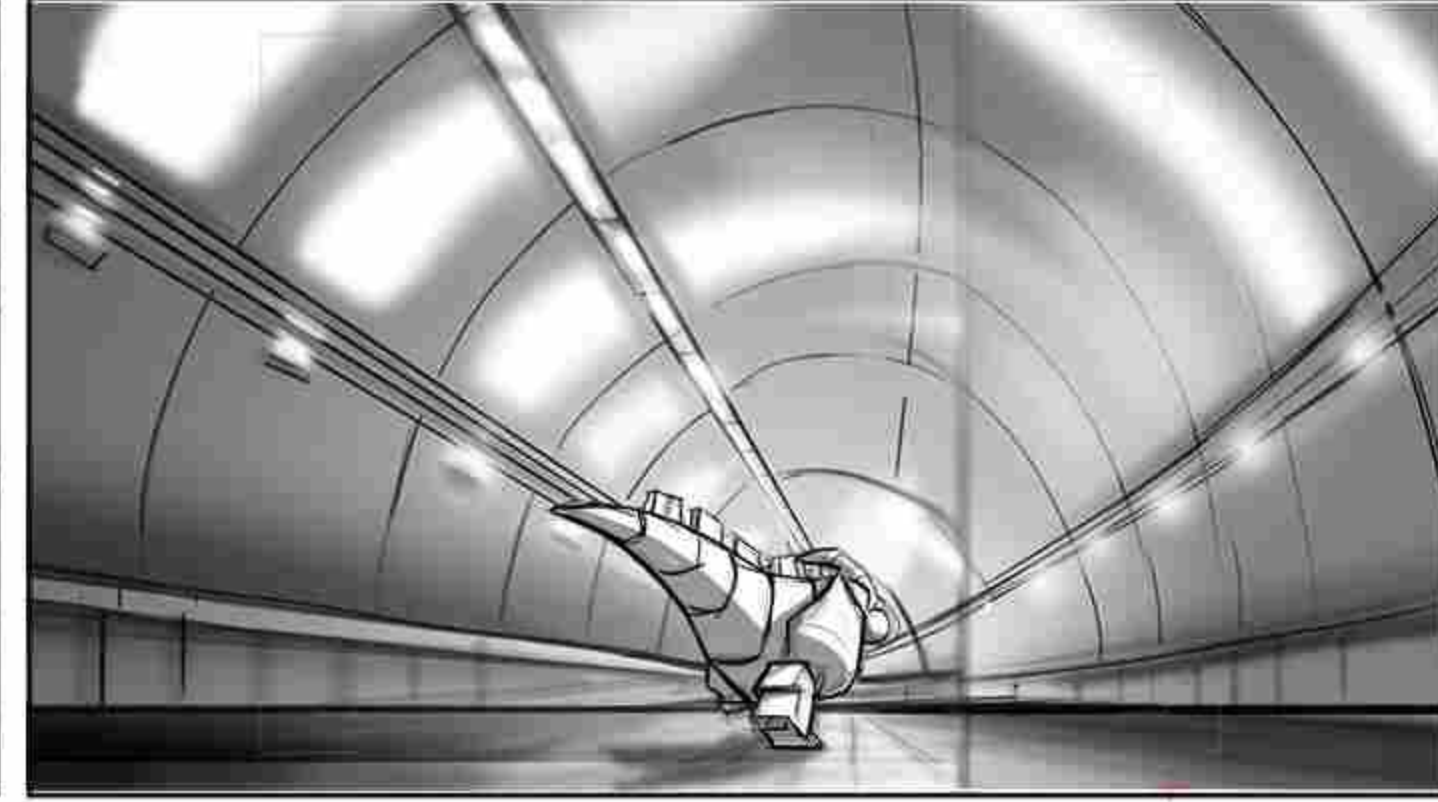
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

START GRIMLOCK IN SCENE. HU RUNING ACTION.

Dial:

Slug:

Trans:

Action:

HE RUNS DOWN THE TUNNEL.

Dial:

Slug:

Trans:

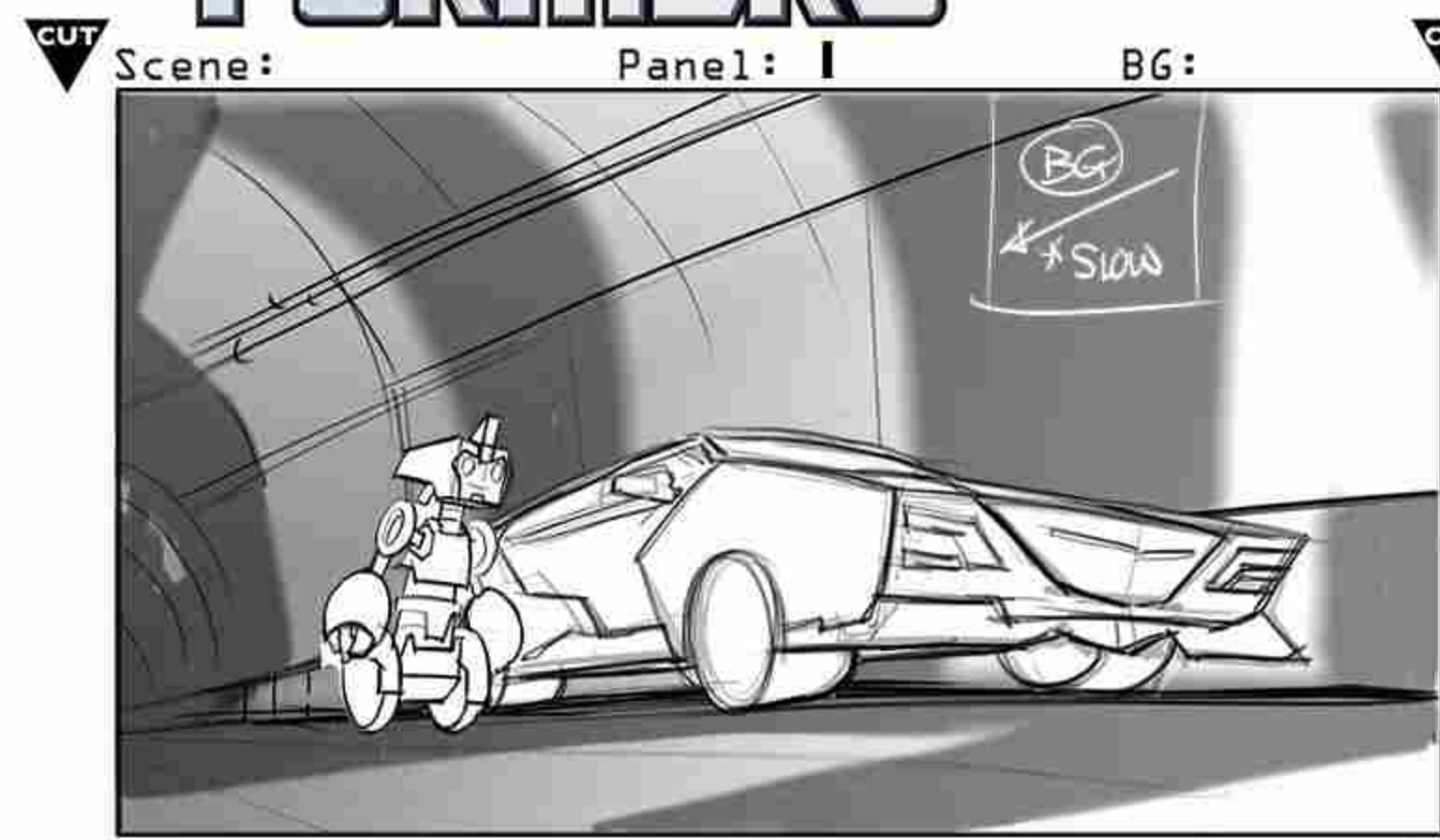
Action:

Dial:

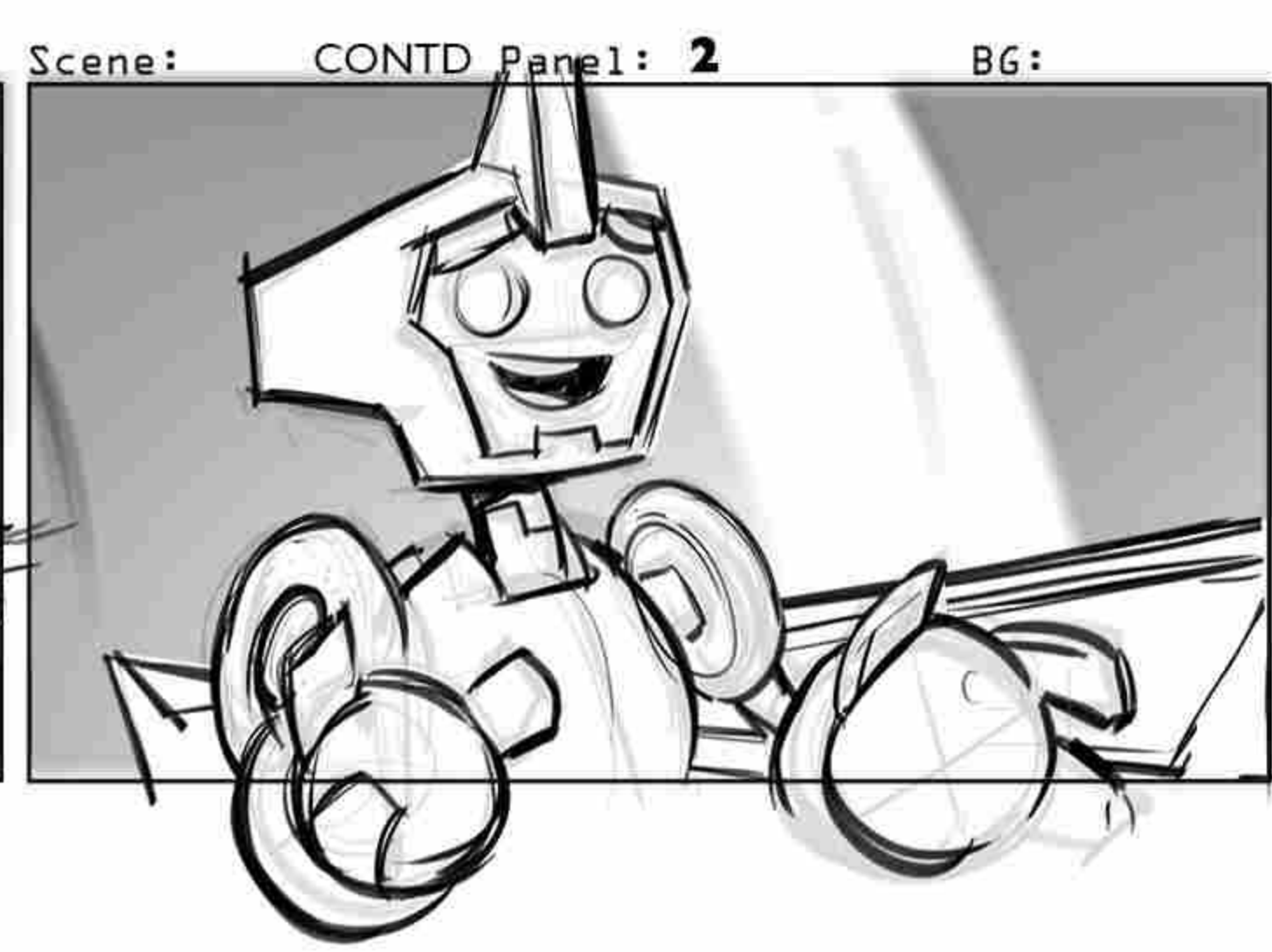
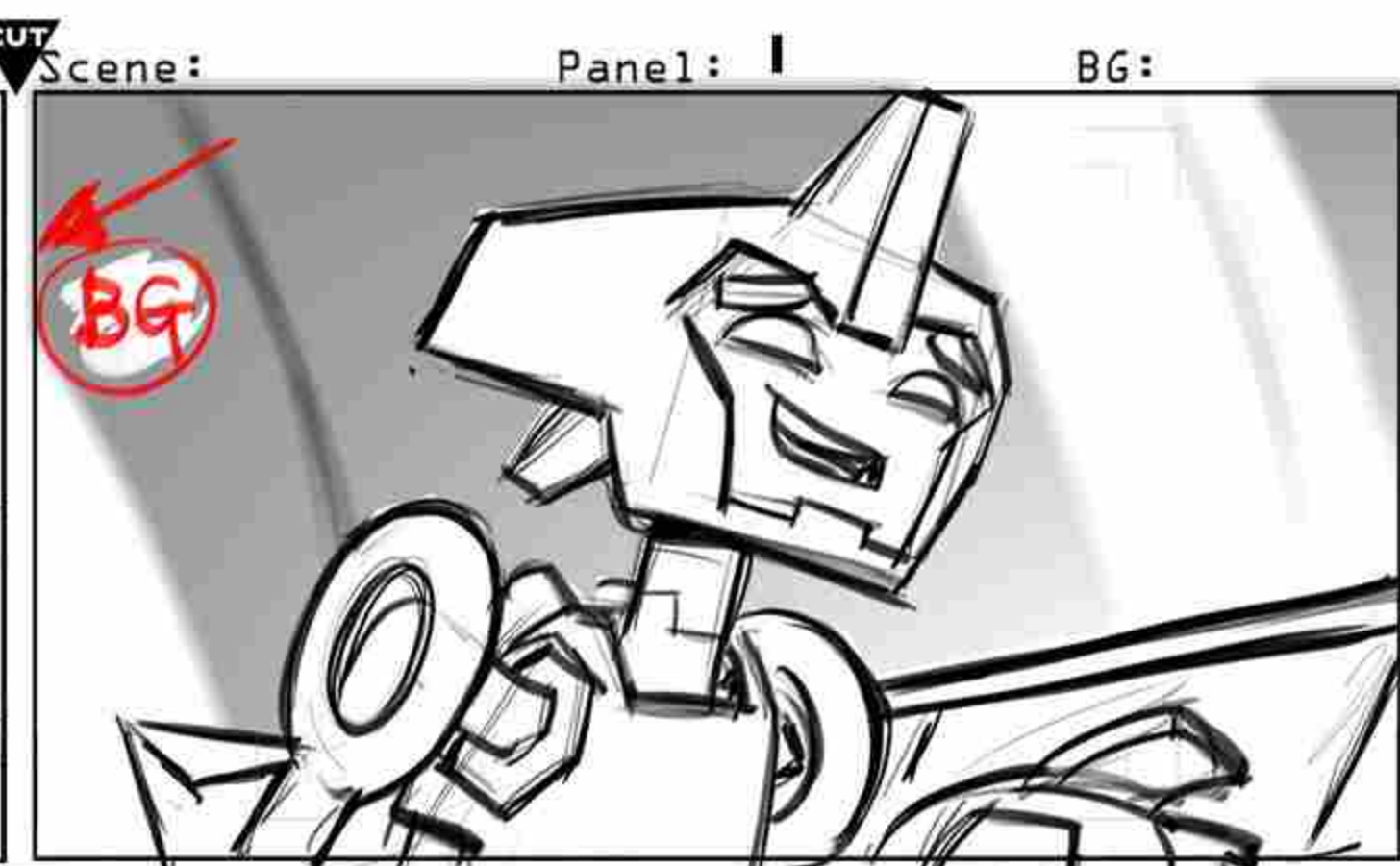
Slug:

Trans:





HU



Action:

ANGLE ON FIXIT ROLLING ALONGSIDE A STRUGLLING SIDESWIPE.

Dial:

242 SIDESWIPE  
<EFFORT!> AW, SCRAP.

Slug: Trans:

Action:

CLOSE ON FIXIT.

Dial:

243 FIXIT  
DON'T WORRY, SIDESWIPE. I'LL STAY  
RIGHT BY YOUR SIDE 'TIL WE'RE HOME.

Slug: Trans:

Action:

Dial:

243 FIXIT (CONTD)  
HEY, DO YOU WANNA HEAR HOW I  
REATTACHED YOUR HEAD? IT'S A LONG  
AND DISGUSTING STORY!

Slug: Trans:

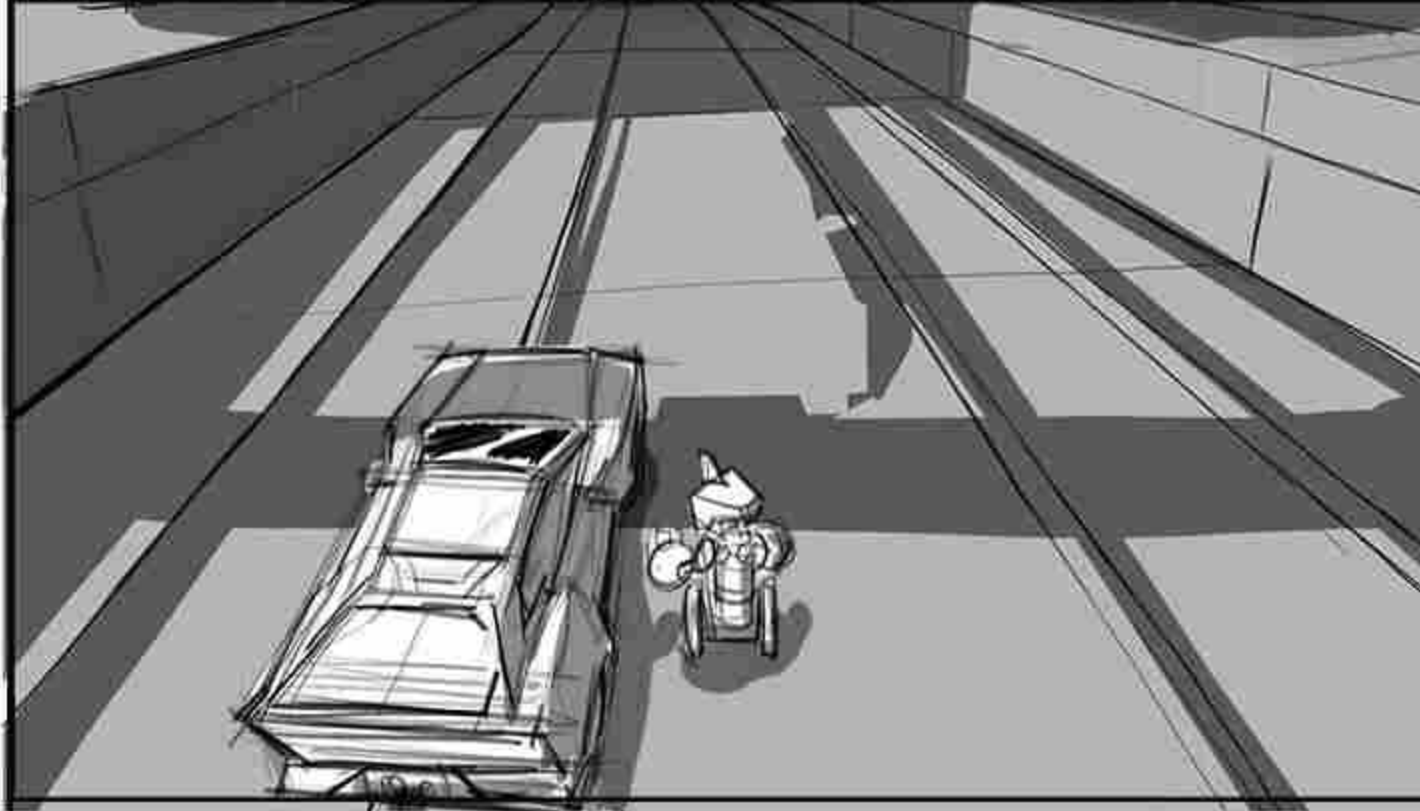


CUT

Scene:

Panel: 1

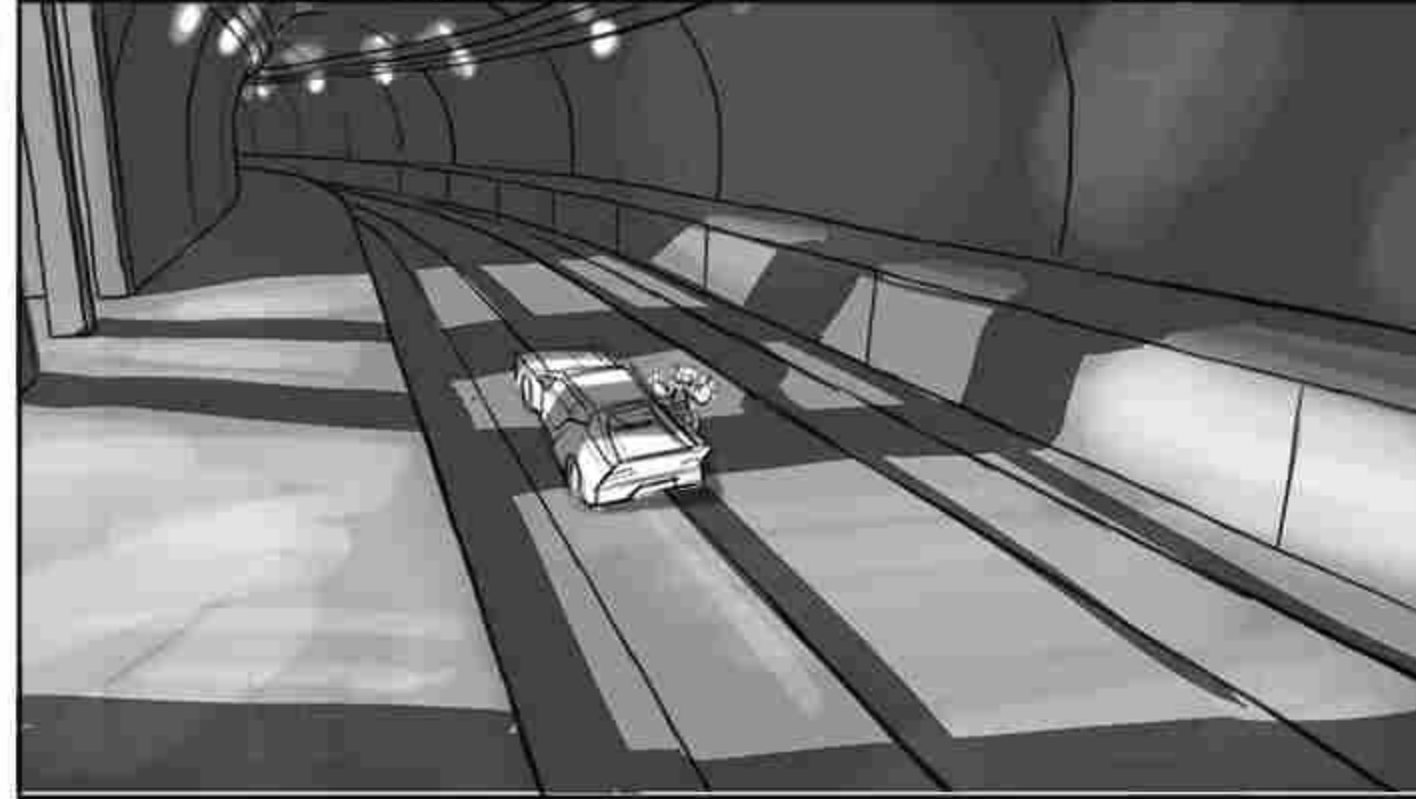
BG:



Scene:

CONTD Panel: 2

BG:



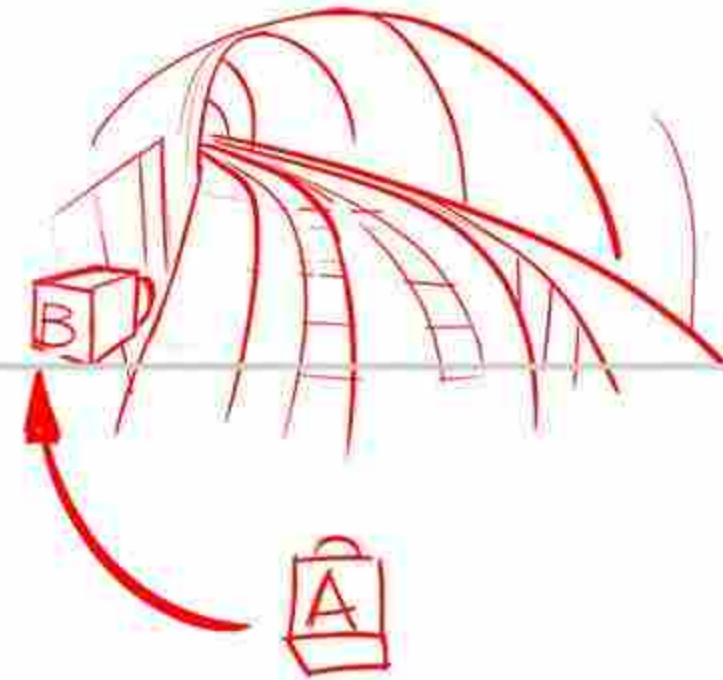
Scene:

CONTD Panel: 3

BG:



HU



ADJUST CAMERA (REVERSE OF THE OPENING CAMERA MOVE IN SEQUENCE 5)

Action:

WIDE ON TUNNEL AS  
SIDESWIPE URGES HIMSELF FASTER, TO NO RESULT.

Dial:

244 FIXIT / SIDESWIPE  
I STARTED BY REMOVING THE OUTER  
SHEETING ON THE BASE OF YOUR  
PRIMARY... / <EFFORTS> BUMBLEBEE!  
WAIT FOR ME! PLEASE!!

Slug:

Action:

Dial:

Slug:

Trans:

Action:

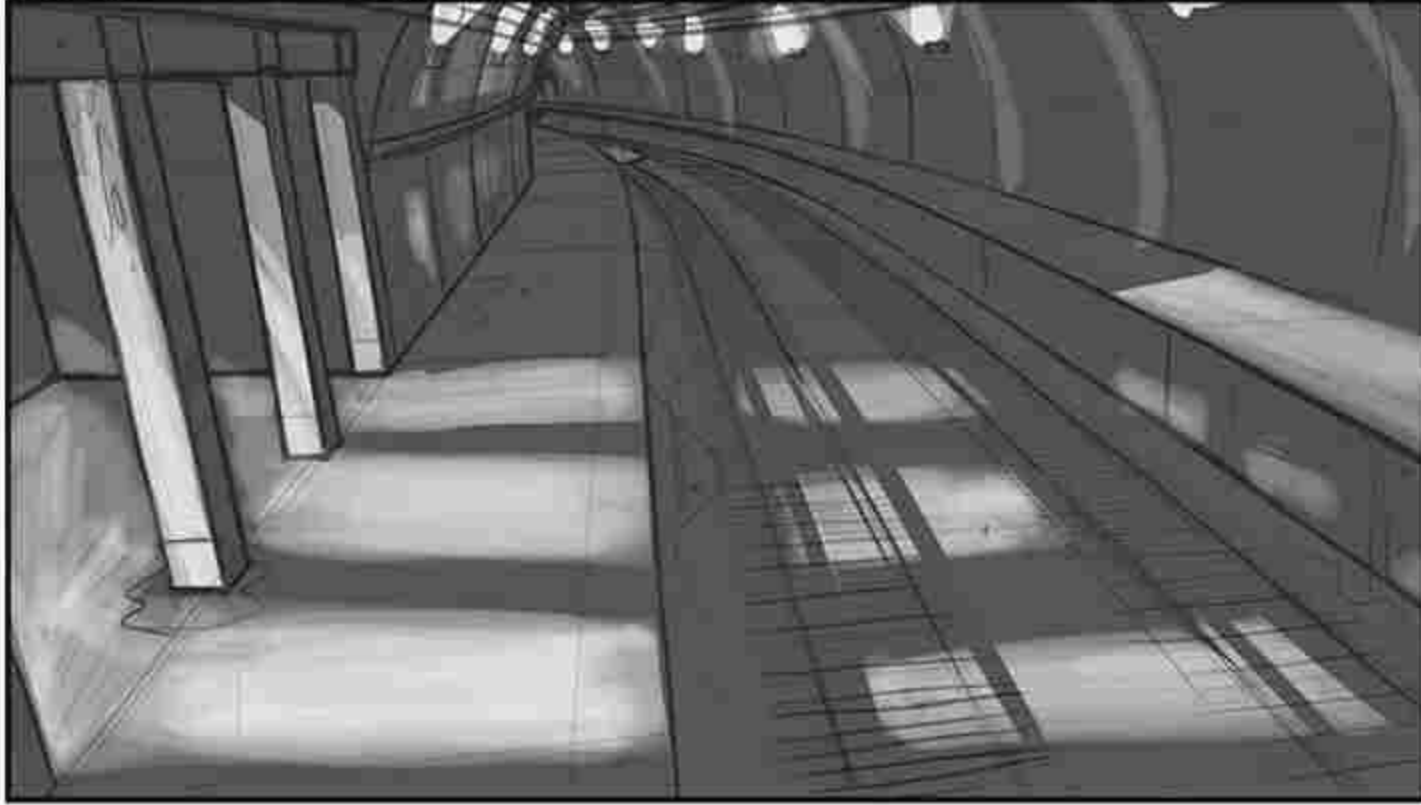
Dial:

Slug:

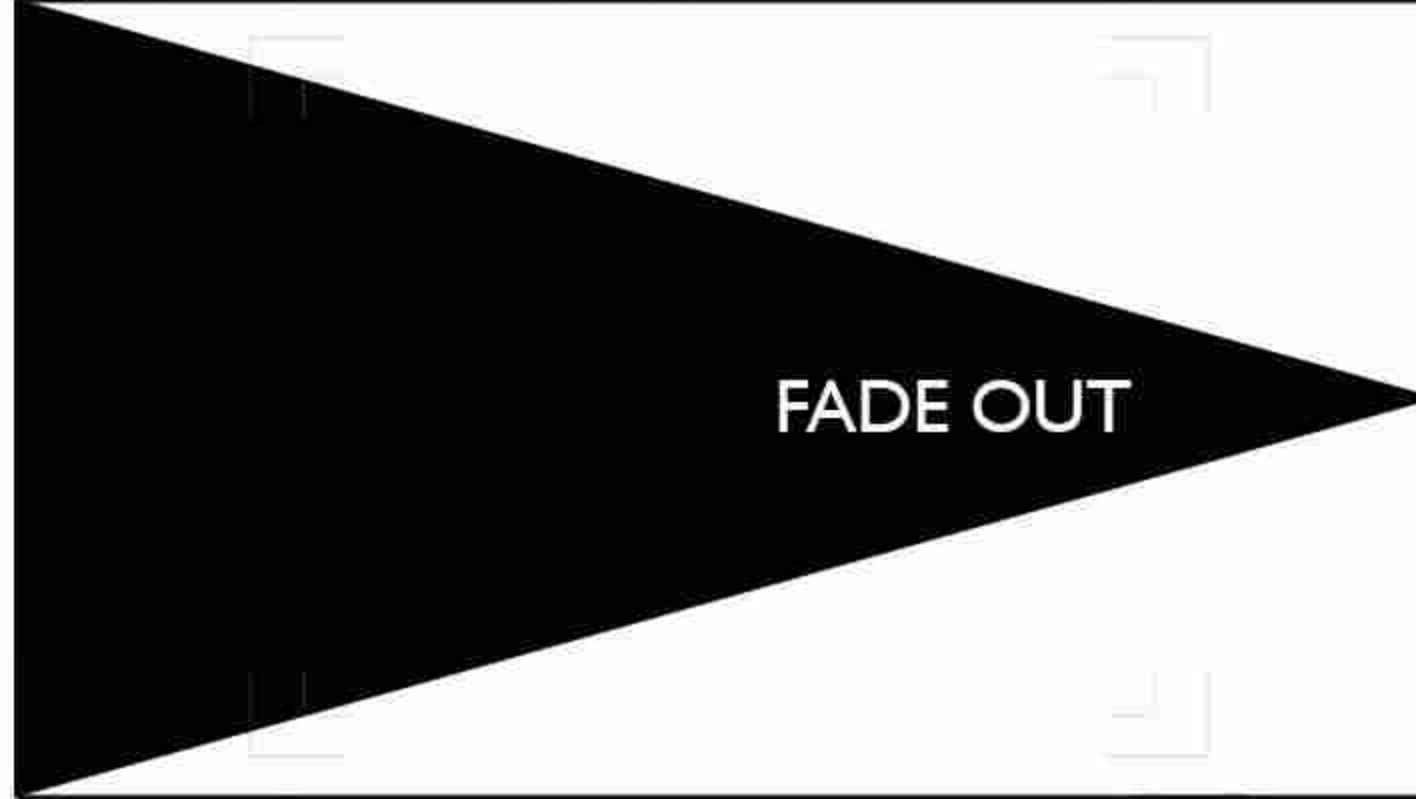
Trans:



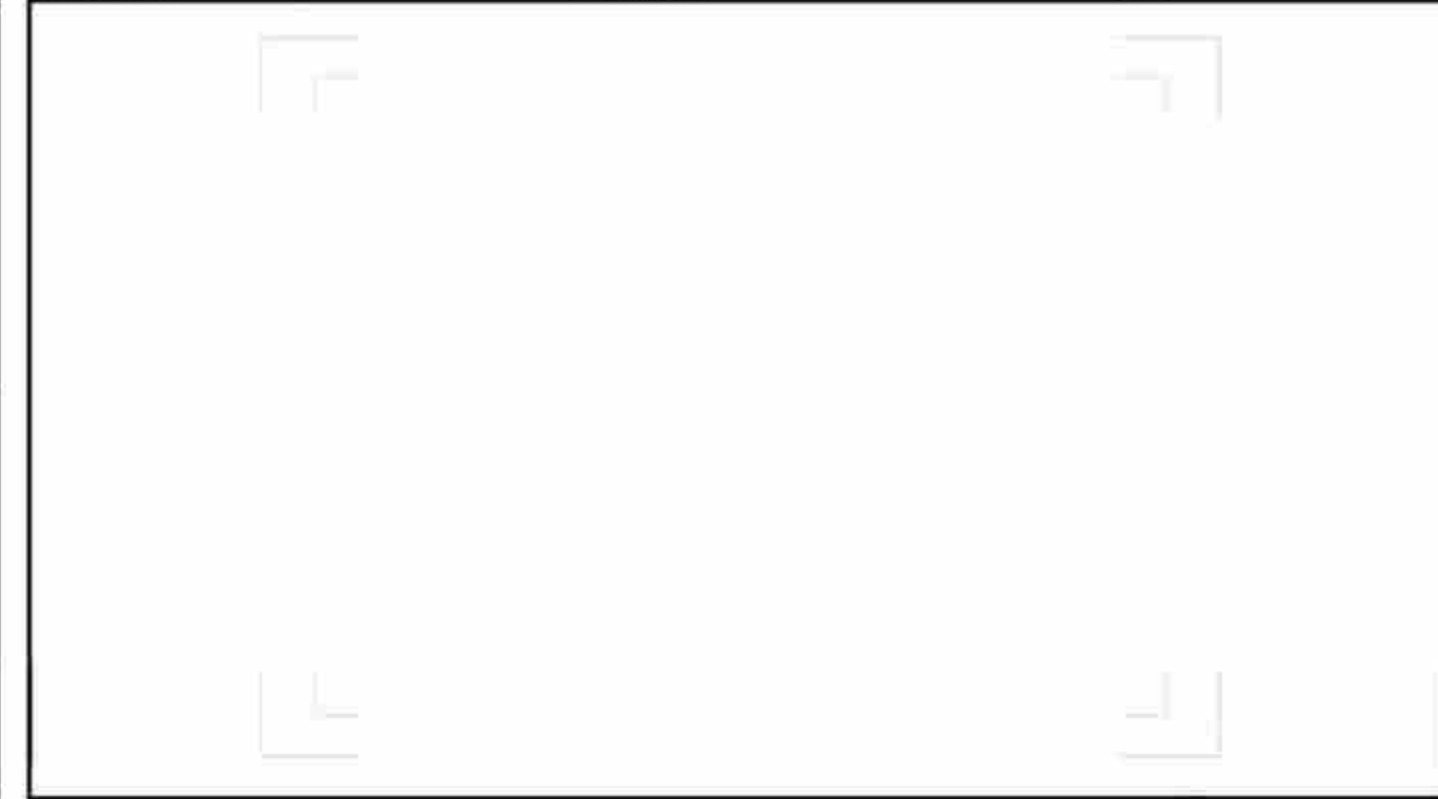
Scene: CONTD Panel: 4 BG:



Scene: Panel: BG:



Scene: Panel: BG:



Action:

AND THEY CRAWL OFF INTO THE SUNSET  
FIXIT CONTINUES TO PRATTLE ON.....!

Dial:

Slug:

Trans:

Action:

FADE TO BLACK

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

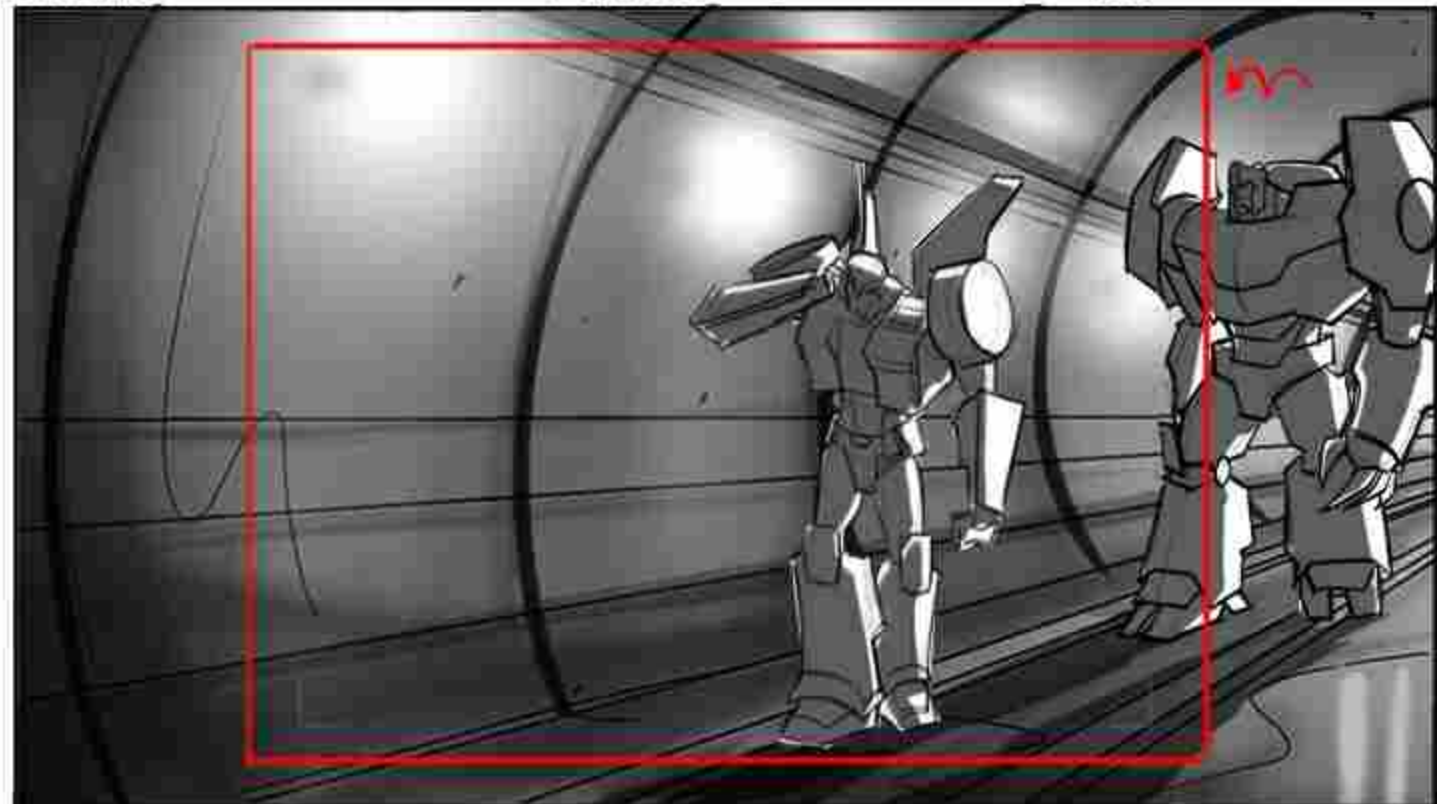


CUT

Scene:

Panel: 1

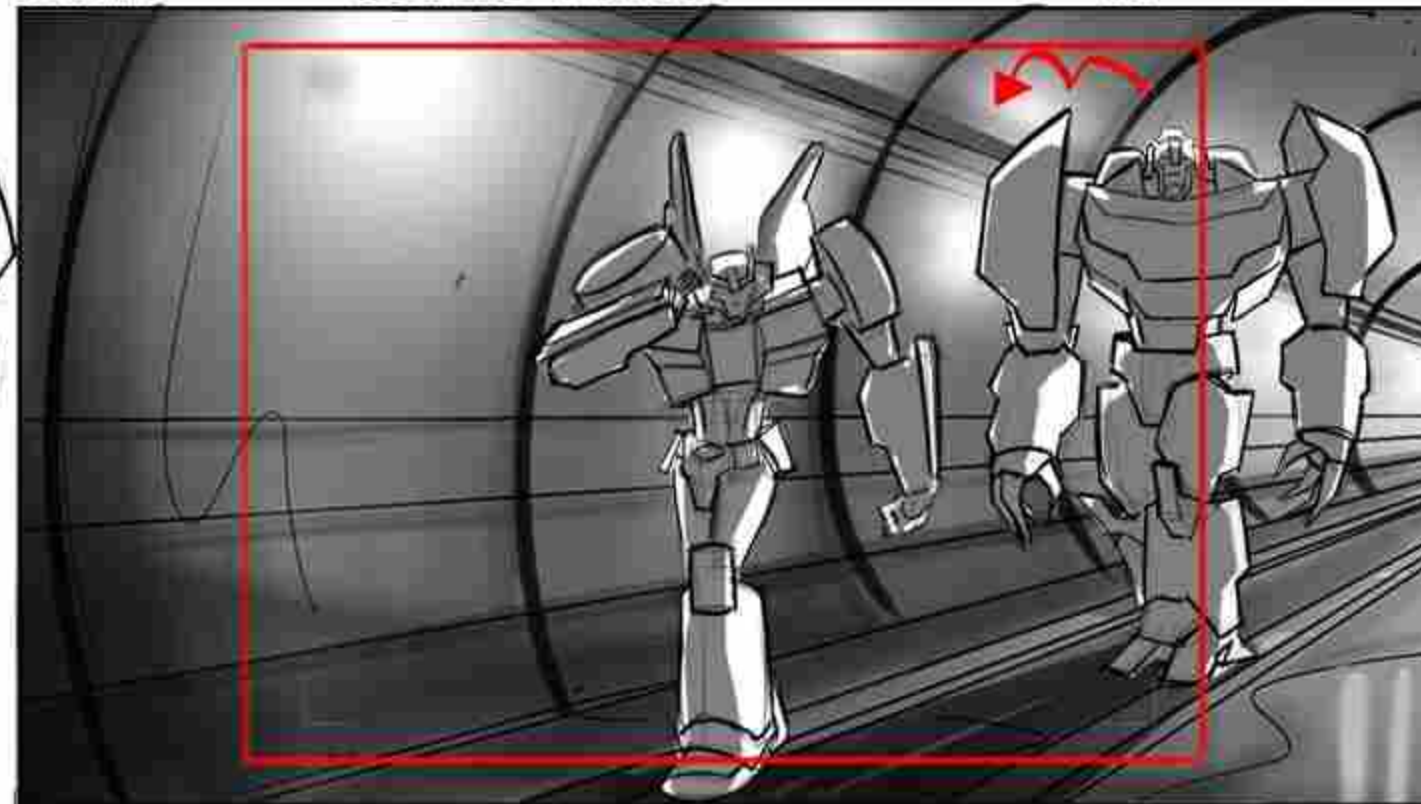
BG:



Scene:

CONTD Panel: 2

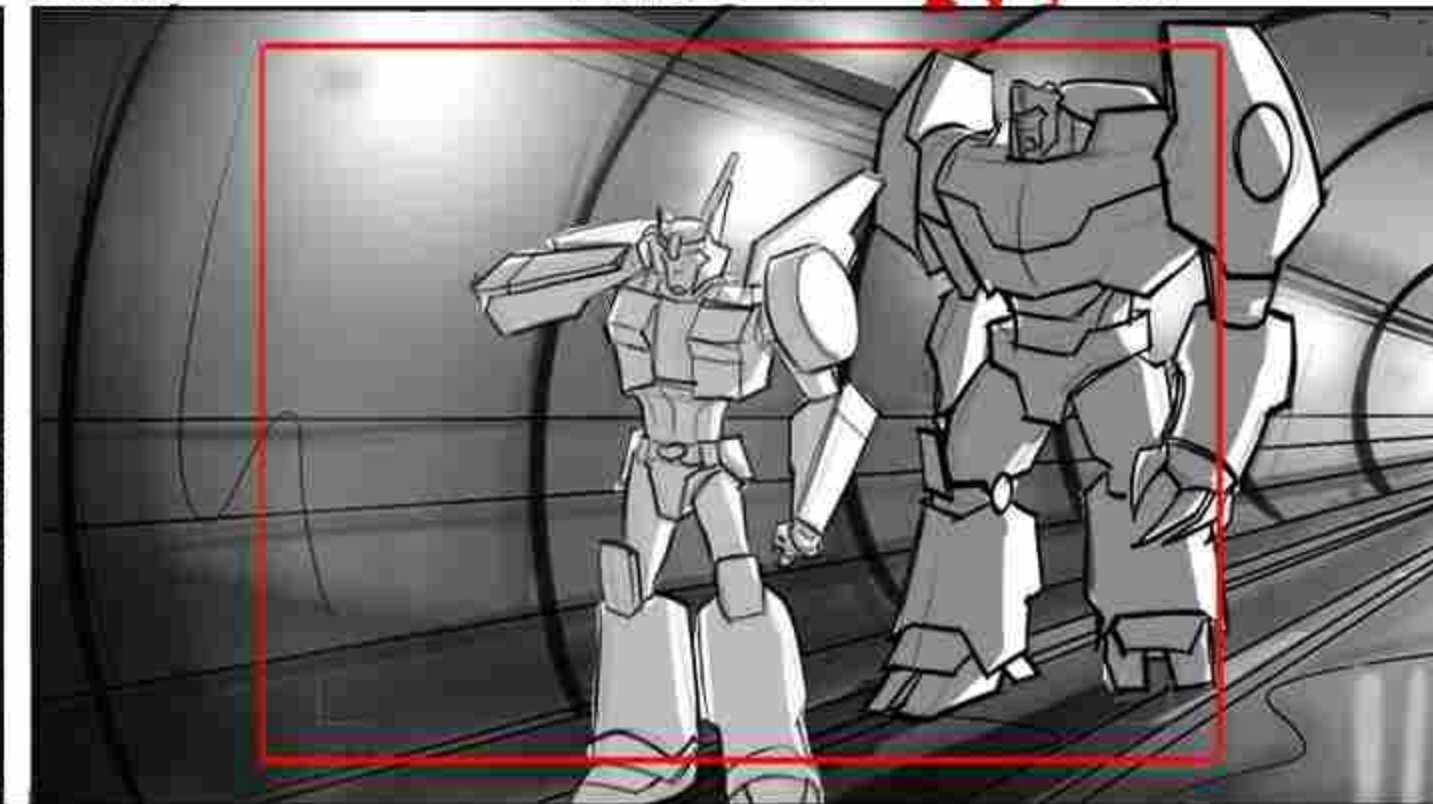
BG:



Scene:

Panel: 3

BG:



Action:

8. INT. EASTERN TUNNELS - CONTINUOUS  
WORRIED STRONGARM AND GRIMLOCK STOP MID-STRIDE.

EFX: (SHADOW, LIGHTS)

Dial:

Slug:

Trans:

Action:

Dial:

72 STRONGARM (INTO COMM)  
SIR, ...

Slug:

Trans:

Action:

Dial:

72 STRONGARM (CONTD)  
...ARE YOU ALRIGHT?

Slug:

Trans:





Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

CLOSER ON STRONGARM AND GRIMLOCK.

EFX: (SHADOW, LIGHTS)

Dial:

72 STRONGARM (CONTD)  
WE HEARD -

Slug:

Trans:

Action:

Dial:

73 BUMBLEBEE (O.S.; THRU COMM) (URGENT)  
LISTEN: A BOT IS COMING YOUR WAY; AND IT IS...

Slug:

Trans:

Action:

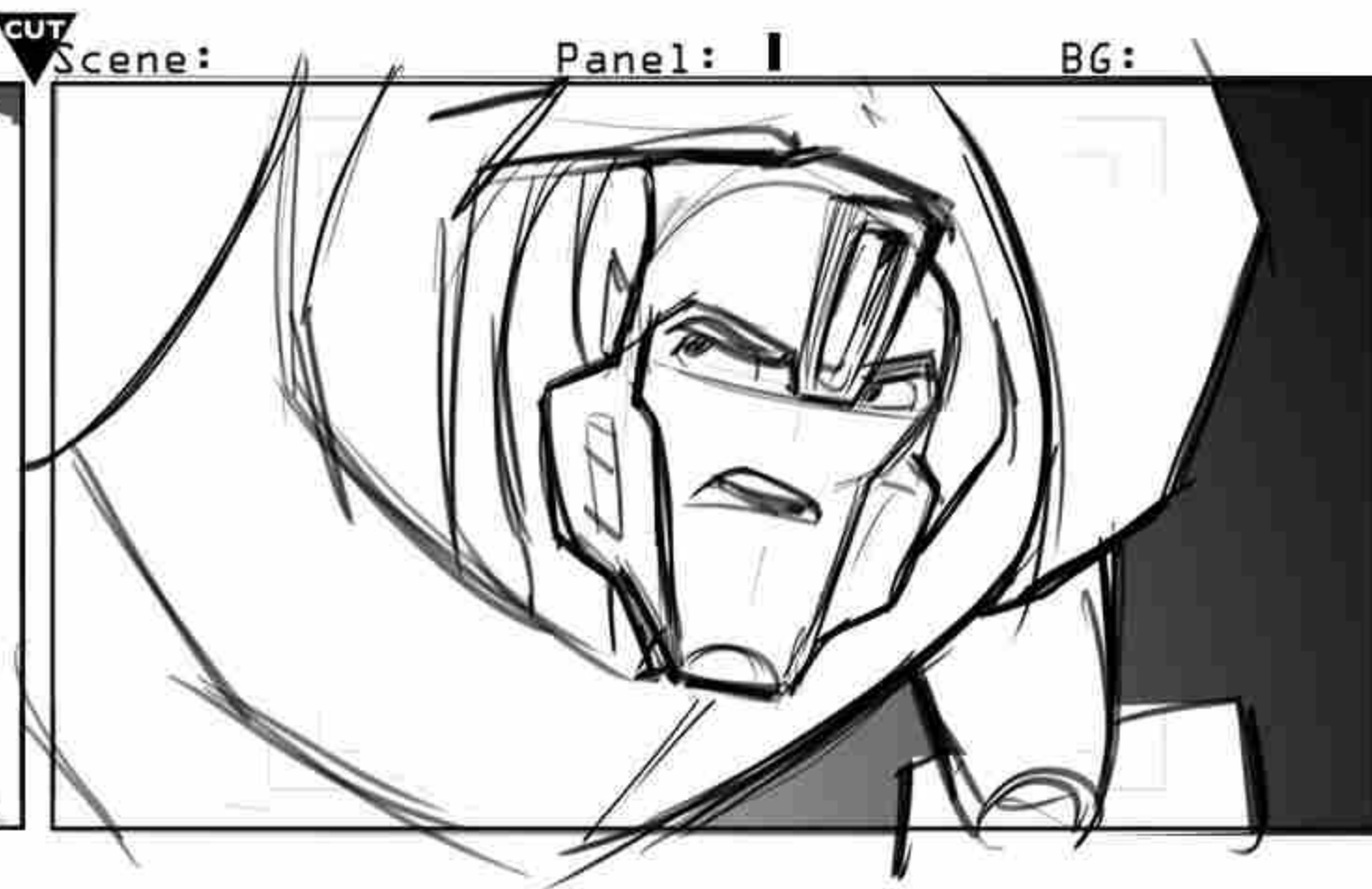
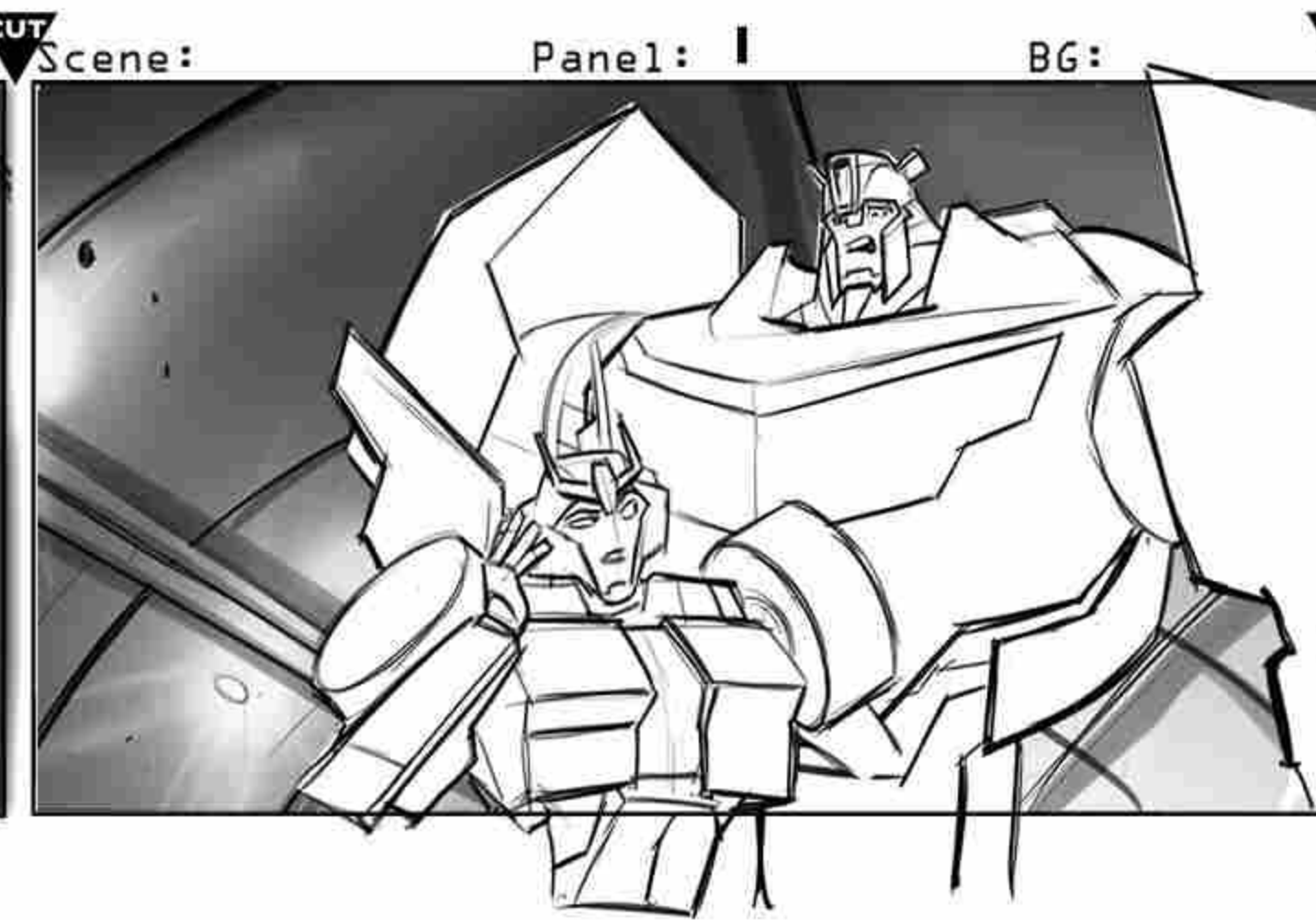
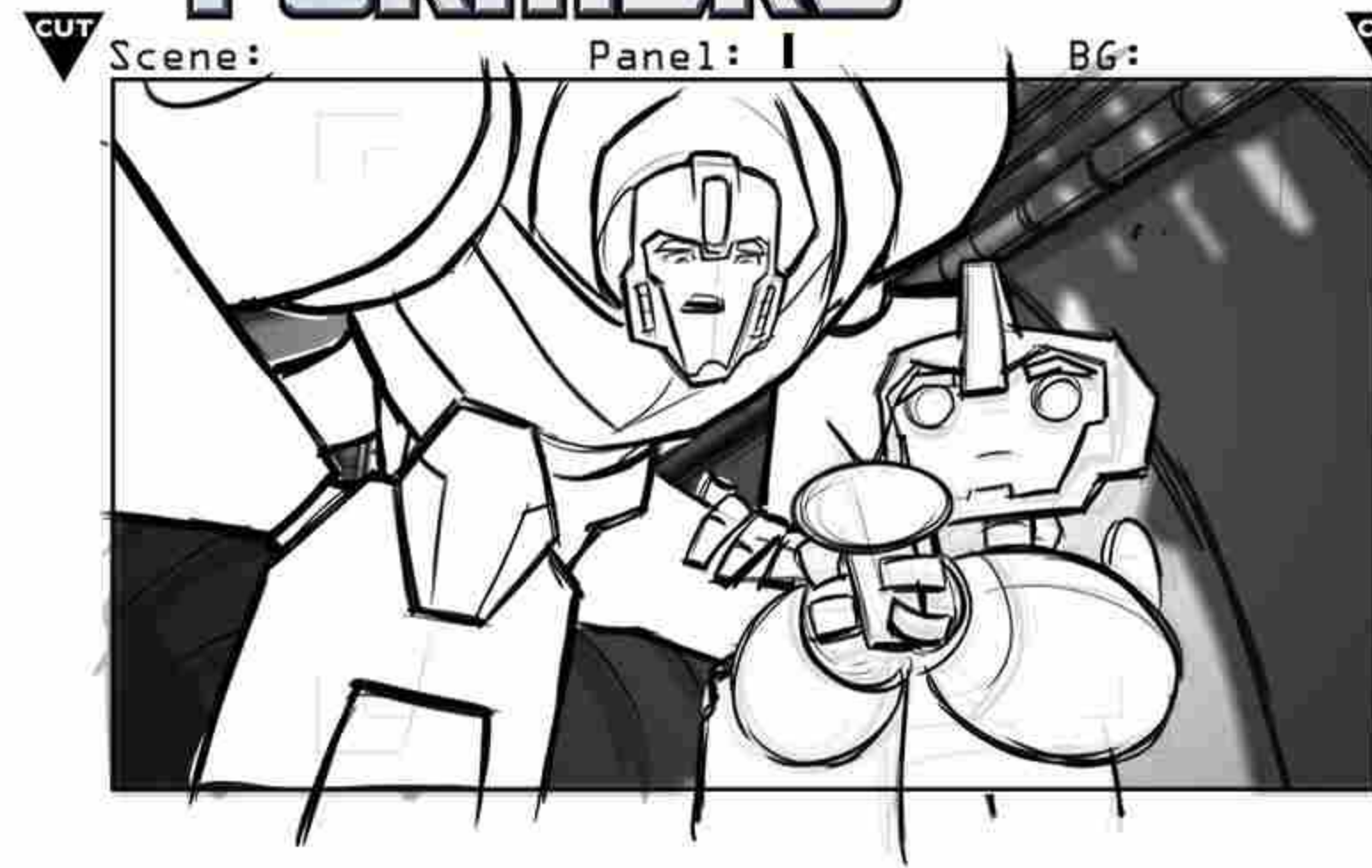
Dial:

73 BUMBLEBEE (O.S.; THRU COMM) (CONTD)  
....NOT SIDESWIPE!

Slug:

Trans:





(DRIFT CAM. HAND HELD)

Action: 9. INT.WESTERN TUNNEL - CONTINUOUS BEE LOOKS OVER FIXIT'S SHOULDER AS THE MINI-CON ACCESSES VERTEBREAK'S FILE	
EFX: (SHADOW, LIGHTS)	
Dial:	74 BUMBLEBEE (INTO COMM) A DECEPTICON NAMED VERTEBREAK CONNECTED HIS HEAD TO SIDESWIPE'S BODY.
Slug:	Trans:

Action:  INT. EASTERN TUNNELS - CONTINUOUS BACK ON STRONGARM AND GRIMLOCK.	
EFX: (SHADOW, LIGHTS)	
Dial:	75 GRIMLOCK THAT'S NASTY.
Slug:	Trans:

Action:  INT.WESTERN TUNNEL - CONTINUOUS BACK ON BUMBLEBEE.	
EFX: (SHADOW, LIGHTS)	
Dial:	76 BUMBLEBEE (INTO COMM) SIDESWIPE IS APPARENTLY STILL ALIVE.
Slug:	Trans:

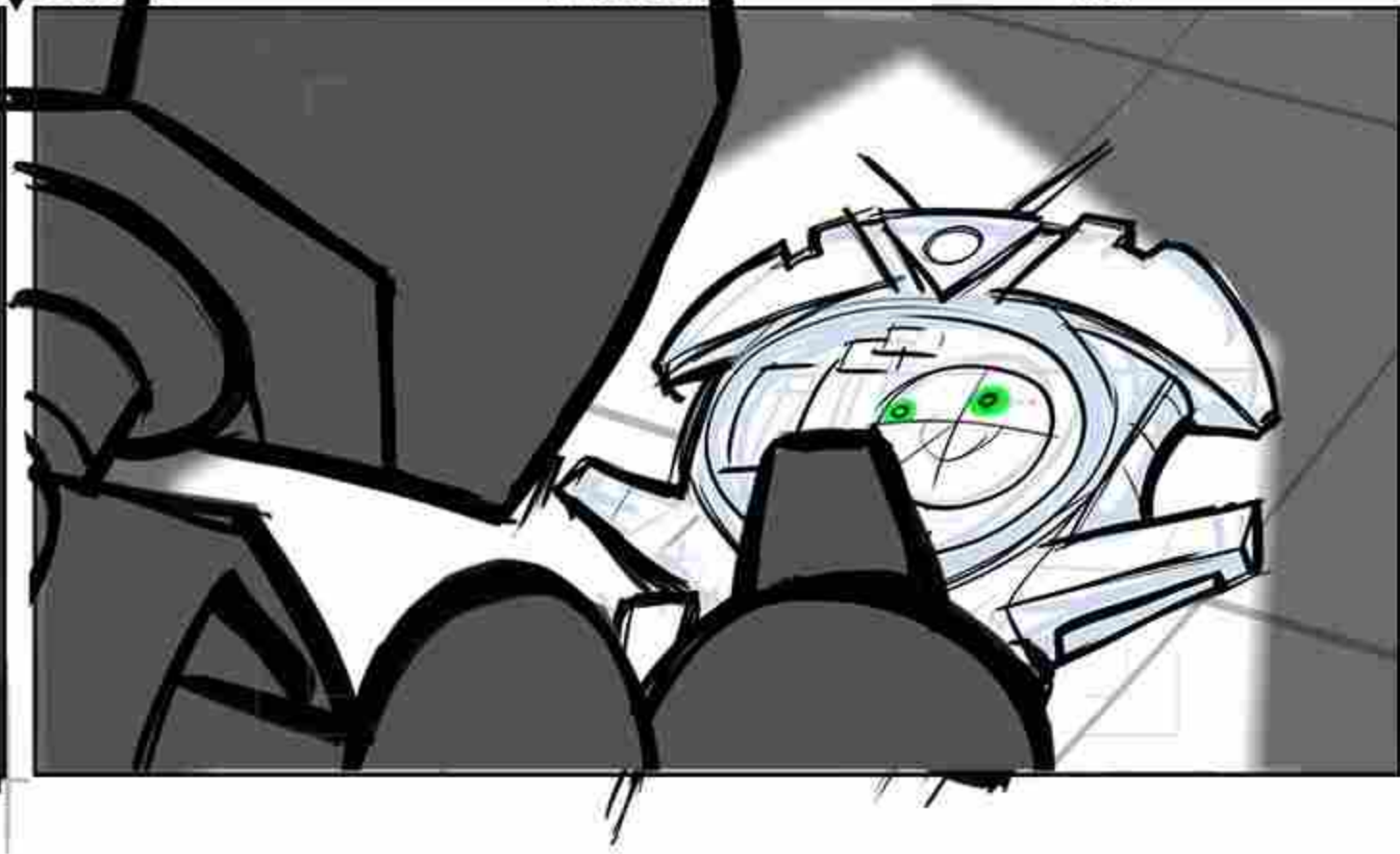


Scene: CONTD Panel: 2 BG:

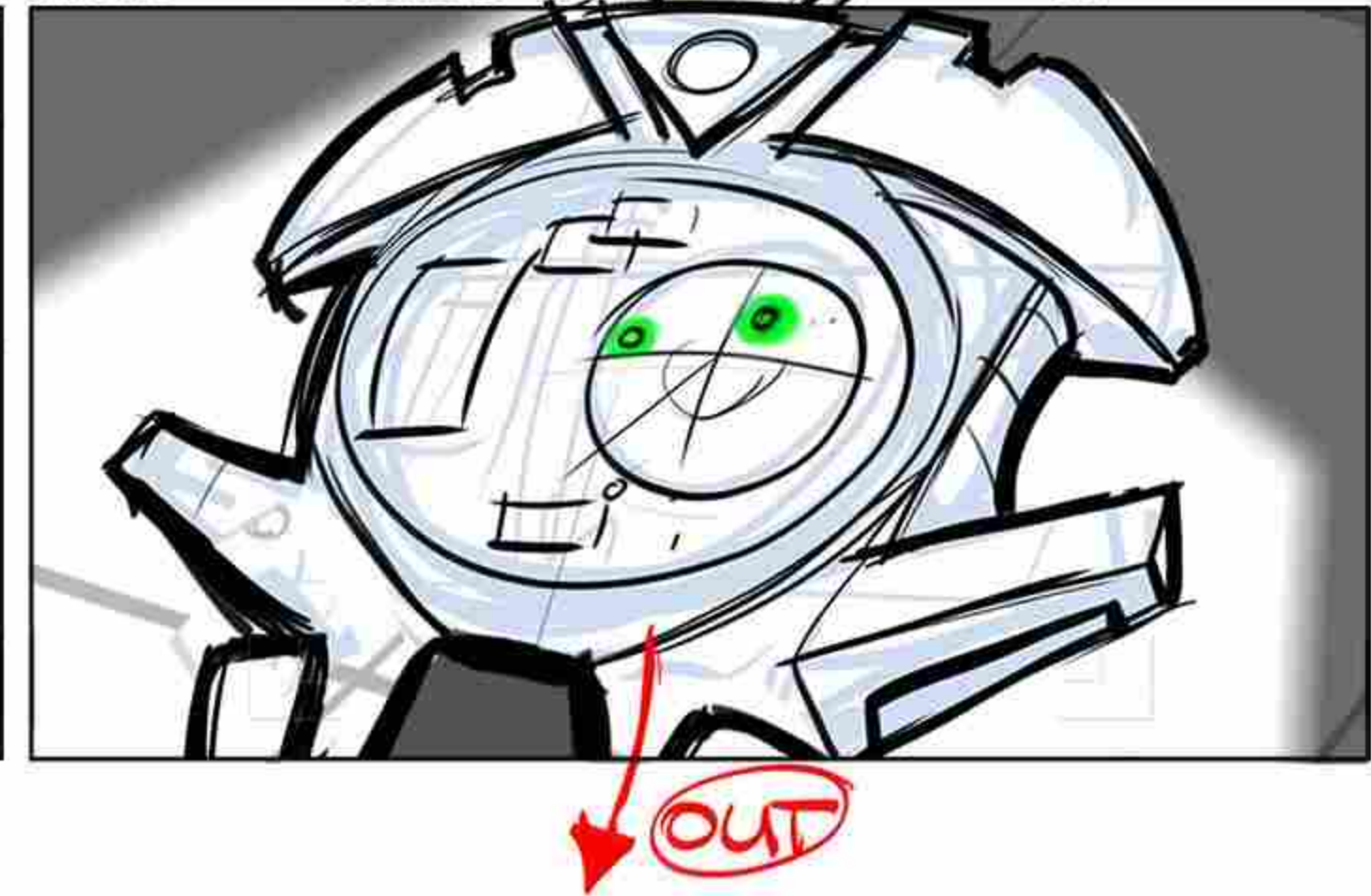


CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Action:	
Dial: 76 BUMBLEBEE (INTO COMM) FIXIT'S PULLING UP THE FULL STORY ON VERTEBREAK NOW...	
Slug:	Trans:

Action:	
DRIFT IN ON FIXIT'S SCANNER. PAN FIXIT OUT DURING DRIFT IN.	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

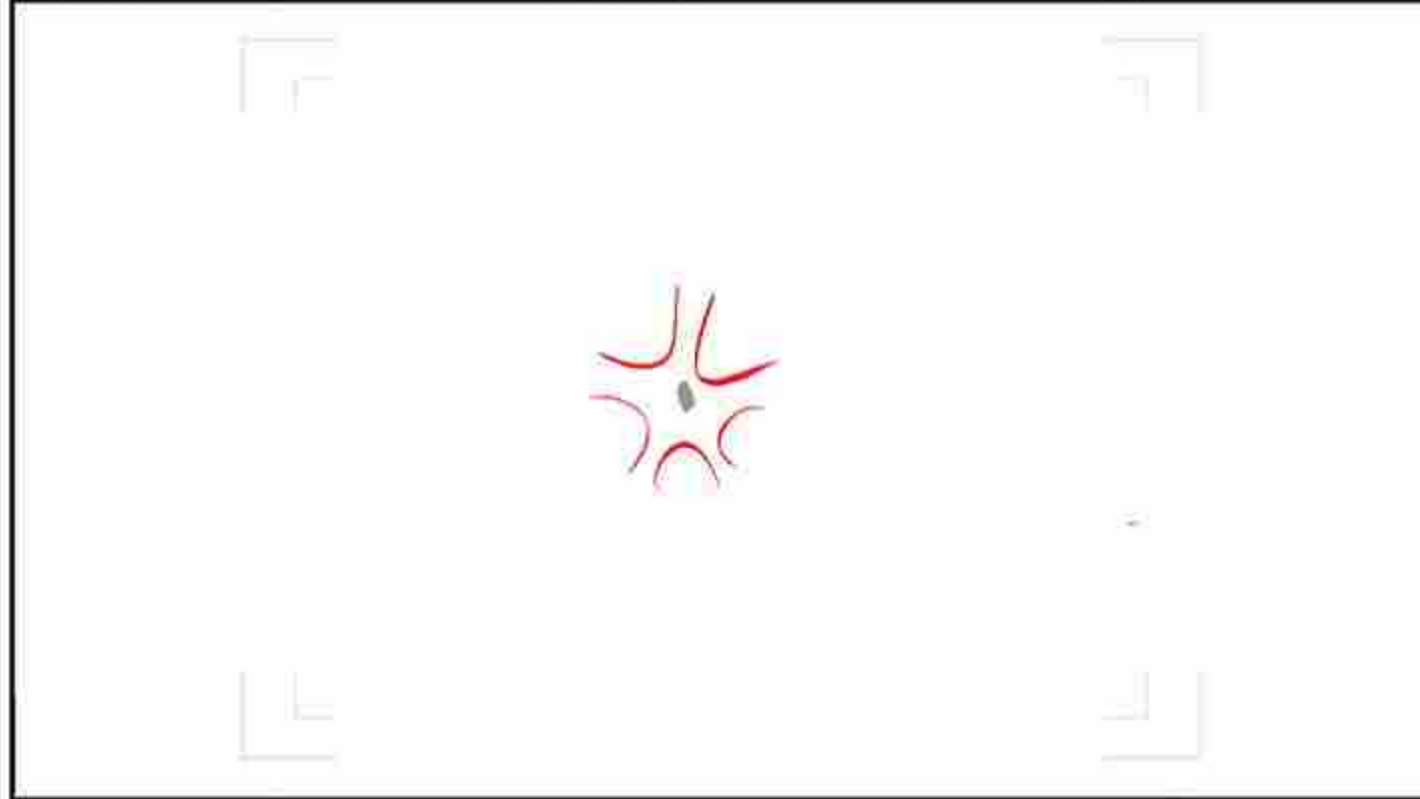




Scene:

Panel:

BG:



Scene:

Panel:

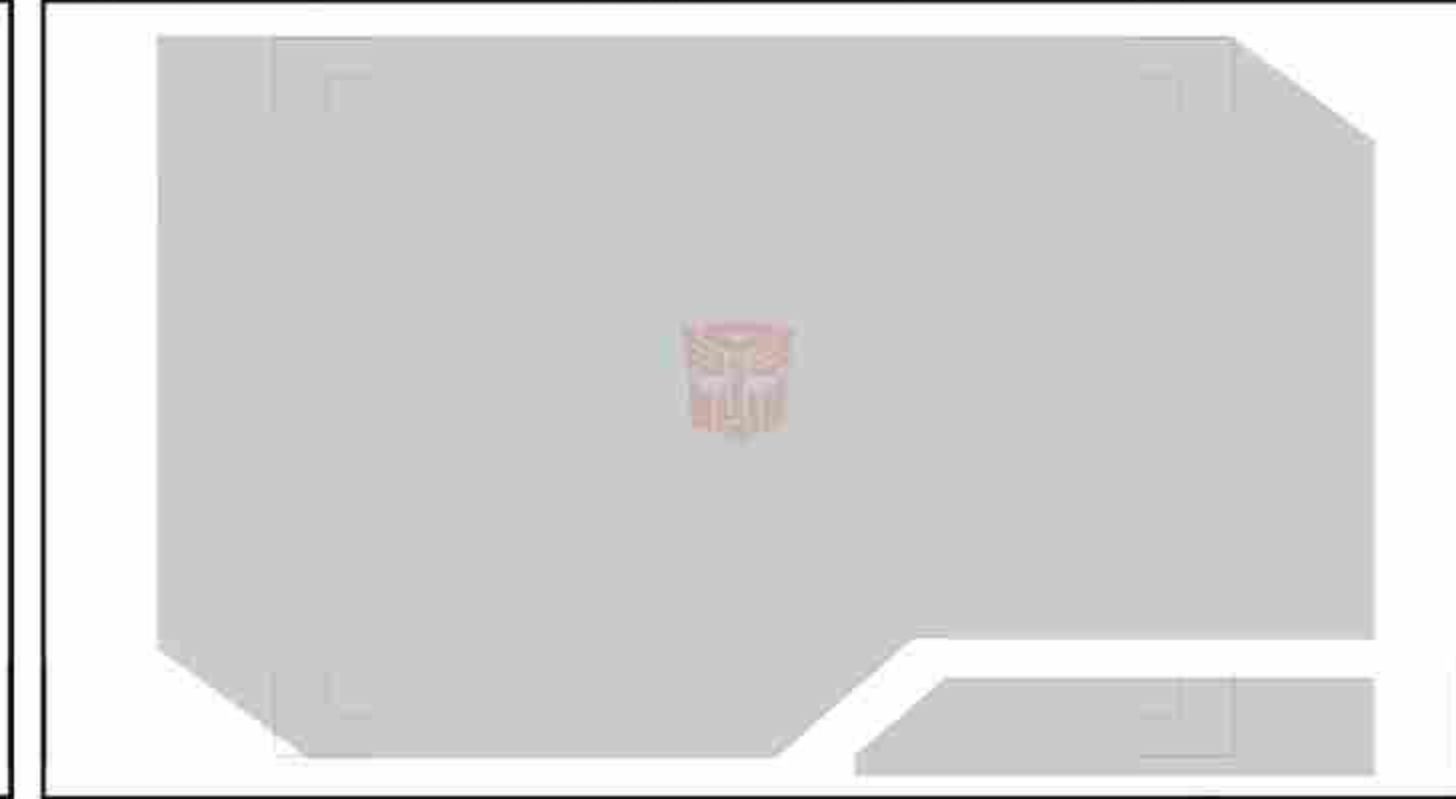
BG:



Scene:

Panel:

BG:



Action: SMALL HOLOGRAPHIC IRIS APPEARS...

Dial:

Slug:

Trans:

Action: INSTANTLY STRECHING OUT TO SCREENS FULL SIZE AT A LOWER OPACITY LEVEL...

Dial:

Slug:

Trans:

Action: AS HOLOGRAPH'S BG REACHES FULL OPACITY, THE AUTOBOT LOGO APPEARS IN FRAME

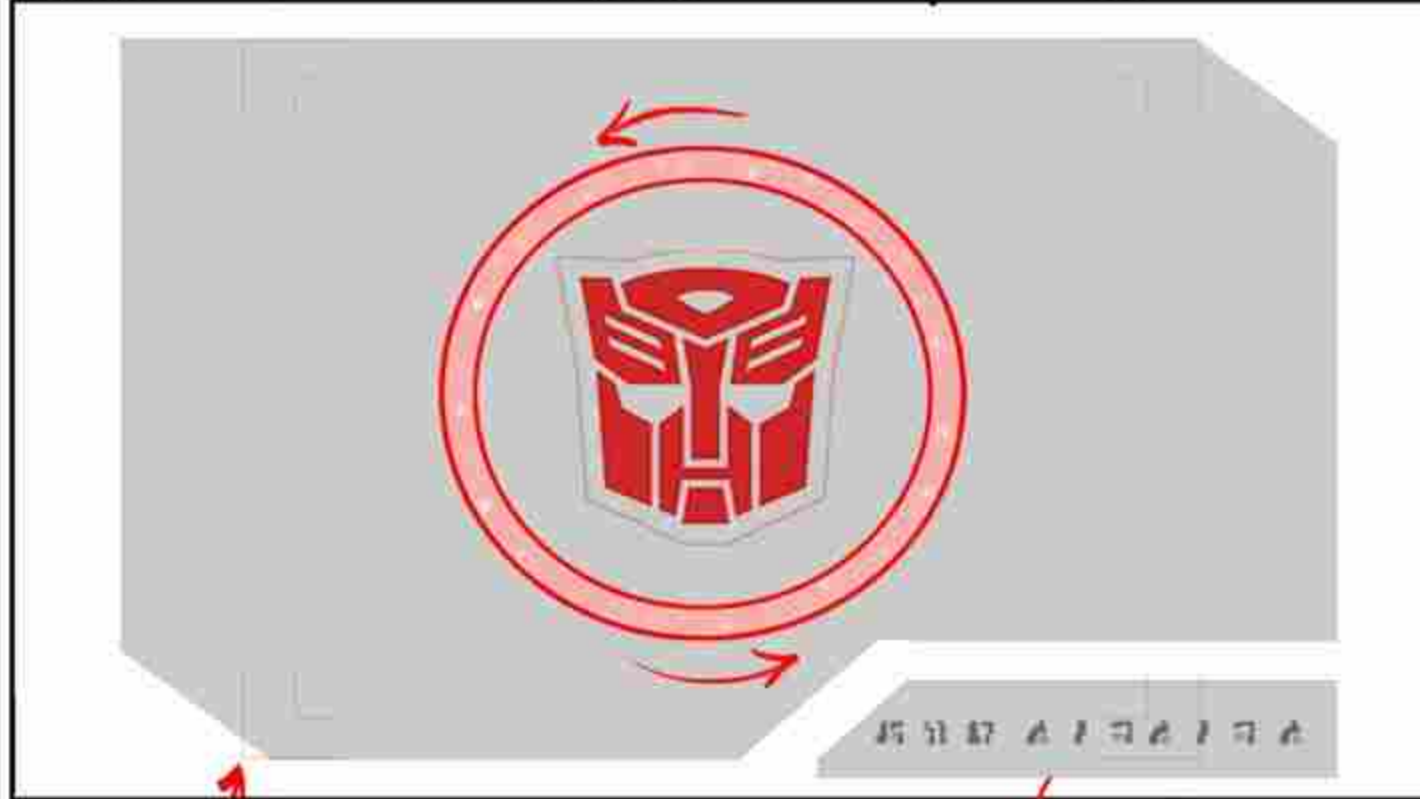
Dial:

Slug:

Trans:

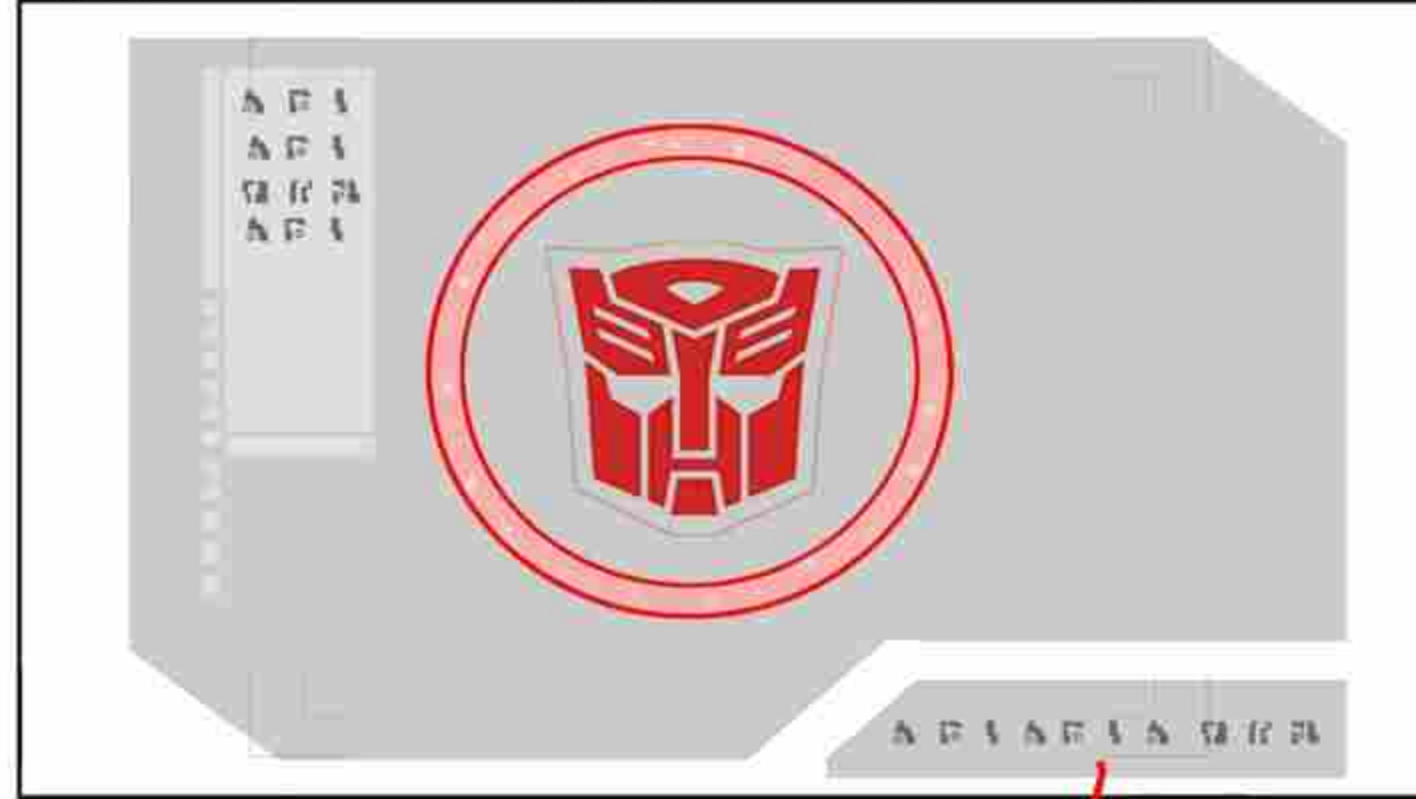


Scene: Panel: BG:



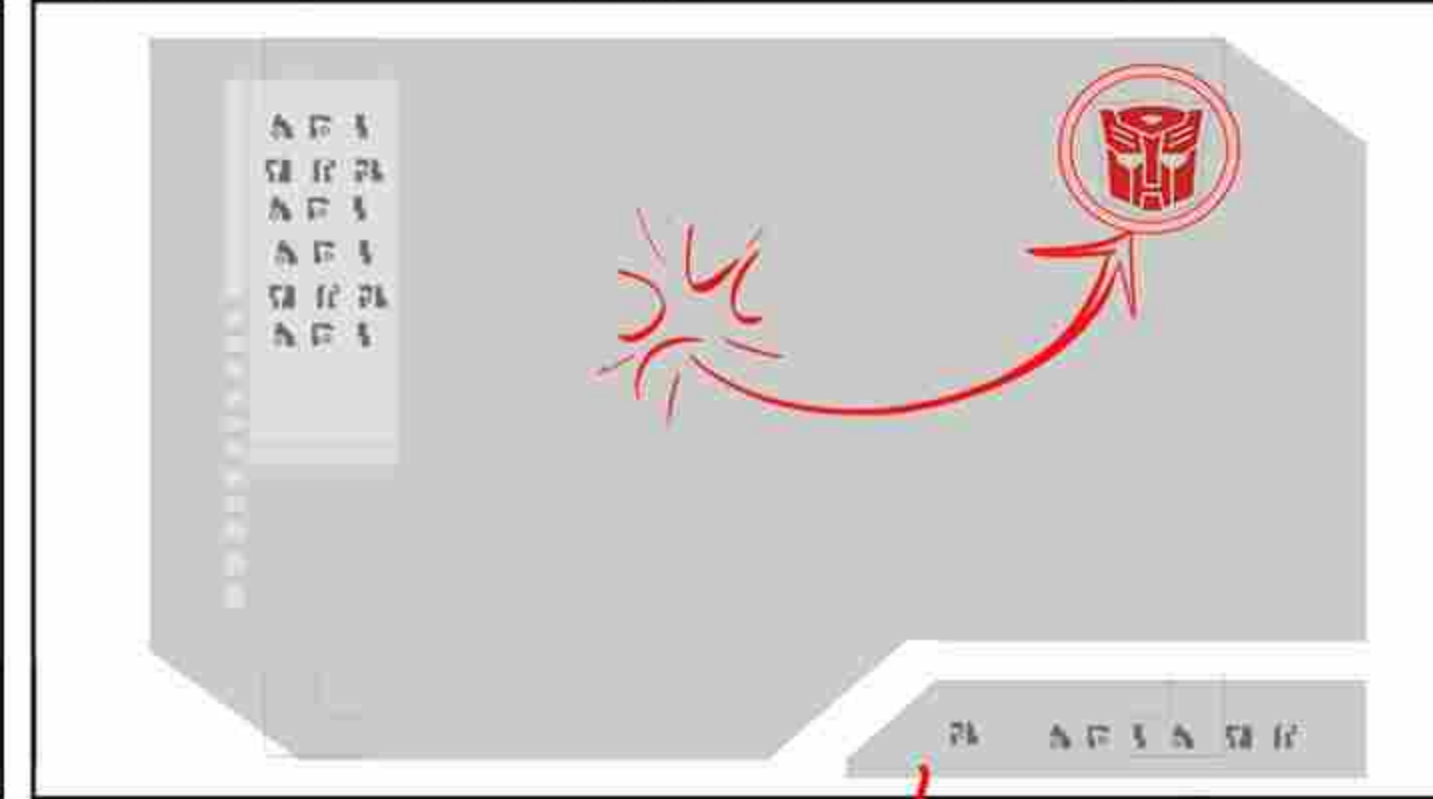
IN

Scene: Panel: BG:



CYCLE NEW CYBERTRON LETTERS

Scene: Panel: BG:



CYCLE

\* SCALES TO WORK WITHIN T.V. SAFETY MARGINS THROUGHOUT.

Action:  
- RING AROUND LOGO ROTATES WITH SKIMMING EFFECT.  
- GRAPHICS APPEAR AT LOWER RIGHT CORNER

Dial:

Slug:

Trans:

Action:  
- MULTIPLE SIDE GRAPHIC EMERGE, ANIMATING CYBERTRON MISC. DATA  
- RING AROUND ICON CONTINUES TO ROTATE.

Dial:

Slug:

Trans:

Action: GYROSCOPE VANISHES AS LOGO SLIDES TO RIGHT CORNER...

Dial:

Slug:

Trans:



Scene: Panel: BG:



(IN)

Scene: Panel: BG:



SCROLL IN

CHARACTER GRAPHIC RAPIDLY  
CHANGES WITH CORRESPONDING  
NAME FROM SCROLL

Scene: Panel: BG:



(IN)

Action: - SOLAR SYSTEM TYPE GRAPHIC EMERGES O.S.  
ROTATING AT A VERY SLOW SPEED THROUGHOUT.

Dial:

Slug:

Trans:

Action: A LIST OF NAMES RAPIDLY SCROLL IN  
FROM O.S.,

Dial:

Slug:

Trans:

Action: ... AND CONTINUE O.S. AS VARIOUS  
GRAPHICS LIGHT UP.

Dial:

Slug:

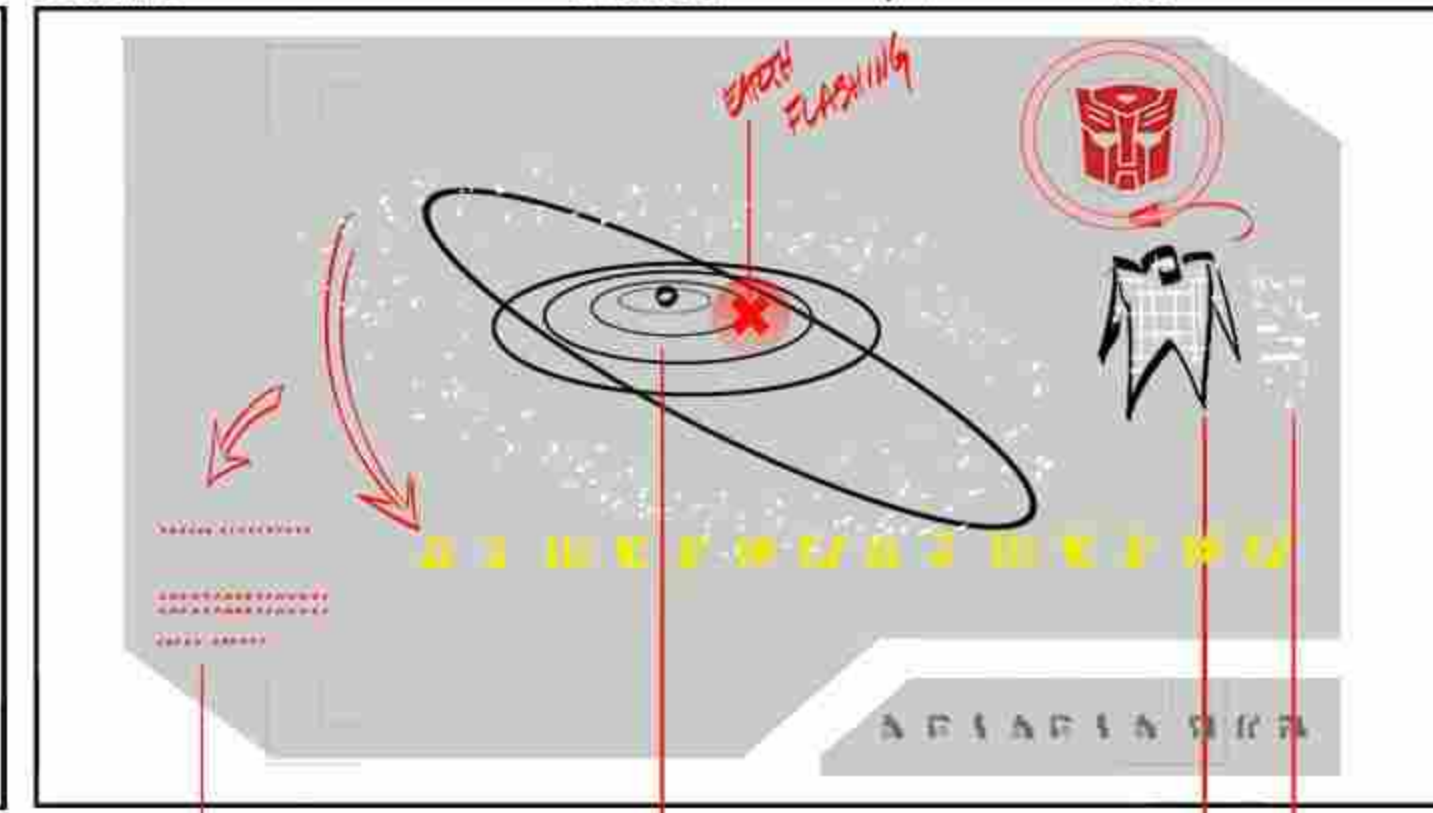
Trans:



Scene: Panel: 10 BG:

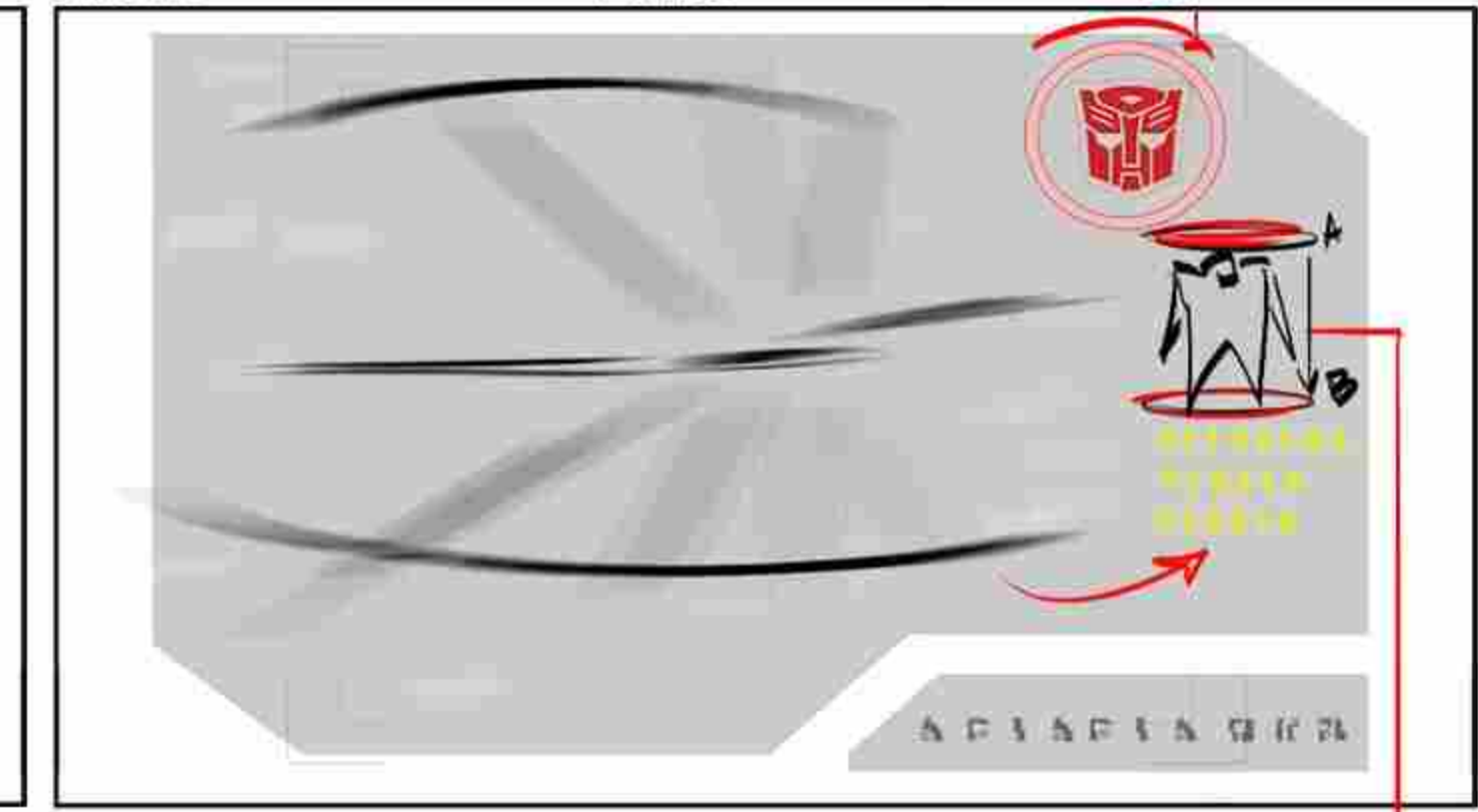


Scene: Panel: 11 BG:



SCROLL SHRINKS AND VANISHES...  
NEW SOLAR SYSTEM GRAPHICS  
WIDE FRAME OF CHARACTER ENLARGES AND ROTATES  
CYBERTRON LETTERS

Scene: Panel: 12 BG:



- STOPS ROTATING  
- A RING WILL APPEAR AT TOP OF CHARACTER AND PAN DOWN MAKING THE WIDE FRAME TURN SOLID...

Action: SCROLL STOPS AS NAME IS HIGHLIGHTED...

Dial:

Slug: Trans:

Action: - RING AROUND LOGO VANISHES ONCE NEW GRAPHICS SETTLE IN...  
- SOLAR SYSTEM GRAPHICS ROTATE

Dial:

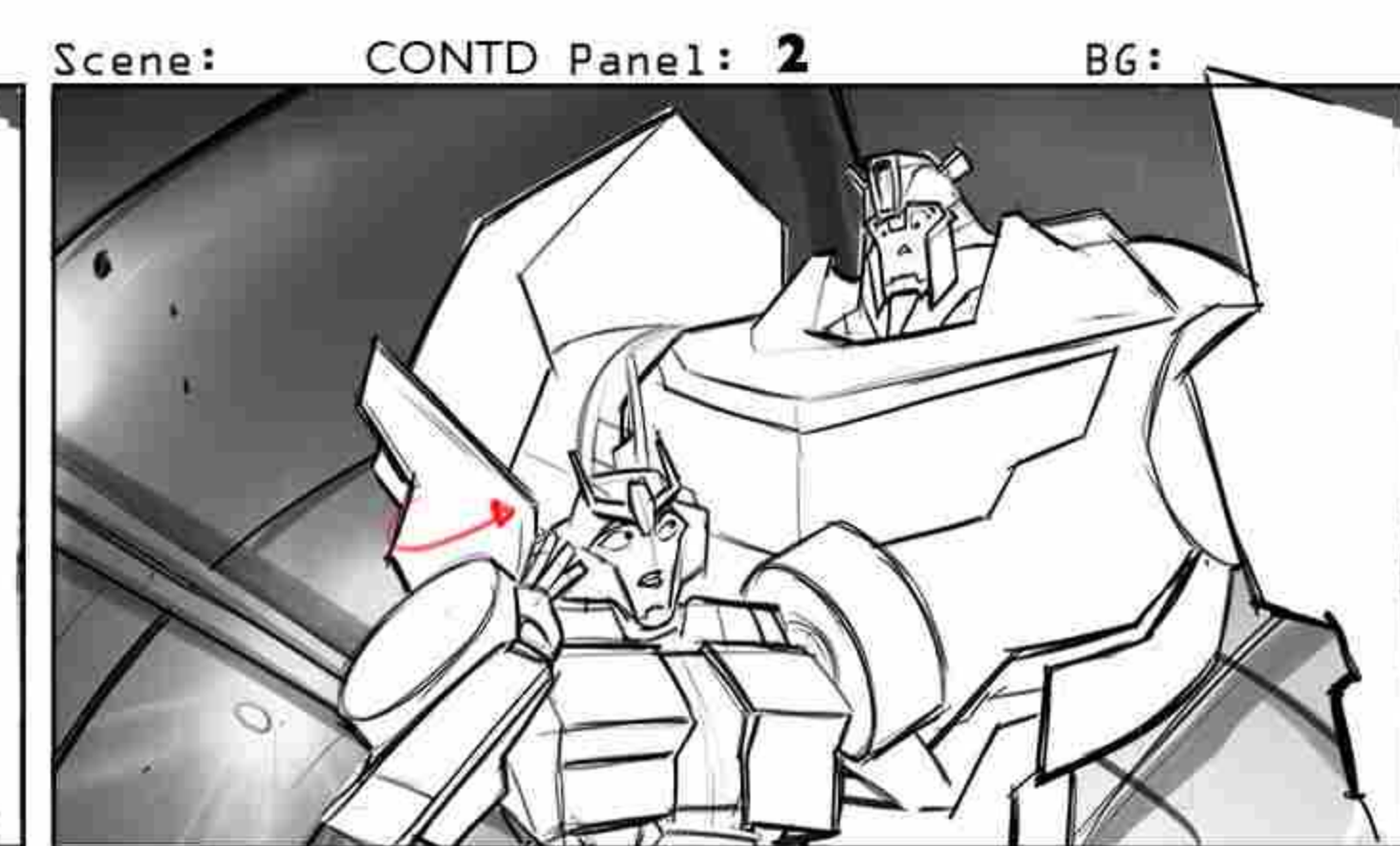
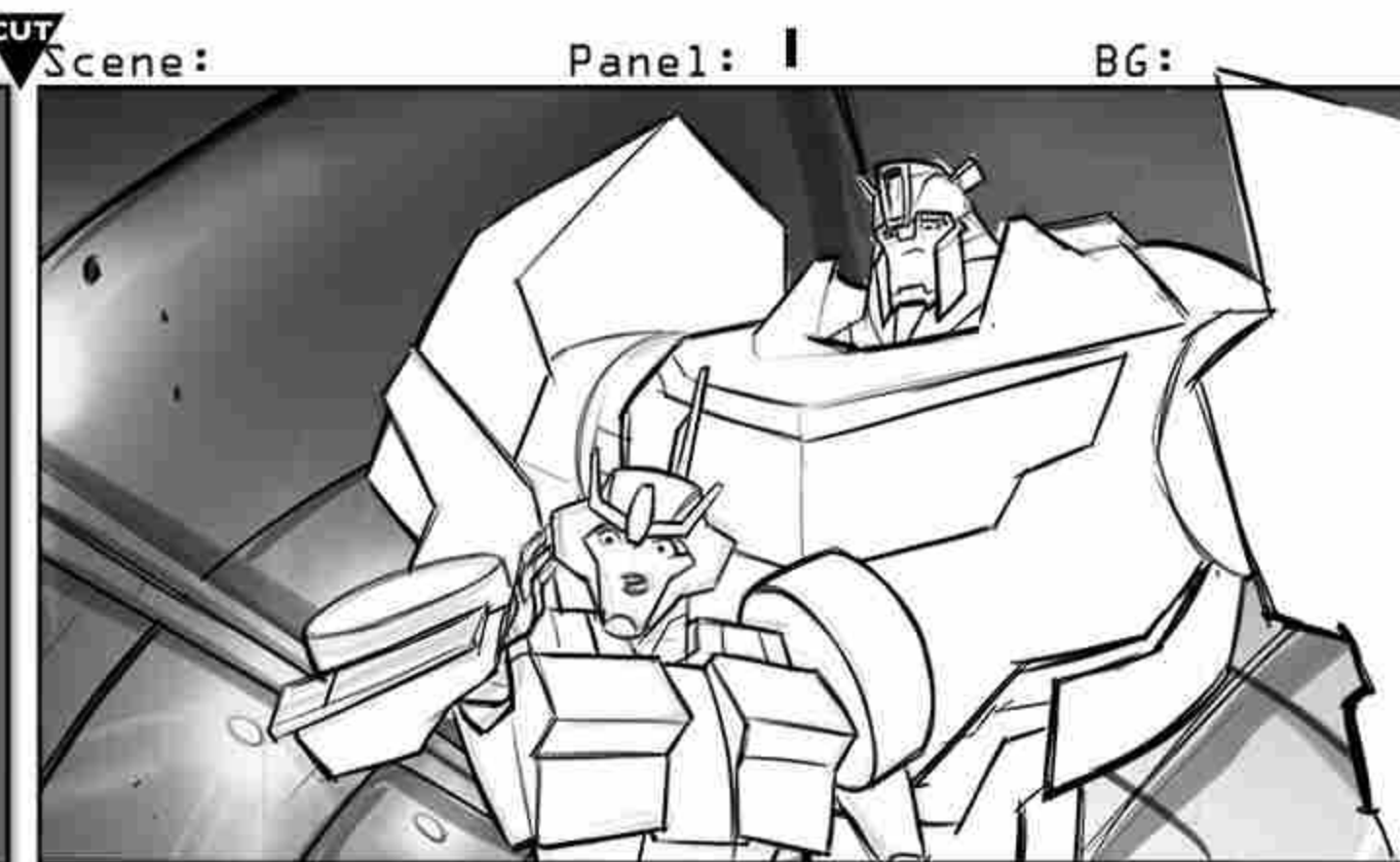
Slug: Trans:

Action: ZOOM TO LOCATION OF FLASHING MARK...

Dial:

Slug: Trans:





Action:

CLOSE ON FIXIT READING THE DATA OFF THE SCANNER.

EFX: (SHADOW, LIGHTS)

Dial: 77. FIXIT (INTO COMM)  
VERTEBREAK WAS PART OF CRYSTAL  
CITY'S SCIENCE COUNCIL.

Slug:

Trans:

Action:

INT. EASTERN TUNNELS - CONTINUOUS  
BACK ON STRONGARM AND GRIMLOCK.

EFX: (SHADOW, LIGHTS)

Dial: 78 STRONGARM (INTO COMM)  
THAT'S THE MOST PRESTIGIOUS  
SCIENTIFIC BODY...

Slug:

Trans:

Action:

Dial: 78 STRONGARM (CONTD)  
...ON CYBERTRON!

Slug:

Trans:



CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: Panel: 3 BG:

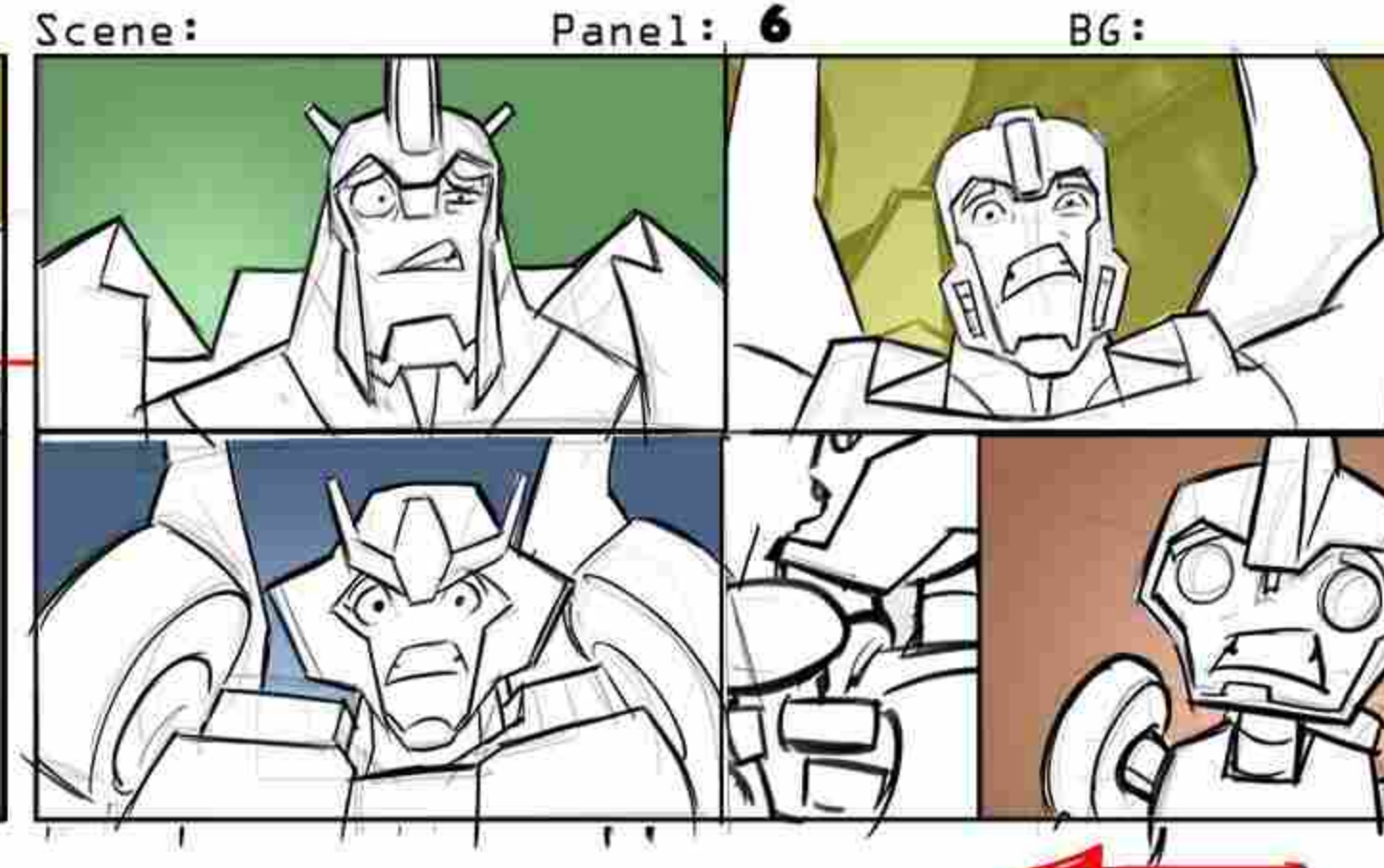
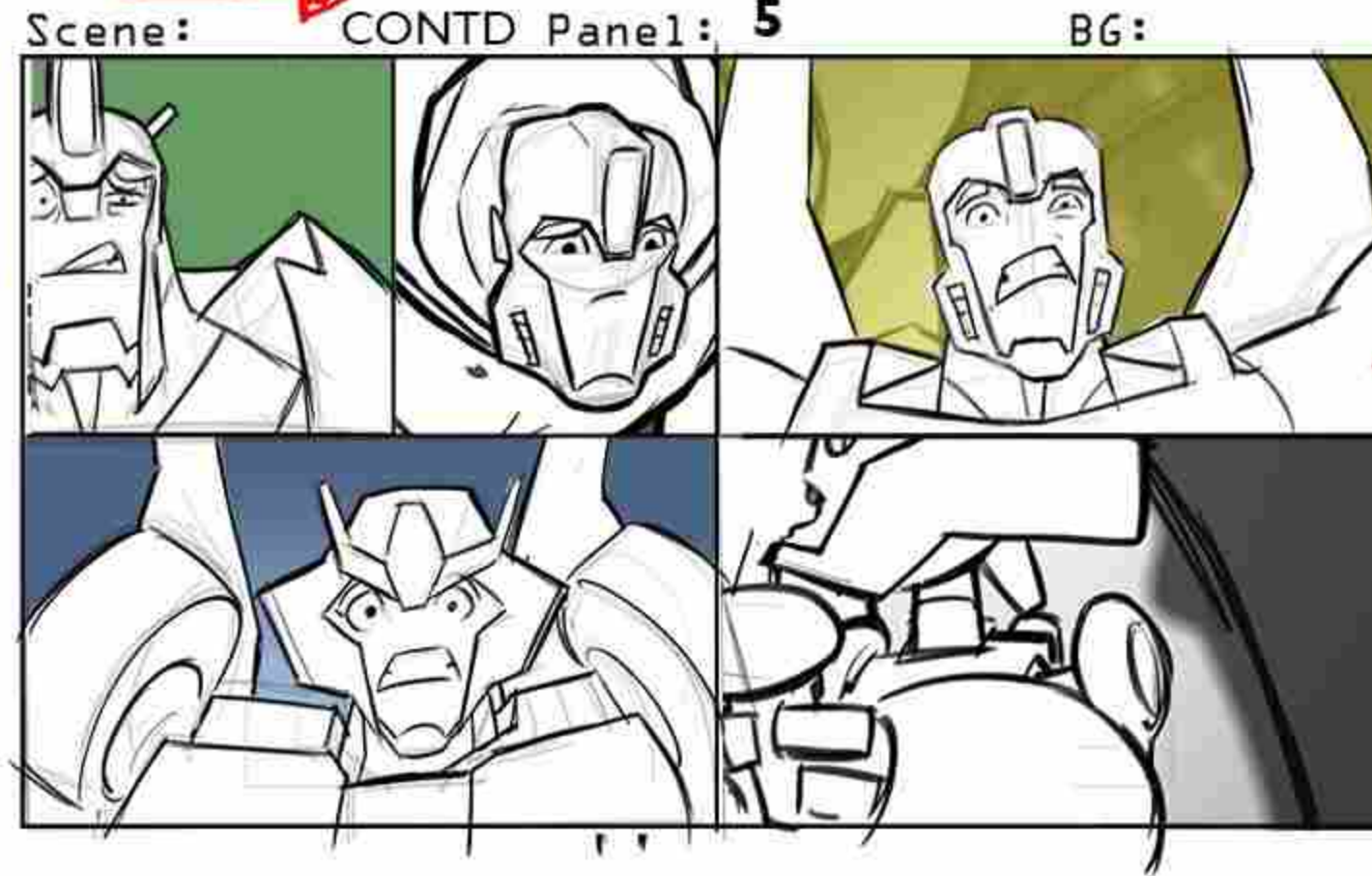
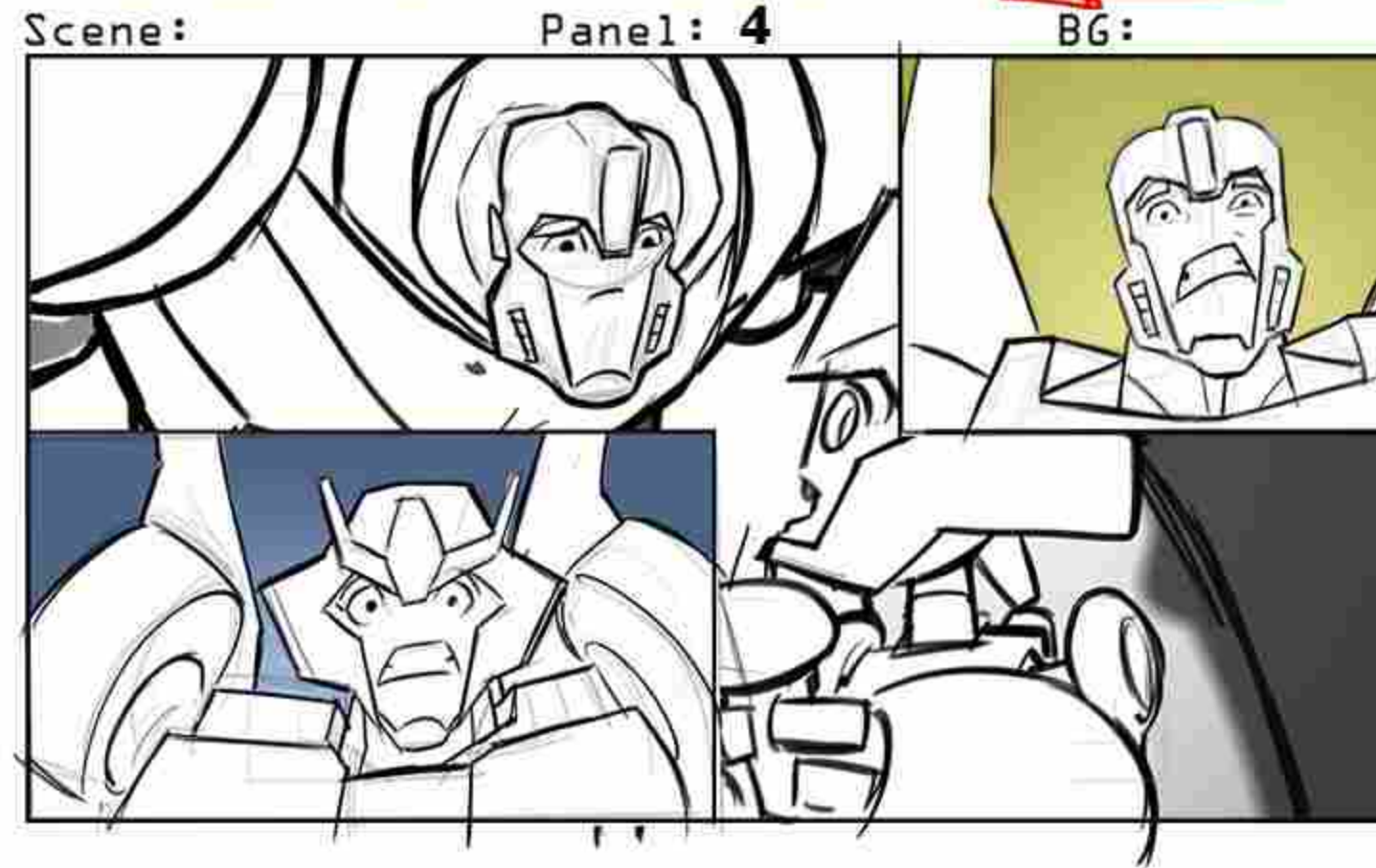


Action:	
9. INT. WESTERN TUNNEL - CONTINUOUS BEE LOOKS OVER FIXIT'S SHOULDER AS THE MINI-CON CONTINUES TO ACCESS VERTEBREAK'S FILE	
Dial:	
79 FIXIT (INTO COMM) HE STUDIED THE SURGICAL TECHNIQUES OF OTHER WORLDS,....	
Slug:	Trans:

Action:	
Dial:	
79 FIXIT (INTO COMM) .... DISCIPLINES SUCH AS...UNAUTHORIZED CYBER-GRAFTING.	
Slug:	Trans:

Action:	
FREEZE SCENE START SPLIT SCREEN AS STRONGARM CARD SLIDES IN.	
Dial:	
Slug:	Trans:





(THESE CARDS SHOULD SLIDE IN FAST TO COVER THE PREVIOUS SCENE)

Action:	
Dial:	
Slug:	Trans:

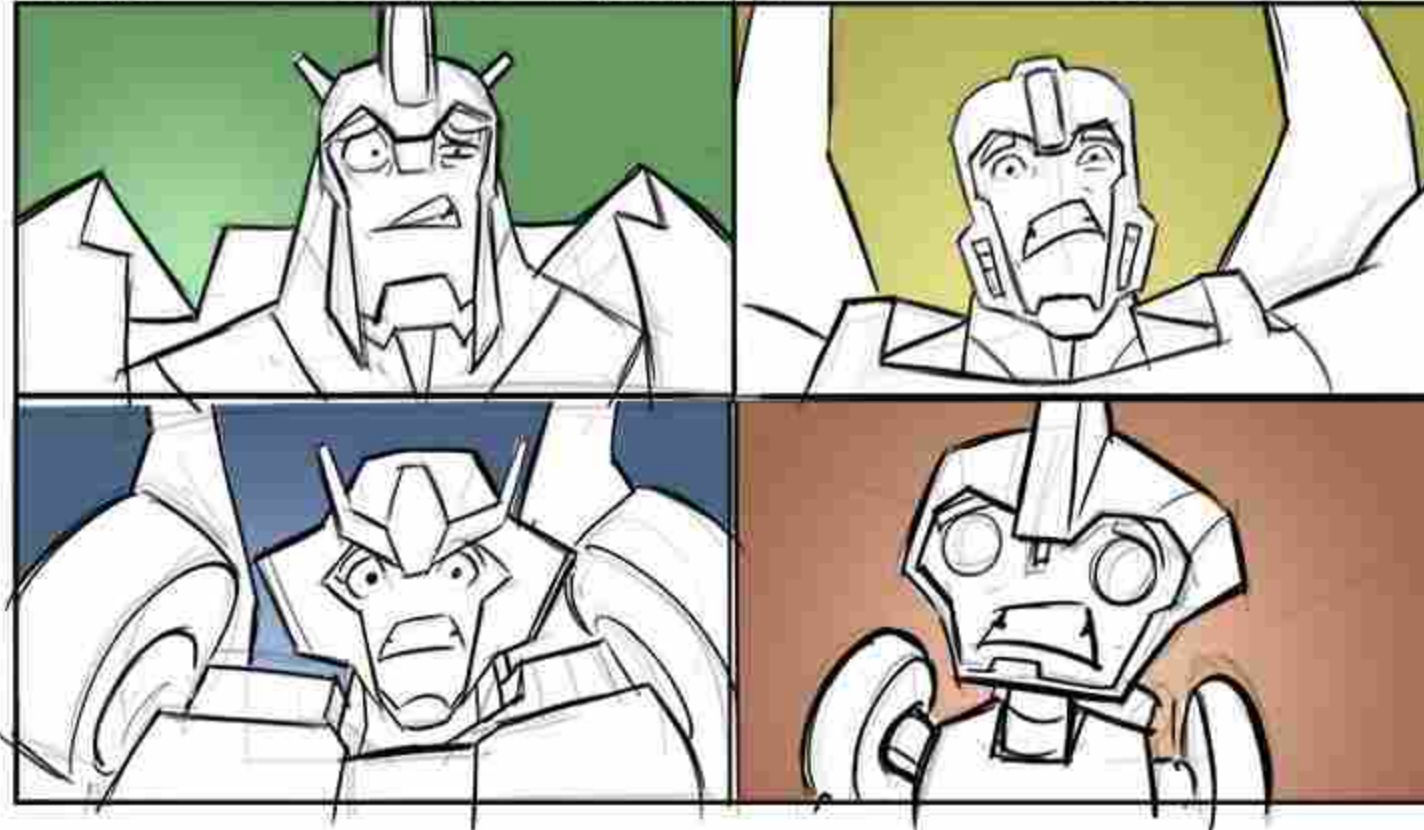
Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:



Scene: CONTD Panel: 7

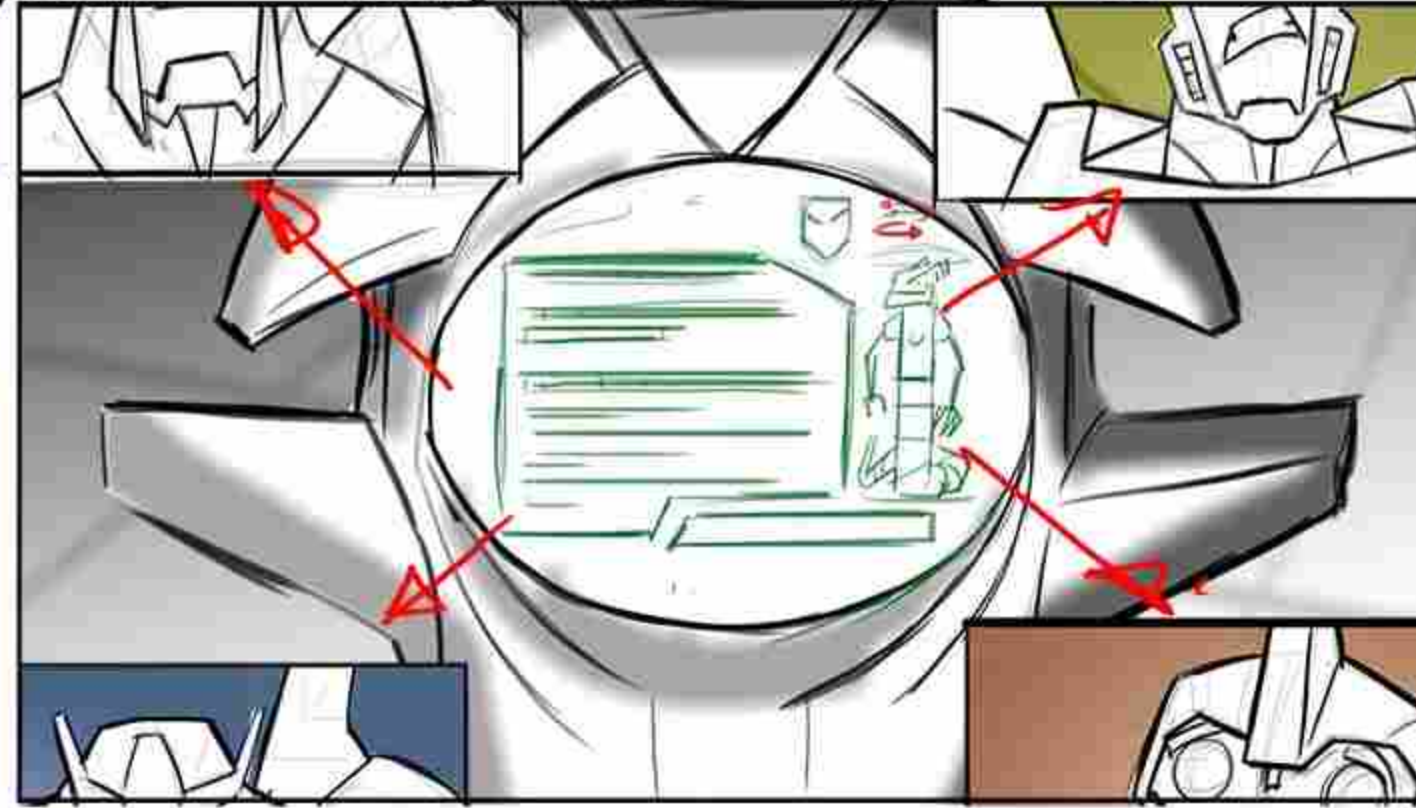
BG:



CUT

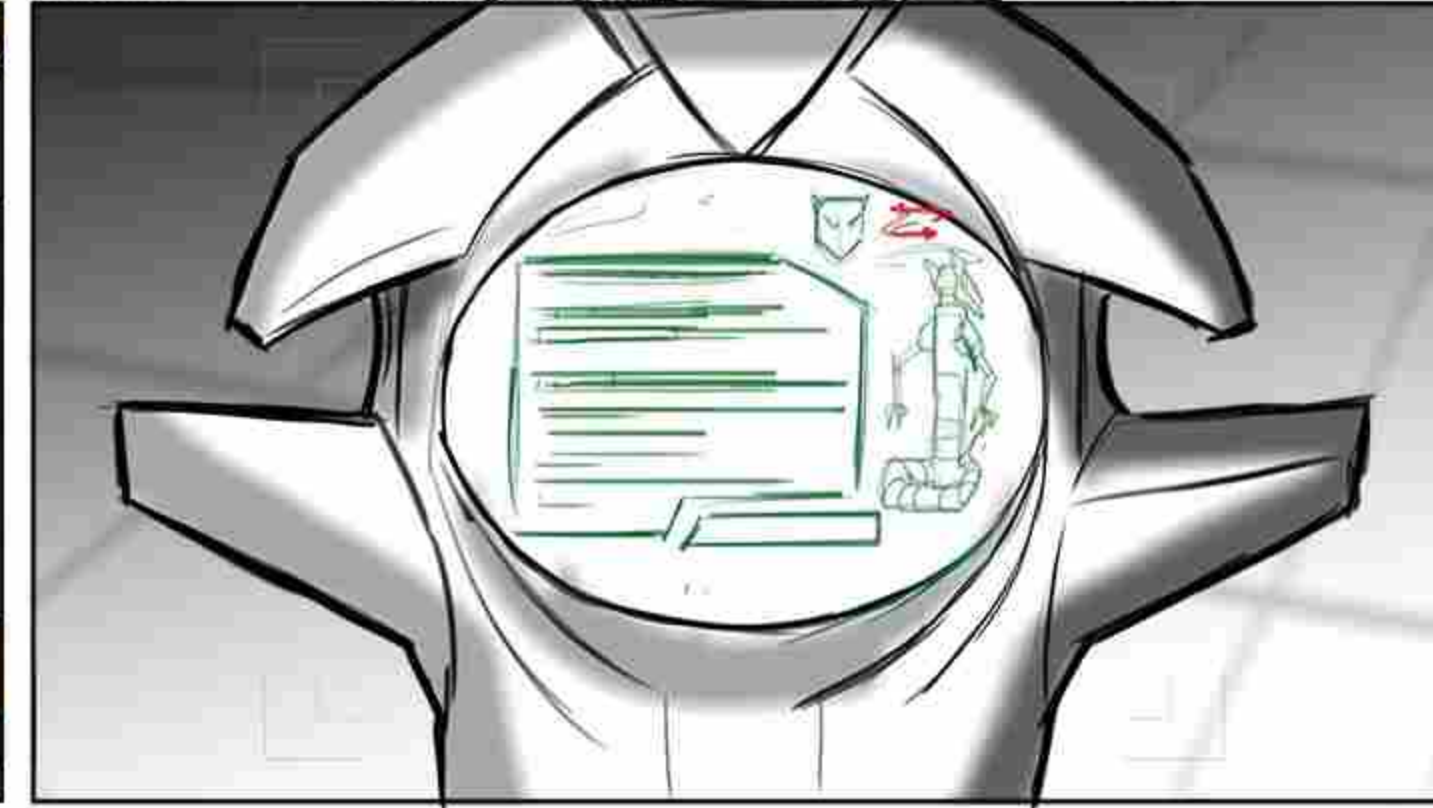
Scene: CONTD Panel: 1

BG:



Scene: CONTD Panel: 2

BG:



Action:	
THE CARDS SLIDE OUT FAST INTO THE CORNERS REVEALING FIXIT'S P.O.V OF HIS SCANNER.	
Dial:	
80 BOTS <SHUDDER>	
Slug:	Trans:

Action:	
ON THE SCREEN WE SEE A GRAPHIC OF VERTEBREAK IT SLOWLY SPINS ON THE SPOT AS TEXT SCROLLS ACROSS THE SCREEN.	
Dial:	
81 FIXIT (INTO COMM) (OS) THAT'S WHAT THE COUNCIL THOUGHT.	
Slug:	Trans:

Action:	
ON THE SCREEN WE SEE A GRAPHIC OF VERTEBREAK IT SLOWLY SPINS ON THE SPOT AS TEXT SCROLLS ACROSS THE SCREEN.	
Dial:	
82 FIXIT (CONT'D; INTO COMM) (CONT'D)(OS) VERTEBREAK WAS EXPELLED, AND SWORE REVENGE.	
Slug:	Trans:

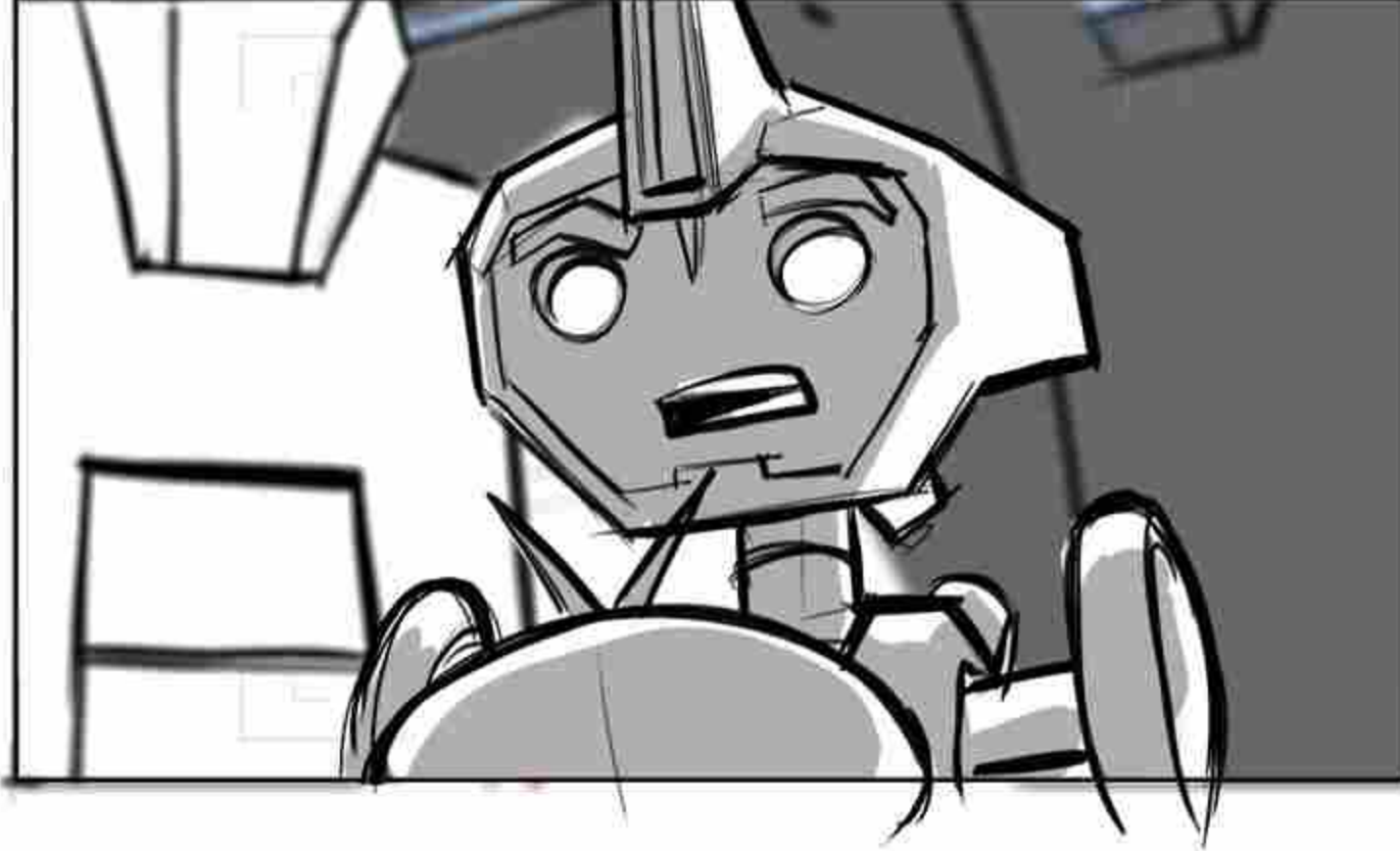


CUT

Scene:

Panel: 1

BG:



Scene:

CONTD Panel: 2

BG:



CUT

Scene:

Panel: 1

BG:



Action:

CLOSE ON FIXIT READING THE DATA OFF THE SCANNER.

EFX: (SHADOW, LIGHTS)

Dial:

82 FIXIT (CONT'D; INTO COMM) (CONT'D)  
FORTUNATELY, HE WAS LOCKED UP ON  
THE ALCHEMOR.....

Slug:

Trans:

Action:

FIXIT LOOKS UP AT BEE.

Dial:

82 FIXIT (CONT'D; INTO COMM) (CONT'D)  
....BEFORE HE COULD PUT A PLAN IN MOTION.

Slug:

Trans:

Action:

CLOSE ON BUMBLEBEE SPEAKING THROUGH HIS COM.

Dial:

83 BUMBLEBEE (INTO COMM)  
NOW HE'S PICKING UP WHERE HE LEFT  
OFF, USING SIDESWIPE'S BODY.

Slug:

Trans:



Scene: CONTD Panel: 2 BG:



CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Action:	
EFX: (SHADOW, LIGHTS)	
Dial: 83 BUMBLEBEE (CONTD) ..... USING SIDESWIPE'S BODY.	
Slug:	Trans:

Action:	
INT. EASTERN TUNNELS - CONTINUOUS BACK ON STRONGARM AND GRIMLOCK.	
EFX: (SHADOW, LIGHTS)	
Dial: 84 STRONGARM (DETERMINED) DON'T WORRY, SIR. WE'LL MAKE SURE VERTEBREAK.....	
Slug:	Trans:

Action:	
Dial: 84 STRONGARM (DETERMINED) .....DOESN'T GET USED TO HIS NEW LOOK.	
Slug:	Trans:



Scene: Panel: 1 BG:

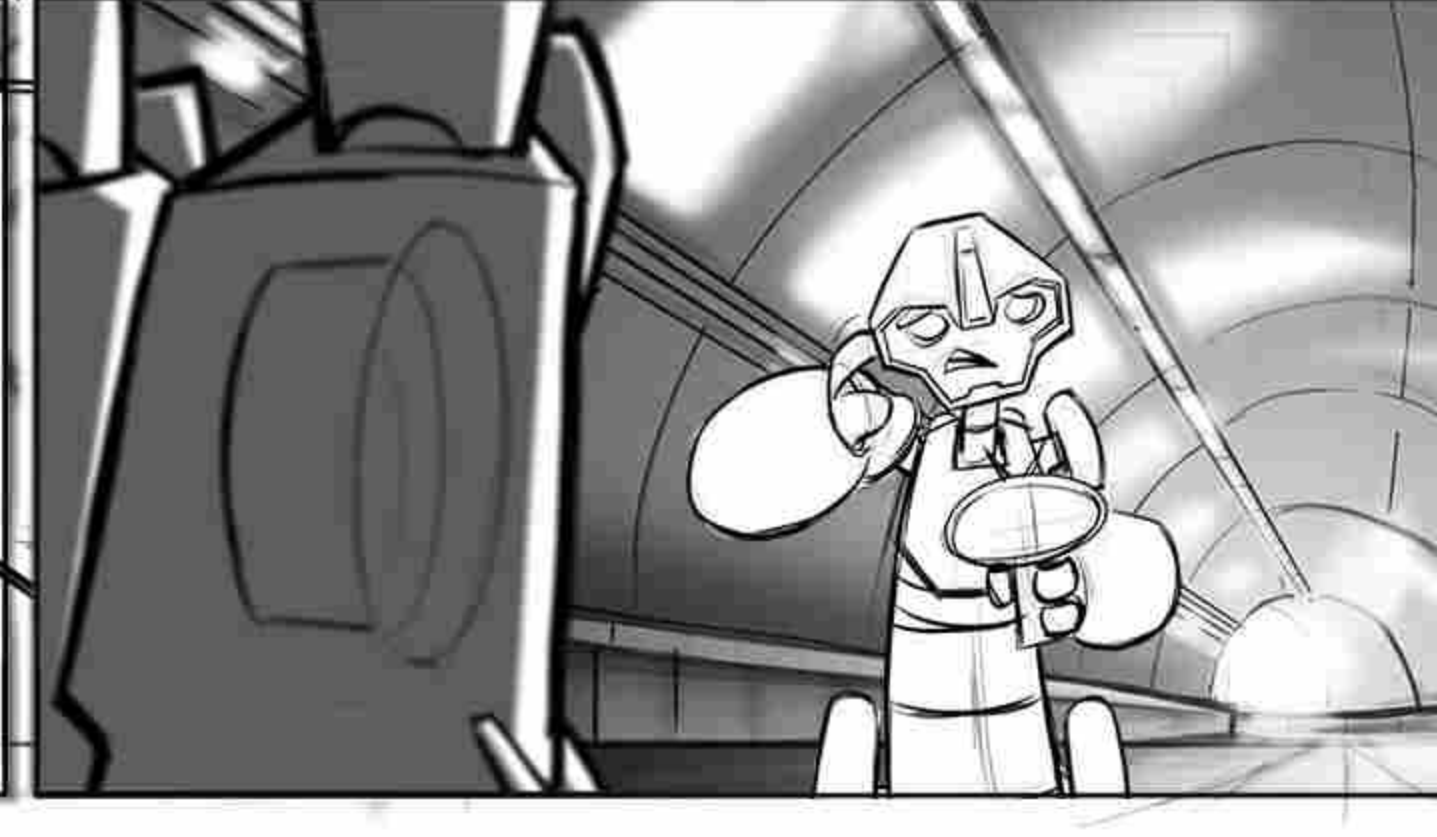


Scene: CONTD Panel: 2 BG:



CUT

Scene: Panel: 1 BG:



Action:

CLOSE ON A SMILING BEE.

EFX: (SHADOW, LIGHTS)

Dial:

85 BUMBLEBEE (INTO COMM)  
YOU READ MY MIND, CADET.

Slug:

Trans:

Action:

HE RETURNS TO FIXIT. ADJUST BG.

EFX: (SHADOW, LIGHTS)

Dial:

85 BUMBLEBEE (CONTD) (TO FIXIT)  
FIXIT, YOU STILL PICKING UP THAT  
ECHO ON YOUR SCANNER?

Slug:

Trans:

Action:

ANGLE ON FIXIT SCRATCHING HIS HEAD.

EFX: (SHADOW, LIGHTS)

Dial:

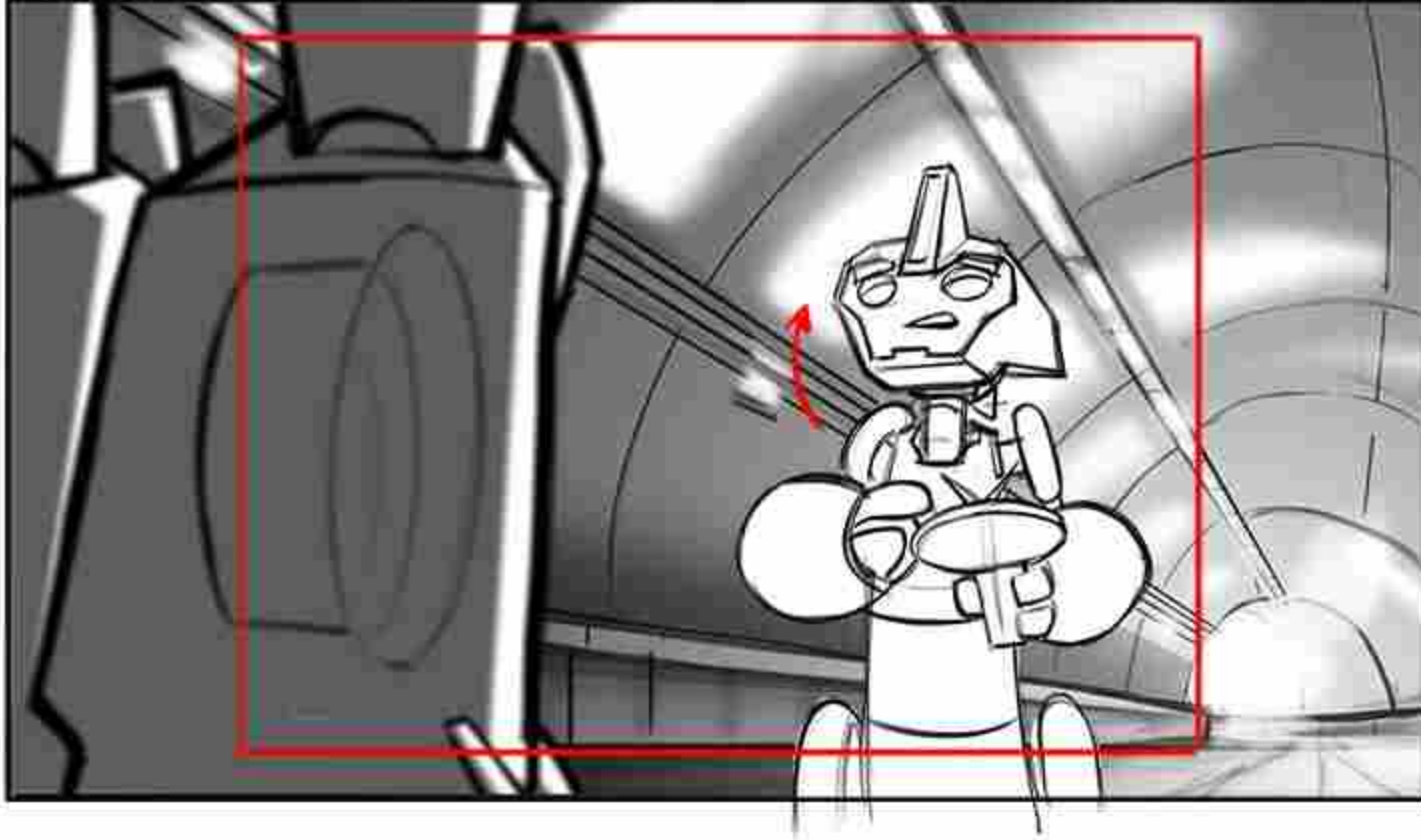
86 FIXIT  
YES, BUT THE OTHER SIDESWIPE .....

Slug:

Trans:

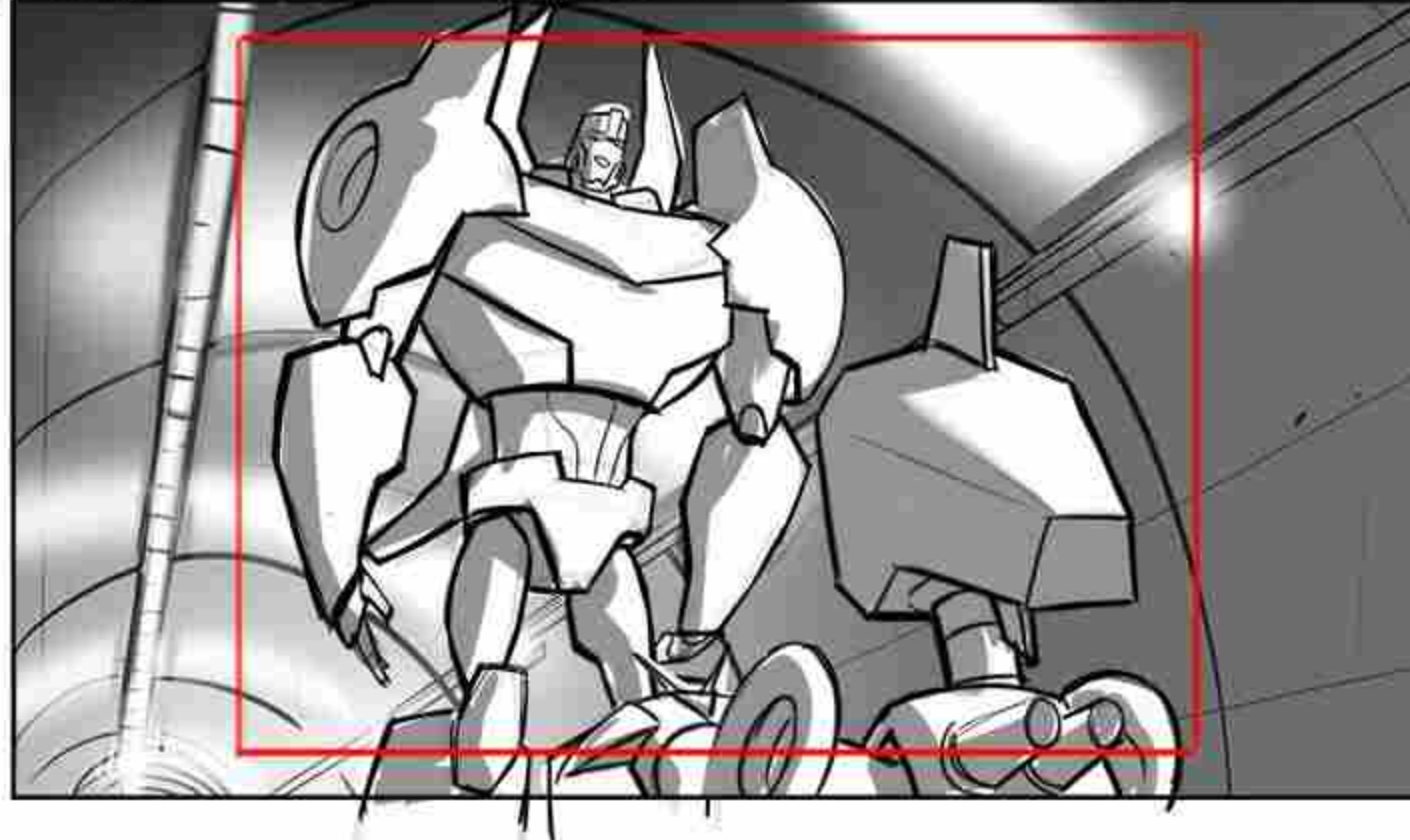


Scene: CONTD Panel: 1 BG:

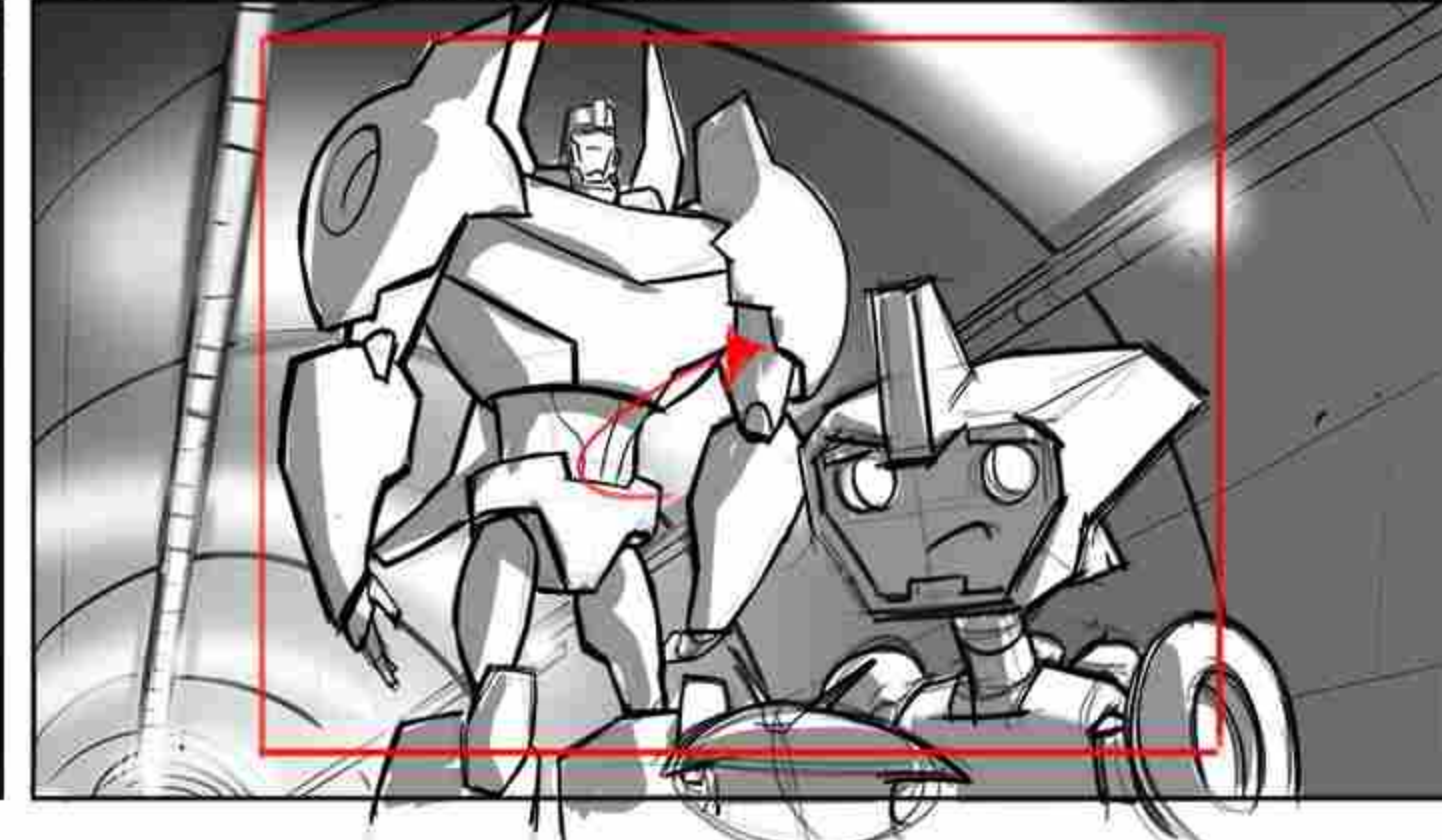


CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Action:

FIXIT LOOKS UP AT BEE.

EFX: (SHADOW, LIGHTS)

Dial:

86 FIXIT (CONTD)  
...HASN'T MOVED AN INCH SINCE WE ARRIVED HERE.

Slug:

Trans:

Action:

OTS FIXIT ON BUMBLEBEE.

EFX: (SHADOW, LIGHTS)

Dial:

87 BUMBLEBEE  
GOOD, LEAD ME TO HIM.

Slug:

Trans:

Action:

FIXIT TURNS ...

Dial:

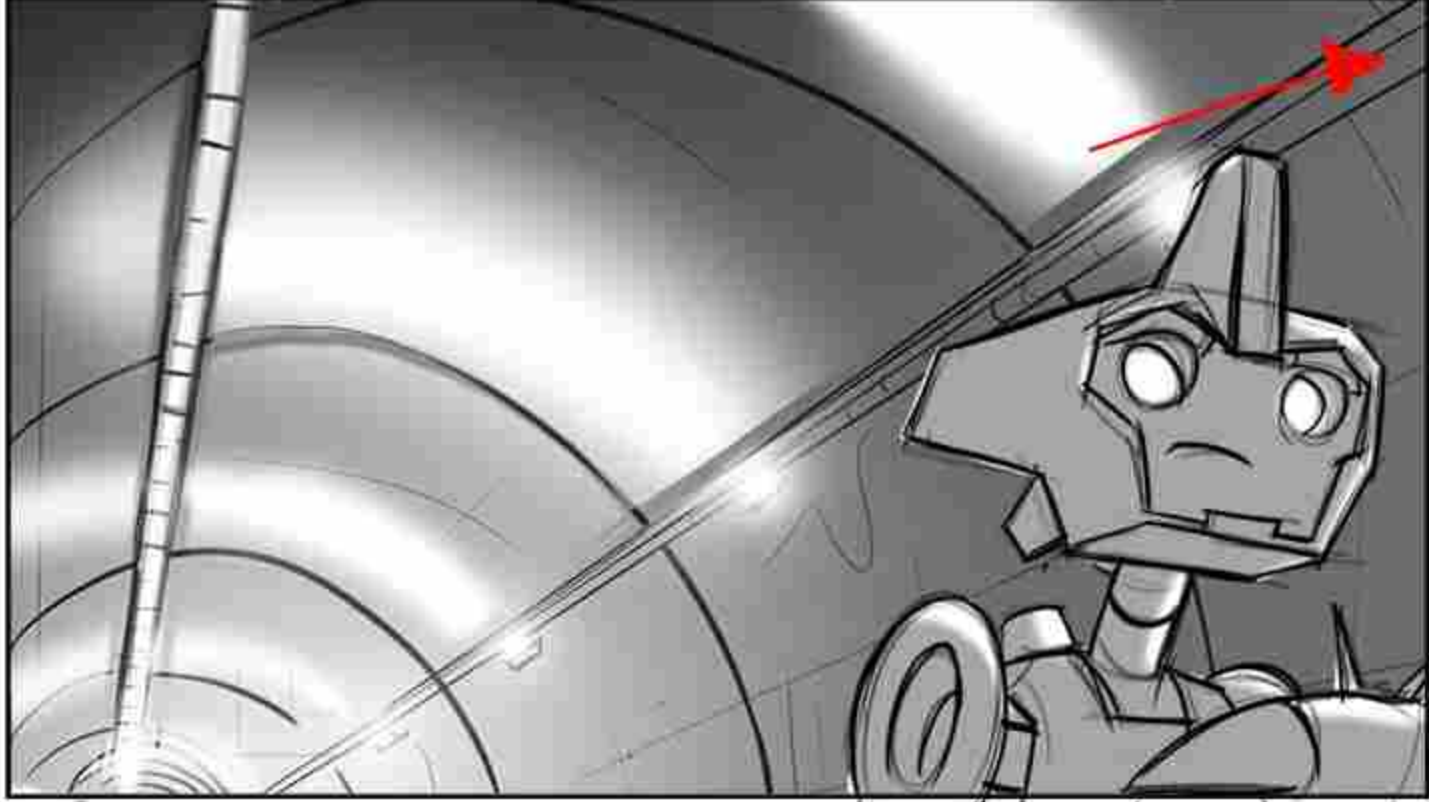
Slug:

Trans:



Scene: CONTD Panel: 1

BG:



CUT

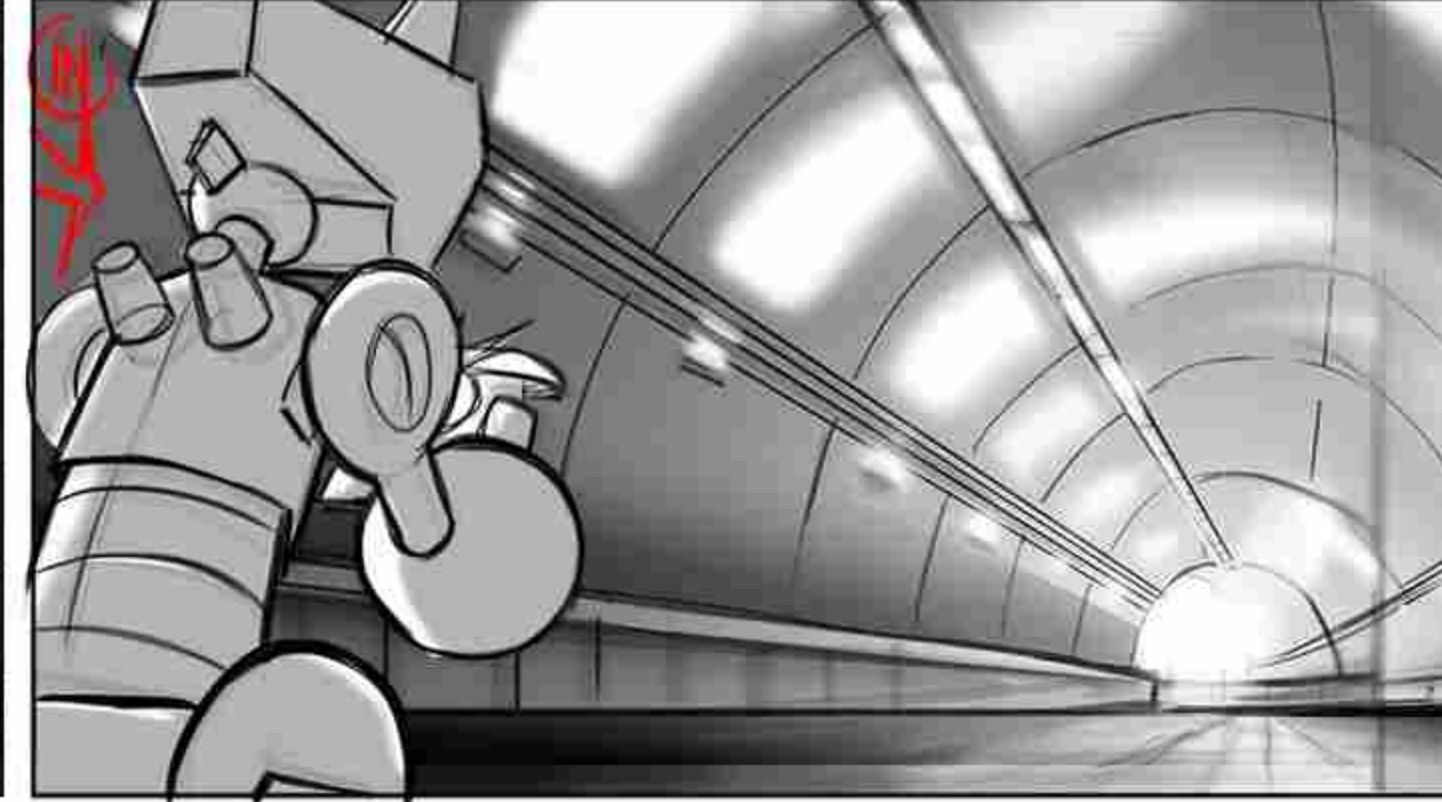
Scene: CONTD Panel: 1

BG:



Scene: CONTD Panel: 2

BG:



Action:

..HE STARTS TO EXIT.

EFX: (SHADOW, LIGHTS)

Dial:

Slug:

Trans:

Action:

ANOTHER ANGLE ON THE TUNNEL.

EFX: (SHADOW, LIGHTS)

Dial:

Slug:

Trans:

Action:

FIXIT ENTERS

Dial:

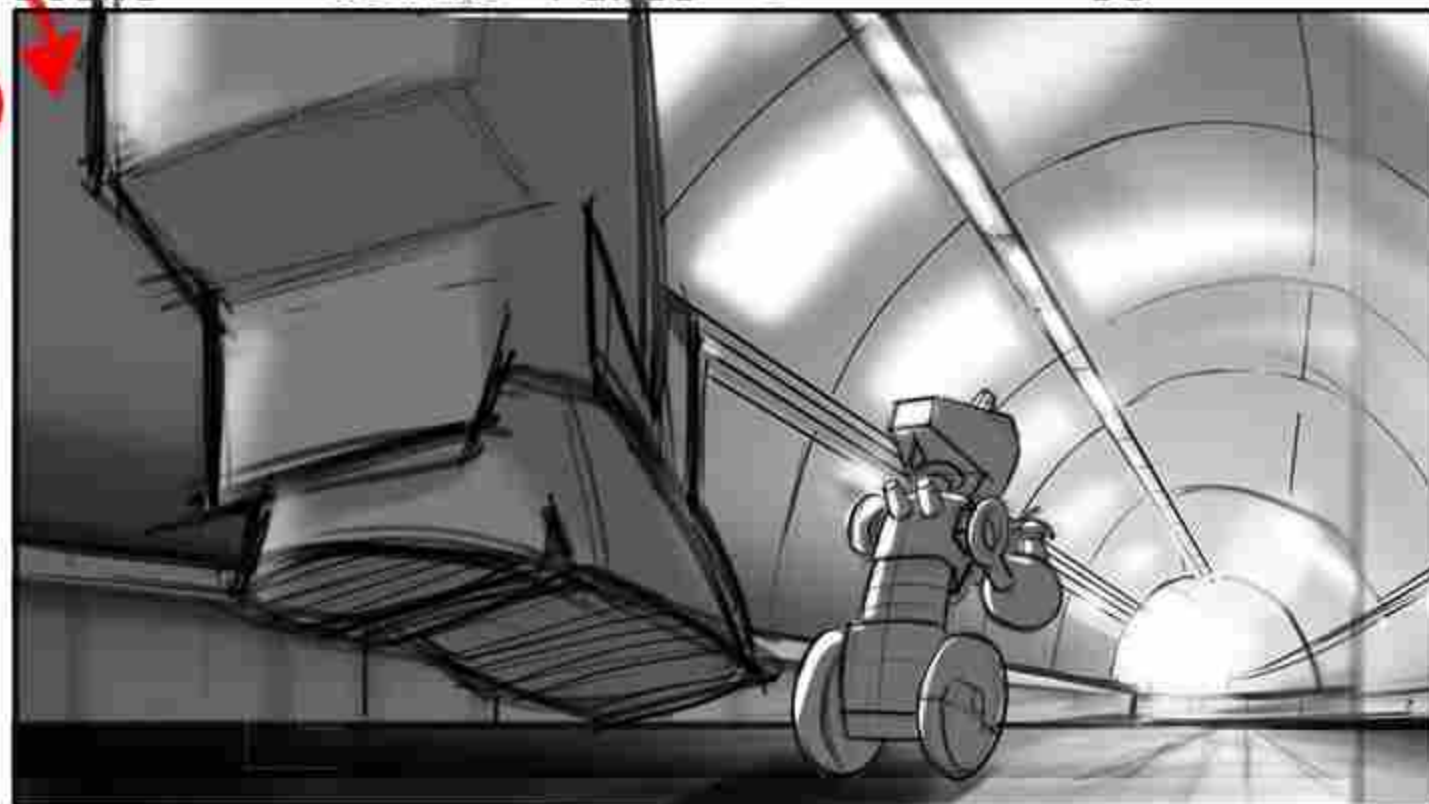
Slug:

Trans:



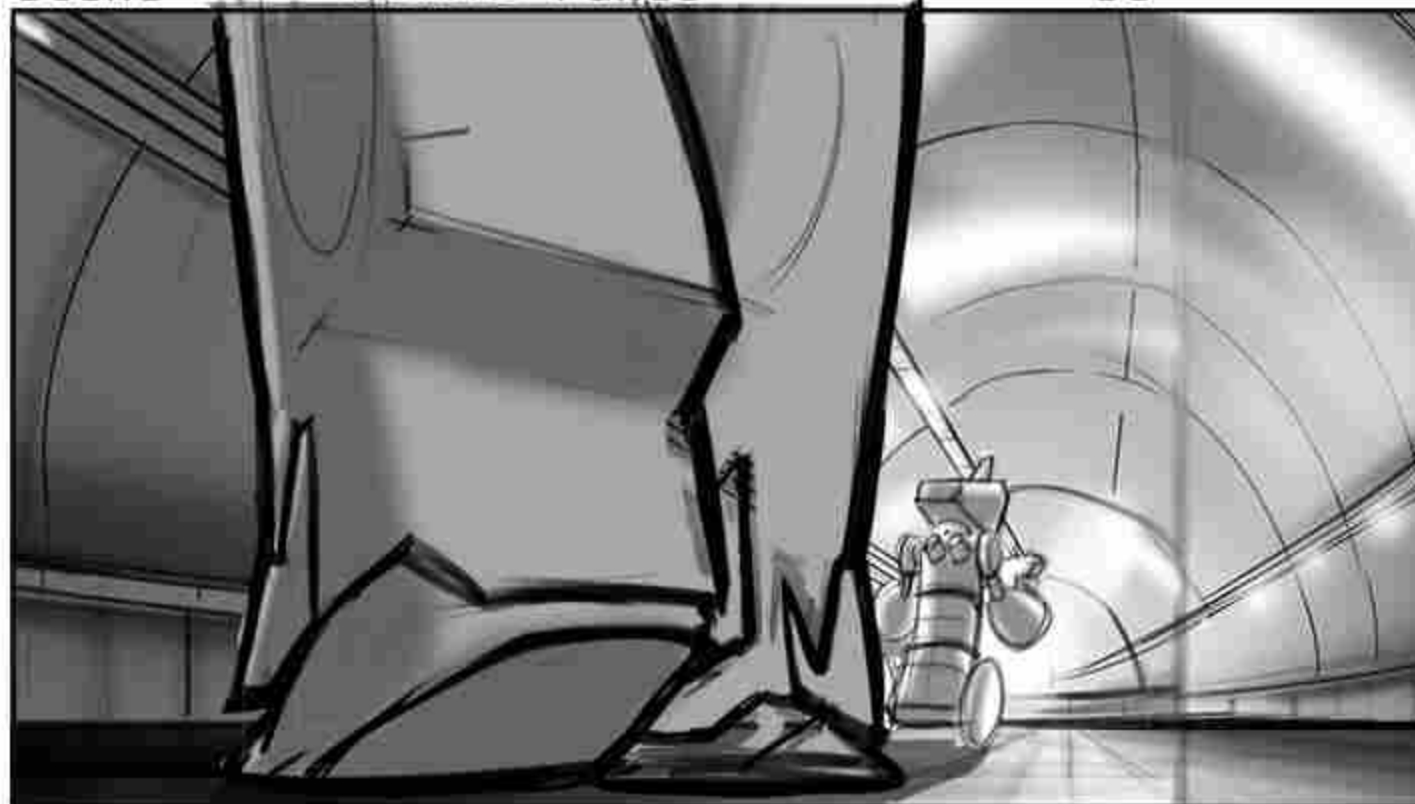
Scene: CONTD Panel: 3

BG:



Scene: CONTD Panel: 4

BG:



Scene: CONTD Panel: 5

BG:



Action:

BUMBLEBEE FOLLOWS FIXIT DOWN THE TUNNEL.

EFX: (SHADOW, LIGHTS)

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

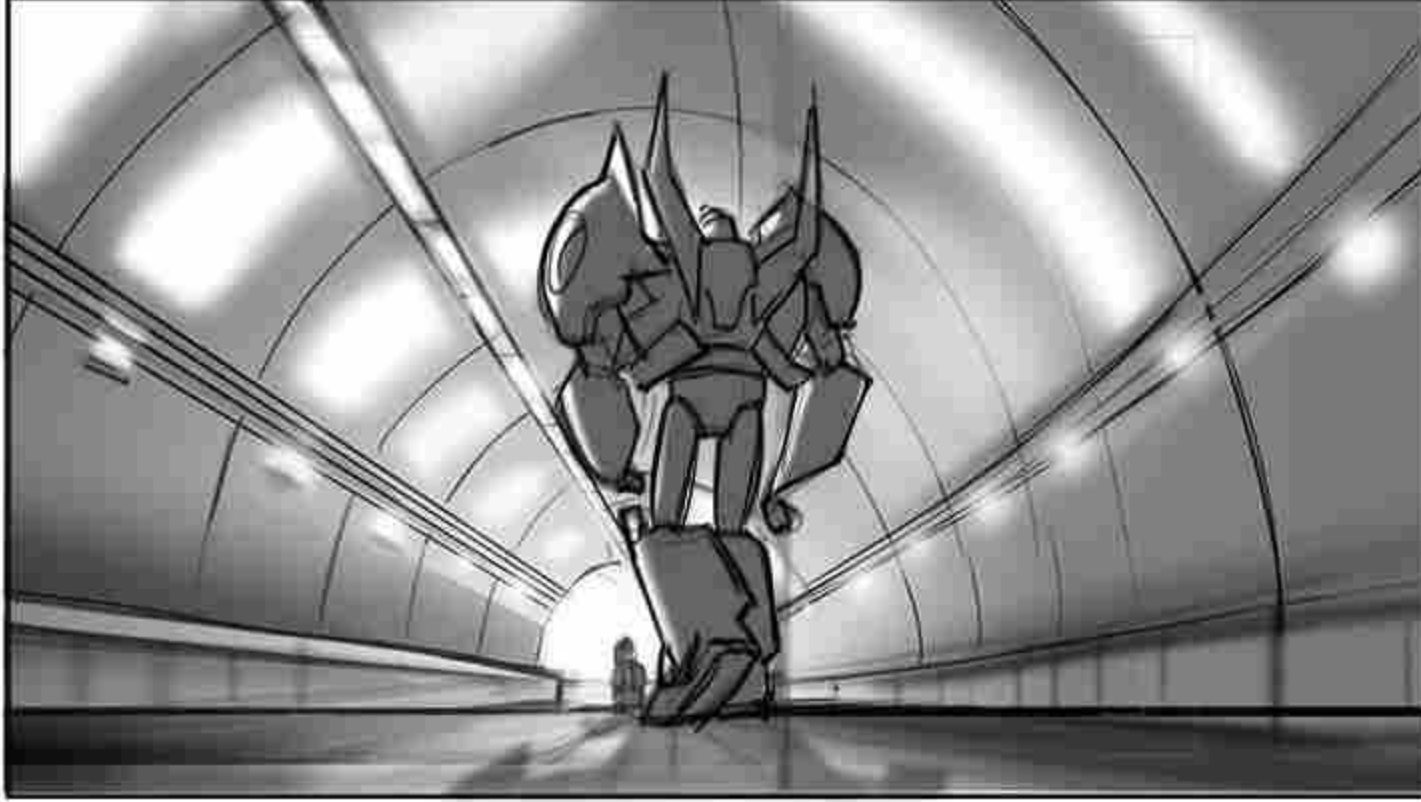
Dial:

Slug:

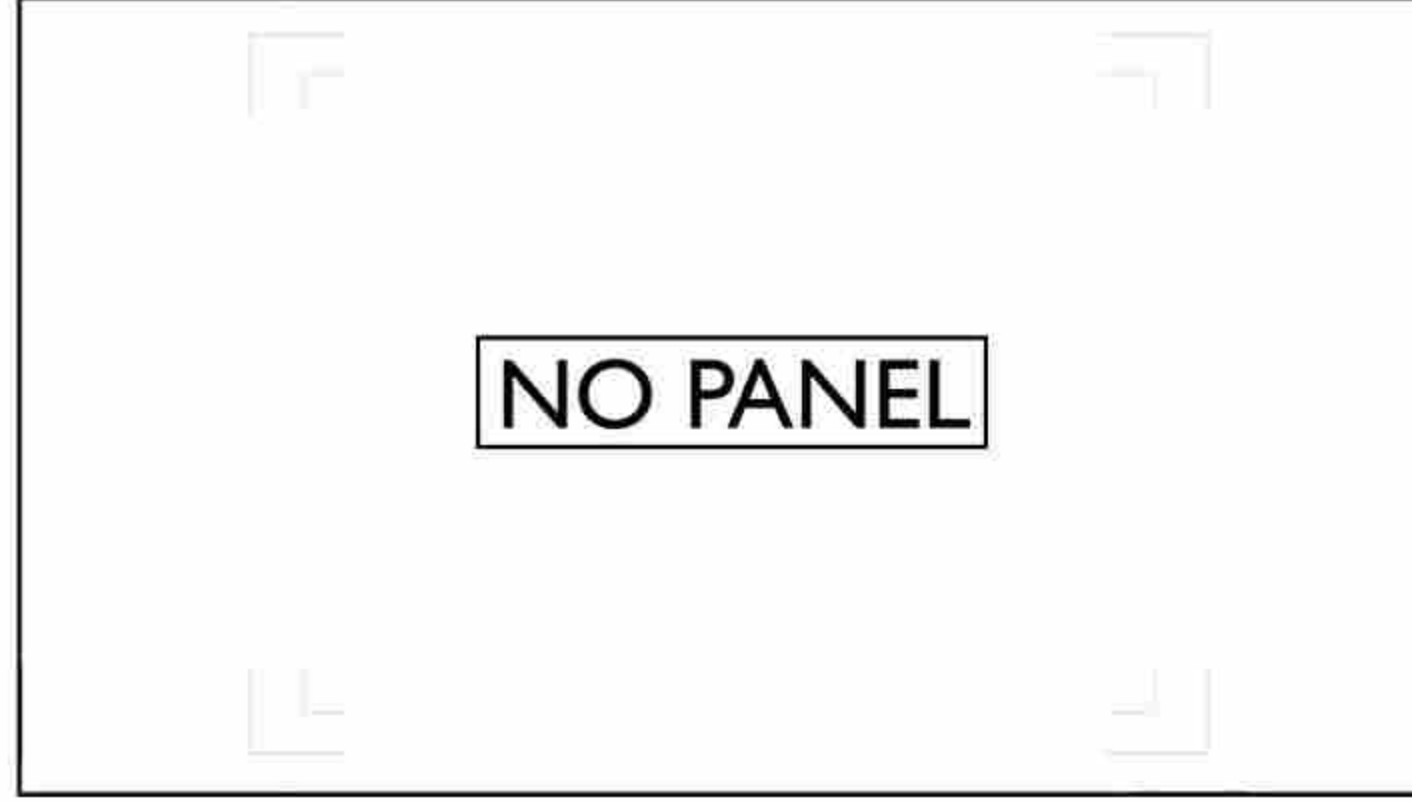
Trans:



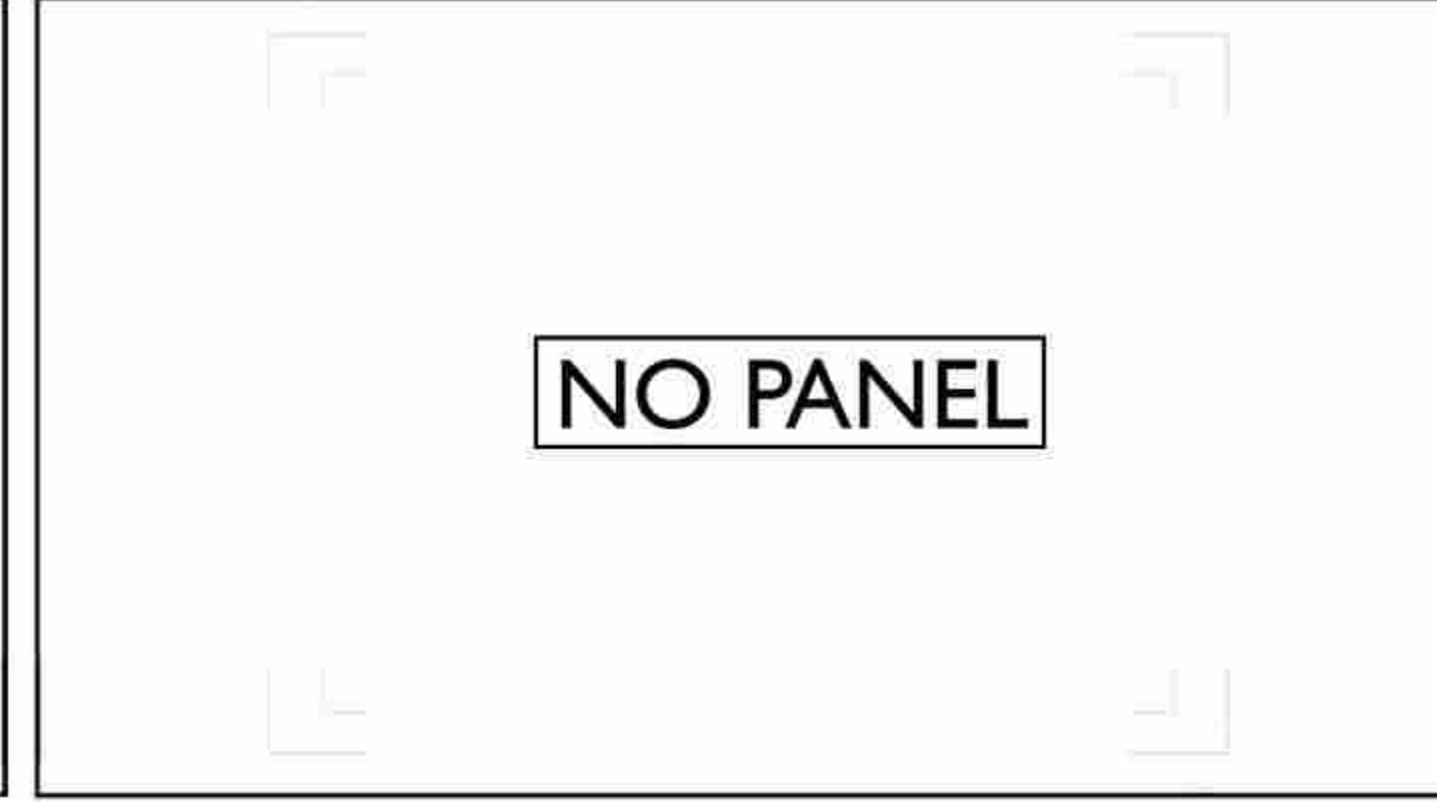
Scene: CONTD Panel: 6 BG:



Scene: Panel: BG:



Scene: Panel: BG:



Action:

EFX: (SHADOW, LIGHTS)

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

Dial:

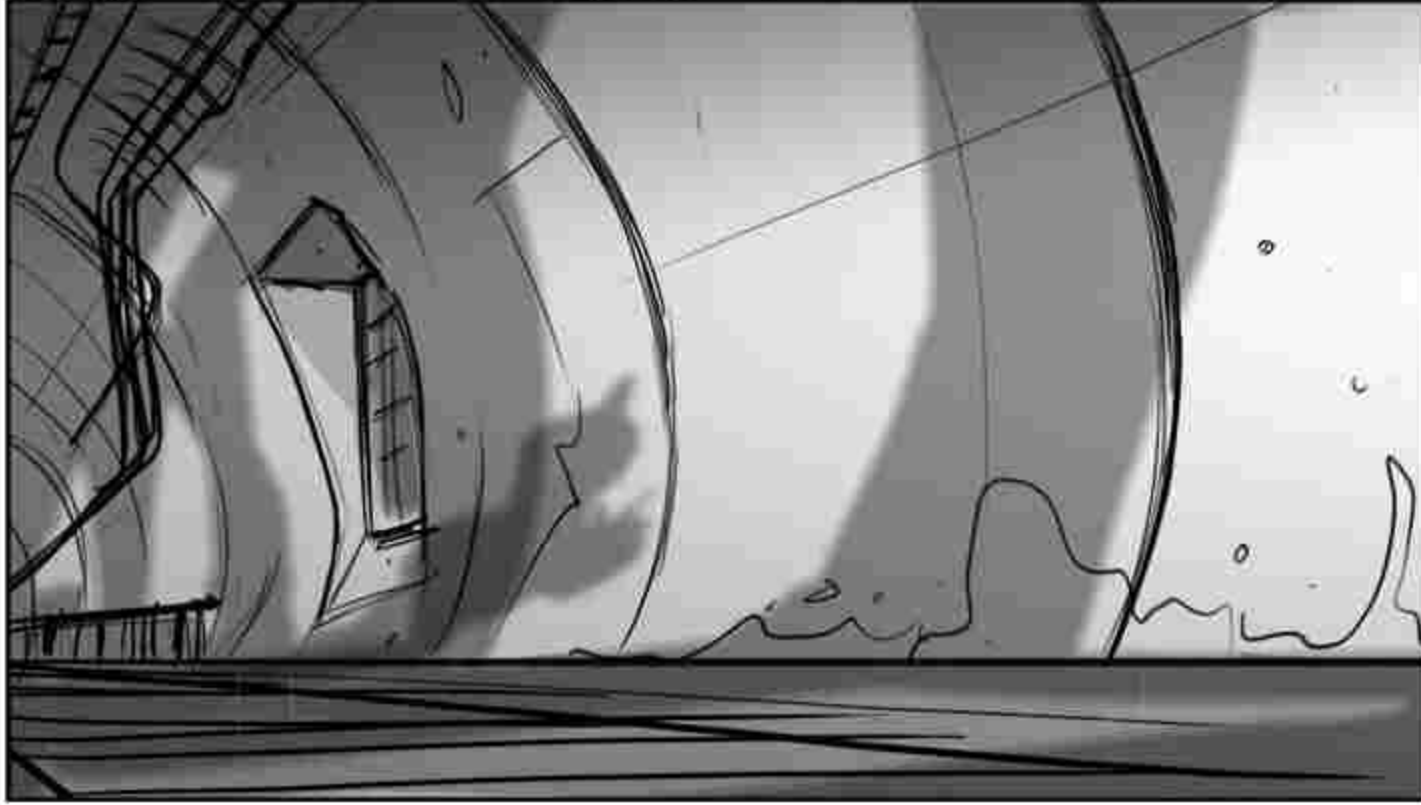
Slug:

Trans:





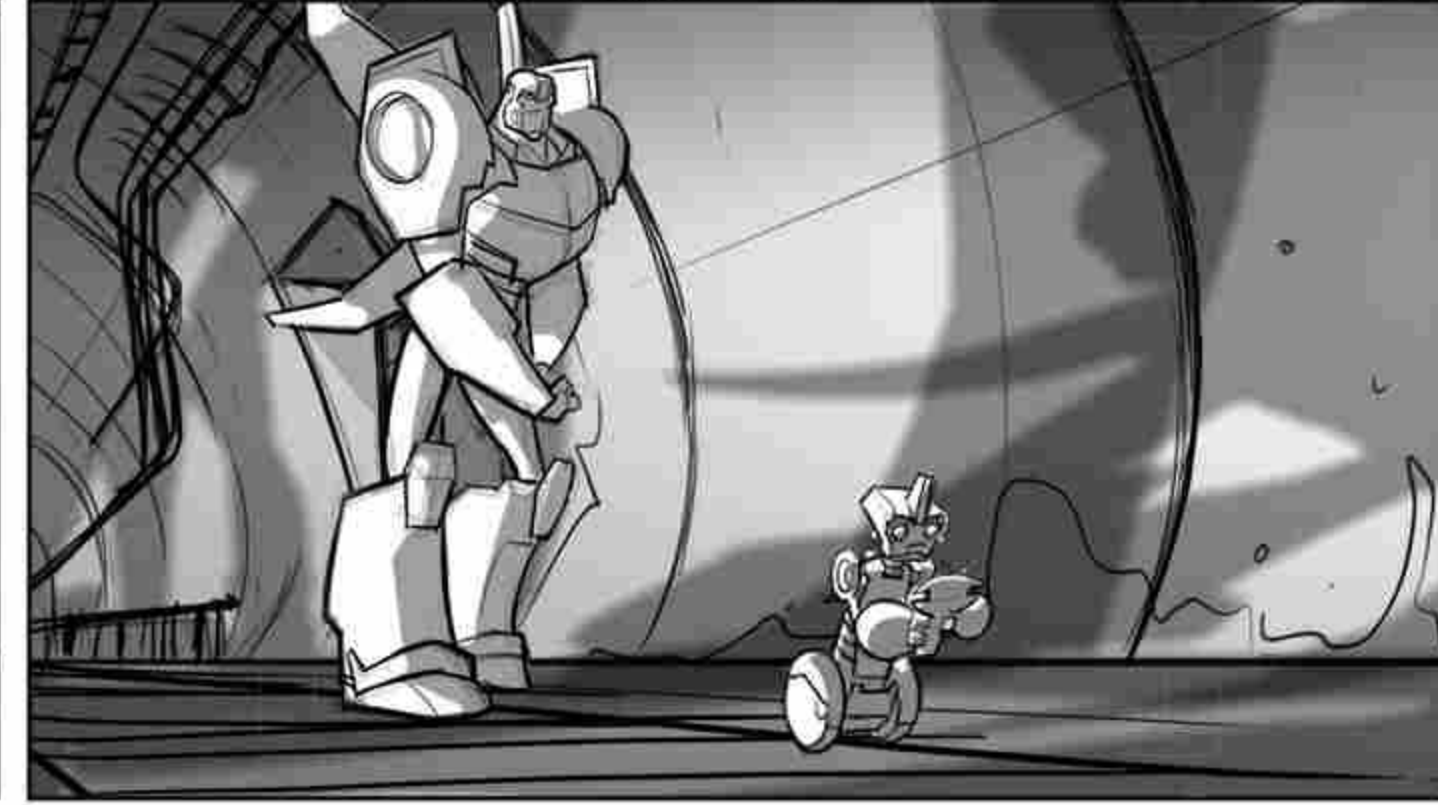
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 1 BG:



Action:

10. INT. TUNNEL OUTSIDE VERTEBREAK'S LABORATORY - CONT.  
FIXIT LOOKING AT HIS SCANNER ENTERS.

EFX: (SHADOWS)

Dial:

Slug:

Trans:

Action:

..FOLLOWED BY BEE.

Dial:

Slug:

Trans:

Action:

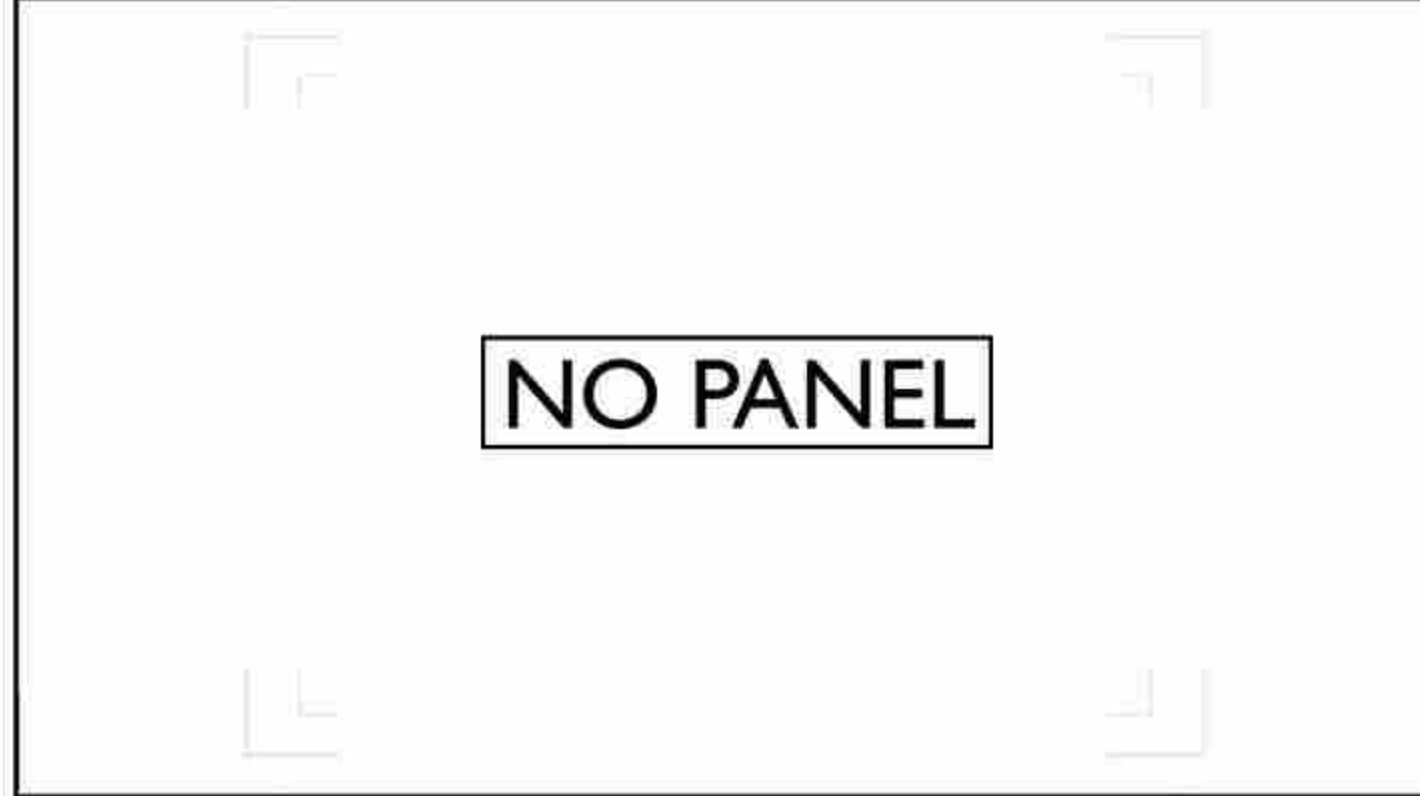
Dial:

Slug:

Trans:

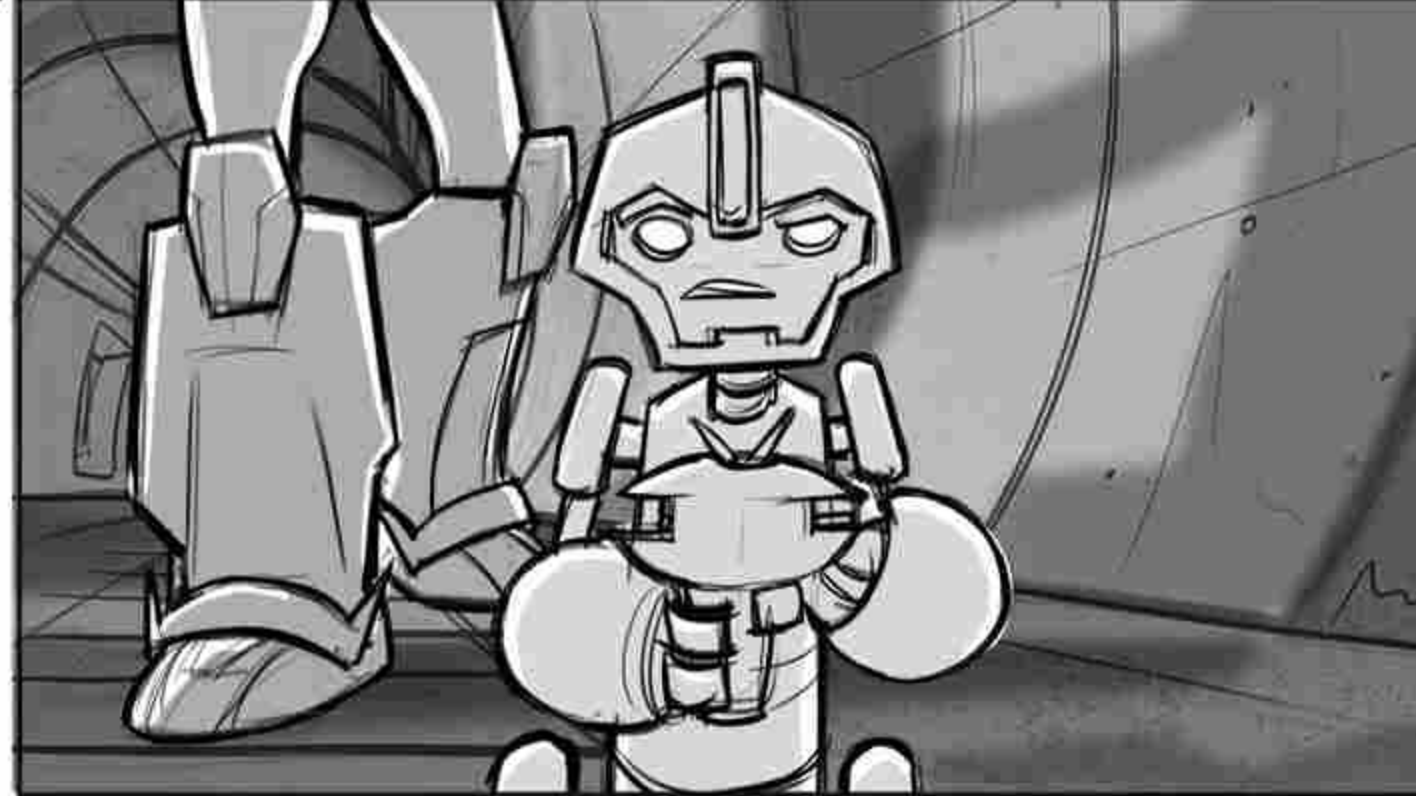


Scene: Panel: BG:



CUT

Scene: CONTD Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



HU

Action:

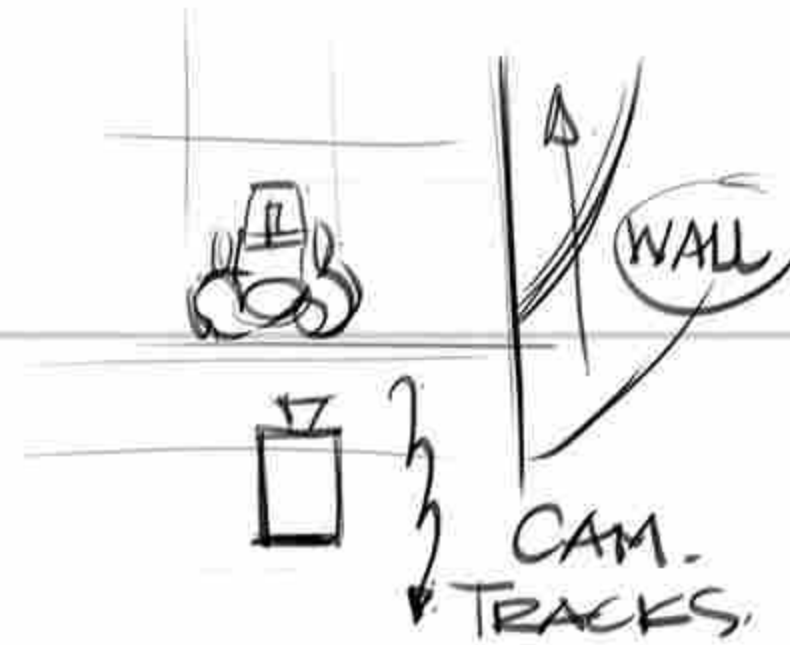
Dial:

Slug: Trans:

Action:

Dial:

Slug: Trans:



Action:

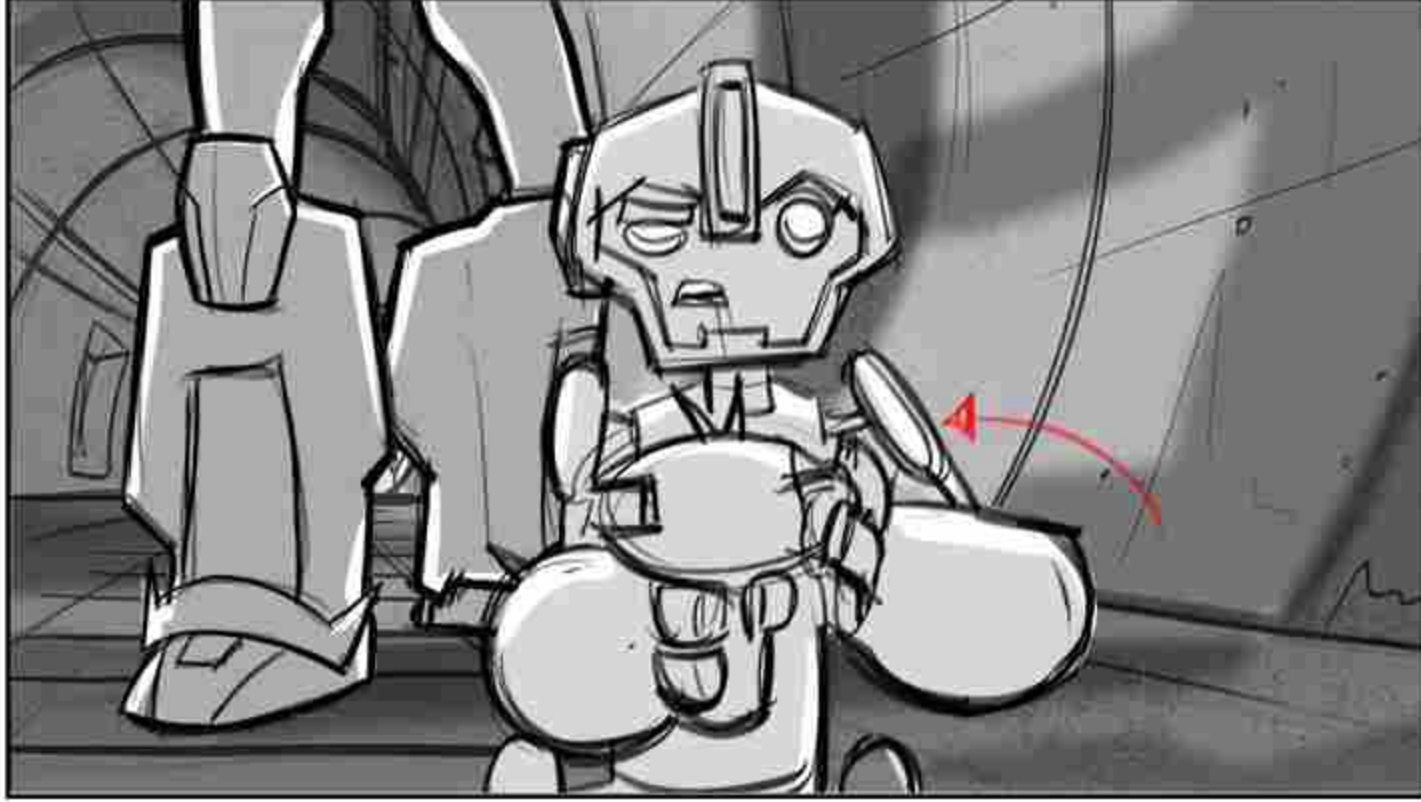
Dial:

Slug: Trans:

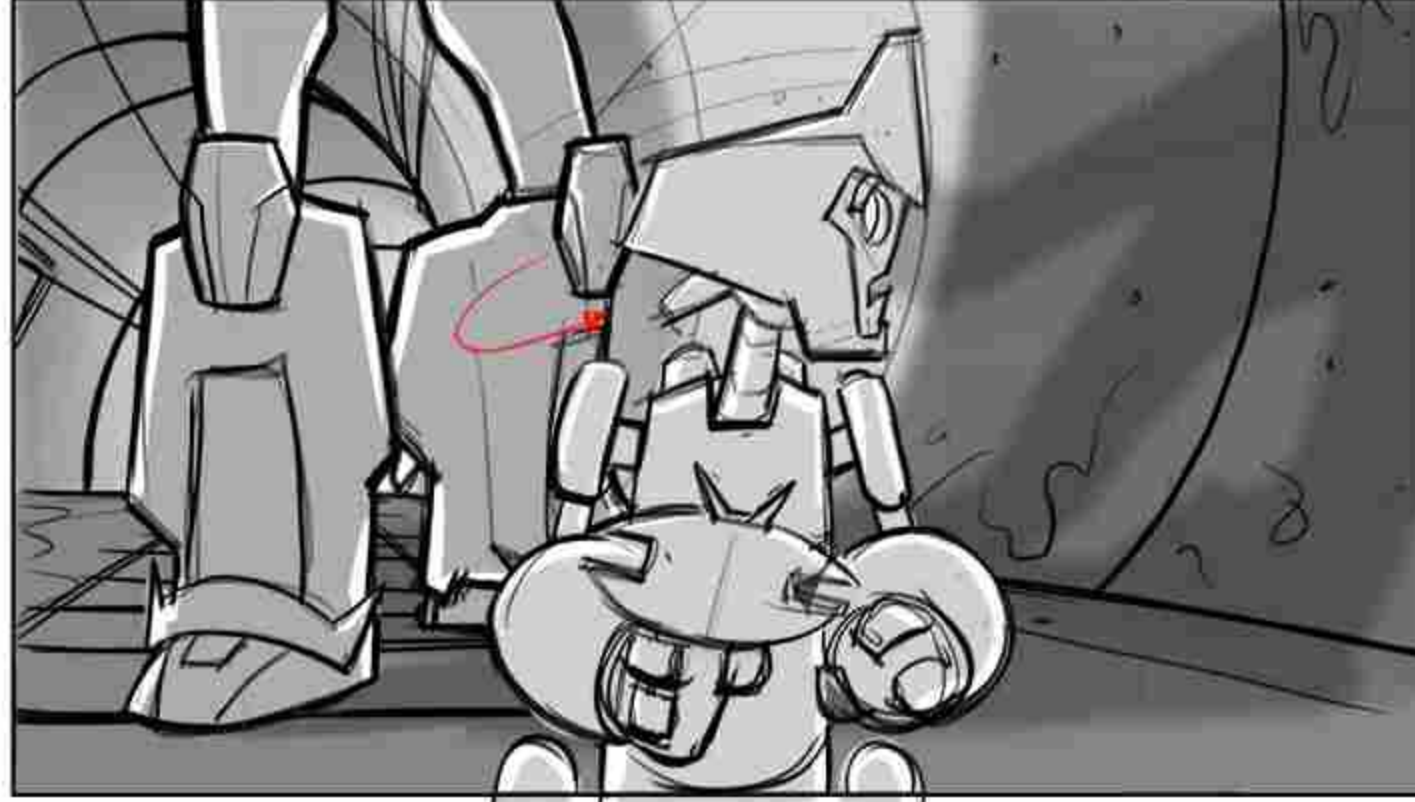
CLOSE ON FIXIT CONSULTING HIS SCANNER.  
CAMERA TRACKS WITH THEM.



Scene: CONTD Panel: 7 BG:

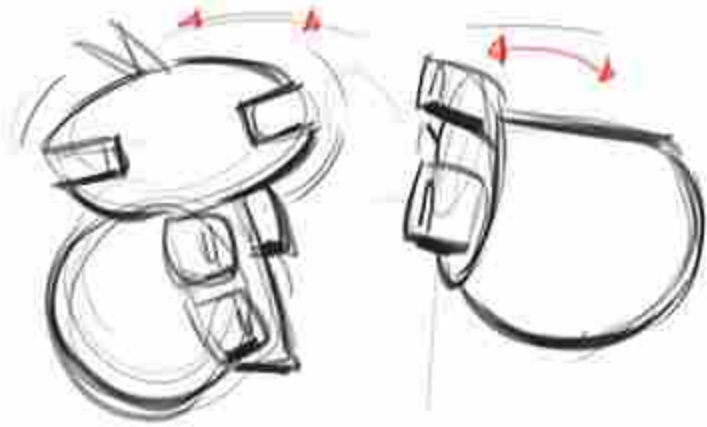


Scene: CONTD Panel: 8 BG:



Scene: Panel: BG:

SCENE CONTD ON NEXT PAGE.



BANGS  
THE  
SCANNER  
A COUPLE  
OF TIMES.

Action:

THEY STOP. FIXIT STARTS TO BANG THE SCANNER A COUPLE OF TIMES.

Dial:

88 FIXIT  
THE SIGNAL

Slug:

Trans:

Action:

HE LOOKS OVER....

Dial:

88 FIXIT  
HE MUST BE IN THERE.

Slug:

Trans:

Action:

Dial:

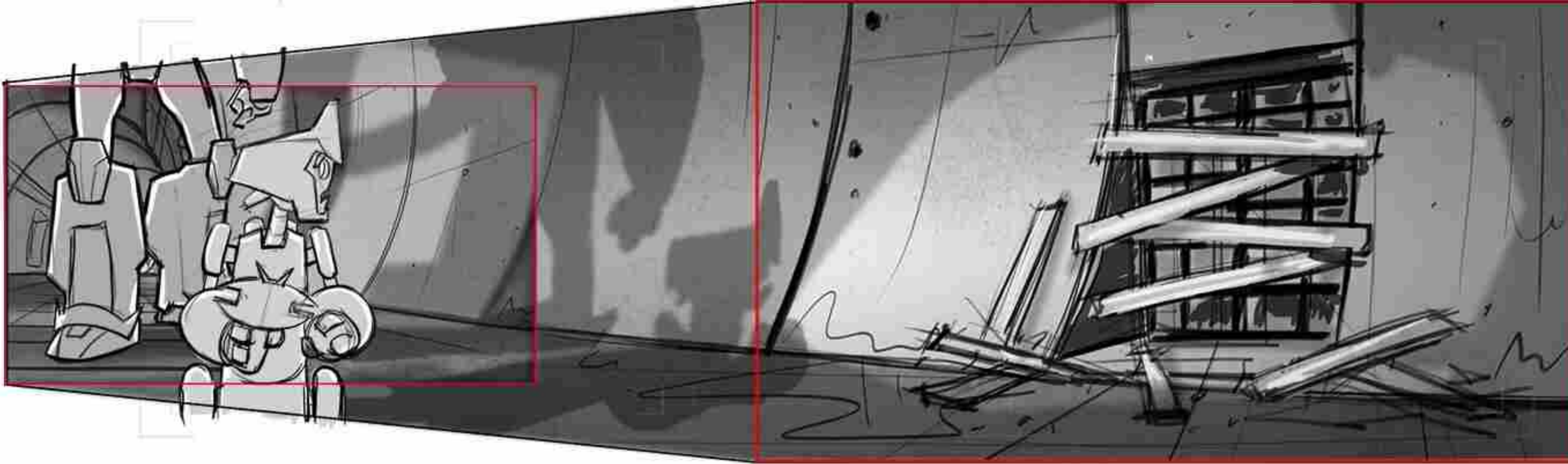
Slug:

Trans:



Scene: CONTD Panel: 9

BG:



Scene:

Panel:

BG:

CUT

Scene: CONTD Panel: 1

BG:



Action:

PAN AND TRUCK OUT.

Dial:

Slug:

Trans:

Action:

ANGLE ON A BOARDED-UP TUNNEL.

Dial:

Slug:

Trans:

Action:

ANGLE ON BUMBLEBEE.

EFX: <SHADOW>

Dial:

Slug:

Trans:



Scene: CONTD Panel: 2

BG:



Scene: CONTD Panel: 3

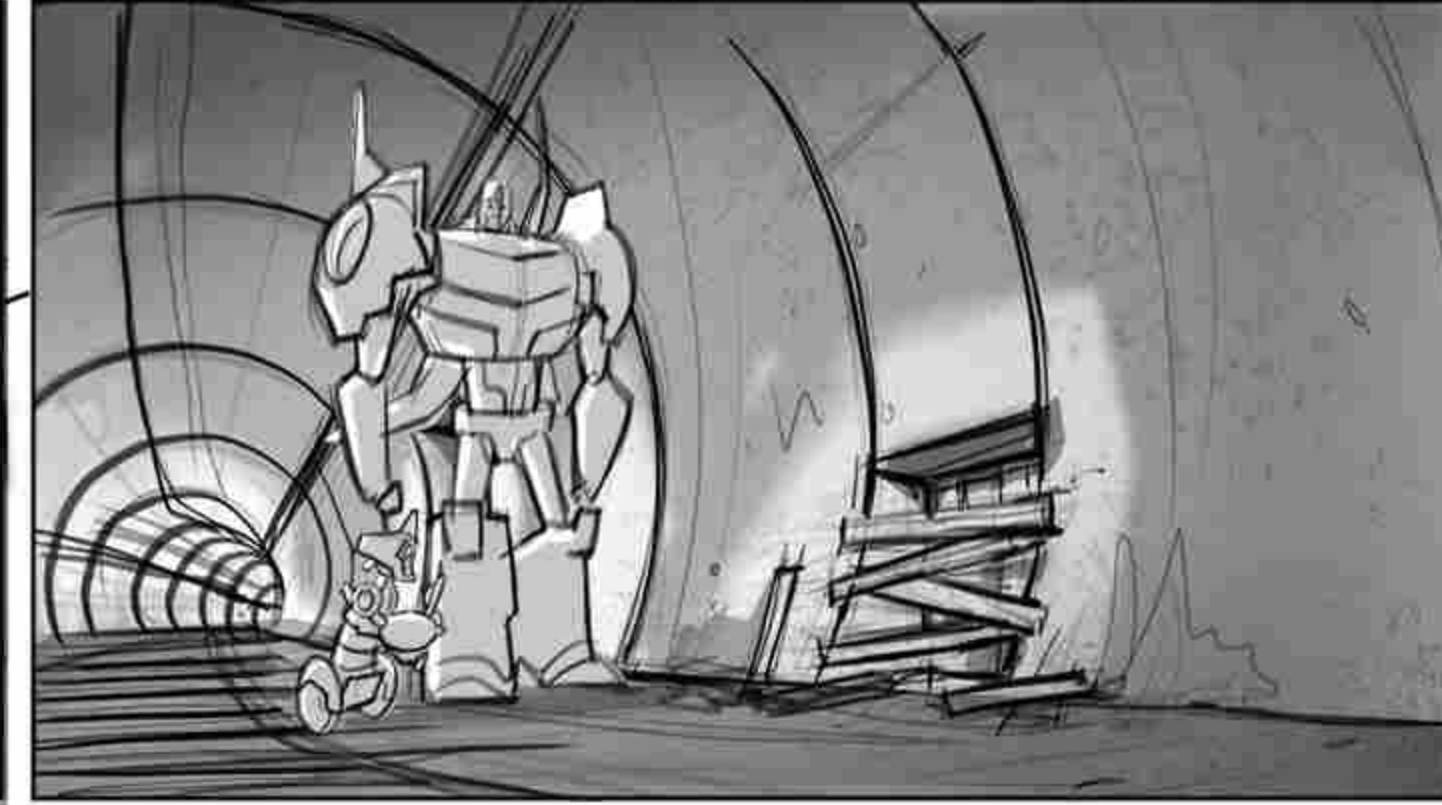
BG:



CUT

Scene: Panel: 1

BG:



Action:

Dial:

89 BUMBLEBEE  
ARE ...

Slug:

Trans:

Action:

Dial:

89 BUMBLEBEE  
...YOU SURE?

Slug:

Trans:

Action:

WIDER ON SCENE.  
(START POSE)

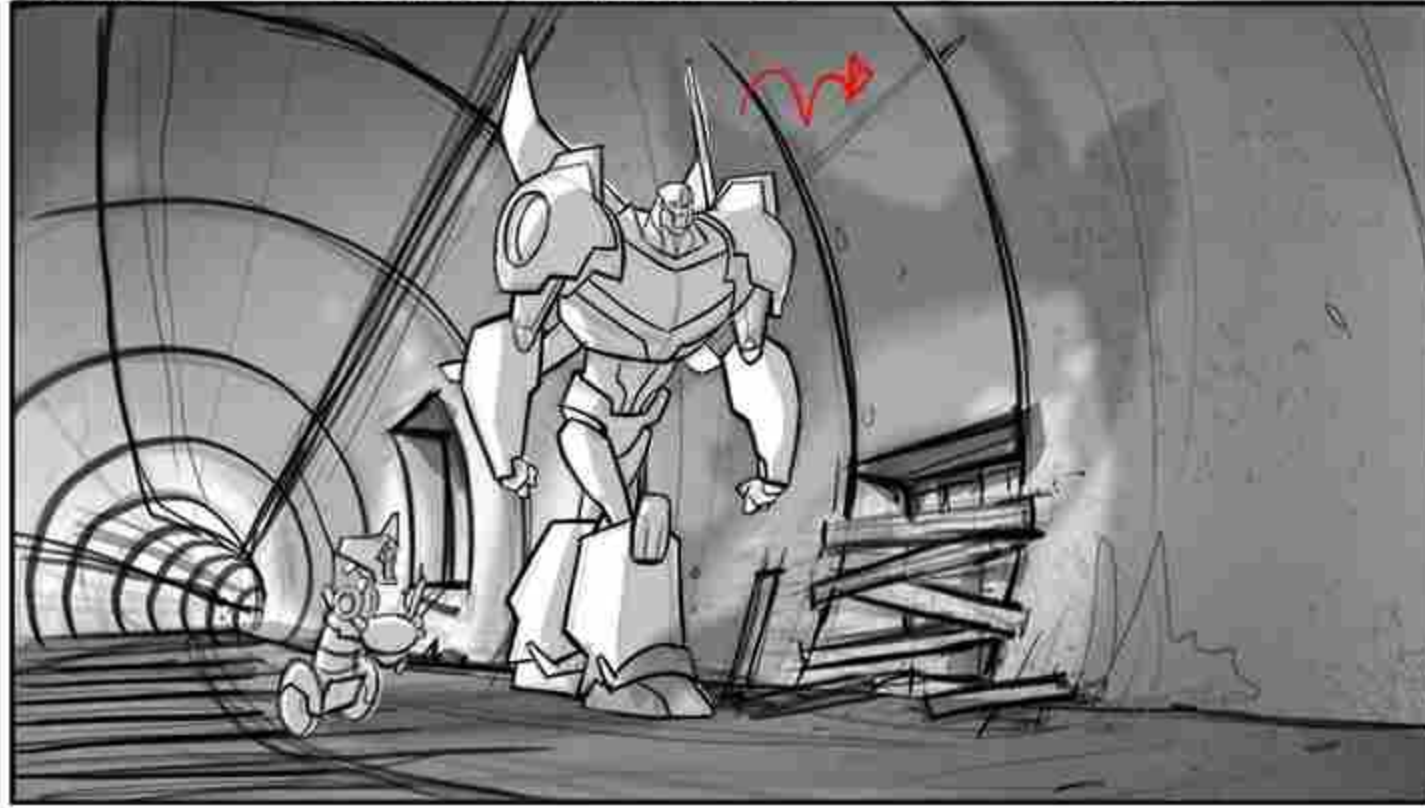
Dial:

Slug:

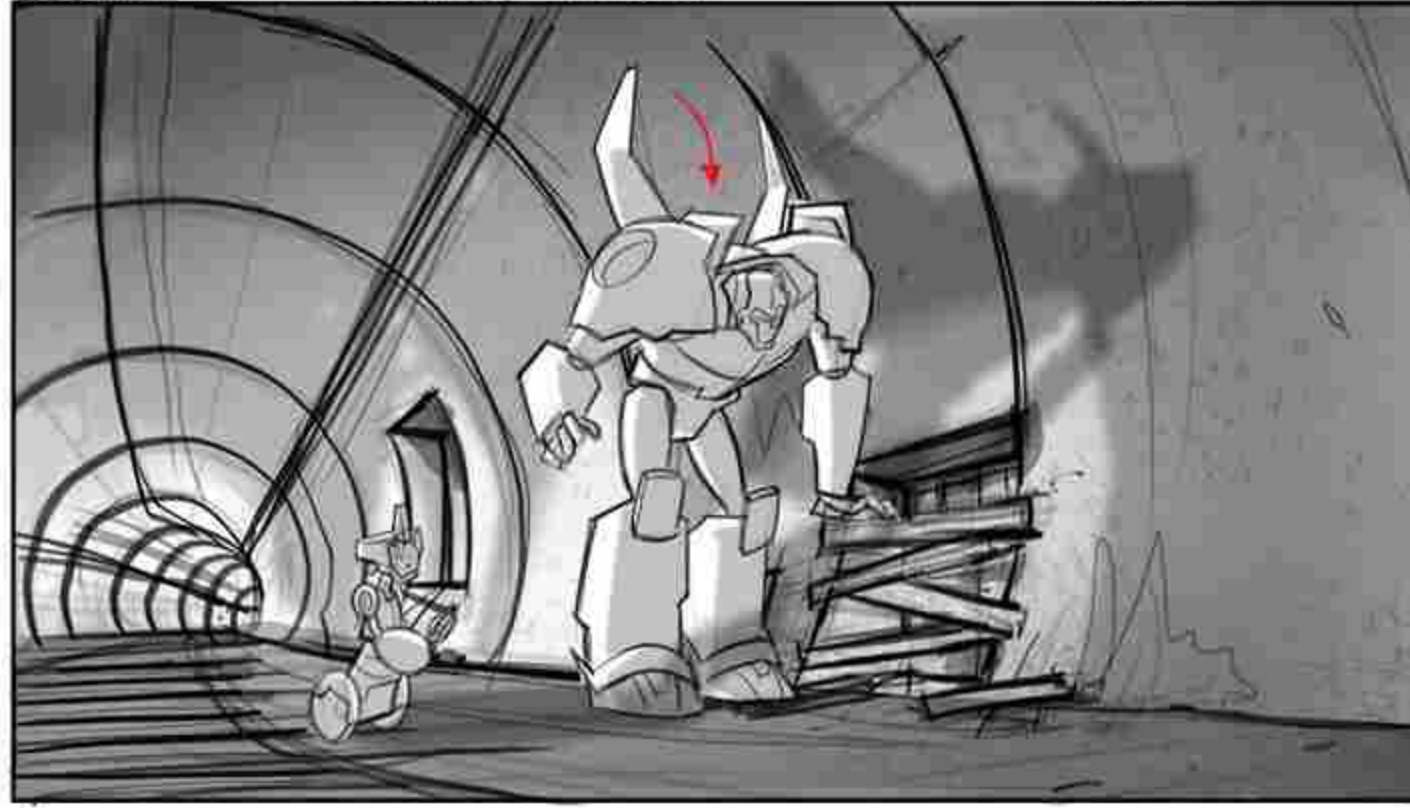
Trans:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



CUT Scene: Panel: 1 BG:



HU

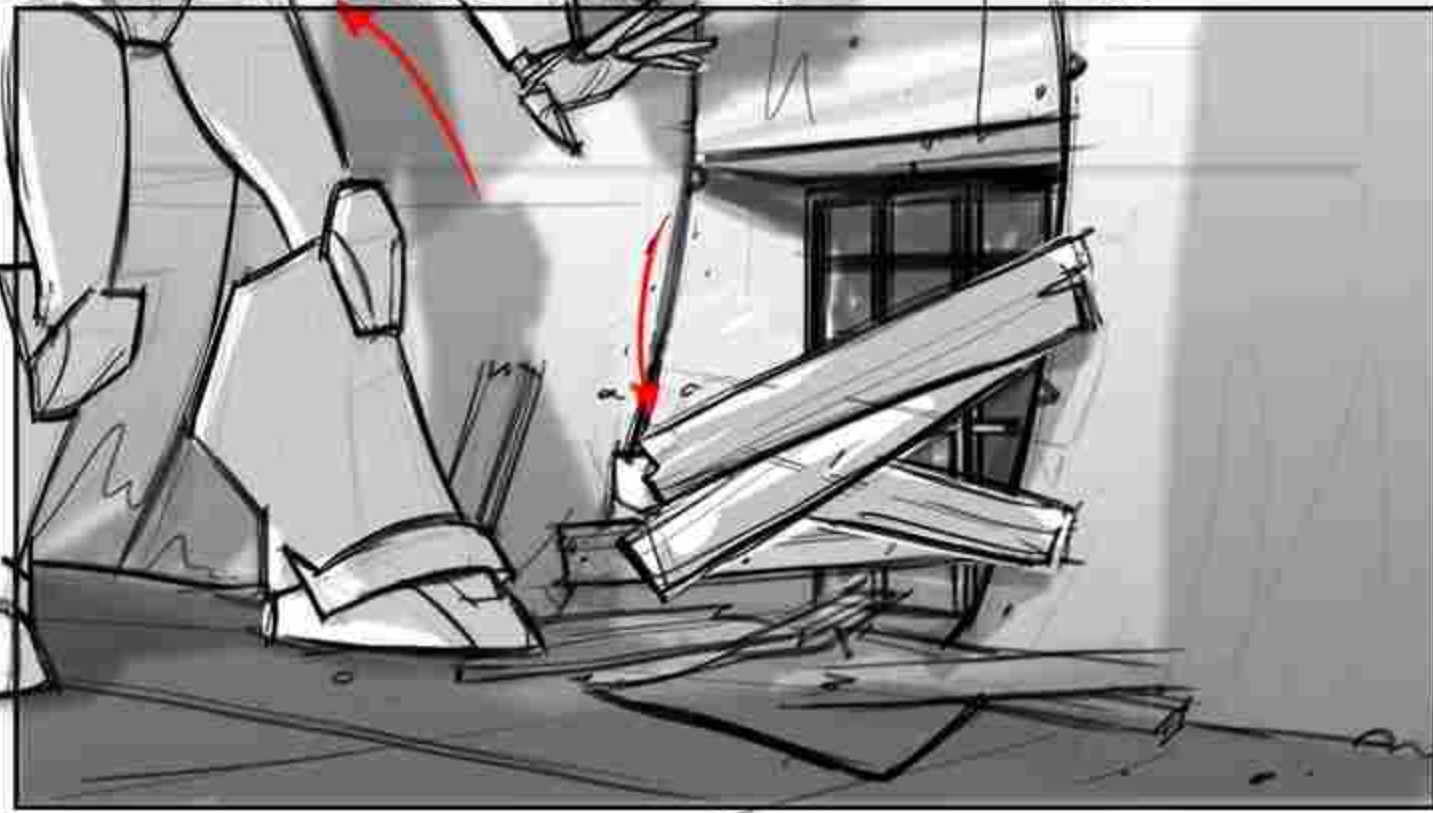
Action:	
BEE STEPS TOWARDS THE BOARDED-UP TUNNEL.	
Dial:	
89 BUMBLEBEE (CONTD) THIS LOOKS LIKE ...	
Slug:	Trans:

Action:	
....BENDS DOWN AND REACHES FOR THE BOARDS.	
Dial:	
89 BUMBLEBEE (CONTD) ...IT HASN'T BEEN ...	
Slug:	Trans:

Action:	
CLOSE ON THE BOARDED-UP TUNNEL.AS BEE PUTS HIS WEIGHT DOWN ON A BOARD....	
Dial:	
89 BUMBLEBEE (CONTD) ...TOUCHED IN - HUH?!	
Slug:	Trans:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



CUT

Scene: Panel: 1 BG:



HU

Action:	
...IT BREAKS AWAY. BEE BACKS AWAY AS THE REST OF THE BOARDS GIVE WAY.	
Dial:	
89 BUMBLEBEE (CONTD) - HUH?!	
Slug:	Trans:

Action:	
OS WE HEAR MACHINERY GRINDING	
Dial:	
Slug:	Trans:

Action:	
WIDE ON SCENE AS AN ENTIRE BOTSIZED DOOR <SLIDES OPEN>.	
EFX: <SHADOWS>	
Dial:	
Slug:	Trans:



Scene: Panel: **2** BG:

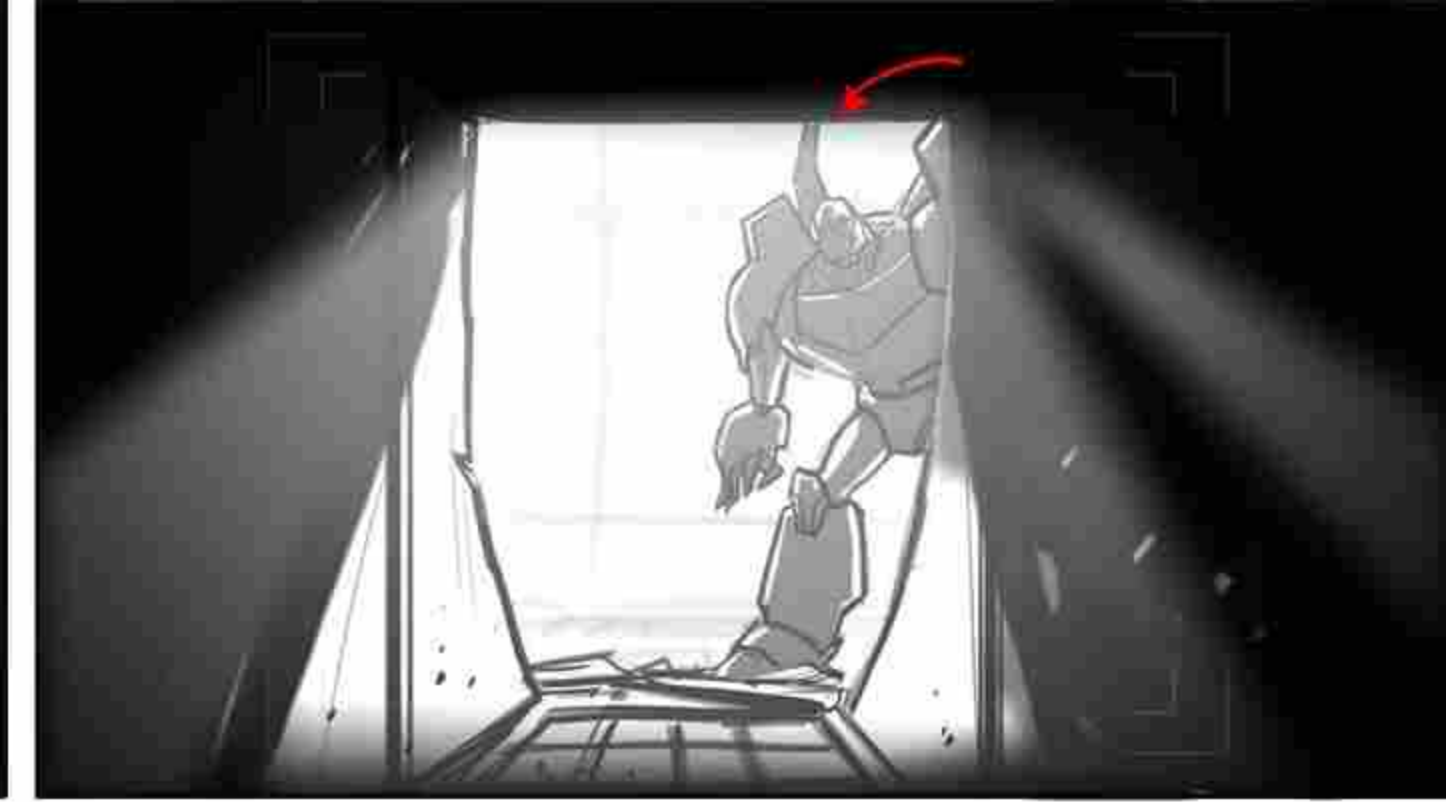


CUT

Scene: Panel: **1** BG:



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



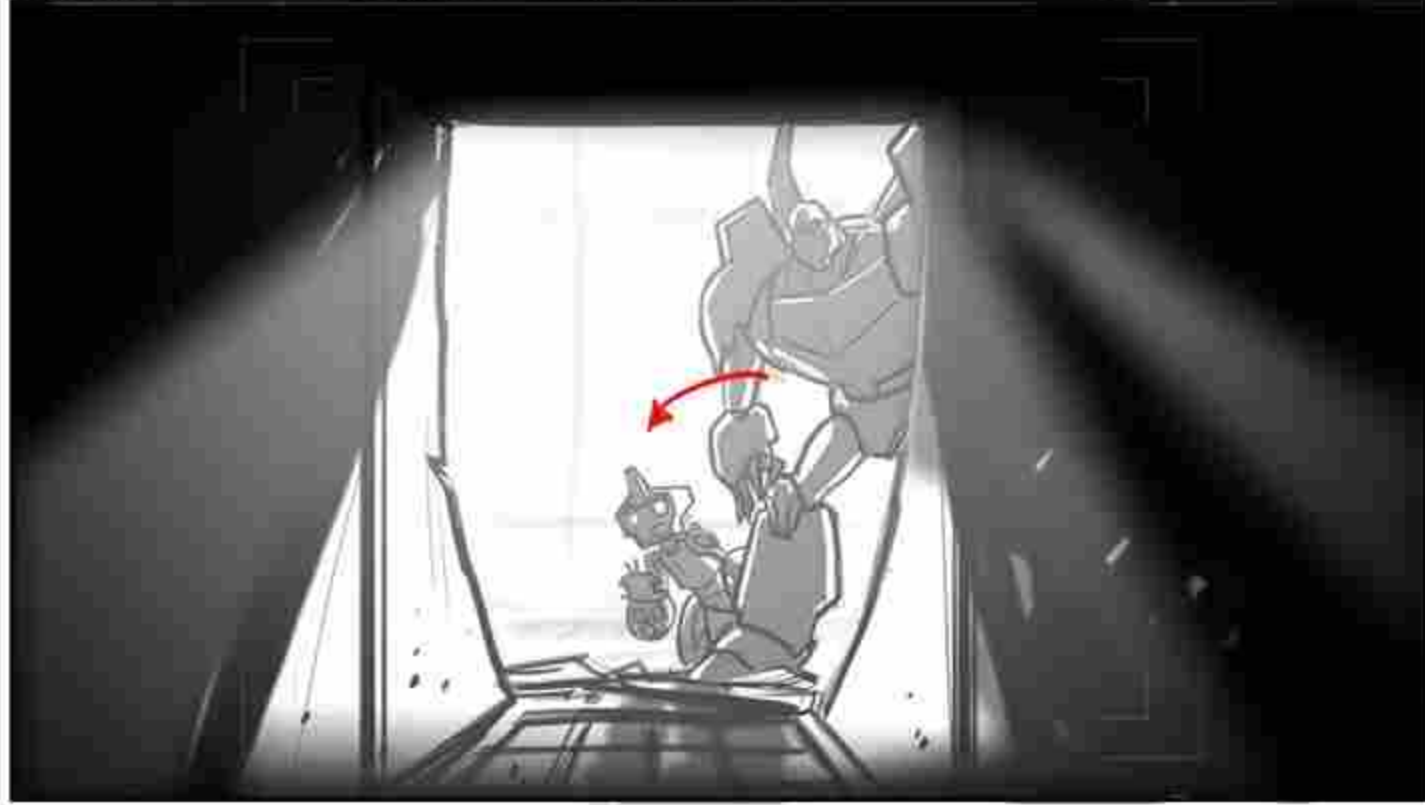
Action:	
....REVEAL ING A DARK TUNNEL.	
Dial:	
Slug:	Trans:

Action:	
VIEW OF THE TUNNEL FROM INSIDE THE PASSAGEWAY.	
EFX: (SHADOWS)	
Dial:	
Slug:	Trans:

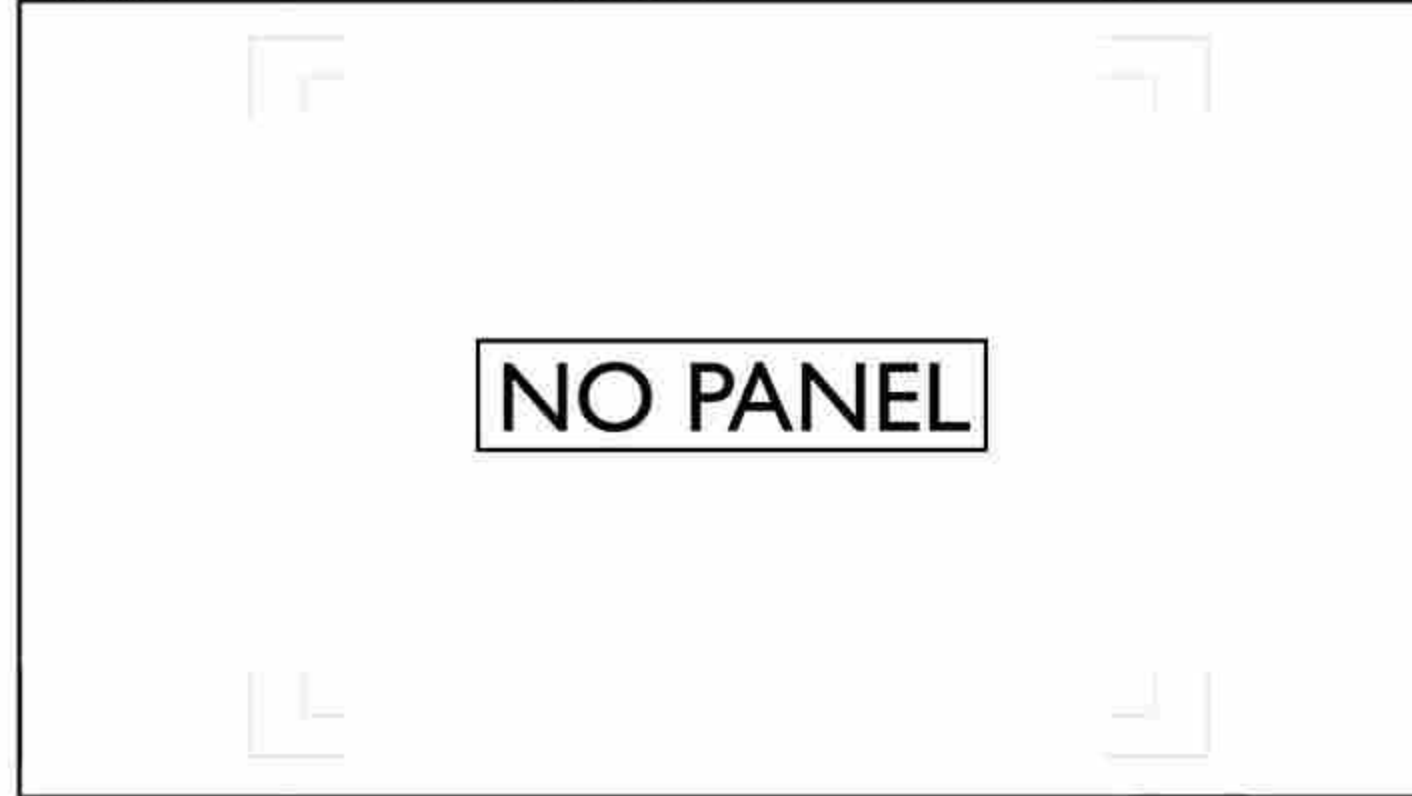
Action:	
BEE PEAKS IN.	
Dial:	
Slug:	Trans:



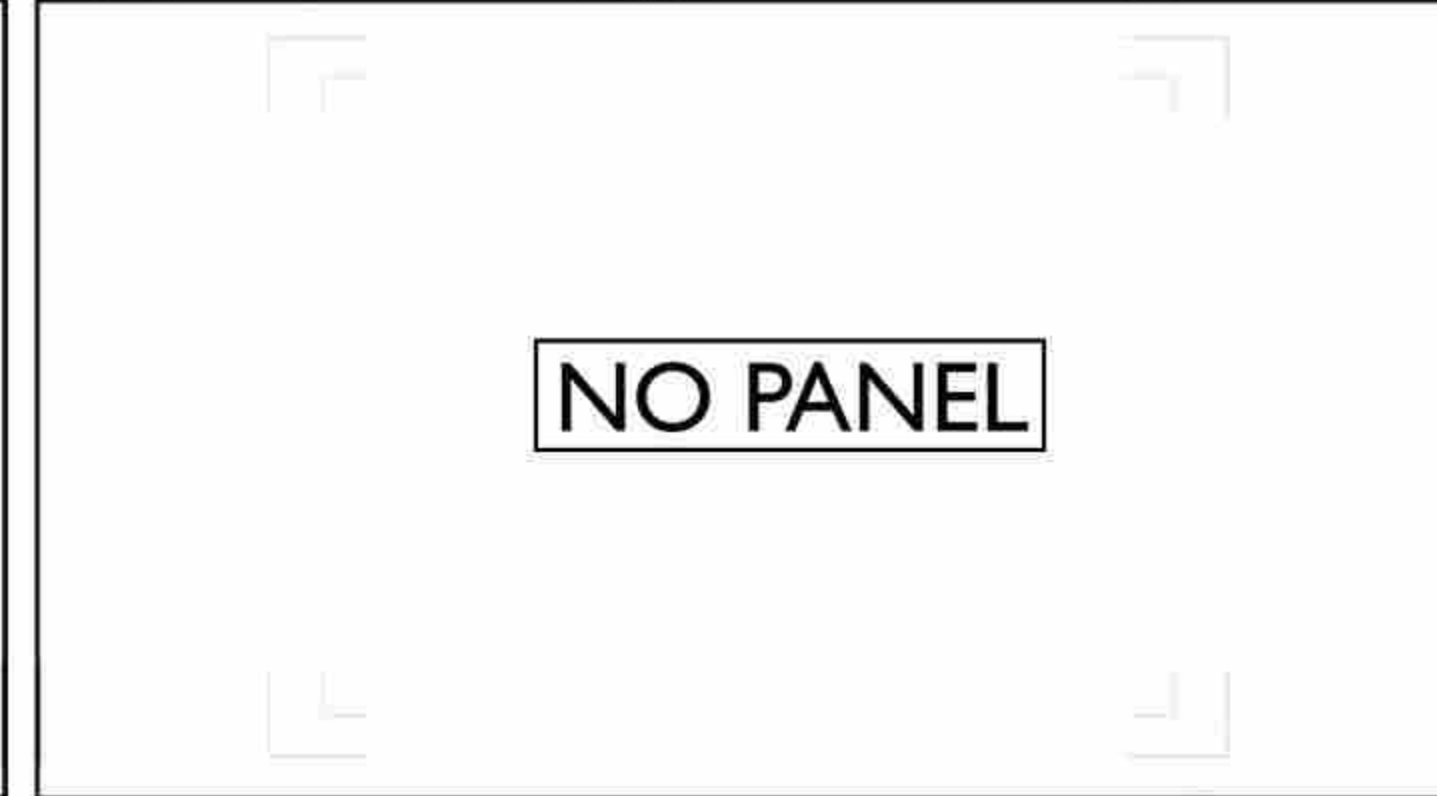
Scene: CONTD Panel: 3 BG:



Scene: Panel: BG:



Scene: Panel: BG:



Action:	
FIXIT PEAKS OVER BEE'S LEG.	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

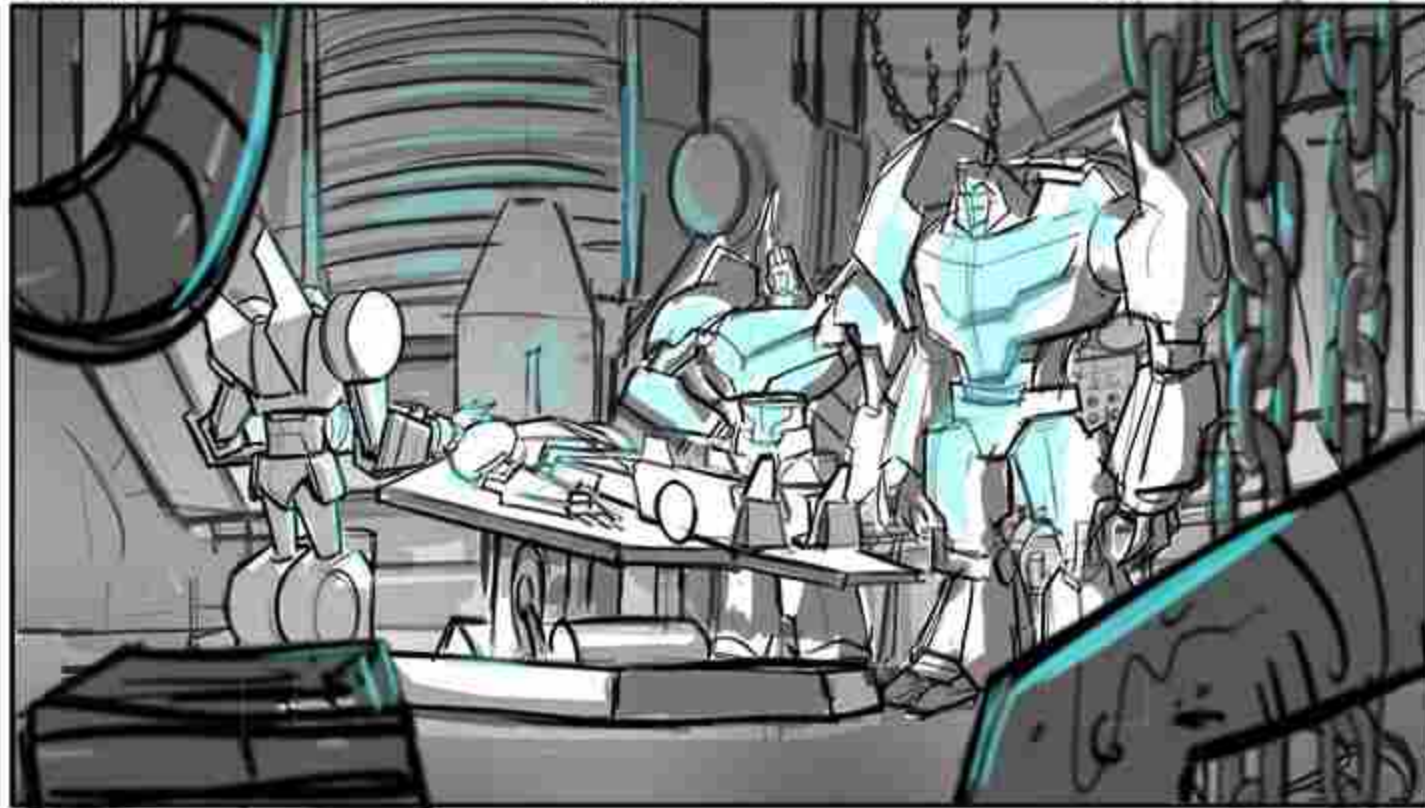


CUT

Scene:

Panel: 1

BG:

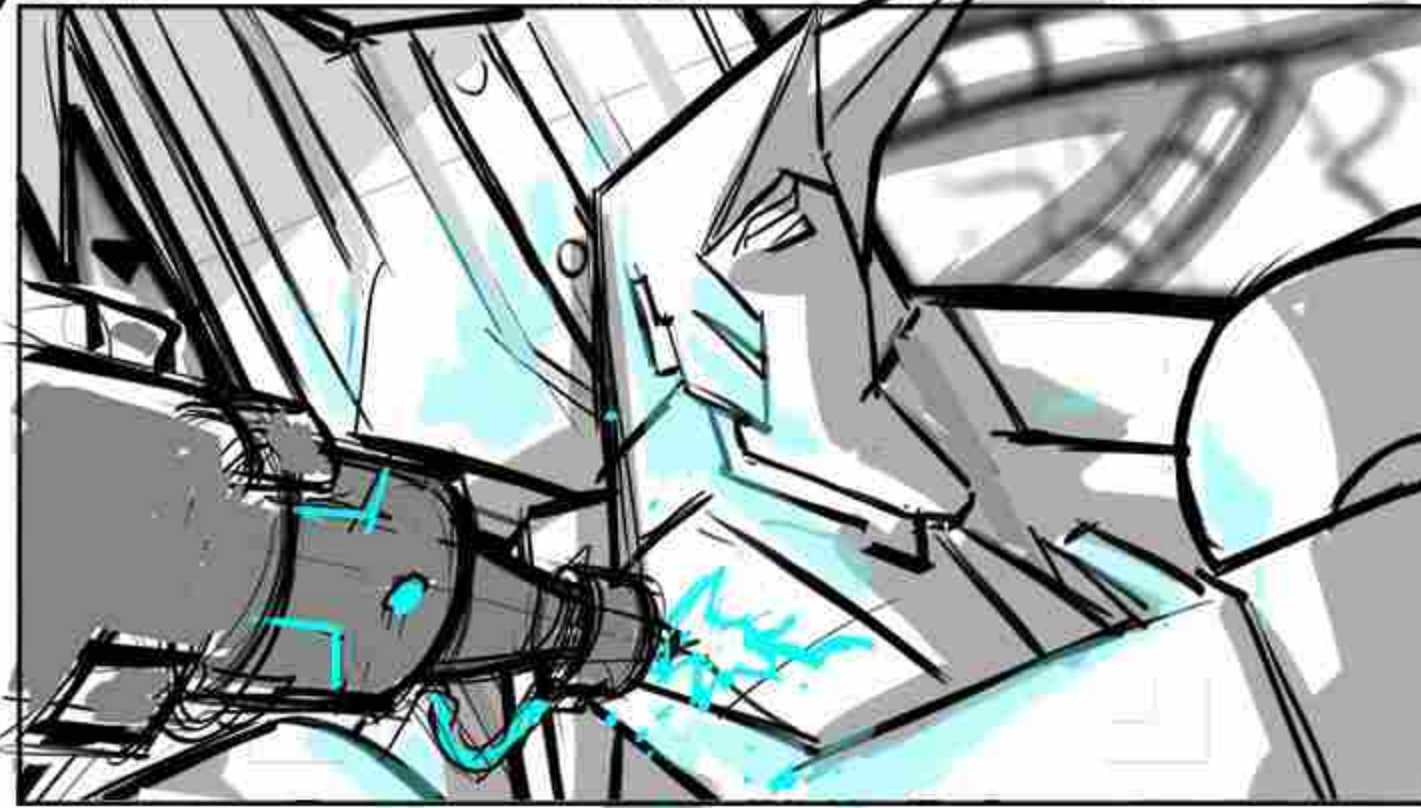


CUT

Scene:

Panel: 1

BG:



Scene:

CONTD Panel: 2

BG:



Action:

18. INT. VERTEBREAK'S LABORATORY - LATER  
SIDESWIPE, HEAD REATTACHED TO HIS OWN BODY, LAYS ON THE LAB  
TABLE, EYES CLOSED, WHILE STRONGARM HOLDS FIXIT, WHO HAS  
TRANSFORMED INTO A WELDER, IN PLACE, PUTTING A FINAL <WELD>  
INTO SWIPE'S NECK.

EFX: (SPARKS)

Slug:

Trans:

Action:

CLOSE ON SIDESWIPE'S HEAD. WELDER FIXIT IS PUTTING  
ON THE FINAL TOUCHES

EFX: (SPARKS)

Dial:

Slug:

Trans:

Action:

FIXIT WELDER OUT.

Dial:

Slug:

Trans:



CUT

Scene:

Panel: 1

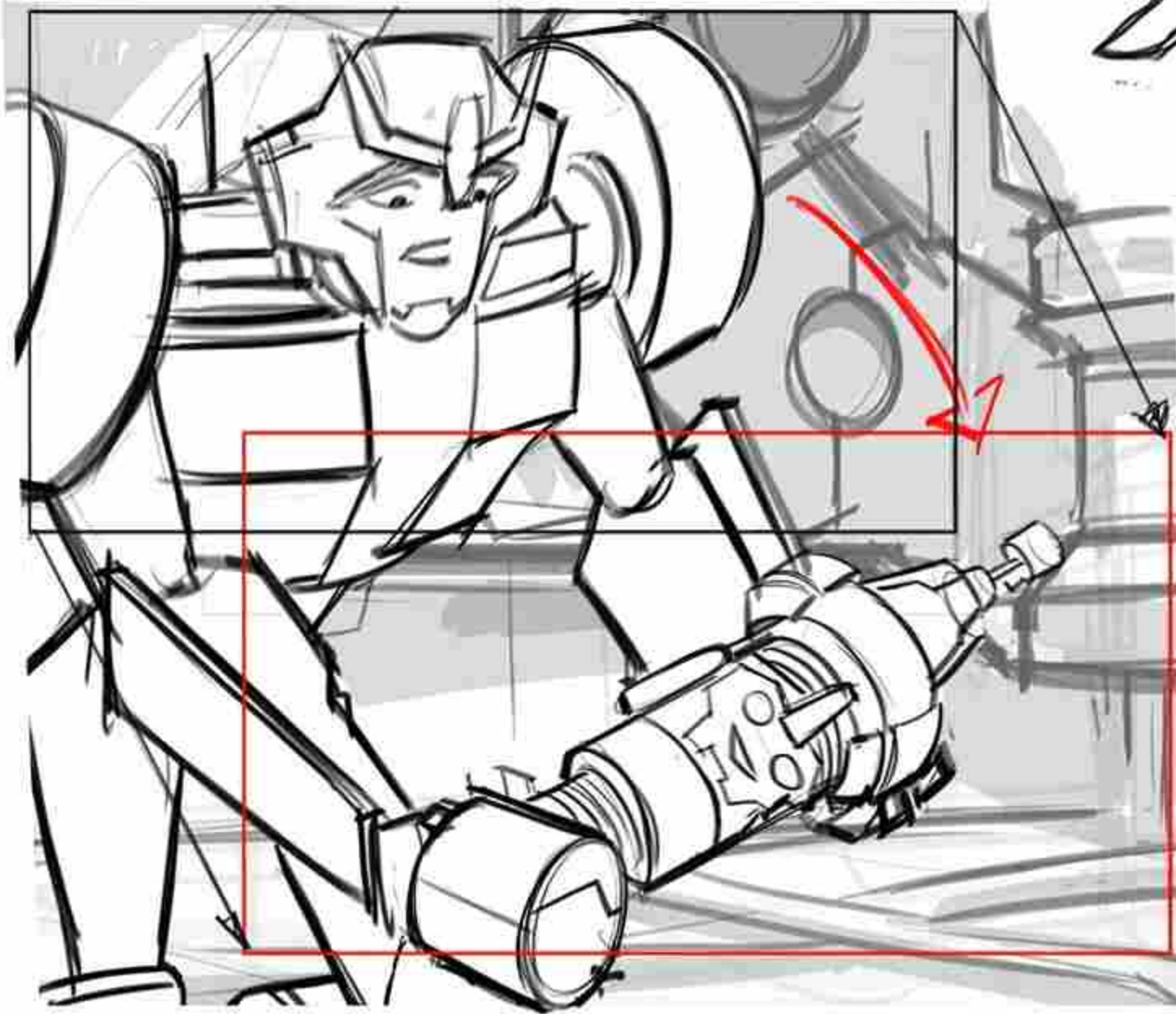
BG:



Scene:

CONTD Panel: 2

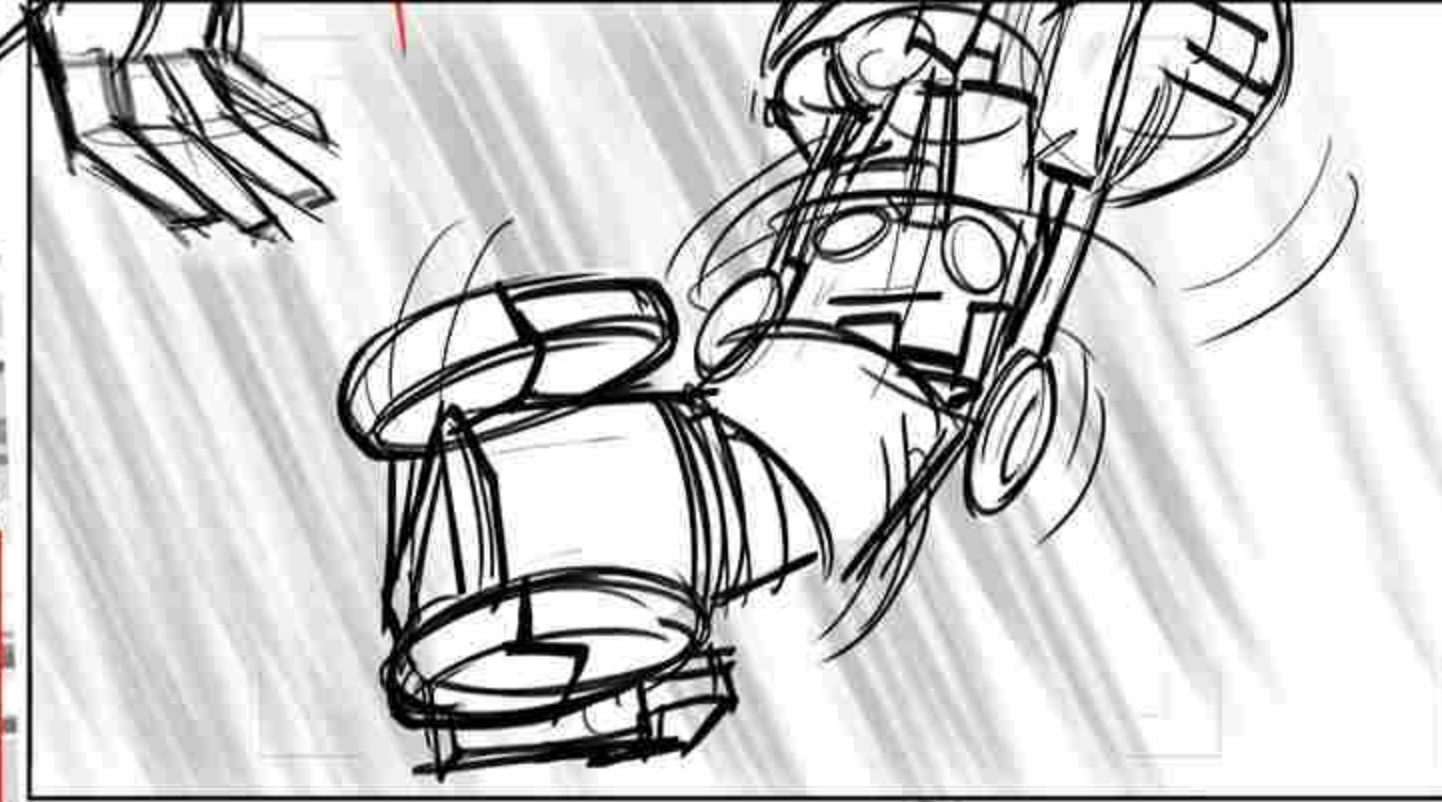
BG:



Scene:

CONTD Panel: 3

BG:



Action:

Dial: 224 FIXIT  
THAT SHOULD DO IT. IF I READ  
VERTEBREAK'S NOTES CORRECTLY,  
SIDESWIPE IS NOW FULLY FUNCTIONAL.

Slug:

Trans:

Action:

ADJUST WITH MOVE AS STRONGARM PUTS FIXIT DOWN

Dial:

Slug:

Trans:

Action:

FIXIT TRANSFORMS MORPHS INTO A SWISH PAN AS  
STRONGARMS HAND LEAVES SCENE..

Dial:

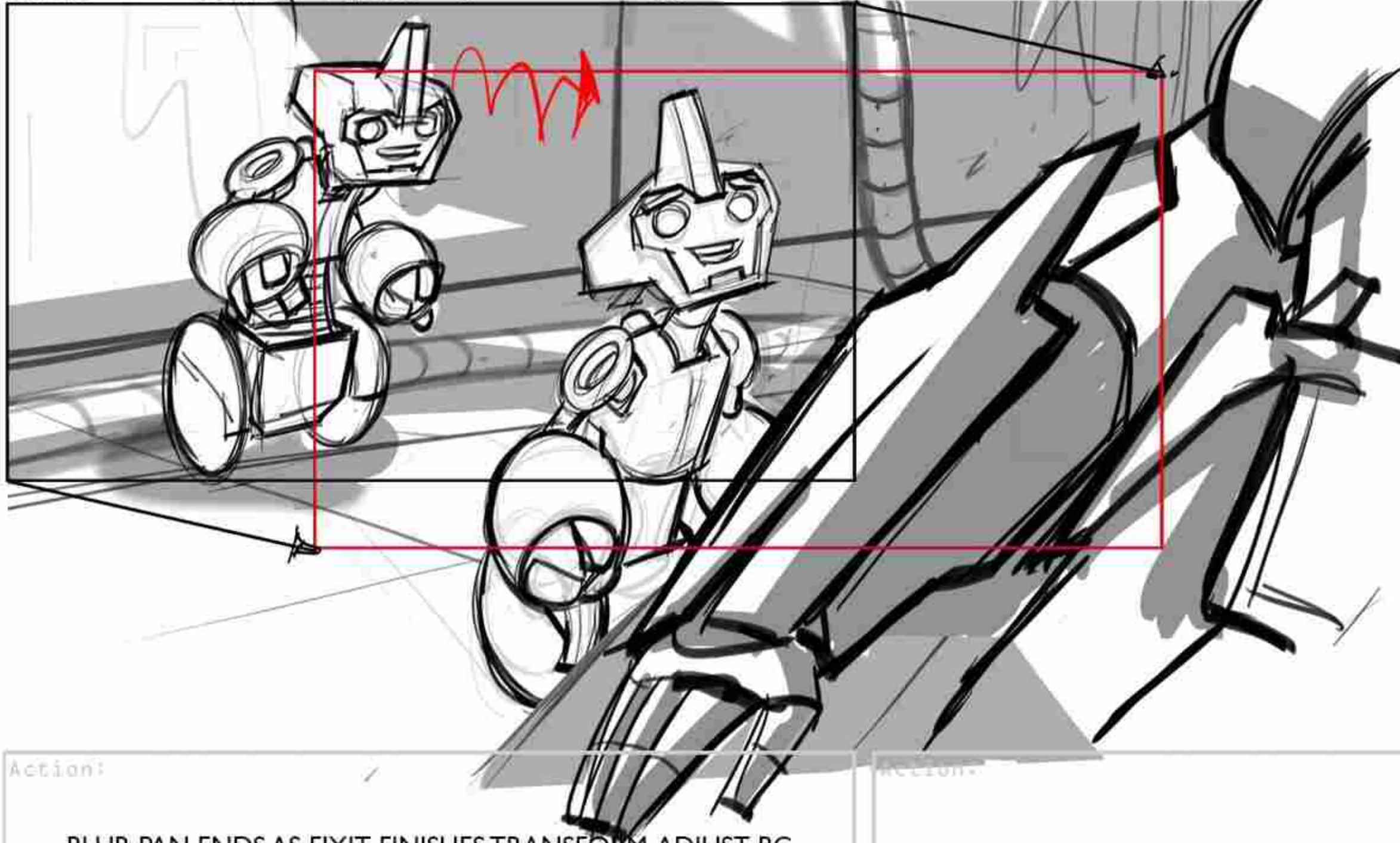
Slug:

Trans:





Scene: CONTD Panel: 4 BG:



Action:

BLUR PAN ENDS AS FIXIT FINISHES TRANSFORM. ADJUST BG AS HE ROLLS TOWARDS THE THE OPERATING TABLE.

EFX: (SHADOWS)

Dial: 224 FIXIT  
THAT SHOULD DO IT. IF I READ  
VERTEBREAK'S NOTES CORRECTLY,  
SIDESWIPE IS NOW FULLY FUNCTIONAL.

Slug: Trans:

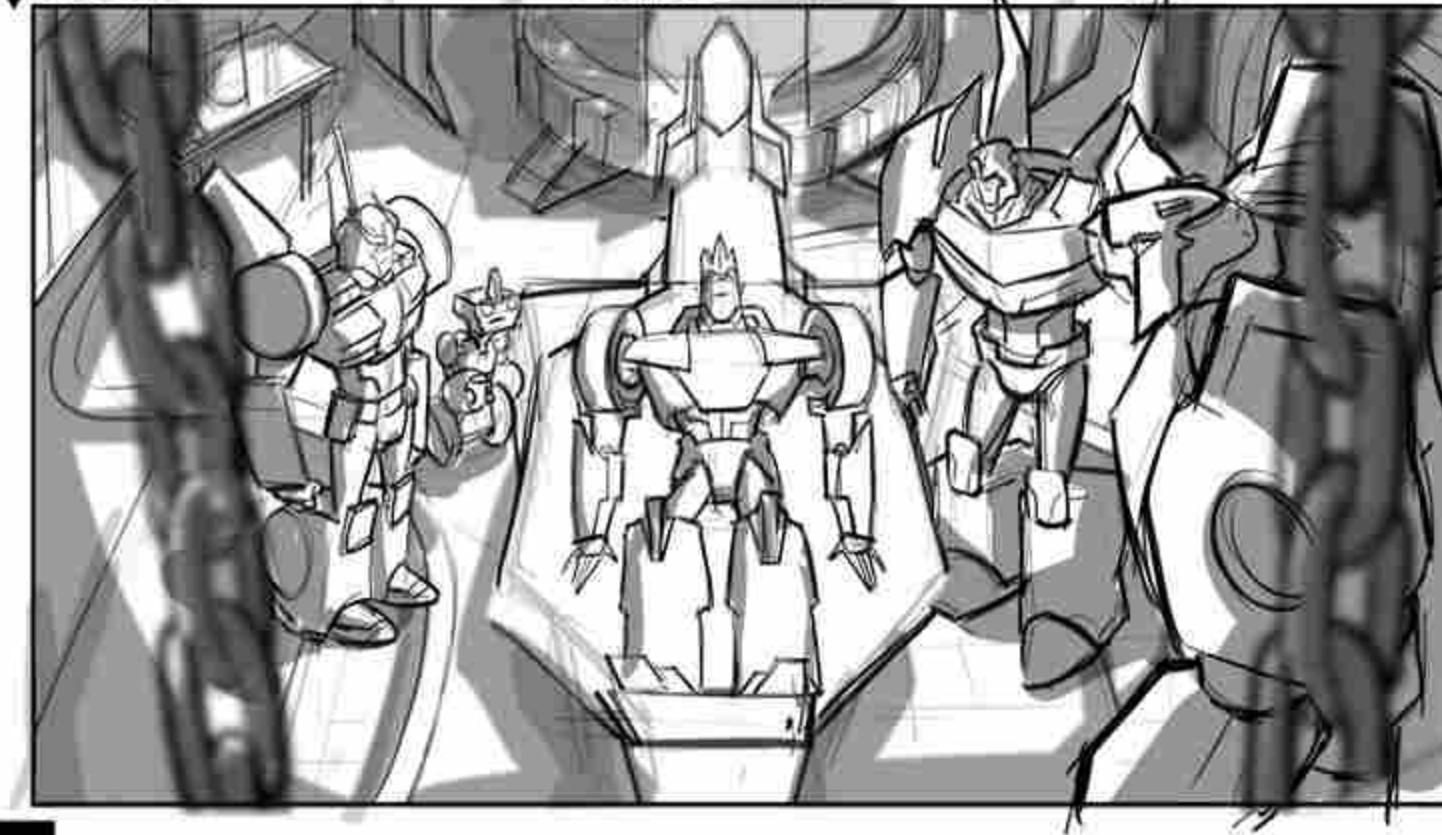
Action:

Dial:

Slug: Trans:

CUT

Scene: Panel: 1 BG:



HU

Action:

WIDE ON TABLE. THE BOTS STAND AROUND IT.

EFX: (SHADOWS)

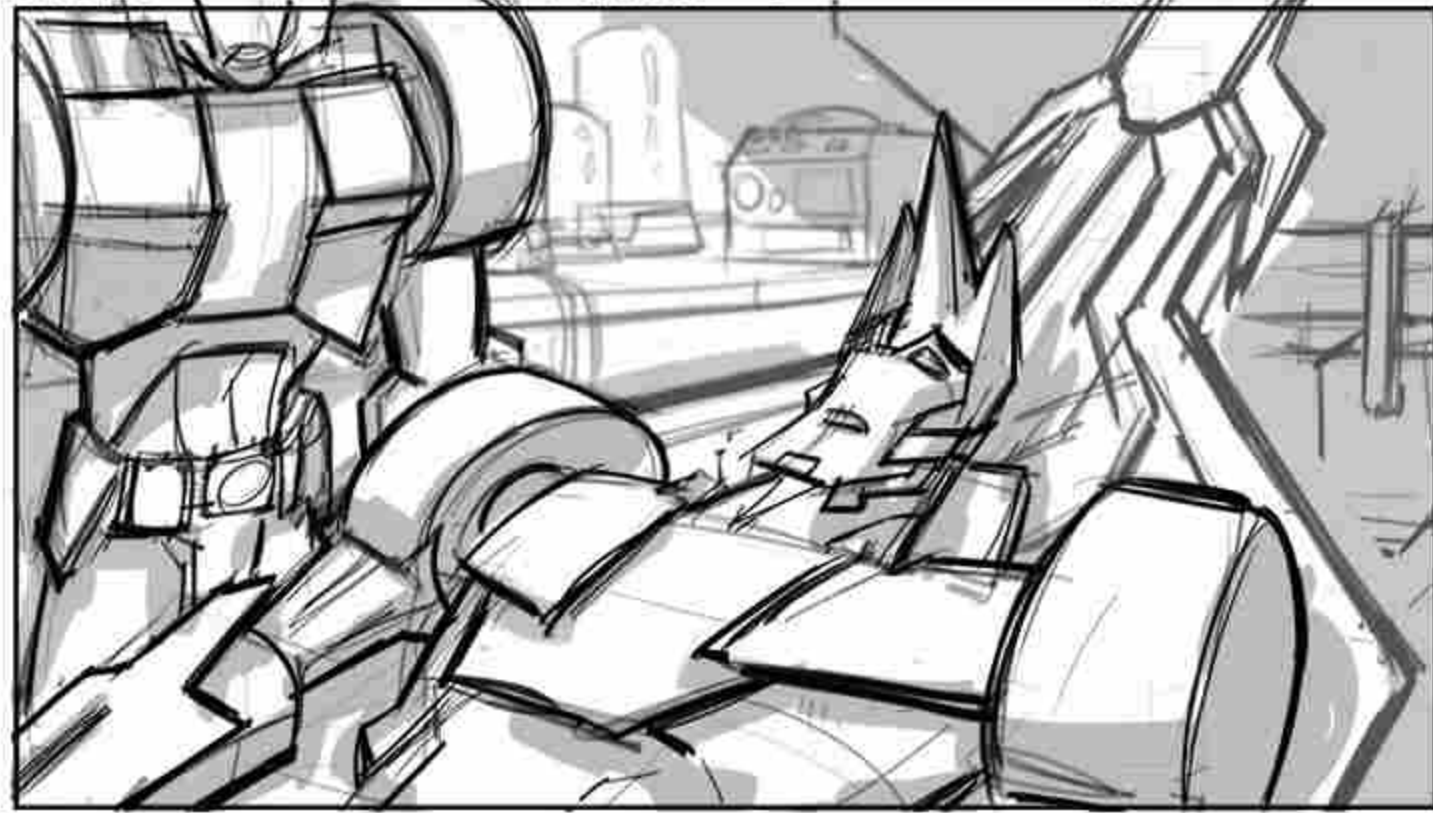
Dial:

Slug: Trans:



CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



HU

Action:	
STRONGARM LEANS IN CLOSE, CONCERNED.	
Dial:	228 SIDESWIPE (WEAKLY) STTRONGARM...<INCOHERENT MUTTERS>
Slug:	Trans:

Action:	
STRONGARM LEANS IN CLOSE, CONCERNED.	
Dial:	225 STRONGARM (GENUINE CONCERN) THEN WHY ISN'T HE WAKING UP?
Slug:	Trans:

Action:	
STRONGARM LEANS IN CLOSE, CONCERNED.	
Dial:	
Slug:	Trans:



Scene: CONTD. Panel: 4 BG:



CUT

Scene: Panel: 1 BG:



CUT

Scene: Panel: 1 BG:



Action:	
Dial: 230 SIDESWIPE YOU EVEN WORRY SLOW.	
Slug:	Trans:

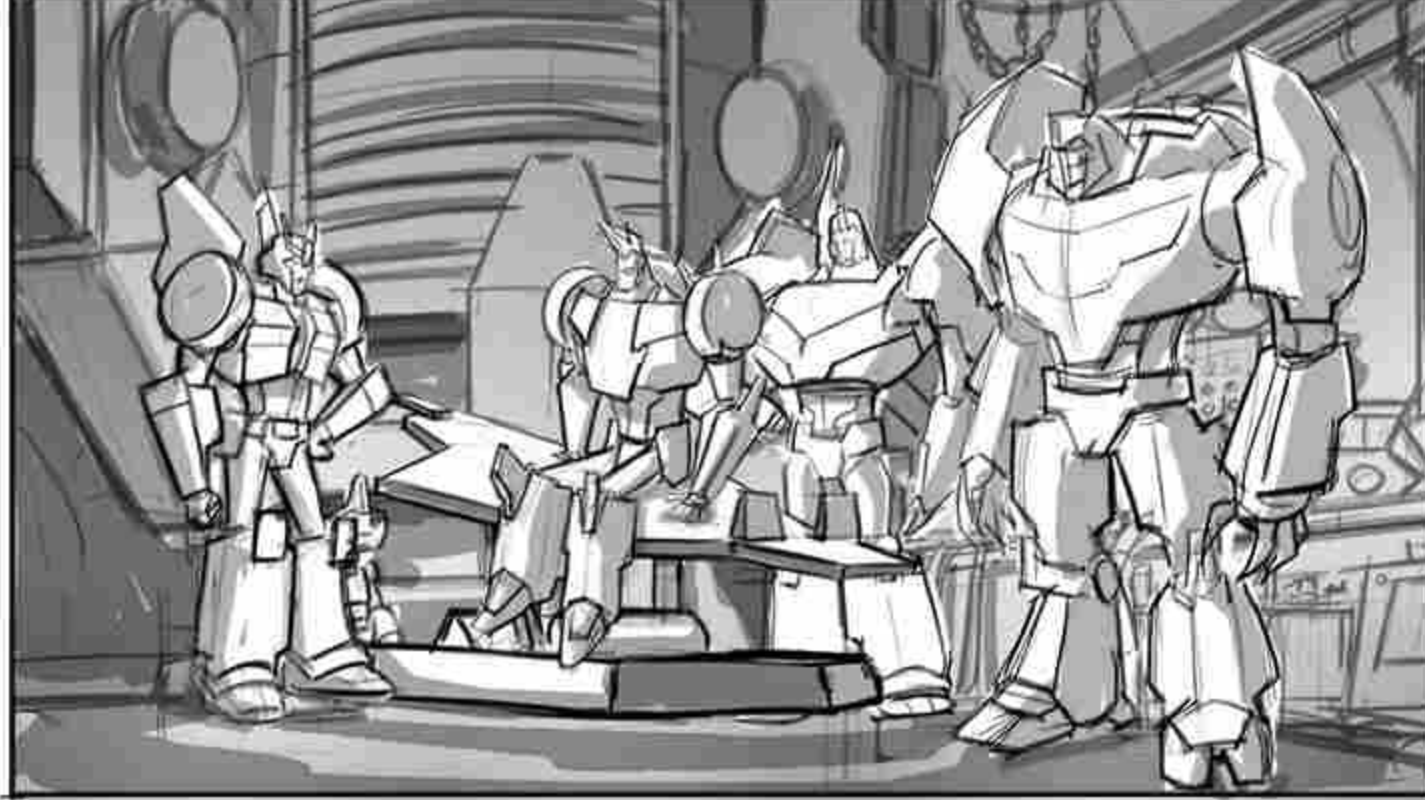
Action:	
ANGLE ON BUMBLEBEE AND GRIMLOCK	
Dial: 231 GRIMLOCK (SMILING) OOOH! <u>HEAD-BACK-ON-BODY-BURN!</u>	
Slug:	Trans:

Action:	
THE BOTS RELAX, EVEN STRONGARM SMILING. SIDESWIPE IS SITTING UP ON THE TABLE,	
Dial: 232 SIDESWIPE HOPE YOU SEWED ME UP TIGHT, FIXIT,....	
Slug:	Trans:



Scene: CONTD Panel: 2

BG:



CUT

Scene:

Panel: 1

BG:



Scene: CONTD Panel: 2

BG:



Action:

Dial:

232 SIDESWIPE  
..CAUSE I CAN'T WAIT TO GET HOME ON  
MY OWN FOUR WHEELS.

Slug:

Trans:

Action:

ANGLE ON FIXIT.

Dial:

233 FIXIT  
GO EASY, SIDESWIPE. I CAN'T BE  
CERTAIN.....

Slug:

Trans:

Action:

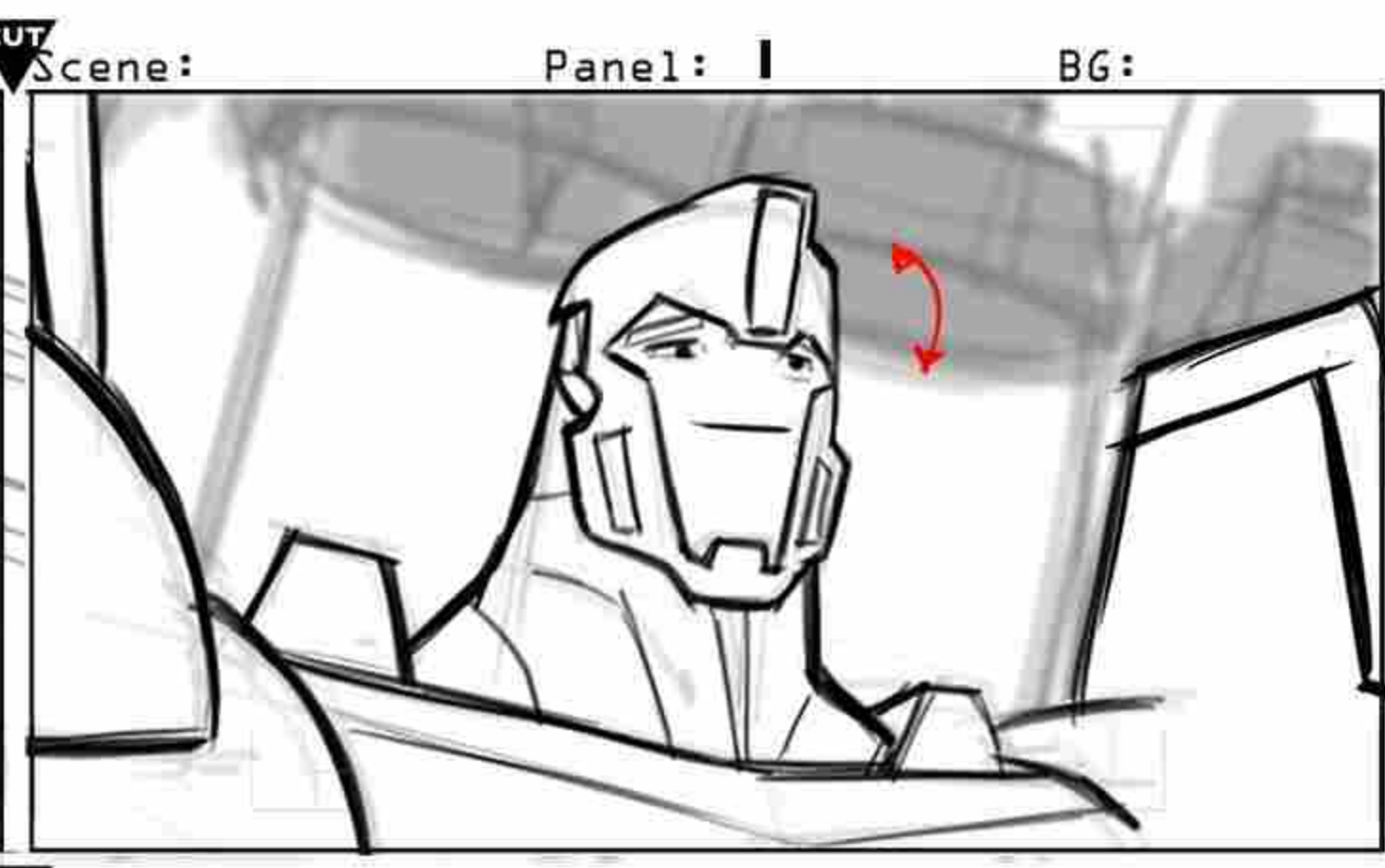
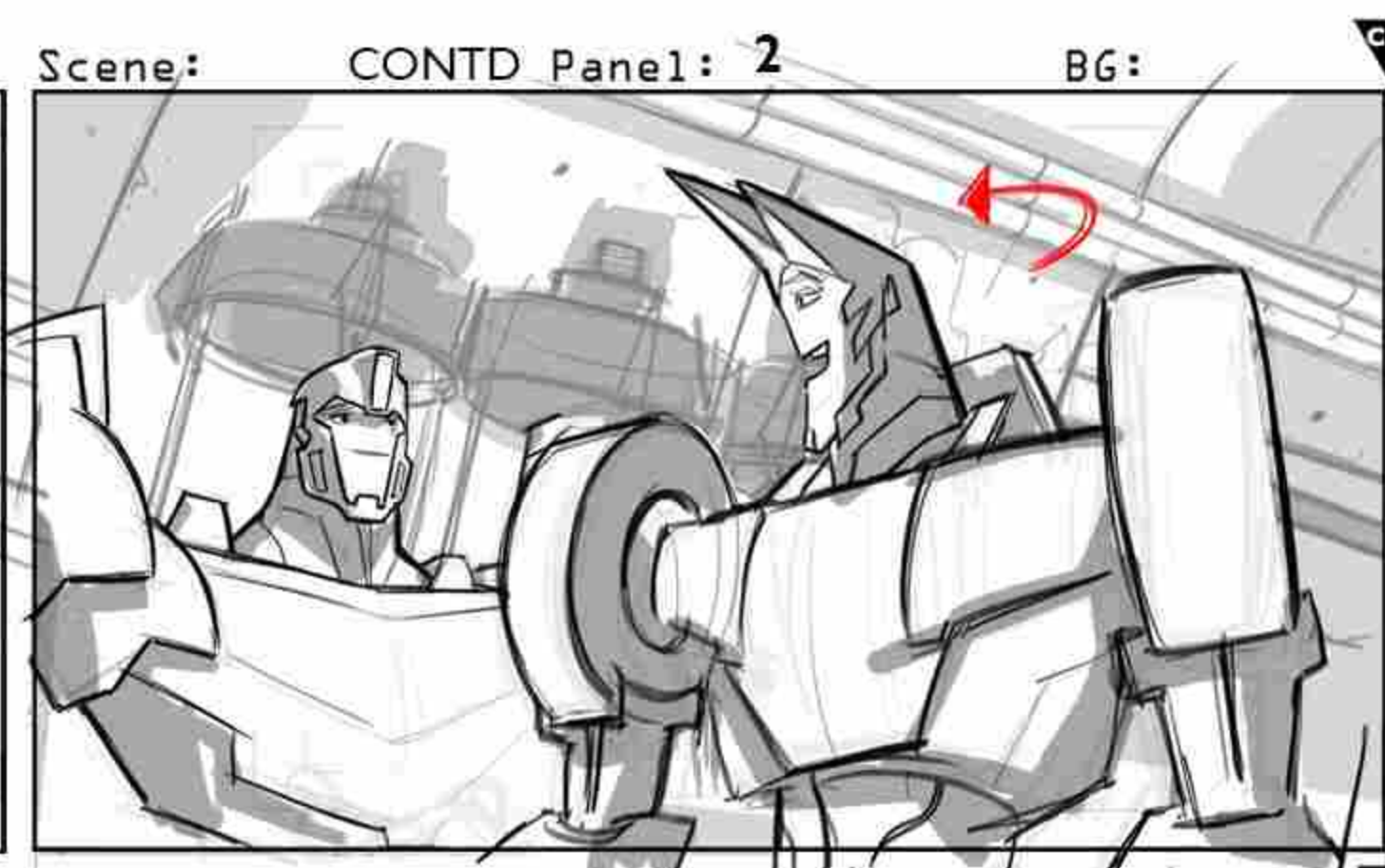
Dial:

233 FIXIT  
....I REPAIRED EVERYTHING UNTIL  
WE RETURN TO THE ALCHEMOR.

Slug:

Trans:





HU



Action:

THE BOTS RELAX, EVEN STRONGARM SMILING, AS SIDESWIPE EASES HIMSELF OFF THE TABLE, FIXIT HOVERING AROUND HIM NERVOUSLY.

Dial:

234 SIDESWIPE  
<PFET!> NO WORRIES.  
 (LOOKING AT BEE)  
 IF THIS MISSION'S TAUGHT ME

Slug: Trans: ANYTHING,

Action:

SIDESWIPE TURNS TO BEE.

Dial:

234 SIDESWIPE  
 IT'S THAT I'M WAY MORE THAN JUST MY SPEED.

Slug: Trans:

Action:

BEE NODS, SMILING.

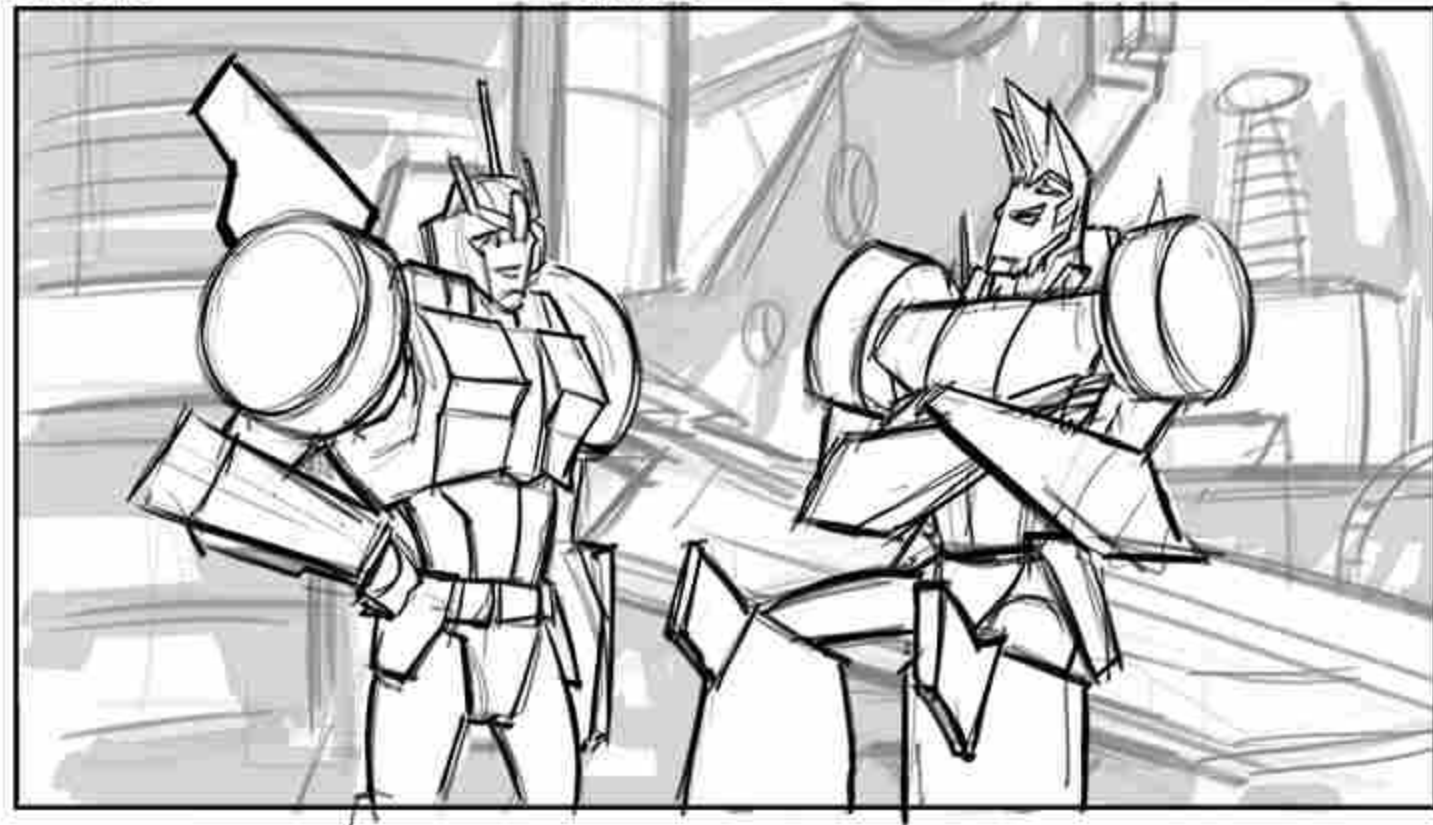
Dial:

Slug: Trans:

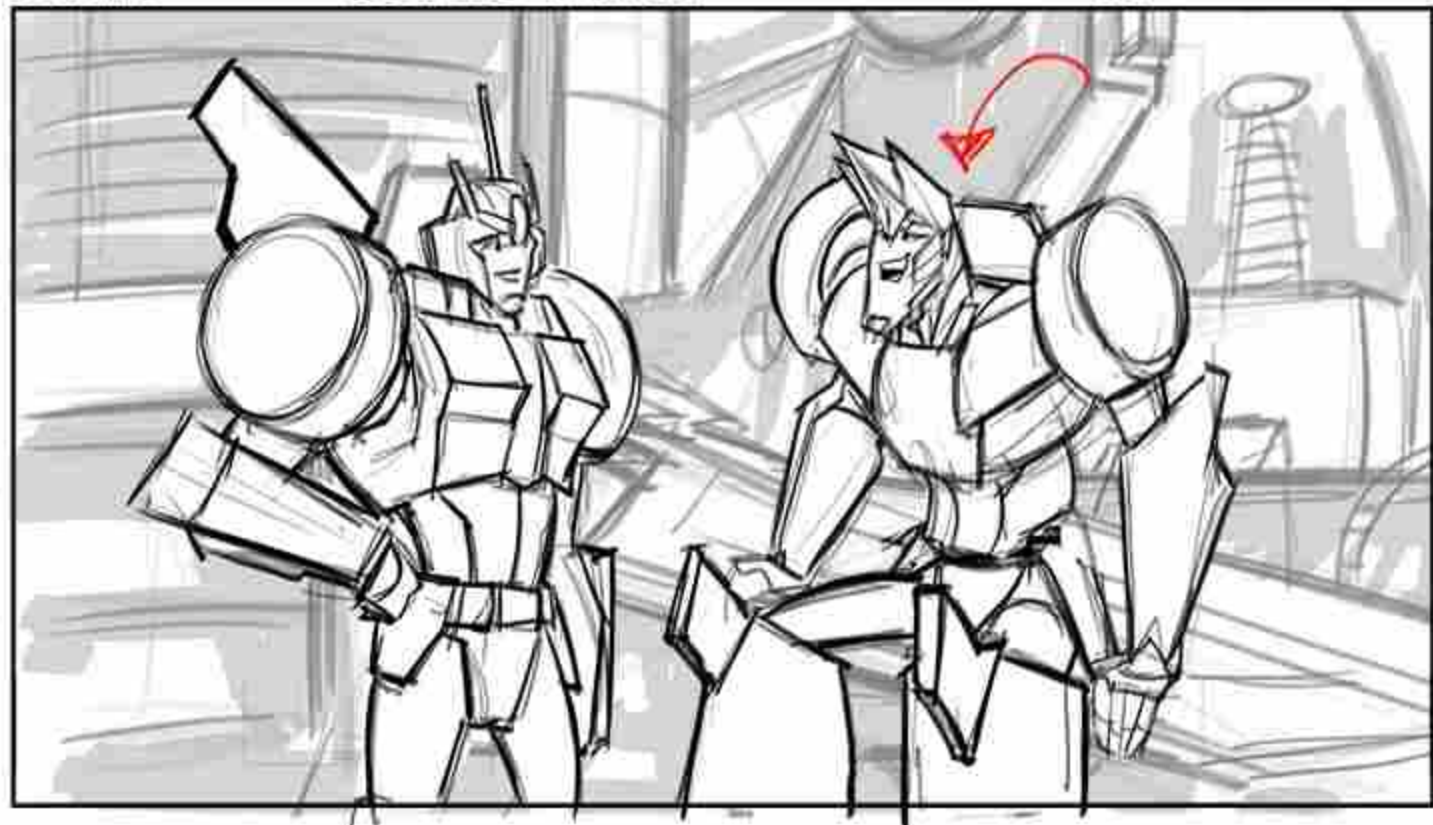


CUT

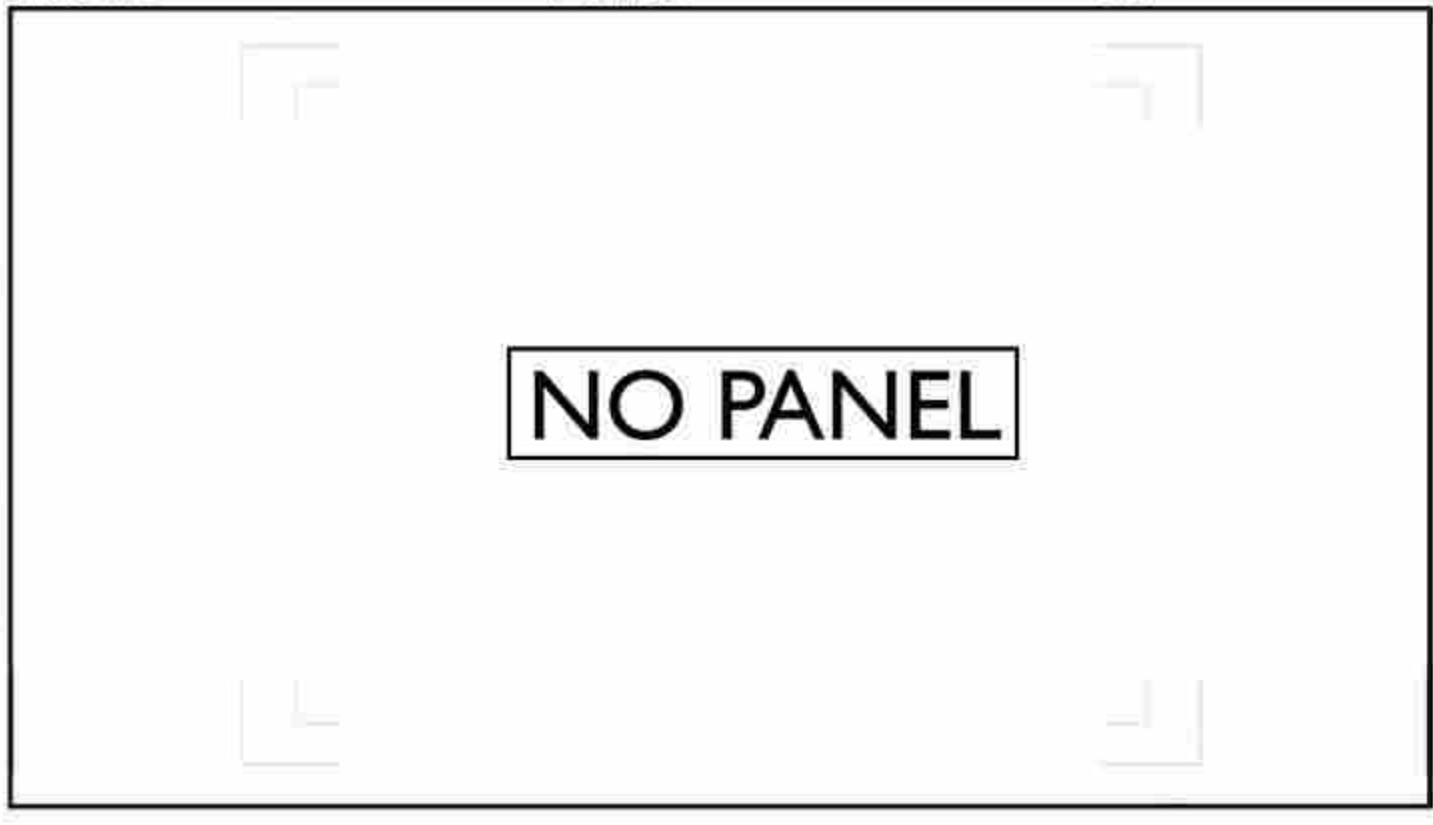
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: Panel: BG:



Action:	
SIDESWIPE SMIRKS TO STRONGARM:	
Dial:	
235 SIDESWIPE (CONT'D) ...'COURSE, EVEN JUST OUT OF SURGERY,	
Slug:	Trans:

Action:	
Dial:	
235 SIDESWIPE (CONT'D) ... I'M STILL THE FASTEST BOT ON THIS PLANET.	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:



CUT

Scene:

Panel: 1

BG:



Scene:

CONTD Panel: 2

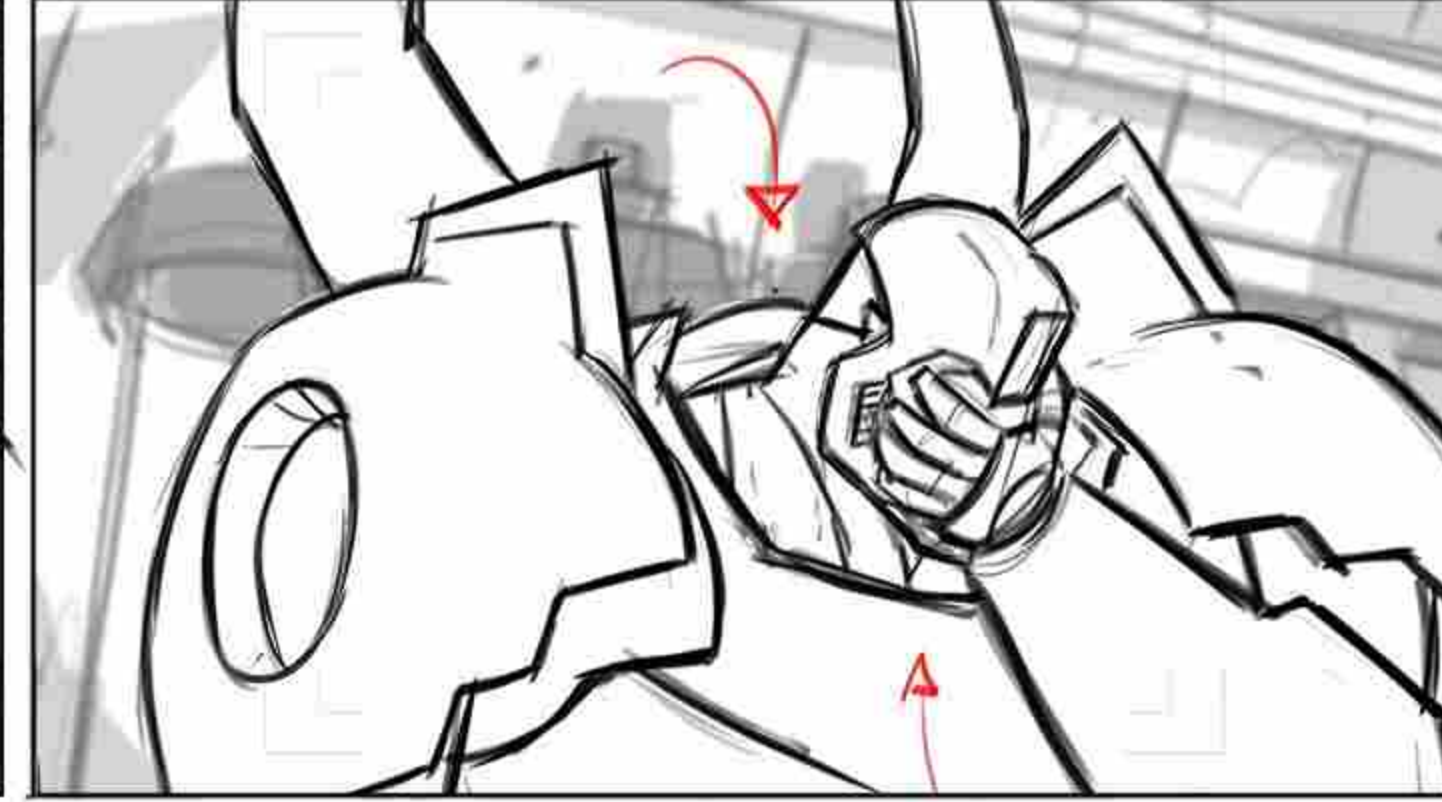
BG:



Scene:

CONTD Panel: 3

BG:



Action:

BEE'S SMILE DISAPPEARS AND HE SHAKES HIS HEAD,  
LOOKING DOWN -- HERE WE GO AGAIN.

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:



Scene: CONTD Panel: 4

BG:



CUT

Scene: Panel: 1

BG:



Scene: CONTD Panel: 2

BG:



Action:

BEE SHAKES HIS HEAD.

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans:

236 STRONGARM  
CARE TO PUT YOUR SERVOS WHERE YOU  
SYNAPSES ARE?

Action:

Dial:

Slug:

Trans:

236 STRONGARM  
RACE BACK TO THE SCRAPYARD, LOSER PICKS UP  
THE WINNER'S PATROL DUTIES FOR A WEEK.



Scene: Panel: 3 BG:



Scene: Panel: 1 BG:



Scene: Panel: 2 BG:



Action:

AS SIDESWIPE JUMPS DOWN, ADJUST BG.

Dial:

237 SIDESWIPE  
YOU'RE ON.

Slug: Trans:

Action:

X-DISS BG TO NEW LOCATION AS THEY TURN FORWARD.

Dial:

237 SIDESWIPE  
YOU'RE ON.

Slug: Trans:

Action:

STRONGARM LEAPS PAST SIDESWIPE AS SHE BEGINS TO TRANSFORM.

Dial:

Slug: Trans:



Scene: CONTD Panel: 3

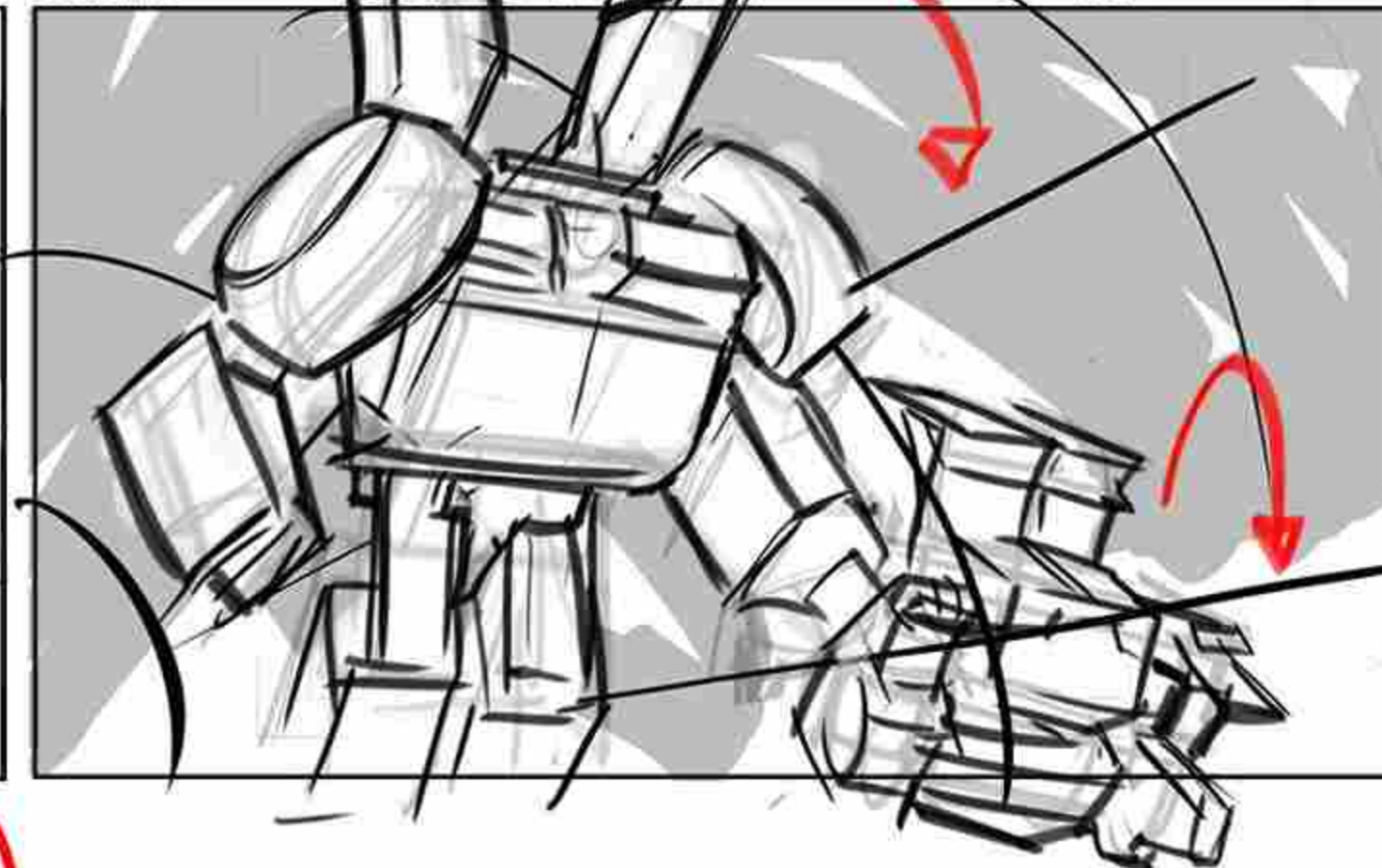
BG:



(SP GAINS IN.)

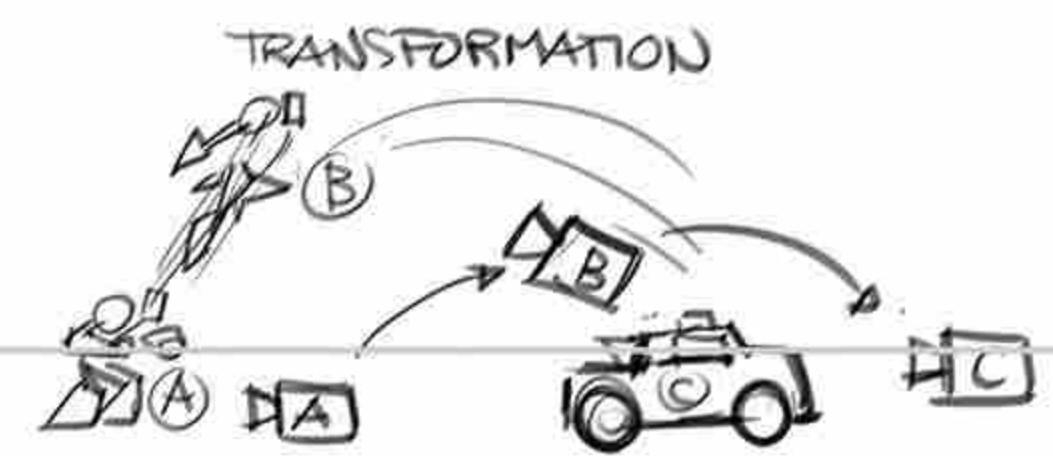
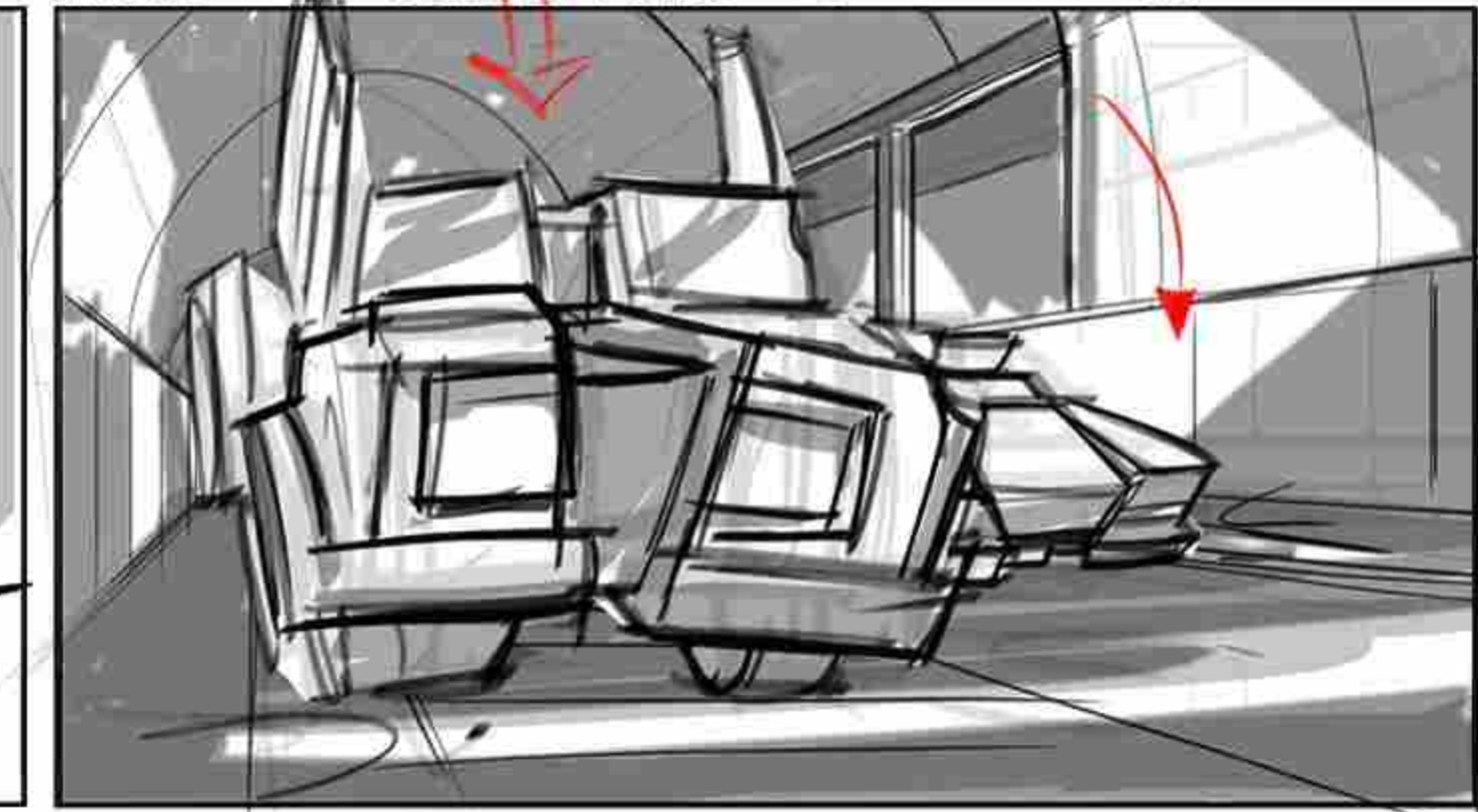
Scene: CONTD Panel: 4

BG:



Scene: CONTD Panel: 5

BG:



Action:	
CAMERA PULLS BACK FAST AS STRONGARM TRANSFORMS., SIDESWIPE IS RIGHT BEHIND HER.	
Dial:	
Slug:	Trans:

Action:	
CAMERA TRACKS AND PIVOTS W/ ACTION.	
Dial:	
Slug:	Trans:

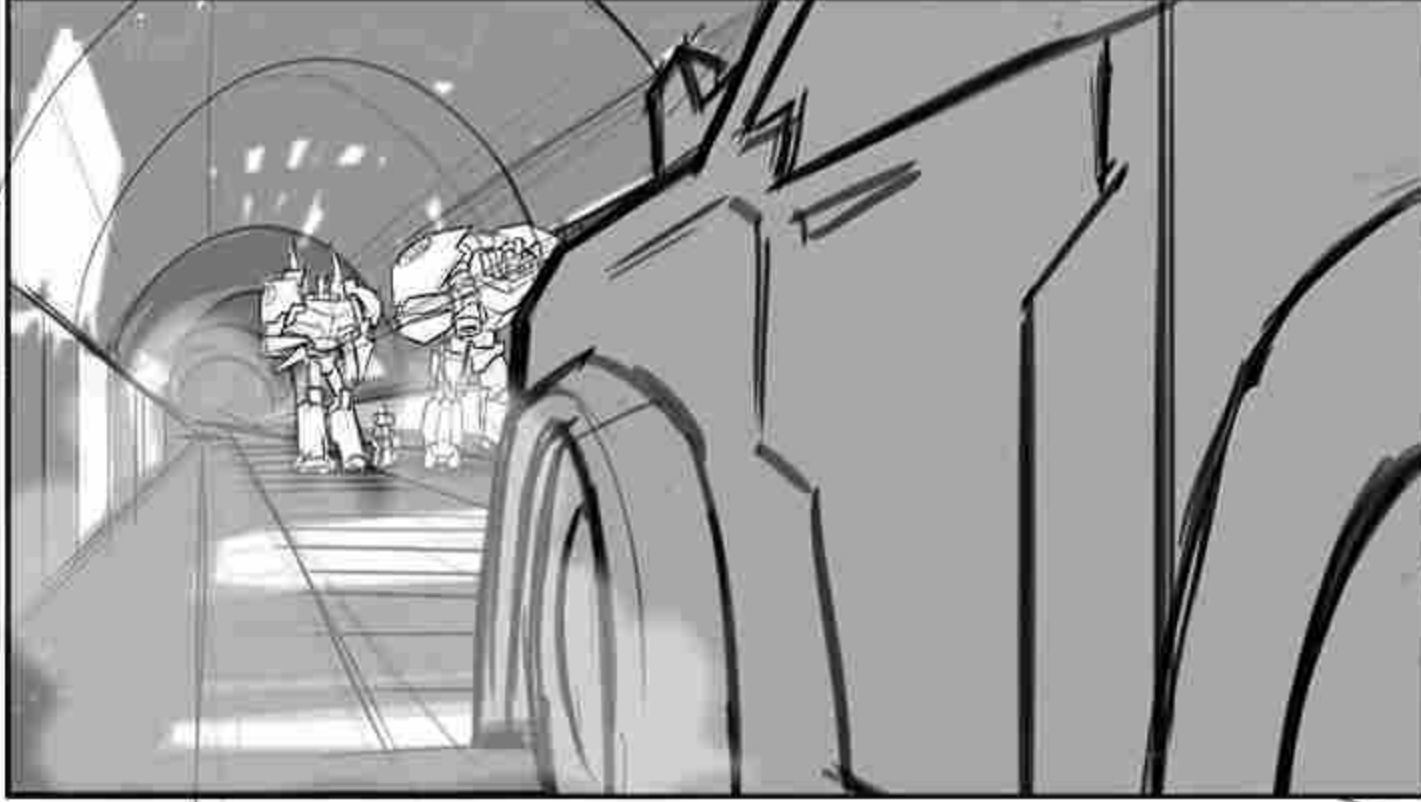
Action:	
THEY LAND AT THE SAME TIME.	
Dial:	
Slug:	Trans:



OUT

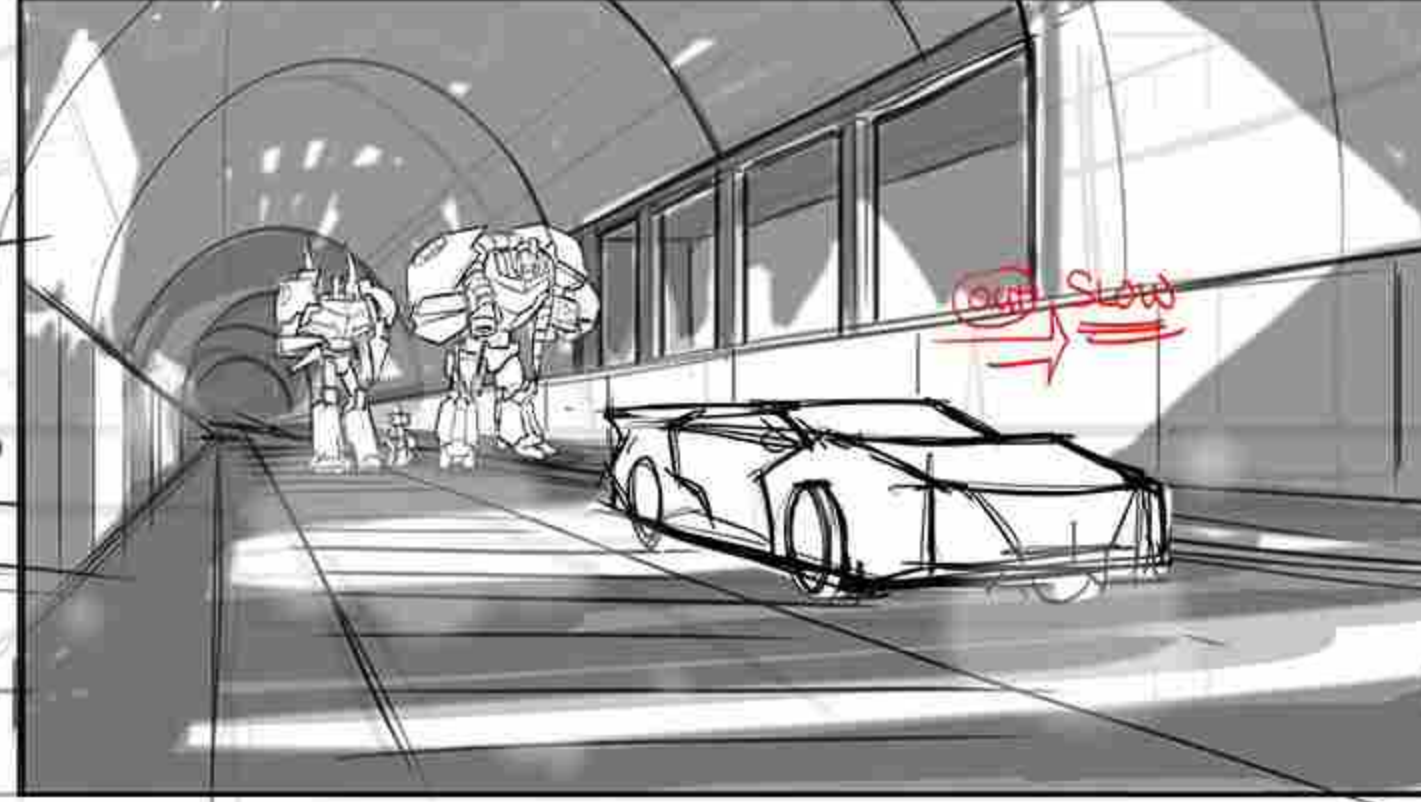
Scene: CONTD Panel: 6

BG:



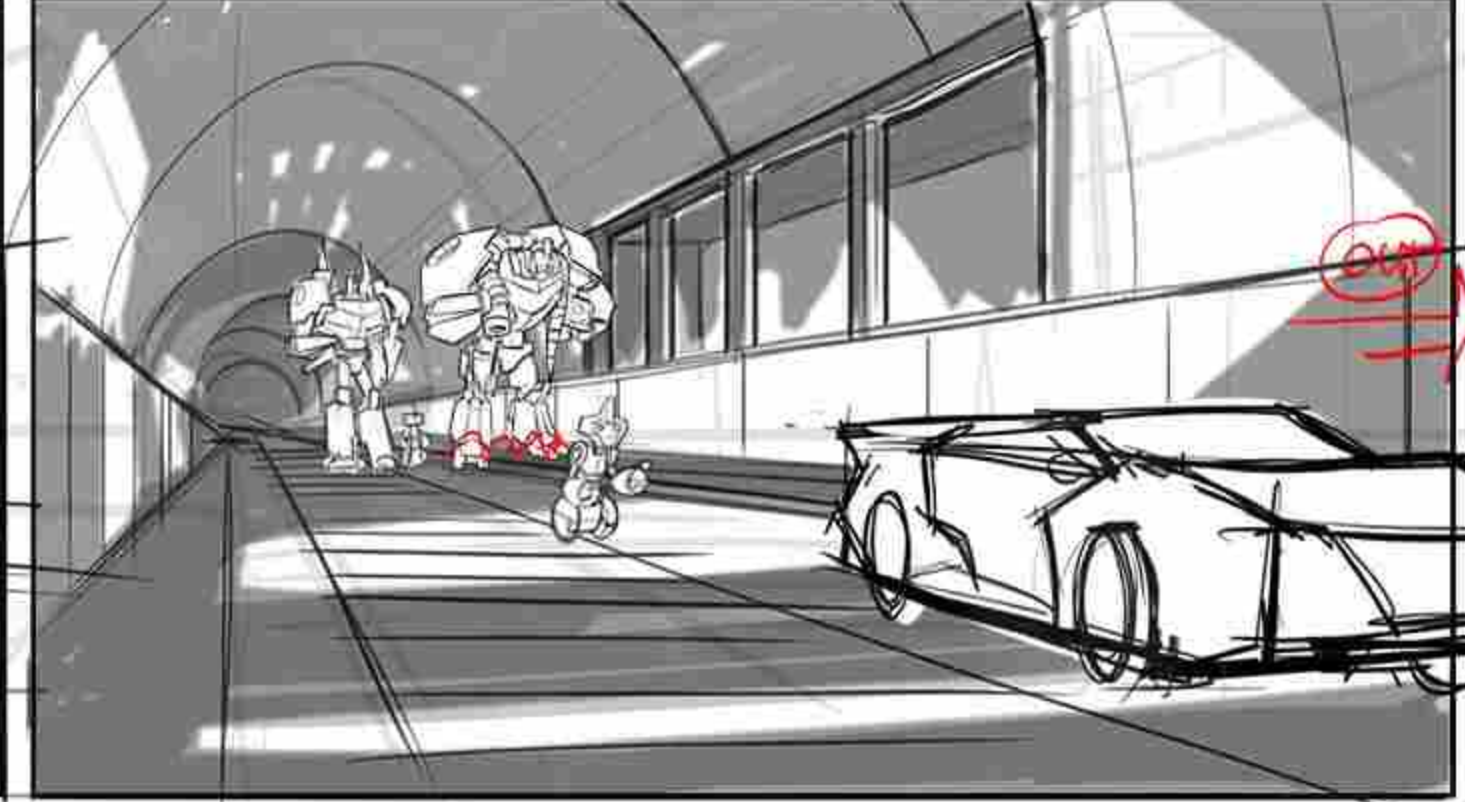
Scene: CONTD Panel: 7

BG:



Scene: CONTD Panel: 8

BG:



Action:

STRONGARM RACES FORWARD AND OUT.

EFX: (DUST)

Dial:

Slug:

Trans:

Action:

SIDESWIPE ONLY MANAGES  
A SUPER-SLOW ROLL.

Dial:

Slug:

Trans:

Action:

FIXIT ROLLS AFTER SIDESWIPE.

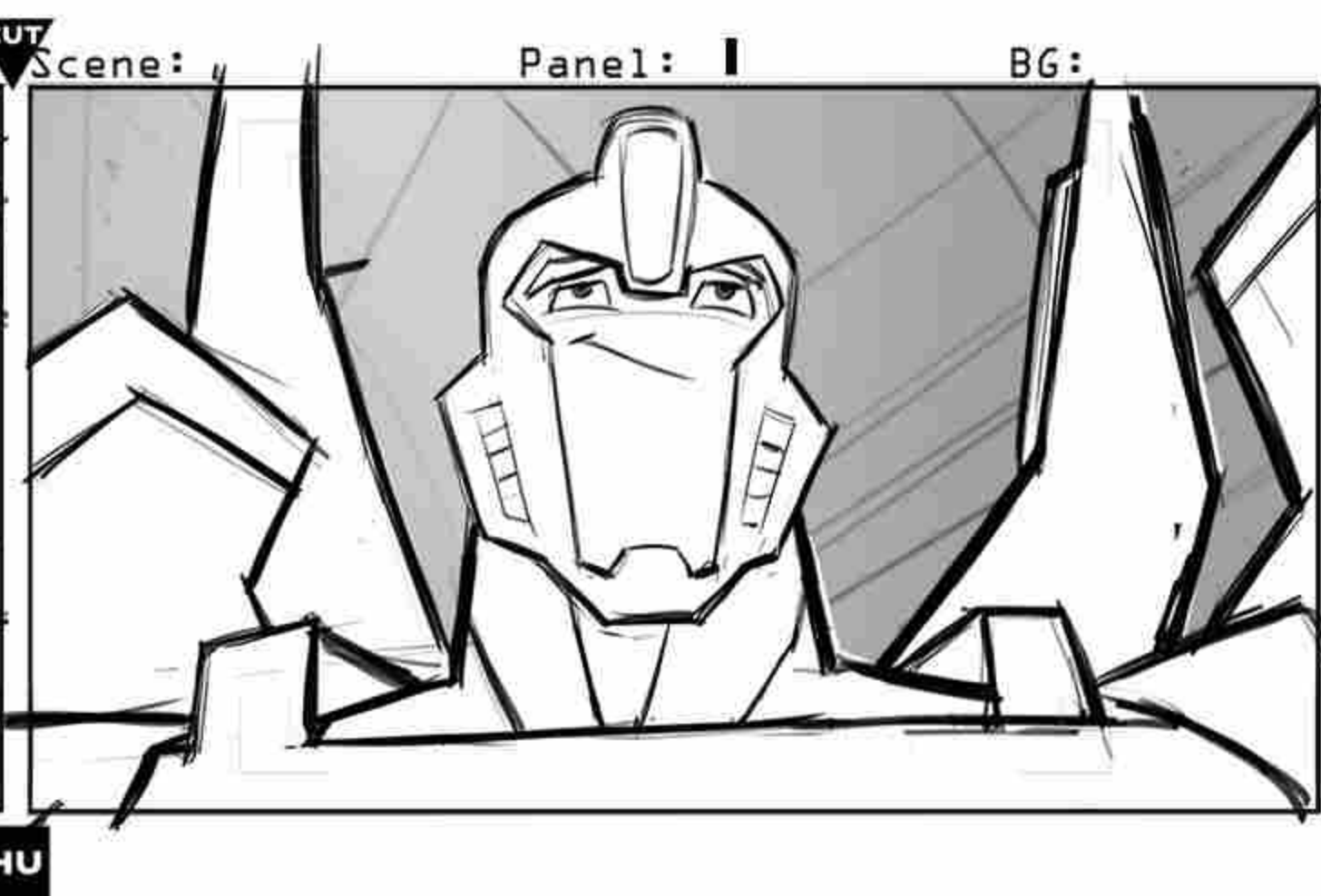
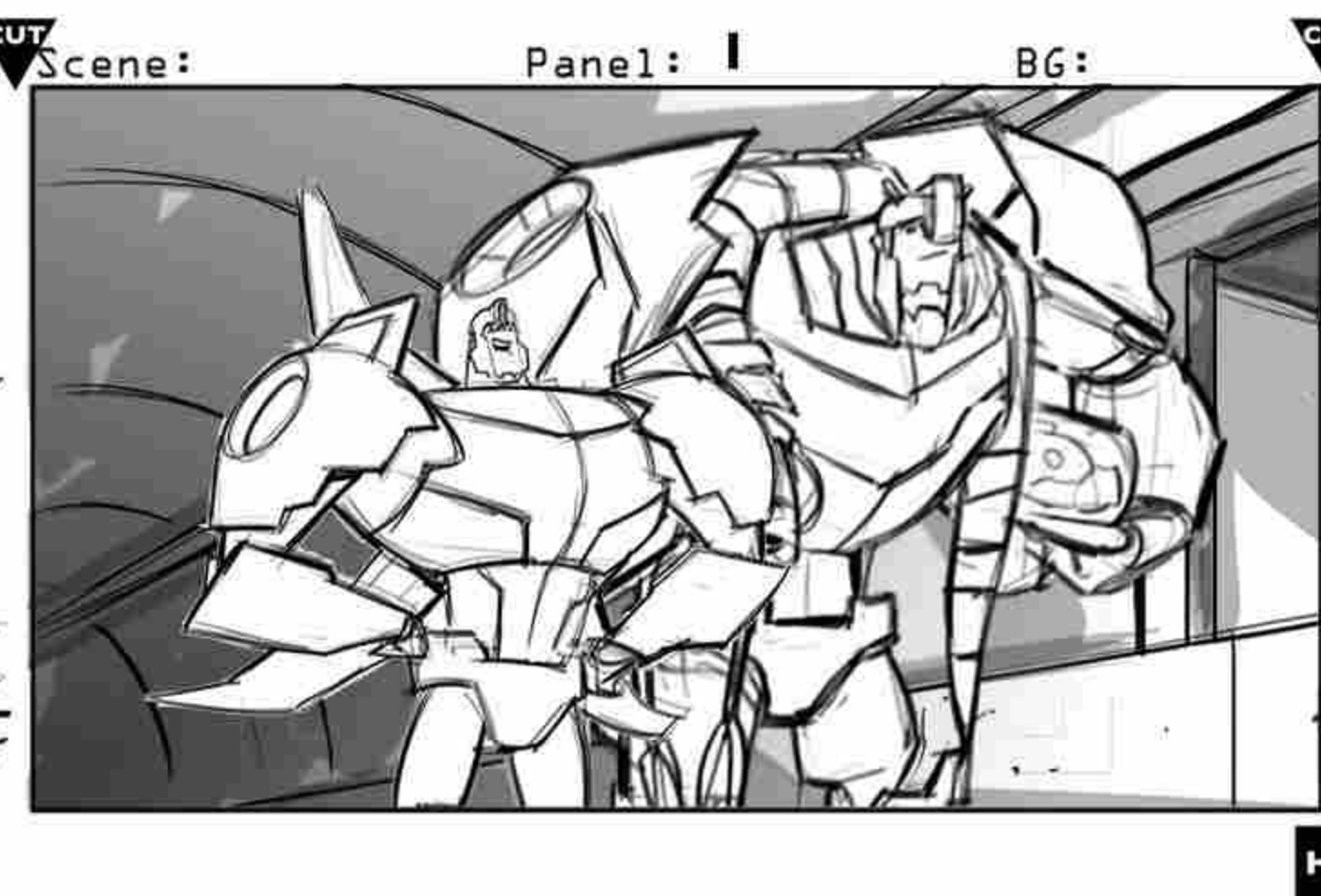
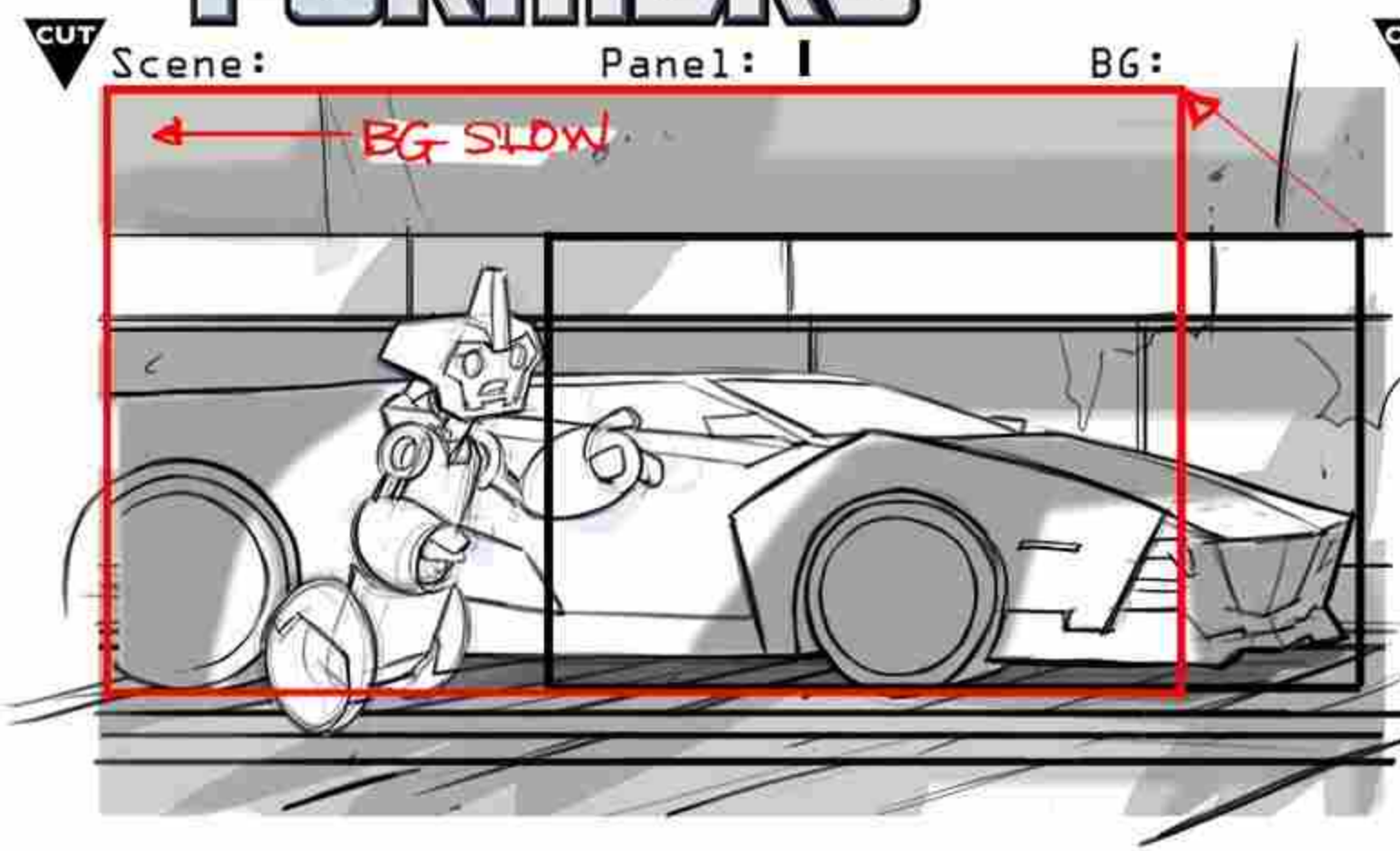
Dial:

238 SIDESWIPE (CONT'D)  
<EFFORTS> FIXIT, WHAT GIVES?

Slug:

Trans:





Action:  
CLOSE ON SIDESWIPE TRUCK OUT AND PAN BG SLOW. FIXIT ROLLS UP BESIDE HIM AND KEEPS PACE WITH SIDESWIPE.

Dial:  
239 FIXIT  
I TOLD YOU; I COULDN'T BE SURE I  
CONNECTED EVERYTHING PROPERLY...

Slug: Trans:

Action:  
WIDE ON BEE AND GRIMLOCK LOOKING AT THE DEPARTING SIDESWIPE AND FIXIT

Dial:  
240 BUMBLEBEE  
I THINK IT CAN WAIT 'TIL WE GET  
BACK TO BASE...

Slug: Trans:

Action:  
CLOSE ON BEE SMILING WICKEDLY.

Dial:

Slug: Trans:



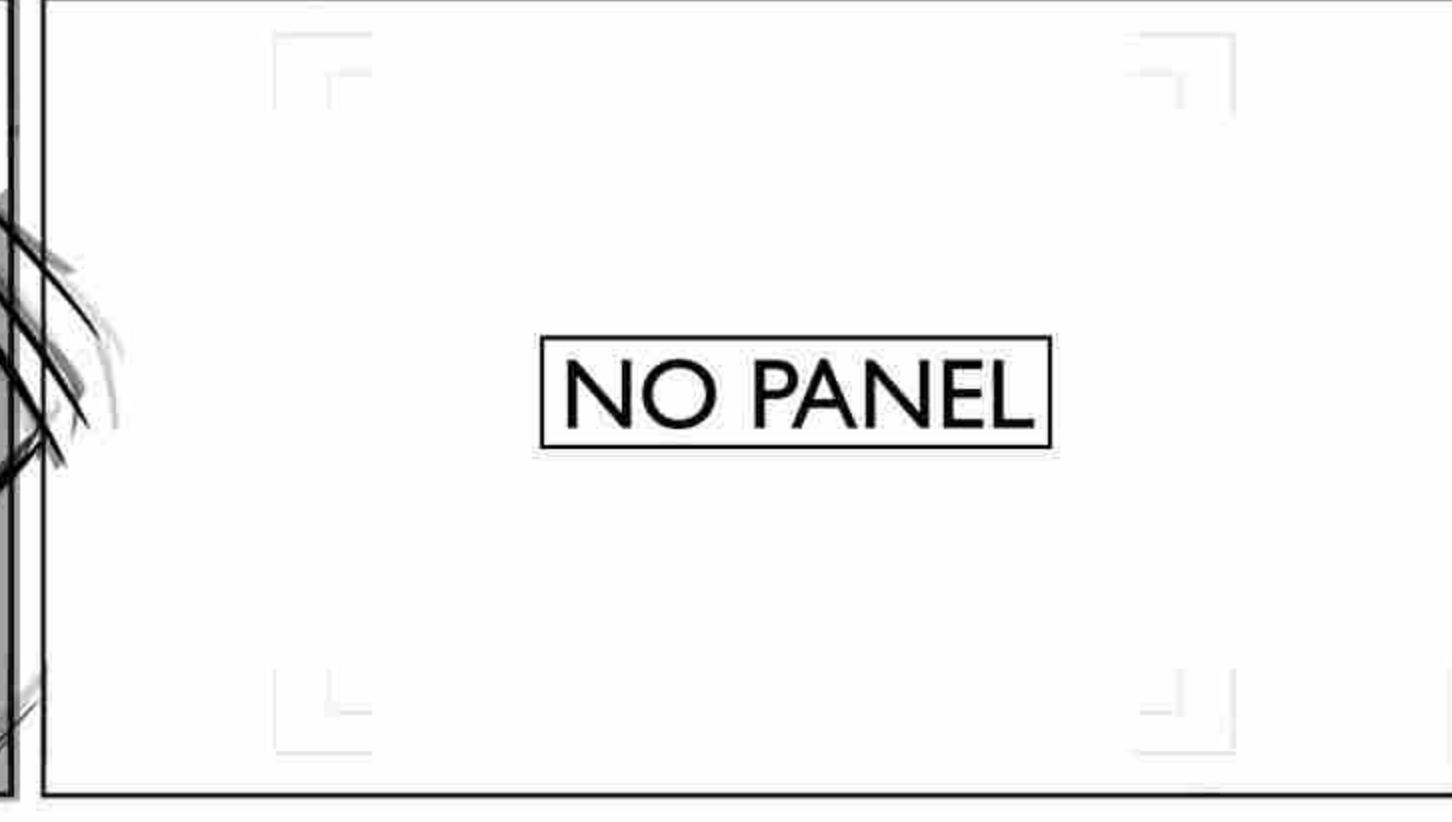
Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Scene: Panel: BG:



Action:	
Dial: 240 BUMBLEBEE (SMILES WICKEDLY) ...AT LEAST, UNTIL SIDESWIPE PICKS UP STRONGARM'S EXTRA PATROL SHIFTS.	
Slug:	Trans:

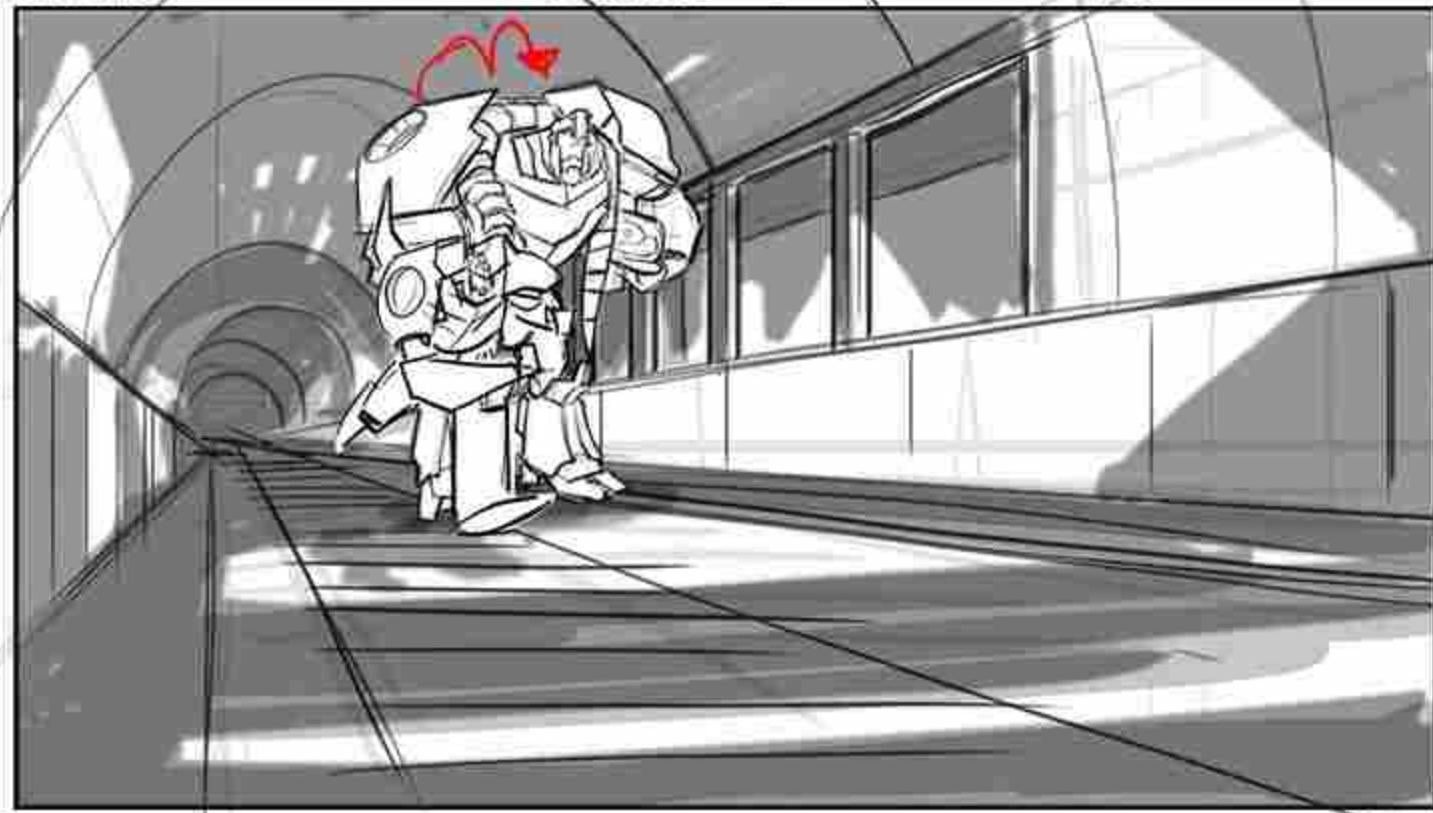
Action: BEE EXITS.	
Dial:	
Slug:	Trans:

Action:	
Dial:	
Slug:	Trans:

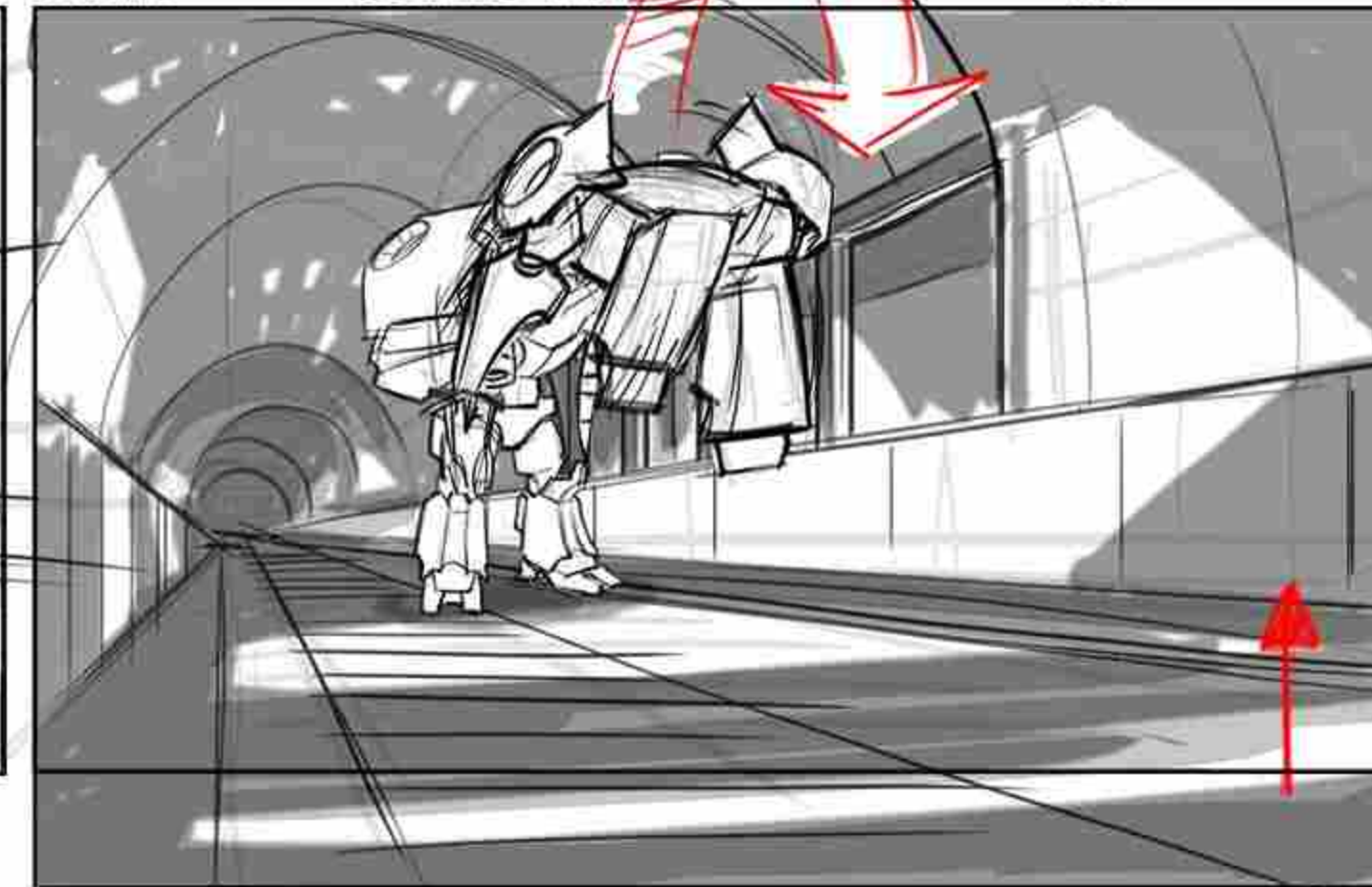


CUT

Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



HU

Action:	
WIDE ON TUNNEL AS BEE TRANSFORMS FORWARD.	
Dial:	
Slug:	Trans:

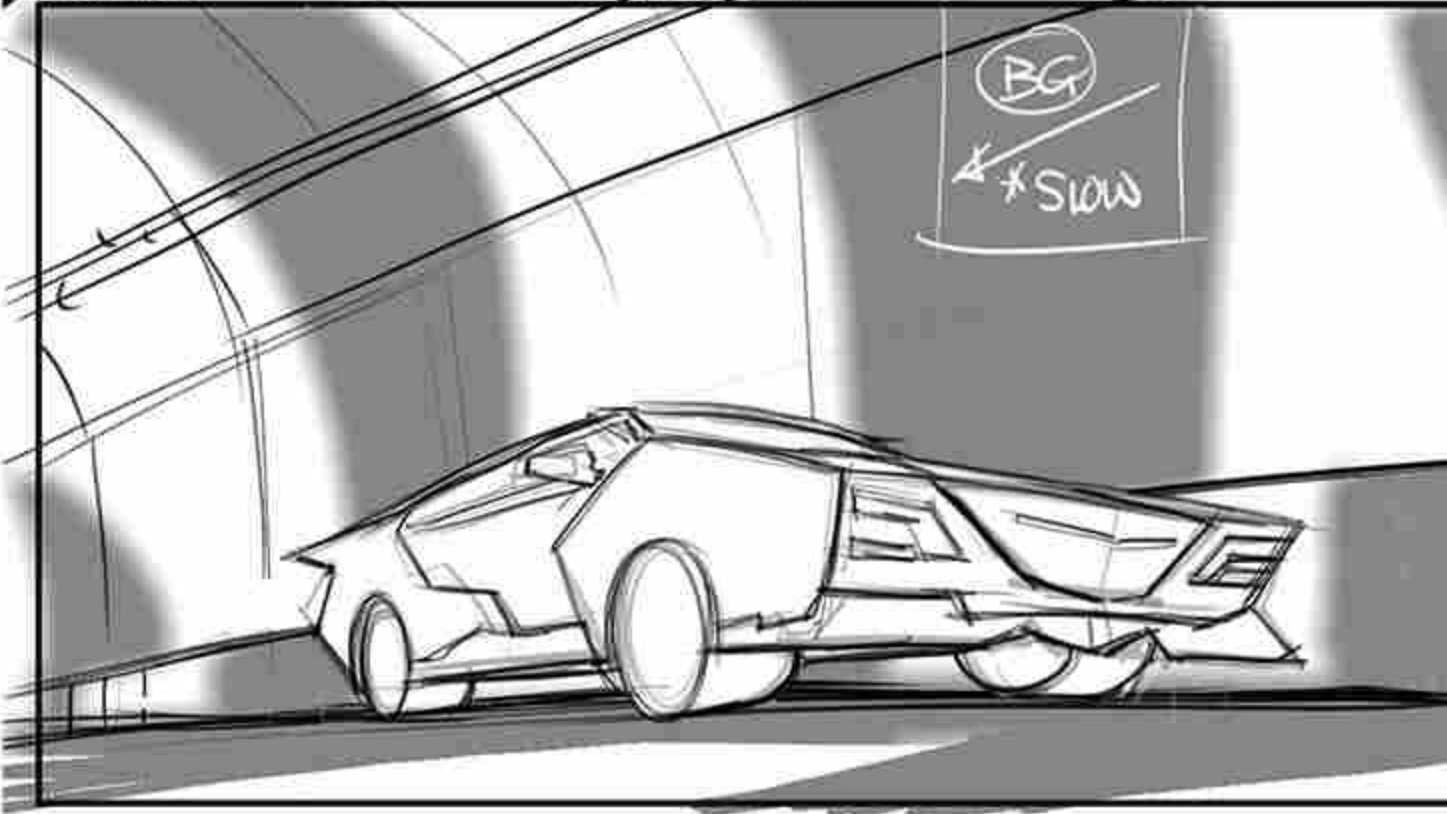
Action:	
ADJUST CAMERA AS BEE LEAPS UPWARDS.	
Dial:	
Slug:	Trans:

Action:	
ADJUST CAMERA AS VEHICLE BEE LANDS, ZOOMING OUT OF SCENE.	
Dial:	
Slug:	Trans:

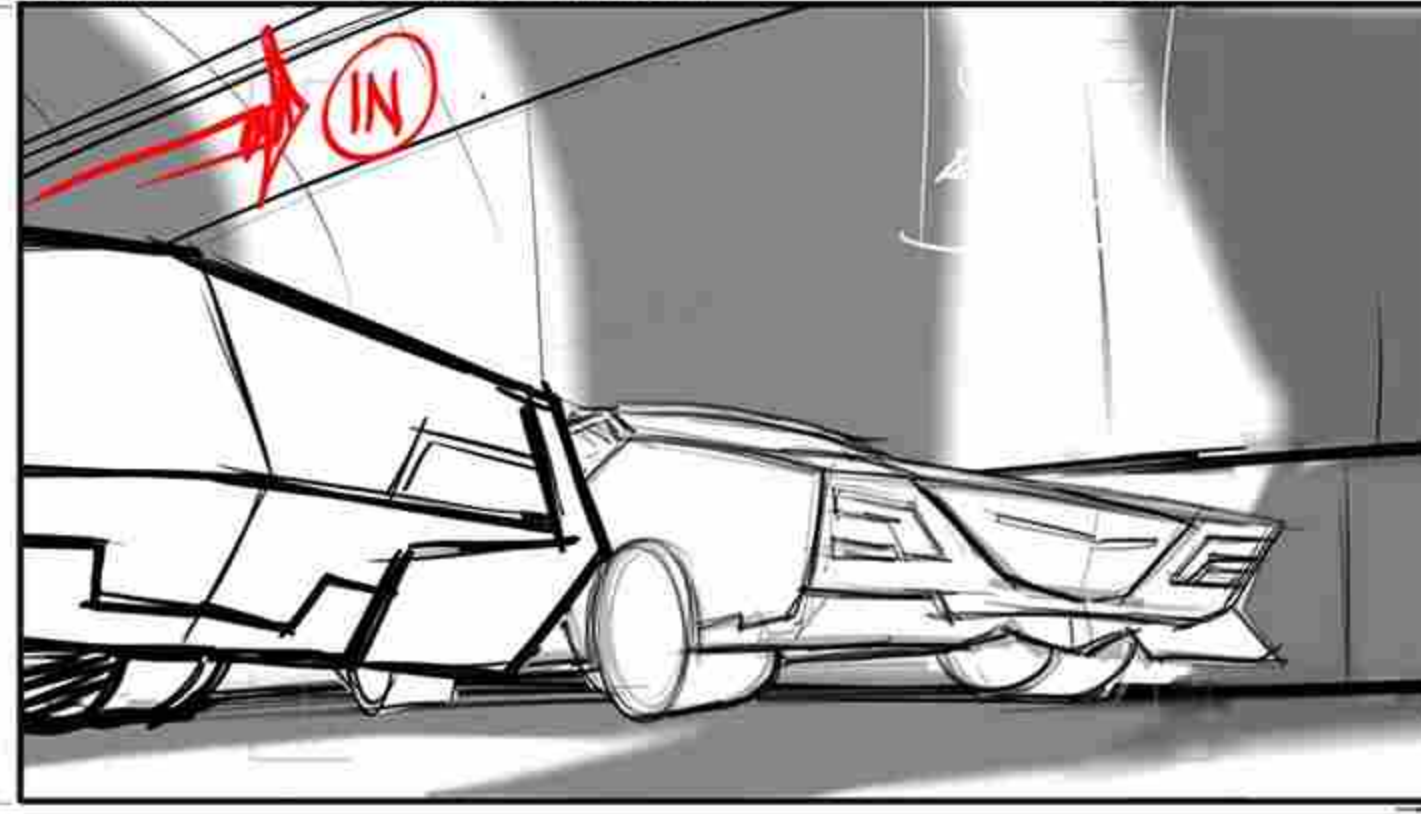


CUT

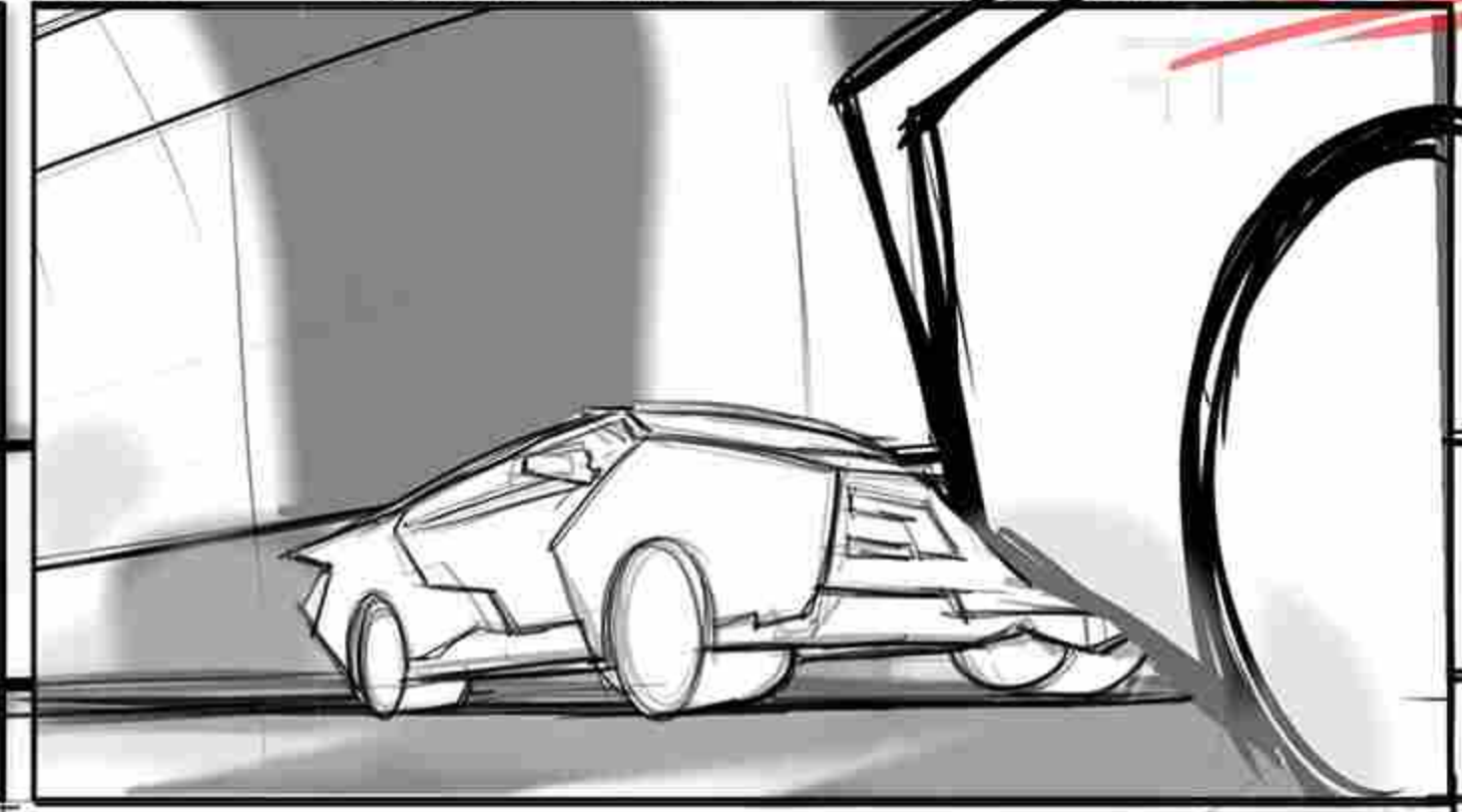
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

ANGLE ON SIDESWIPE STRUGGLING ALONG.  
PAN BG SLOW.

Dial:

Slug:

Trans:

Action:

BEE ZOOMS PAST HIM.

Dial:

Slug:

Trans:

Action:

EFX:(DUST)

Dial:

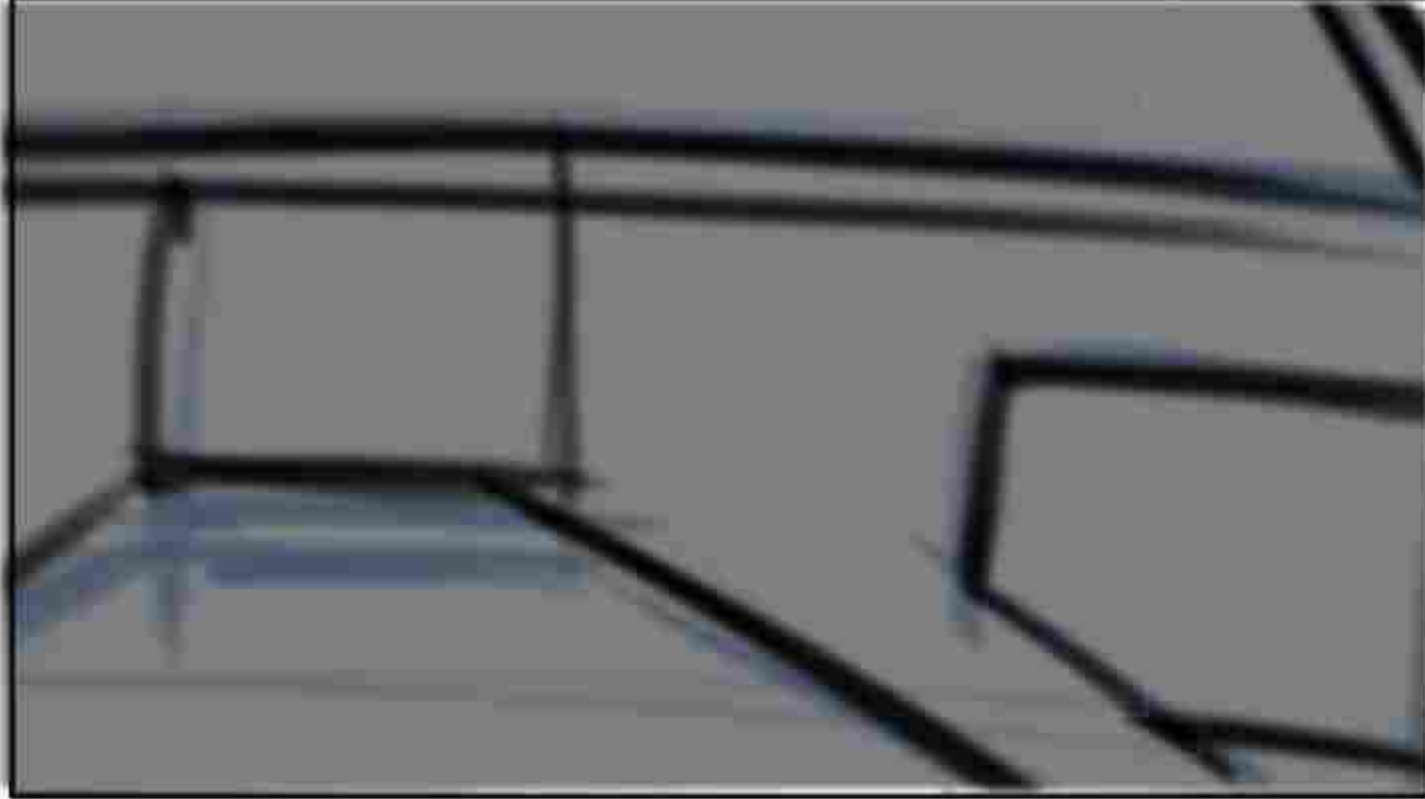
Slug:

Trans:

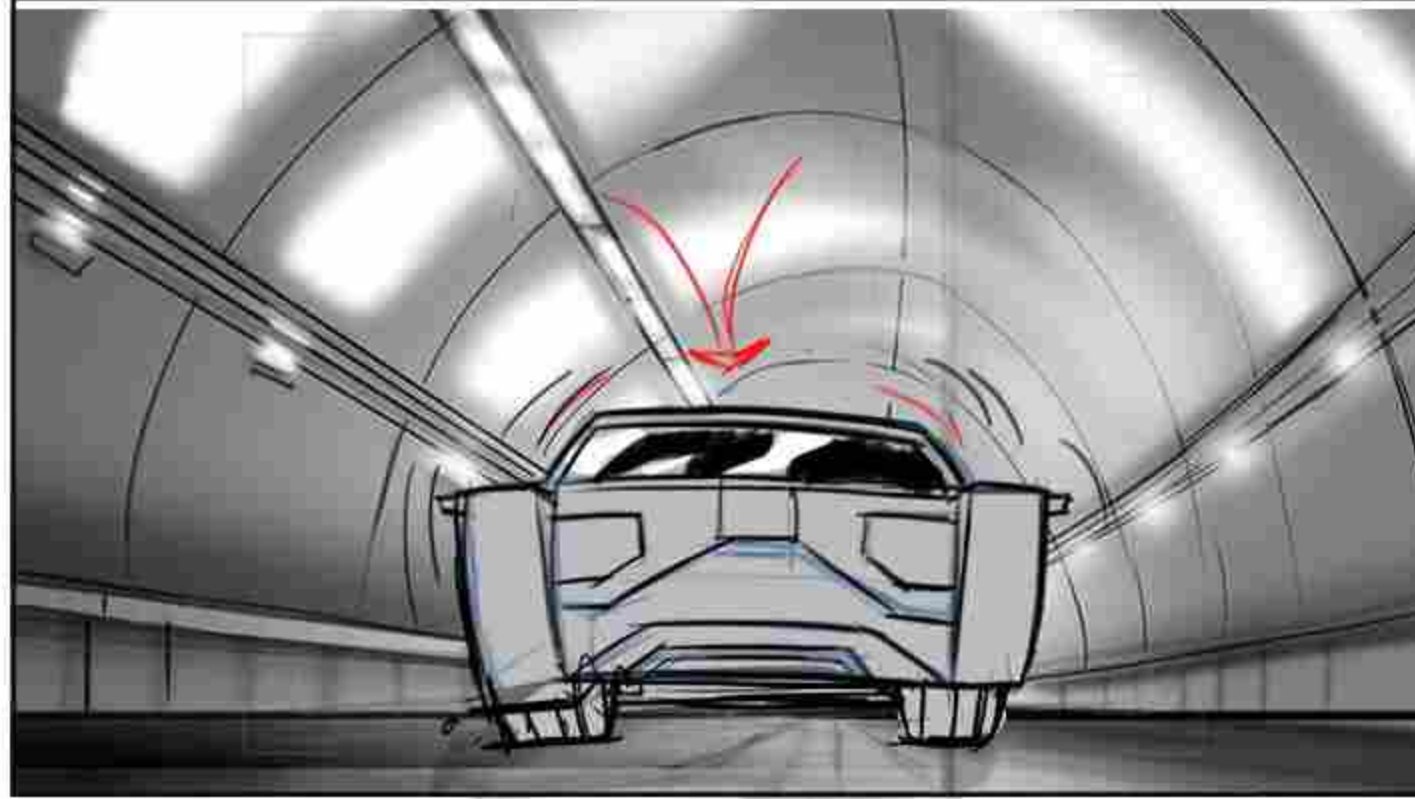




Scene: Panel: **1** BG:



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



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



Action:

START POSE. CLOSE ON V-MODE BEE'S TAIL.

EFX: (SHADOWS)

Dial:

Slug:

Trans:

Action:

HE RACES DOWN THE TUNNEL AFTER STRONGARM.

Dial:

Slug:

Trans:

Action:

SFX: (GRIMLOCK TRANSFORMATION)(OS)

Dial:

Slug:

Trans:

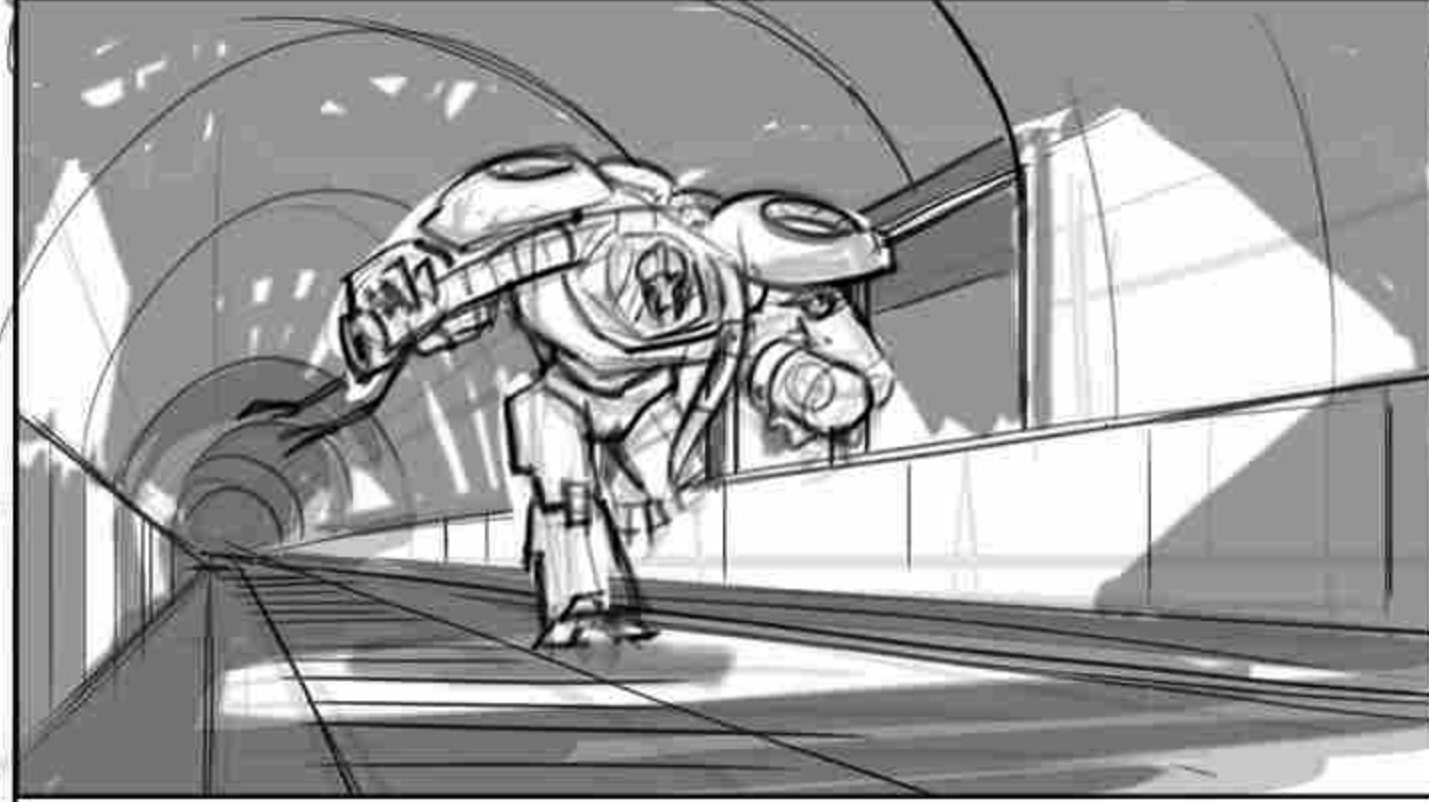


CUT

Scene:

Panel: 1

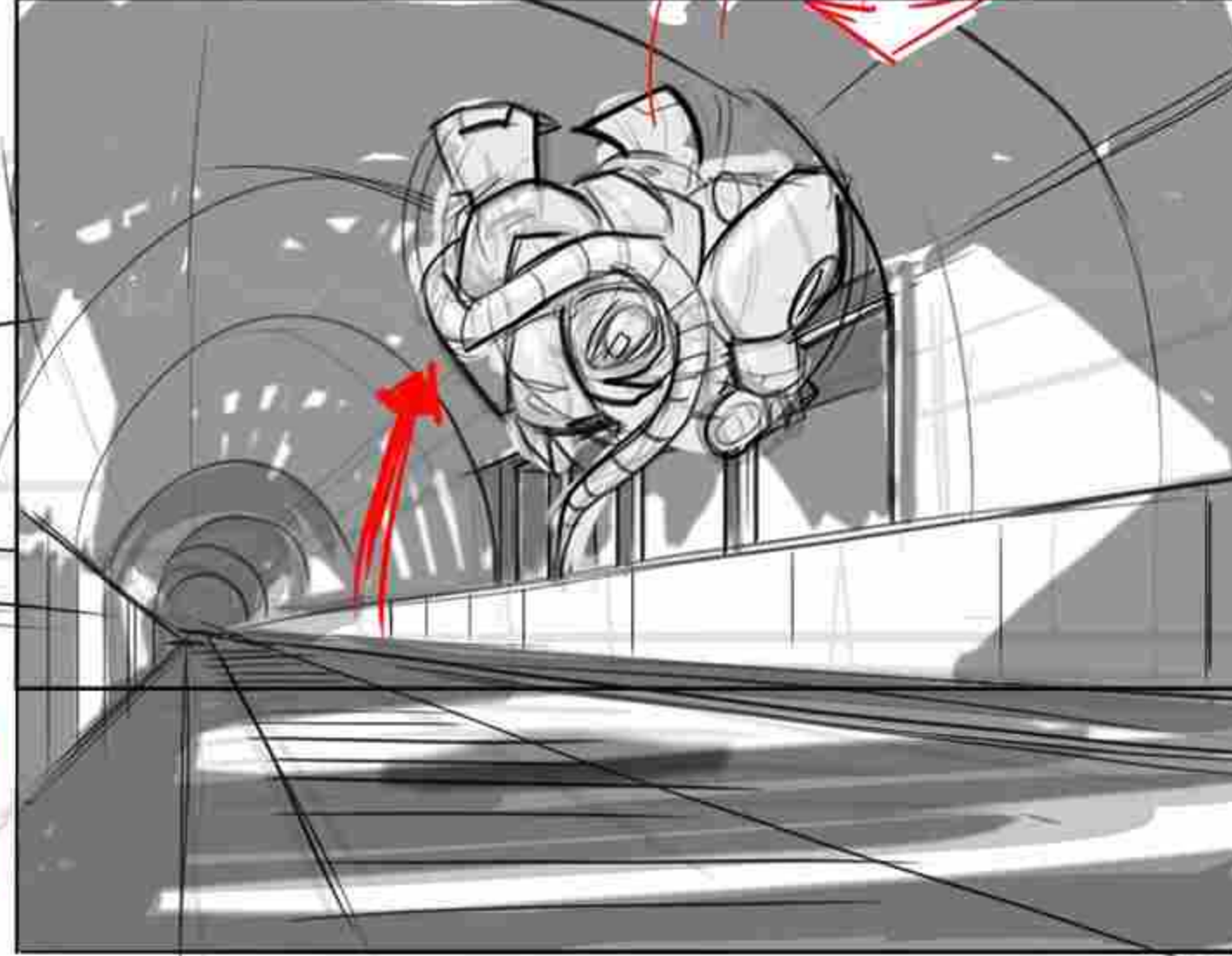
BG:



Scene:

CONTD Panel: 2

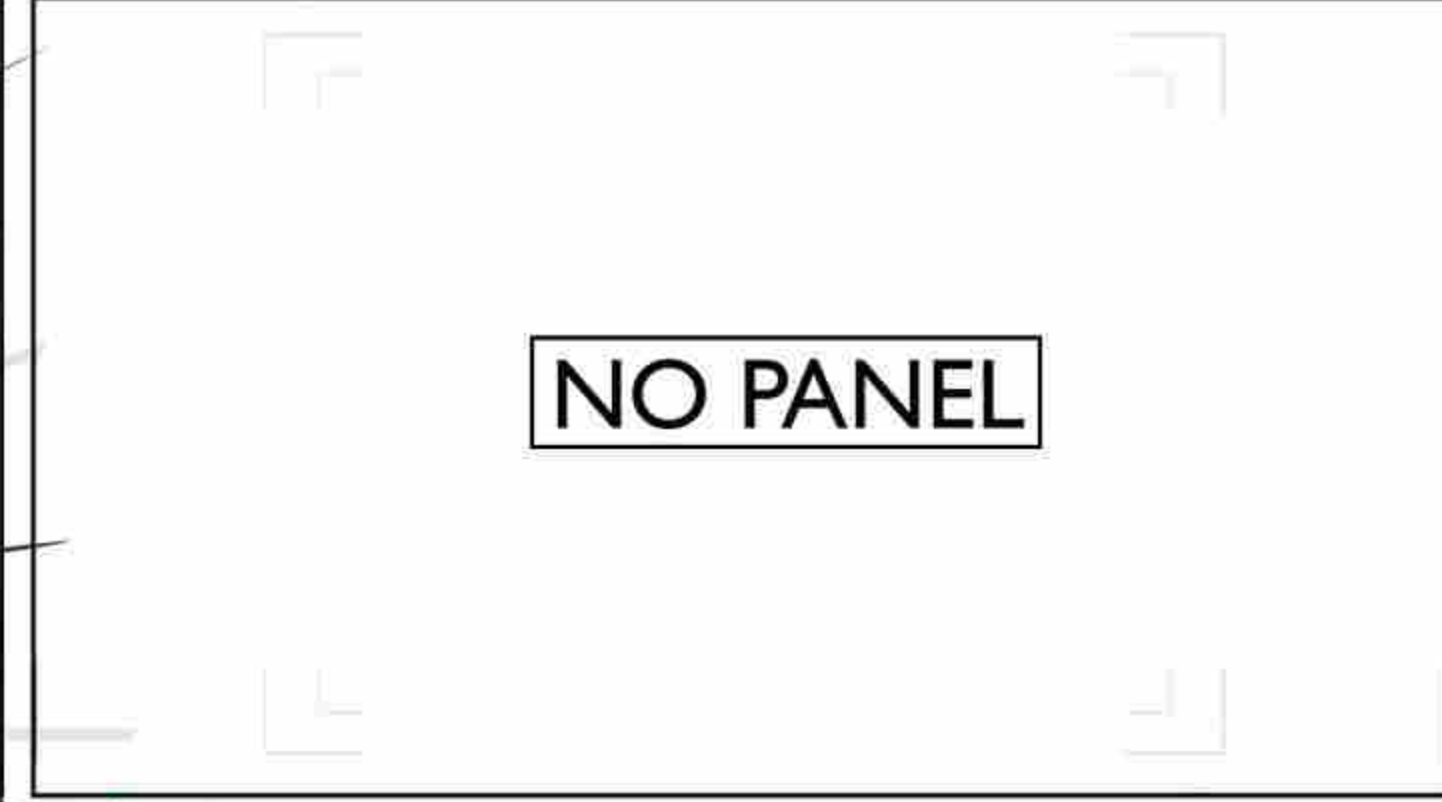
BG:



Scene:

CONTD Panel:

BG:



NO PANEL

HU

Action:

WIDE ON TUNNEL AS GRIMLOCK RUNS FORWARD.

Dial:

Slug:

Trans:

Action:

ADJUST CAMERA AS BEE LEAPS UPWARDS.

Dial:

Slug:

Trans:

Action:

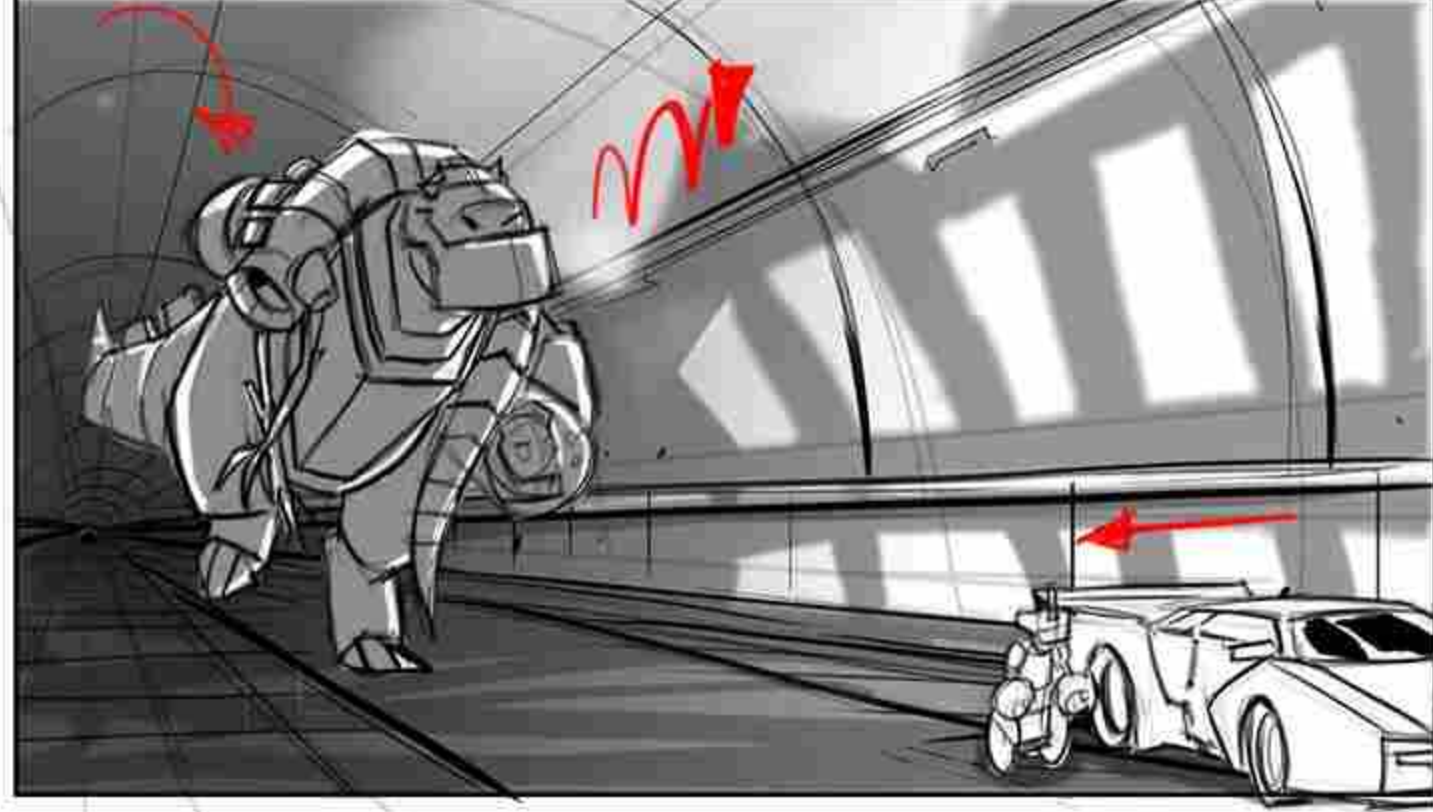
Dial:

Slug:

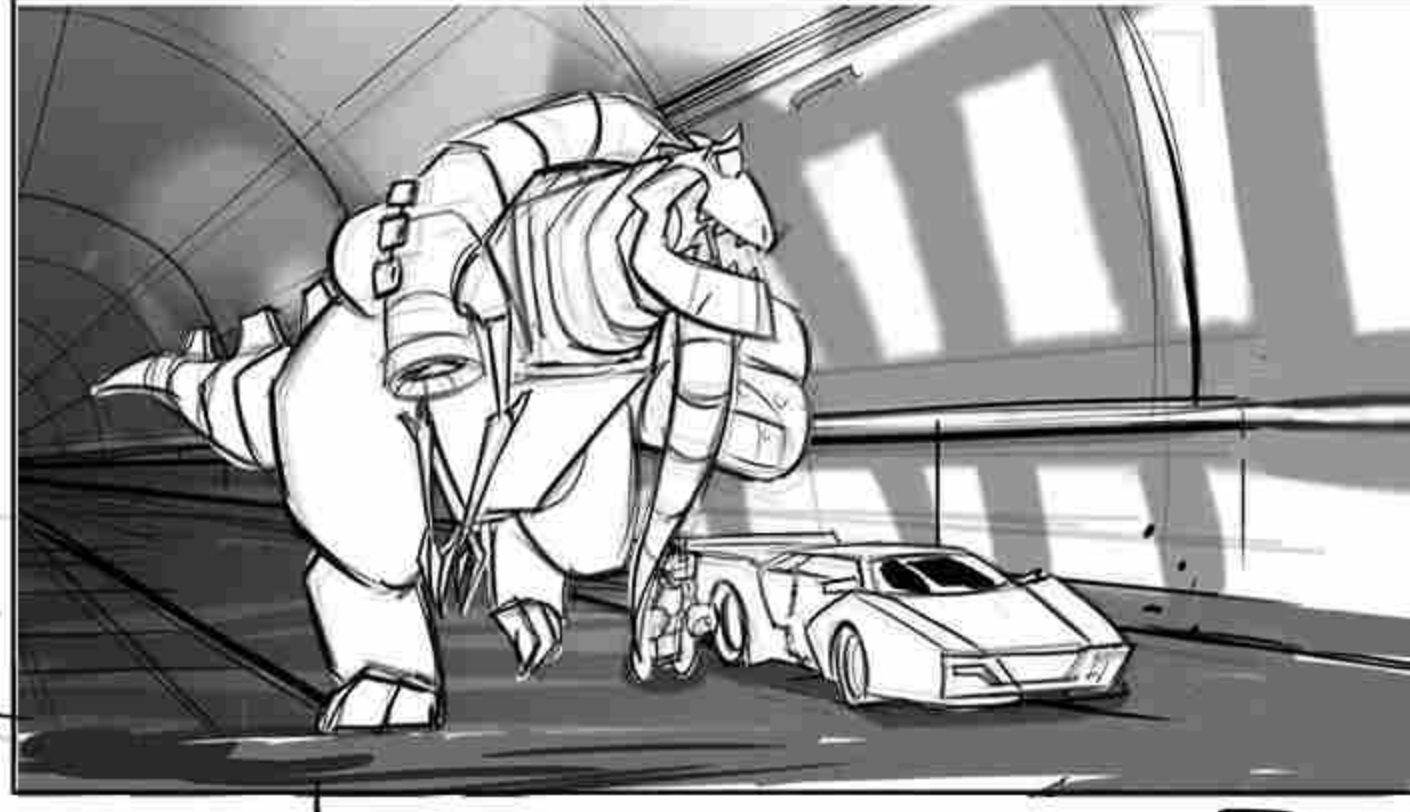
Trans:



Scene:                      Panel: 1                      BG:



Scene:                      CONTD Panel: 2                      BG:



Scene:                      CONTD Panel: 3                      BG:



Action:	
TRACK CAMERA AS GRIMLOCK LANDS THEN TROTS UP BESIDE SIDESWIPE AND FIXIT.	
Dial:	
Slug:	Trans:

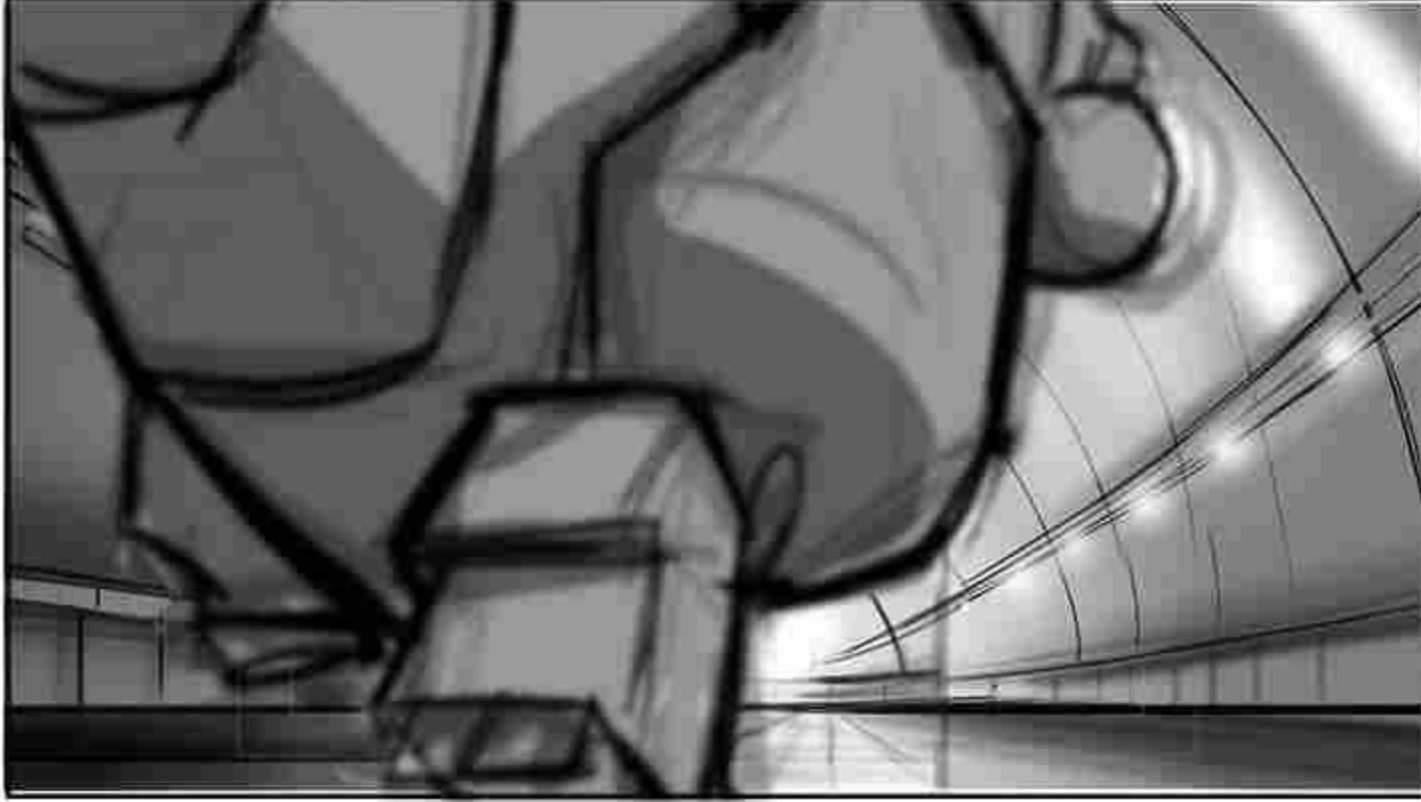
Action:	
241 GRIMLOCK (GRINNING) I'VE ALWAYS WANTED TO KNOW WHAT IT WAS LIKE TO BE <u>FASTER THAN SOMEBODY...</u>	
Dial:	
Slug:	Trans:

Action:	
THEN RUNS PAST THEM AND OUT.	
Dial:	
Slug:	Trans:



CUT

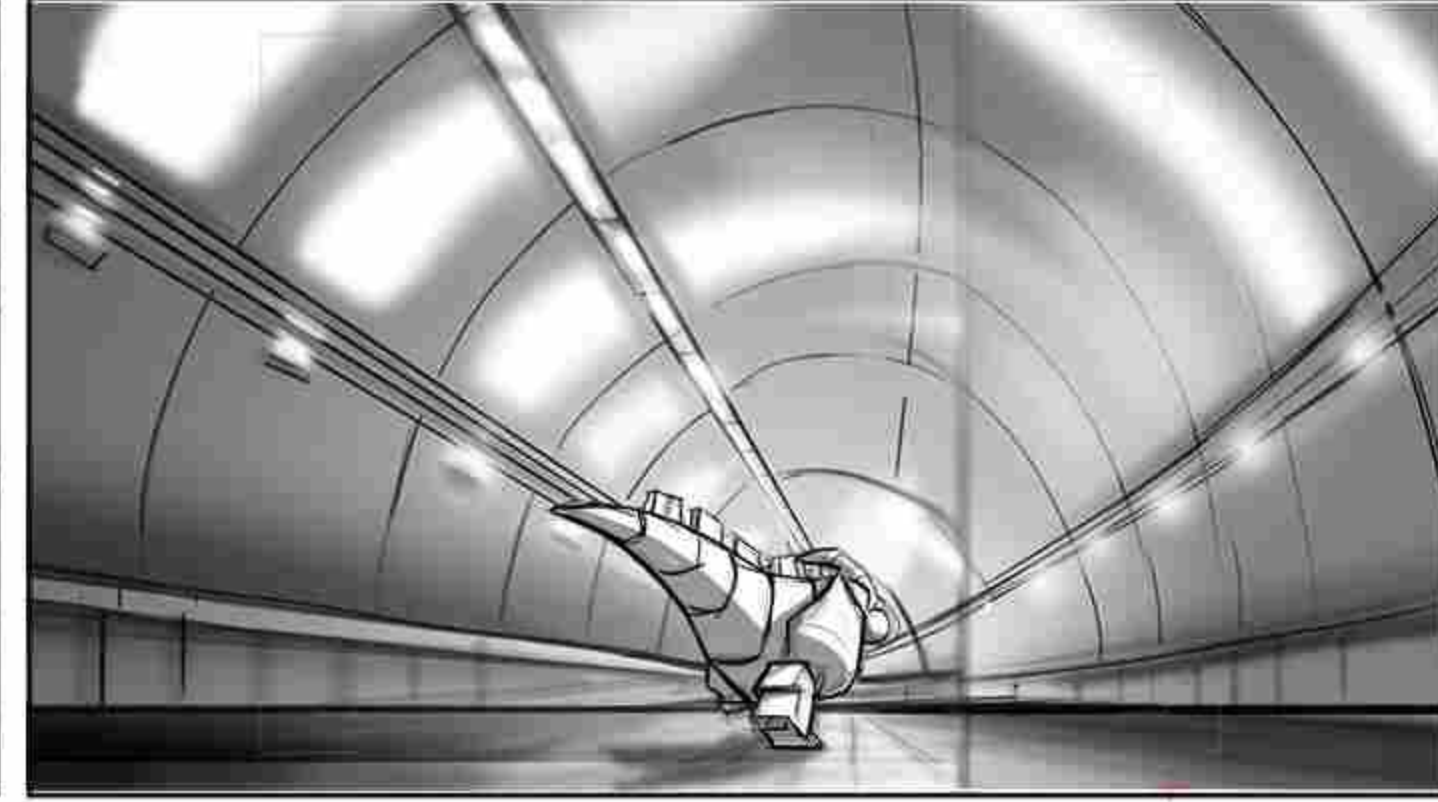
Scene: Panel: 1 BG:



Scene: CONTD Panel: 2 BG:



Scene: CONTD Panel: 3 BG:



Action:

START GRIMLOCK IN SCENE. HU RUNING ACTION.

Dial:

Slug:

Trans:

Action:

HE RUNS DOWN THE TUNNEL.

Dial:

Slug:

Trans:

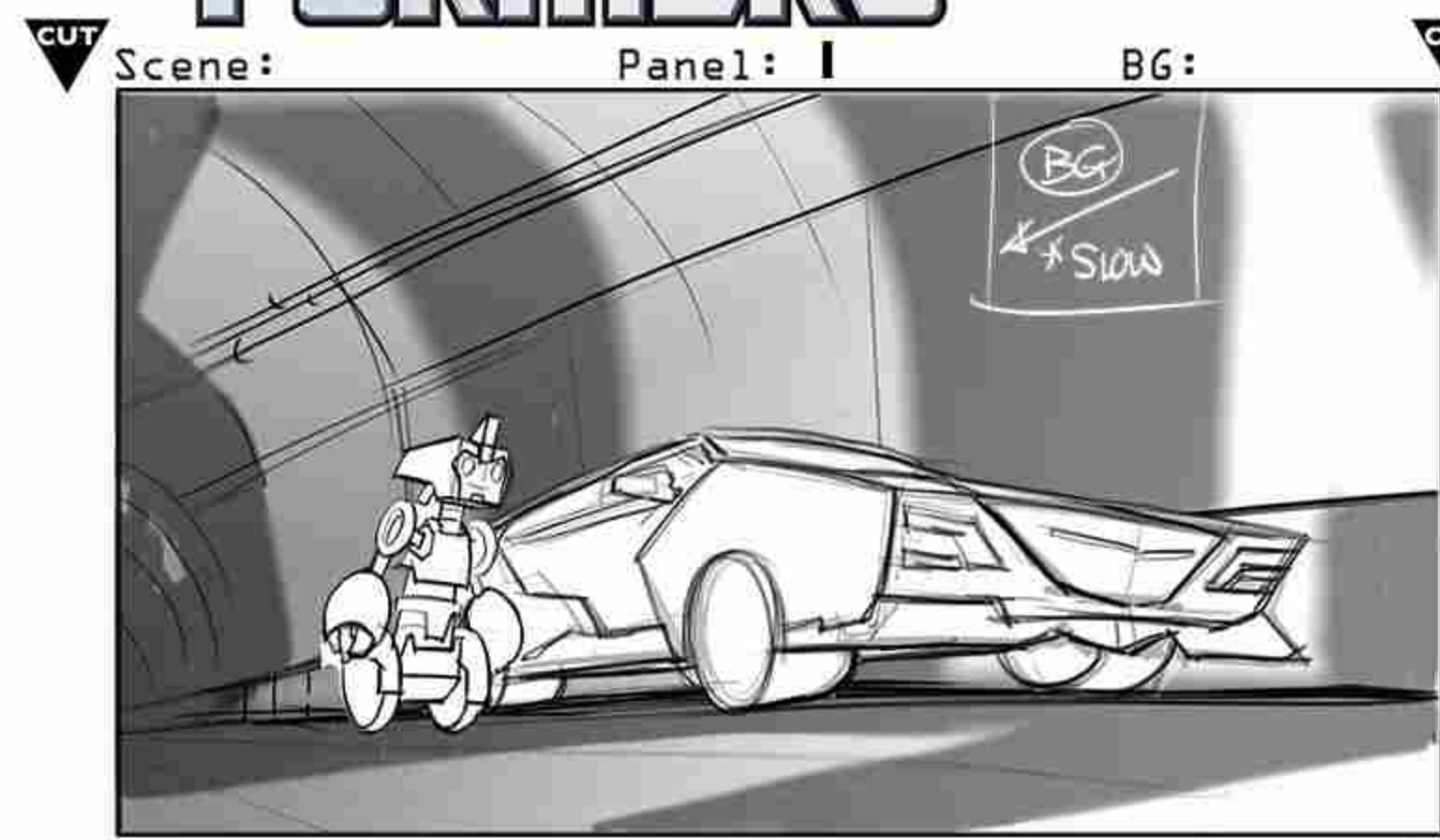
Action:

Dial:

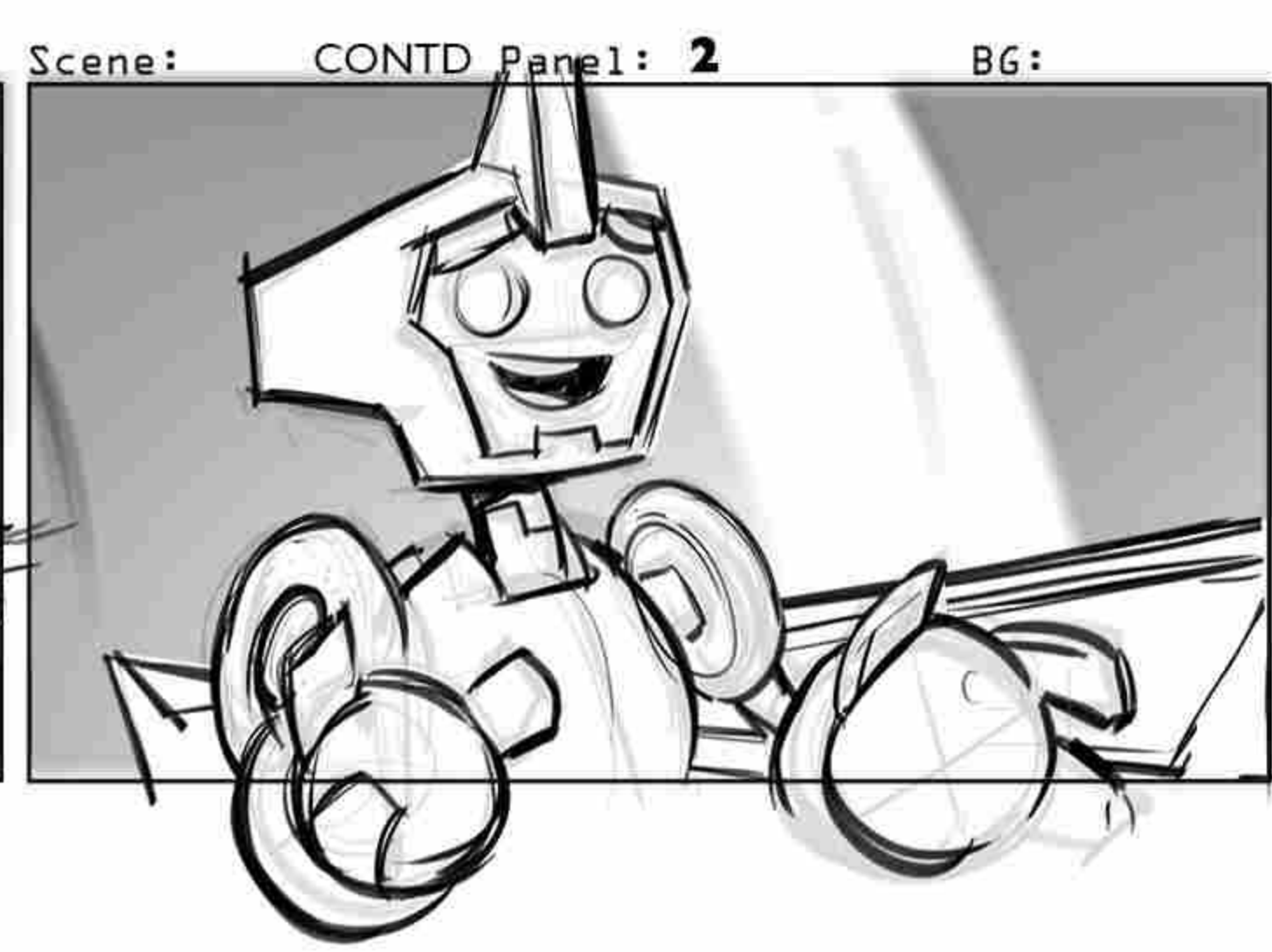
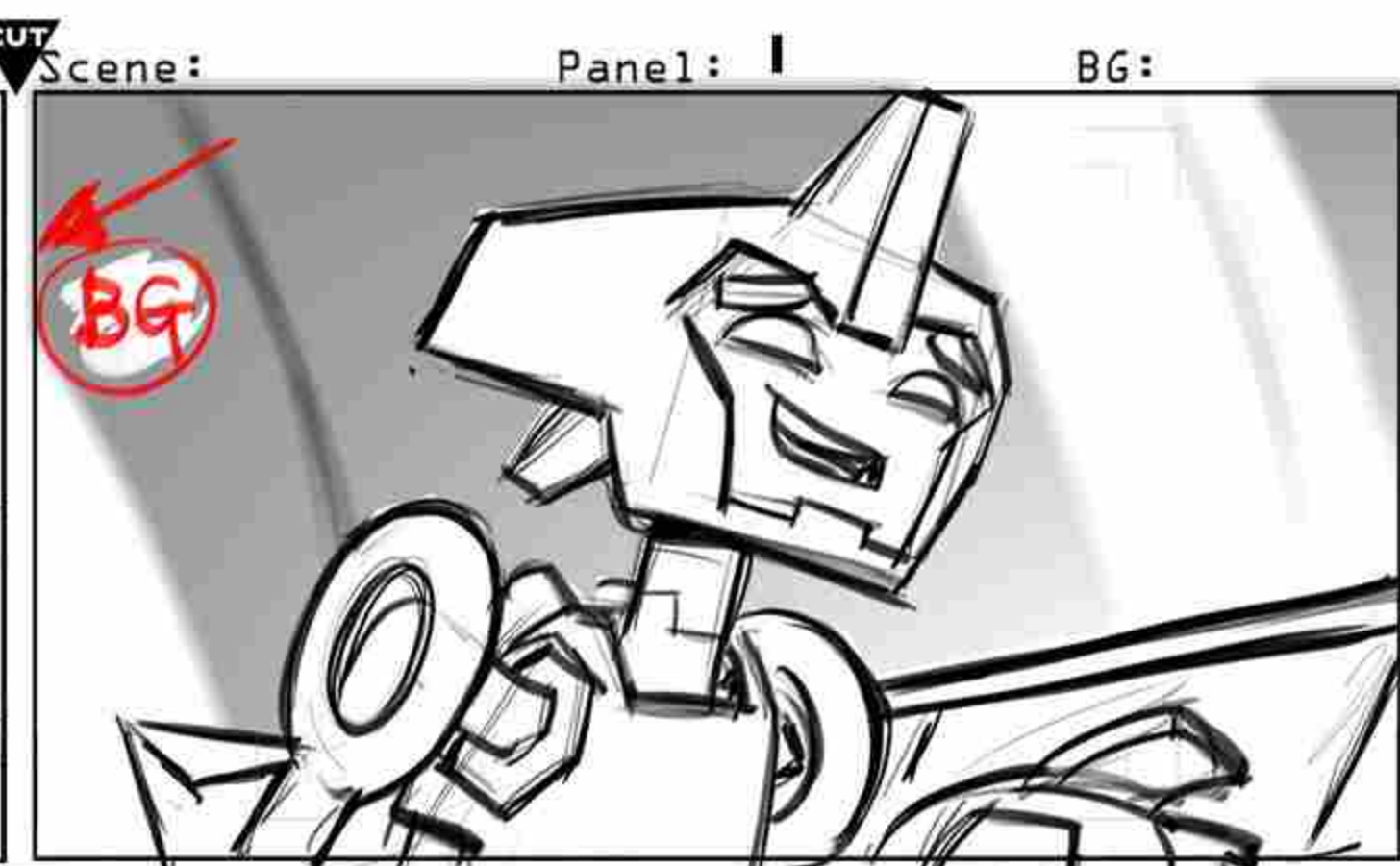
Slug:

Trans:





HU



Action:

ANGLE ON FIXIT ROLLING ALONGSIDE A STRUGLLING SIDESWIPE.

Dial:

242 SIDESWIPE  
<EFFORT!> AW, SCRAP.

Slug: Trans:

Action:

CLOSE ON FIXIT.

Dial:

243 FIXIT  
DON'T WORRY, SIDESWIPE. I'LL STAY  
RIGHT BY YOUR SIDE 'TIL WE'RE HOME.

Slug: Trans:

Action:

Dial:

243 FIXIT (CONTD)  
HEY, DO YOU WANNA HEAR HOW I  
REATTACHED YOUR HEAD? IT'S A LONG  
AND DISGUSTING STORY!

Slug: Trans:

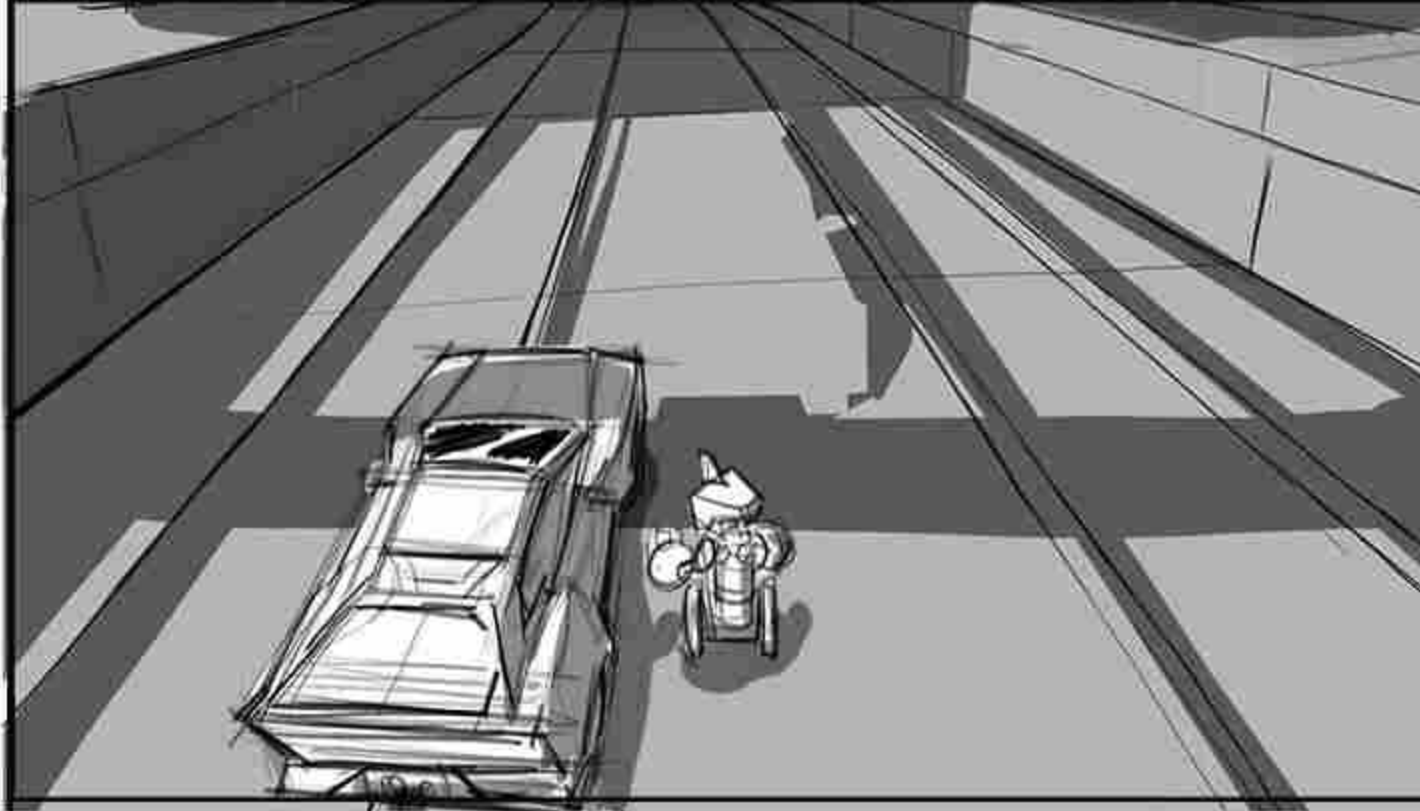


CUT

Scene:

Panel: 1

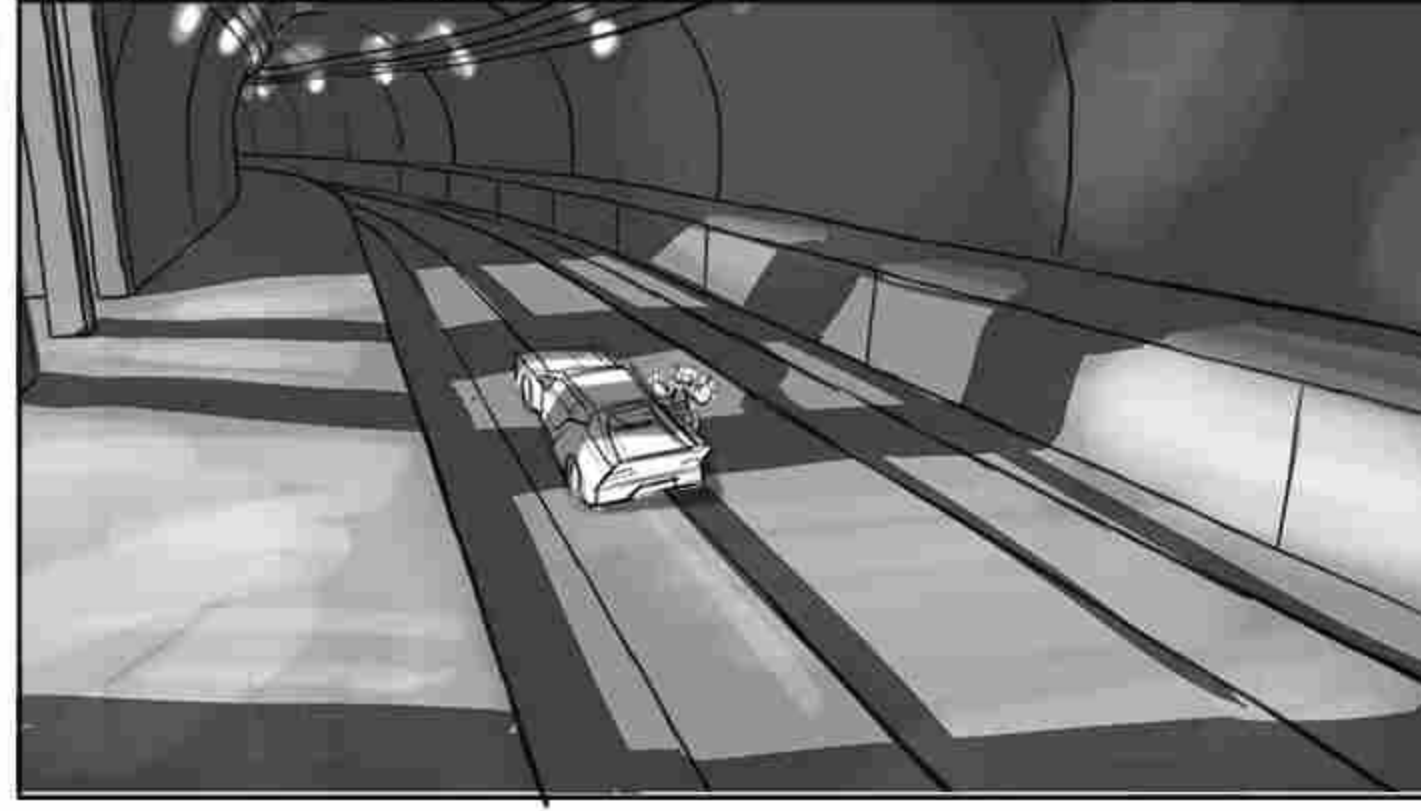
BG:



Scene:

CONTD Panel: 2

BG:



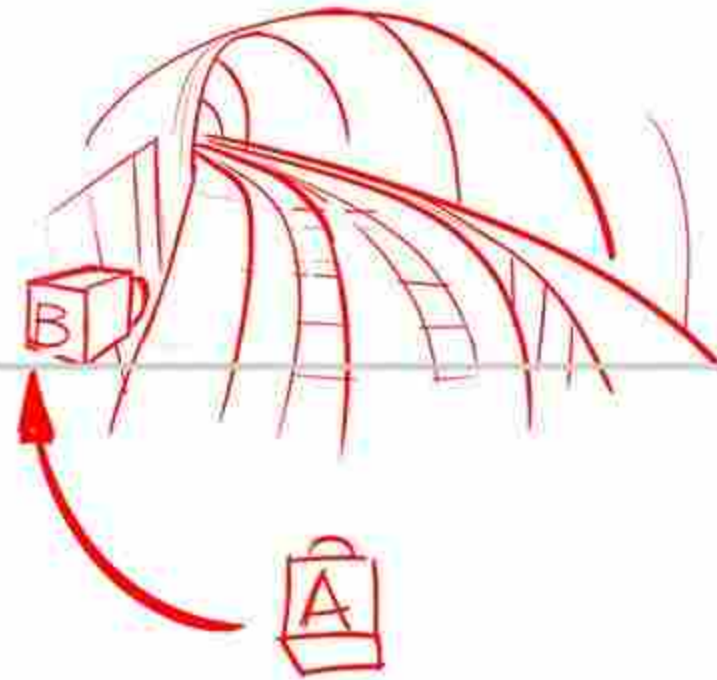
Scene:

CONTD Panel: 3

BG:



HU



ADJUST CAMERA (REVERSE OF THE OPENING CAMERA MOVE IN SEQUENCE 5)

Action:

WIDE ON TUNNEL AS  
SIDESWIPE URGES HIMSELF FASTER, TO NO RESULT.

Dial:

244 FIXIT / SIDESWIPE  
I STARTED BY REMOVING THE OUTER  
SHEETING ON THE BASE OF YOUR  
PRIMARY... / <EFFORTS> BUMBLEBEE!  
WAIT FOR ME! PLEASE!!

Slug:

Action:

Dial:

Slug:

Trans:

Action:

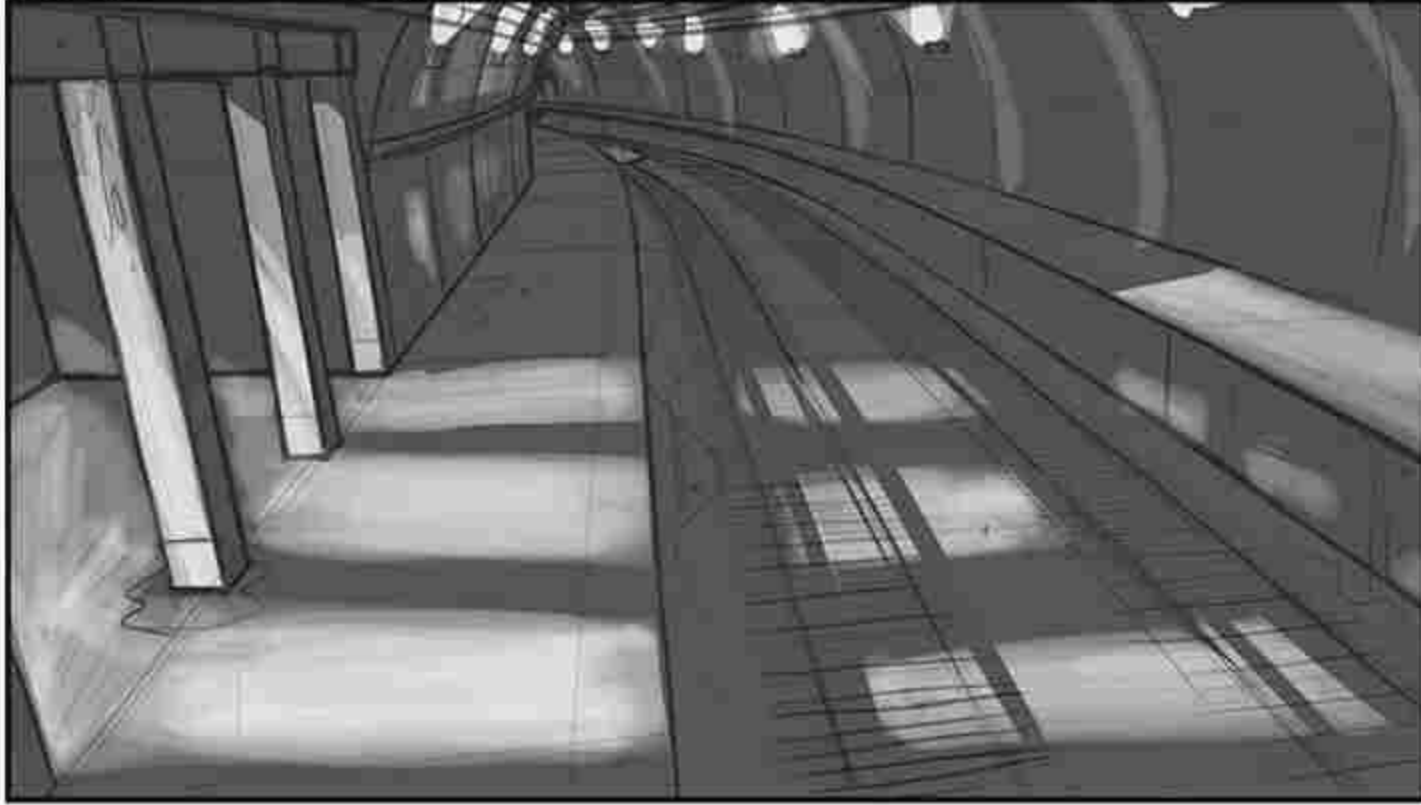
Dial:

Slug:

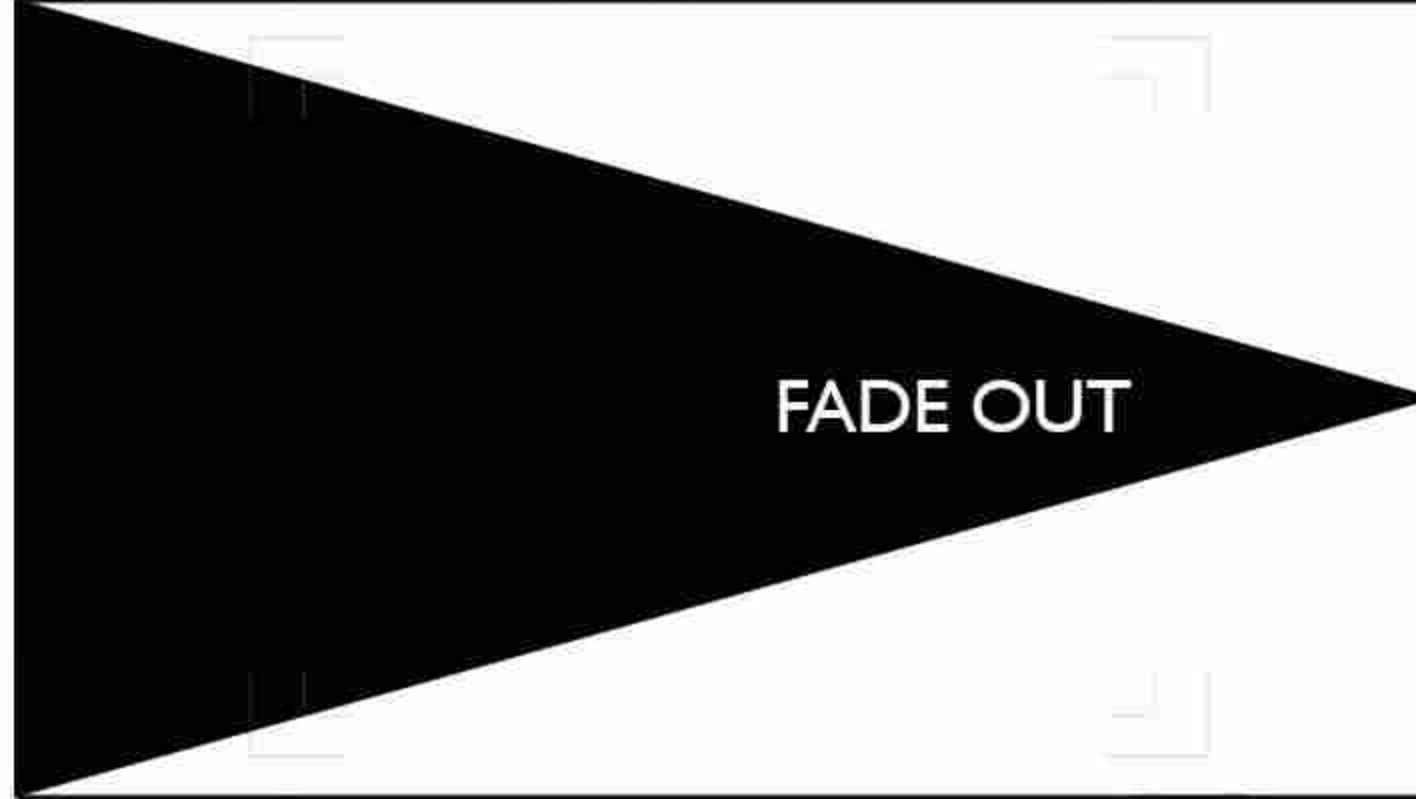
Trans:



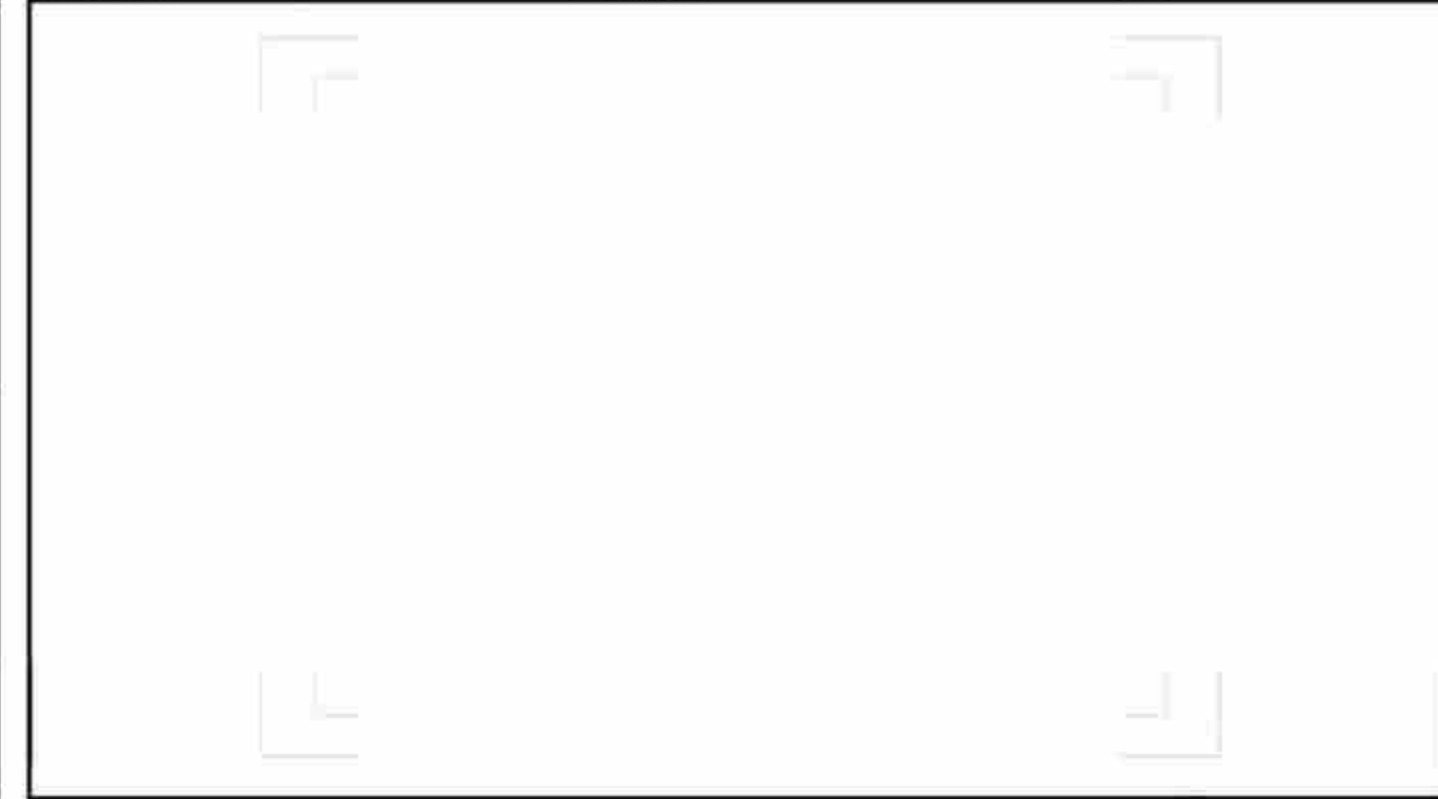
Scene: CONTD Panel: 4 BG:



Scene: Panel: BG:



Scene: Panel: BG:



Action:

AND THEY CRAWL OFF INTO THE SUNSET  
FIXIT CONTINUES TO PRATTLE ON.....!

Dial:

Slug:

Trans:

Action:

FADE TO BLACK

Dial:

Slug:

Trans:

Action:

Dial:

Slug:

Trans: