

**Note:** *These are the original first draft plot points for ROBOTS. The original direction of the project was for an older audience and a darker story. The story has its origins in The Three Musketeers.*

*Subsequent drafts reflect the changes in tone seen in the produced movie*

## **ROBOTS**

by

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(first draft story plot points)

- Far below ground, huge machines belching steam dig into the rock wall of a mine.
- Several "men" seem to work alongside the drilling machines.
- A huge, rock-eating DRILL-BOT with a lousy disposition gets jammed in the ore.

**PP1: Meet Rodney, who is smaller than most of the other bots, gets sent in to fix the problem.**

- Rodney is a youthful robot who never felt he was programmed right.
- For as long as he can remember, he has been mining in some remote outpost alongside thousands of other D series robots.
- The ramblings of his mining partner Bigweld, have captured his imagination.
- Rodney is the grunt that gets sent in to do the dirty work: the equivalent of a canary sent in to test for poison.
- Rodney frees the blades and runs for his life because the big guy doesn't wait to get back to work.

- Rodney complains to co-worker, Bigweld that working in the mines will be the end of him.
- Bigweld is old, clanky and doesn't seem to listen, just talk about the glory of the City of Robot City.

**PP 2: Bigweld speaks of the bright lights of Robot City, the heroics of the Arcon and the gallantry of his royal guards, the PALADINS.**

- Bigweld talks about feats of derring-do and swashbuckling adventures as if he were part of it all.
- Most of the mining bots are considerably bigger than Rodney and Bigweld.
- An announcement is heard instructing all the robots to cease working.

**PP 3: The robots learn they are being replaced.**

- Rodney sees dozens of new, hulking robots silently filing into the mine.
- The older series bots are to report to the loading dock for transport, reprogramming and reassignment.

**PP: 4 Bigweld pulls Rodney aside, telling him to go to the Arcon in Robot City and apply for an upgrade.**

- Rodney is still young and should be approved easily.
- The other mining-bots laugh, telling Rodney he'll never be approved for an upgrade.
- Rodney despite his desire to go, Rodney doesn't want to leave Bigweld behind and asks him to come along.
- Bigweld might be a bit doddering, but he knows he can't make the journey.

- Bigweld offers two gifts for the journey -- he opens his chest compartment and pulls out a brilliant oscillating cube -- a QUISP.
- Bigweld can't remember where he got it or what it does, but , but it's been with him as long as he can remember and he knows the Arcon will want it, so perhaps Rodney can trade it for upgrades.
- Rodney accepts the quisp, placing it in his own chest compartment.
- The second gift is advice: "Always remember you are as good as any other robot. Don't let anyone treat you as less."

**PP 5: Rodney heads off on his joiurney to Robot City to see the Arcon.**

- On the surface far above the mine, the landscape is barren and desert-like except for the several freighters waiting at docking stalls.
- Rodney slips away from the other robots.
- He waves goodbye to Bigweld as his friend is herded to one of the reprogramming freighters.
- Rodney hops on the back of a second freighter and heads off into the horizon.
- We transition from the craggy rock spires and canyons of the mines to the skyline of Robot City.
- **PP: 6 Rodney arrives in Robot City.**

**ACT II**

- The city looks nothing like what Bigweld described.
- **ROBOT CITY** - The huge robot city is an expression of a highly efficient industrial revolution.
- Every robot lock-steps to the government's propaganda -- "machines working in synchrony increase productivity."

- Immense and over-built, Robot City is a metallic marvel.
- Huge towers, endless buildings, bizarre flying contraptions, twisting highways and causeways.
- The city, which seems to go on forever, is the seat of power for the robotic world.
- The Robot City citizens stare at Rodney strangely as he moves through the city.
- Rodney sees the imperial Glitter Palace and the magnificent fountains of volz that line the palace grounds.
- **Volz** -- This is the basic food/energy source for all robots worldwide.
- Liquid-like water, volz is pure electricity that bubbles up from the ground in and around Robot City.
- This precious energy source is vital to all robots and without it they will cease to exist.
- Volz is tightly controlled by the Arcon.
- Thirsty for energy from his long trip, Rodney runs to the fountains and dives in.
- As he flounders about drinking in the energy, a huge arm pulls him out.

**PP 7: The Arcon's chief enforcer, RATCHET, asks Rodney what he is doing in the Arcon's fountains.**

- A commander of the Iron Sentinels, RATCHET is the ultimate soldier.
- Bright chrome with a bevy of weaponry attached to his frame, Ratchet is a fierce competitor and deadly enemy.
- He is loyal to the Arcon and would sacrifice his microprocessor for him.

- Ratchet arrogantly questions Rodney about who he is and why he's there.
- Rodney tries to explain that he is in Robot City to get an upgrade, but Ratchet laughs at him.
- All of the "D" series bots in Robot City have already been crushed for scrap.
- Rodney stands up to the huge robot.
- Ratchet is a bit startled that this pint-sized upstart would dare talk back to him.
- Rodney takes it up a notch and challenges Ratchet.
- Ratchet laughs at the challenge, but is knocked over by Rodney, who charges with ferocity.
- Rodney pounds away at Ratchet until he's pulled off by Ratchet' soldiers.
- The soldiers hold Rodney at bay while Ratchet zaps Rodney into submission with an ion stick.

**PP8: Ratchet orders Rodney taken away for "reprogramming".**

- Rodney is thrown into the cold confines of the STEEL BARBICAN, the fortress-like prison where robots are taken for crushing.
- The Barbican is a terrible place.
- Dank and fetid, it's about the worst place a robot can be.
- Rodney is escorted past vats of saltwater where the metallic skeletons of unfortunate robots decay away.
- Rodney is locked in a huge room with hundreds of other robots.
- Many of the prisoners are showing signs of rust (robotic leprosy).

- Rodney learns that the Arcon is in the process of rounding up all the old series robots.
- A large servicebot with a bad arm, eyes Rodney, and his perfectly functioning arms.
- The servicebot, twice the size of the smaller bot, approaches it.
- Rodney bravely faces off against the servicebot who demands Rodney's arms.
- The servicebot grabs Rodney and begins pulling at the young bot's arms.
- Rodney attempts to break free when his arm is yanked off and falls to the floor.
- Thrown across the room, Rodney smashes into a wall in a heap.
- His chest plate bursts open and the quisp pops out.
- The quisp ricochets off the floor and wall finally hitting the servicebot and knocking him across the room.
- The quisp bounces to a stop at Rodney's feet.
- Rodney stands and grabs for his arm and the quisp.
- A strong metallic hand reaches down and picks up the quisp.
- Pull back to reveal **ROKE** -- quiet, sullen, and almost emotionless.
- Strong and silent, there is a tone of anger in his voice betraying a painful past.
- Perhaps the wisest of the now defunct Paladin Guards, he possesses a wait-and-see attitude.
- His origins are mysterious and he never reveals any more about himself than is necessary.
- A fierce warrior, he has the fight of ten robots in him.

- Roke studies the quisp.
- "Where did you find this?" he asks.
- Rodney jumps up and takes back the glowing cube.
- Dart, a bit intimidated by Roke, tells about his friend Bigweld, his time in the mine and his coming to Robot City for an upgrade.
- Rodney asks about the impending reprogramming.
- Roke laughs at the word "reprogramming."

**PP 9: Roke explains that there is no "reprogramming". All the robots in jail are destroyed in the crusher.**

- Cappy arrives at the prison and introduces the Arcon.
- Rodney brightens at the mention of the Arcon's name (he believes the Arcon is good and will give him his upgrade).
- **CAPPY**, a svelte hench-bot, serves as the Arcon's confidante, chief spy and assassin.
- As a series 480M robot she can transform into other mechanical objects, allowing herself to camouflage her presence.
- The Arcon is ushered into the Barbican.
- **THE ARCON** – Once a benevolent and progressive leader, the Arcon underwent a mysterious transformation, both physical and emotional, several years ago.
- He began a ruthless program to round up and destroy all obsolete and outdated robots and machinery.
- Buildings have been razed, and older robots have been crushed.
- After his transformation, Robot City has gone from a gleaming city of light and individuality to an efficient

and dangerous nightmare where any robot not in step with the times is rounded up and crushed.

- The Arcon moves through the prison cell choosing which bots will be saved for reprogramming and updating and which will be crushed.
- The Arcon notices Roke in the shadows and calls him out.

**PP 10: The Arcon recognizes Roke as the former Captain of the Paladins.**

- Rodney is excited by this revelation.
- Cappy steps forward, commenting that Roke, now a fugitive, was caught trying to assassinate the Arcon.
- Roke says nothing in his defense.
- He seems to accept his fate in the crusher.
- Cappy smiles malevolently, pleased at Roke's fate.
- As the Arcon moves on, she leans into Roke, taunting him about his date with the crusher (it's obvious there is a past between the two bots).
- As the Arcon nears Rodney, the young robot approaches the leader.
- The Arcon grabs the robot, stopping him in his tracks.
- Rodney asks for an upgrade.
- The Arcon holds Rodney up, studying him.
- Rodney struggles to break the Arcon's grip, but it is useless.
- The Arcon listens to Rodney and it seems he might just grant the young robot's wish.
- The Arcon turns to Cappy and asks if the "glitterer" is operational.

- Cappy says, "no" and the Arcon is disappointed.
- He felt Rodney, when polished, would have added a nice touch of color to the Glitter Palace.

**PP 11: The Arcon tosses Rodney aside and orders him into the crusher.**

- The Arcon and Cappy leave.
- Roke, Rodney and hundreds of other robots are led into a large room.
- One of the room's walls opens up revealing the complex machine that is - THE CRUSHER.
- Conveyor belts lead to choppers, shredders, fire, acid and anything else you can imagine.
- The huge machine fires to life.
- Several old robots are pushed onto the conveyor belts and carried to the crusher's jaws.
- The sound is awful as the crusher crumbles and chops the once proud robots.
- Rodney is led up to the front of the line.
- Rodney breaks free, shoving one of his captors into the crusher.
- Rodney resists and eludes other guards all the while knowing there is no escape.
- Roke watches Rodney impressed.
- As the guards follow Rodney, Roke trips one guard right into the crusher.
- Cornered, Rodney grabs Roke and pulls him right into the jaws of the crusher.

- Inside the crusher, Rodney and Roke go through a series of swift moves and near misses as they dodge blades, duck the hammers and jump razor teeth.
- Roke's foot catches on a shredder and he's pulled backward.
- Rodney looks back, but can't find Roke.
- Continuing alone through the maze of metal mincing mayhem, Rodney sees daylight and jumps only to fall onto a pile of twisted metal.

**PP 12: Rodney escapes the crusher and lands on a heap of dismantled robot parts.**

- As Iron Sentinels inspect the waste, Rodney plays "terminated" by removing some appendages and attempting to look like the "crushed" robots.
- The robot debris is loaded on hoverscows and flown out of Robot City.
- Outside the city we see hoverscows moving in all directions away from the city.
- The Arcon's urban renewal goes on day and night and has created mountains of metal scrap beyond the horizon.
- In the Glitter Palace, the Arcon presides over a meeting of his CABINET MINISTERS.
- There are several empty seats around the table.
- Cappy sits in the background behind the Arcon.
- the Arcon announces the final phase of his Robot City efficiency project is ready to be implemented.
- The dozen cabinet ministers all mumble their surprise.
- The Arcon unveils lifeless black steel robots (black 99s).
- **BLACK 99s:** The Arcon's newest generation of robots are streamlined and ominous.

- They work as a collective with no independent feeling or thought, striving only for the common purpose of efficiency and productivity.
- The Arcon nods to one of the black 99's and it moves forward and takes a seat at the table.
- One of the Ministers voices his disapproval wondering aloud what the Black 99s will mean to Robot City.
- the Arcon explains that he has finally perfected the robot that will replace all others.
- The Ministers protest, but Cappy stands and silences them.
- She tells them their services will no longer be needed.
- Black 99s move into position behind each of the ministers.
- Cappy announces they will all be taken away for "reprogramming."
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- Out on the Frontier, a hoverscow floats over a mountain of scrapped robots and materials as far as the eye can see-- The Wasteland.
- The payload of crushed robots is dropped onto the scrap mountain.

### **PP 13: Rodney lands in the Wasteland.**

- Rodney lands hard on the mountain of junk, half buried in the remains of old robots.
- As the hoverscow moves off, bizarre looking robots crawl out of the scrap and begin foraging in the newly dumped material.
- These robots are a sad sight, obviously built from bits and pieces of other robots (junkbots).
- Fender, a bizarre mixture of robot parts, picks up Rodney's leg and begins to take it away when Rodney jumps up and angrily grabs it back.

- **Fender**, once a proud manufacturing robot in Robot City, she is actually bits and pieces of at least four robots.
- Different and tough, Fender can't stand pity.
- She works as a scrounger, looking for old robot parts.
- Fender is amazed to find an intact robot in the scrap and questions Rodney about how he survived the crusher.
- Rodney relates the story of how he escaped the crusher.
- Fender is impressed.

**PP 14: Fender invites Rodney to follow her under the mountain of crushed waste to a secret city (JUNK CITY) inhabited by the junkbots.**

- Rodney can't help but stare at Fender's strange appearance.
- Fender notices Rodney's stare and gives him a piece of her mind.
- **JUNK CITY** - When the Arcon turned evil, he began to dismantle everything that was old.
- Buildings, vehicles and outmoded robots were scraped and dropped hundreds of miles from Robot City forming mountains of scrap.
- Junk City is built from the very refuse it's housed under.
- The city is a colorful neighborhood of refugee JUNKBOTS (robots reconstructed by other robots from the crushed robot parts) that are just happy to be alive.
- Here everyone thrives on their individuality -- the more outlandish the better.
- And as different as they all are, they band together in adversity.

- As screwed up as things are in Robot City today, at least the junkbots are free.
- The spirit of the old Robot City is here.
- Fender gives the robot pieces she found to Piper, a two-inch-tall robot full of attitude.
- **PIPER** Only two inches tall, Piper was designed as a pipe fitting robot for use in the construction of conduit.
- Nano, however, doesn't see himself as two inches tall.
- He's all attitude, streetwise and arrogant.
- He will pick a fight with any robot no matter how big.
- NANO sees Rodney staring at him and starts to pick a fight.
- A voice stops Piper.
- Rodney looks up to sees Roke sitting on a table having an arm attached while drinking straight electricity with a Gallium Arsenide chaser.
- ,Rodney points out that Roke is having the wrong arm attached.
- Roke yells at Fender to find the correct arm.
- Nano comes in, dragging Roke's missing arm.
- It is apparent that Roke is a bit fried and should not operate any heavy machinery including himself.
- Roke snatches the arm away from Piper causing the two inch tall junkbot to climb on his nose and get in his face.
- Fender explains that Piper is always a little hostile.
- Fender attaches Roke's arm.
- The arm is damaged, but Roke insists on using it (he doesn't want to be a junkbot).

- Rodney and Roke take in the sights of Junk City and meet several of the local inhabitants.
- Still juiced up on energy, Roke heads for a drinking establishment.
- The juice joint, *Uncle Giggle Watts*, is hopping with junkbots all having a good time.
- A red-metaled comic is on a stage telling bad robot jokes.
- Three junkbots gamble with round robotic dice in a corner.
- When the dice are thrown they come up with colors instead of numbers.
- Roke ambles to the bar and orders "a head spinner" which does exactly what it claims it does.
- The barkeep is VICEROY.
- **VICEROY** -- This former Paladin, now bar owner, is an interesting mix of then and now.
- Still 70% FD200 (the standard Paladin model) the rest of him is all junk.
- His robotic head is dented and scratched giving him a gruesome appearance.
- Viceroy is large and boisterous with a resonant voice the rattles robotic heads when he speaks.
- Rodney stares at the strange assemblage of junkbots.
- Two in particular catch his attention.
- The two junkbots notice Rodney staring and begin making loud comments about Rodney's "perfect" condition.
- Rodney takes offense and challenges the two junkbots.
- A bar fight ensues between Rodney and the two junkbots.

- The entire bar is nearly torn apart, but most of the other junkbots either ignore the fight or shout words of encouragement.
- Rodney finally gets the better of the two junkbots tossing them out into the street.
- Rodney turns back to the bar when a metal hand grabs him and pins him to the wall.
- The hand belongs to Viceroy.
- He tells Rodney that the young bot owes him for damages to the bar.
- Rodney says he doesn't have anything of value.
- Viceroy says he'll take Rodney's head to pay the debt (Viceroy is always on the lookout for a better looking head).
- Roke steps up.
- He tells Viceroy that he could take Rodney's head or he could roll the robotic dice for something of more value -- Rodney's quisp.
- Viceroy is intrigued.
- Rodney protests that he doesn't know anything about gambling.
- Viceroy mentions something about Roke and he once being Paladins.
- Rodney looks at Roke shocked.
- Roke continues bargaining with Viceroy.
- Roke offers Viceroy Rodney's head and the quisp, staked against Rodney's debt.
- Viceroy accepts Roke's offer.

- Roke tells Rodney to give him the quisp and be ready to run if he loses.
- Viceroy clears a large place in the room and hands Roke the dice.
- The dice game is dramatic as Viceroy and Roke throw.
- The game comes down to the last throw.
- Roke throws the dice and they tumble toward the wall.
- The dice bounce off the wall.
- One die stops dead and turns yellow.
- The second die rolls to a slow stop changing colors with each revolution.
- The second die slows and seems to stop on red.
- Viceroy begins to celebrate when the die rolls a bit more and stops dead on yellow.
- Roke wins.
- Viceroy glares at Roke with his dented head cocked on his shoulders.
- He walks back behind the bar muttering to himself about Roke cheating.
- The crowd around the dice game breaks up and Piper walks over to the second Die.
- He bends over, picks up an object under the die.
- We see that it is his tiny hand.
- Rodney realizes that Roke only won the game on Piper's intervention.
- Rodney begins to question Roke about being a Paladin excitedly telling him that he wants to join.

- Roke tells Rodney to forget about joining the Paladins.
- They were disbanded by the Arcon years earlier.
- Rodney asks for the quisp back and Roke refuses.
- Roke tells Rodney, "You got to keep your head and I'll keep the quisp. Maybe I'll give you a chance to win it back someday."
- In Robot City, A junkbot is brought before the Arcon in the Barbican's glittering room.
- CAPPY stands near the Arcon eyeing the junkbot carefully.
- The Arcon wants to know where the junkbot came from.
- It is obvious the junkbot has been tortured.
- The junkbot cowers in fear as the Arcon towers over him.
- The little junkbot begins telling the Arcon about Junk City and the other junkbots.
- The Arcon listens with interest and growing anger.
- The junkbot finishes and the Arcon orders the junkbot polished and glittered.
- Two smaller robots appear and begin a quick polish job of the junkbot.
- A sleek oval with a large opening at one end and a smaller opening at the other fires to life.
- This is the glitterer.
- The Arcon turns to Cappy and orders her to find Junk City and report back to him what she learns.
- An Iron Sentinel picks up the junkbot and drops it into the glitterer.

- The sound of shredding metal fills the room.
- The noise quickly dissipates and bright, colorful glitter flutters from the smaller end of the glitterer.
- The Arcon picks up a handful of glitter and lets it run through his hands.
- In Junk City, a loud clanging is heard.
- Outside, a hoverscow drops a load of junk on the wasteland.
- On the wasteland's surface, Fender picks through the pieces of metal, packs her bag full, and heads back down to Junk City.
- A pile of robot parts begins to move.

**PP 15: Cappy morphs from junk into her robot self, stands and follows Fender.**

- Rodney meets Fender outside the assembly room as she returns from a scavenging trip to the surface.
- Inside the assembly room Fender begins unpacking her bag.
- Rodney sees something familiar and picks a piece of metal.

**PP 16: Rodney finds Bigweld's head!**

- Rodney excitedly grabs Fender, telling her that Bigweld was his friend in the mines.
- He asks Fender to find the rest of Bigweld and put him back together.
- Fender says that Bigweld is in too many pieces to repair, but Rodney pleads.
- Rodney pulls several more pieces of Bigweld from Fender's bag.
- Fender relents and tells Rodney she'll try.

- Rodney watches while Fender works to put Bigweld back together improvising parts she doesn't have.
- When Bigweld is finally complete, Rodney activates the old bot.
- Bigweld sputters to life very confused.
- His programming is scrambled and he has only a dim memory of Rodney.
- Fender suggests taking Bigweld to a head shop to descramble him.
- Rodney and Fender leave pulling Bigweld along with them.
- As they walk along the street, Cappy follows close behind.
- Arriving at the Head Shop, Rodney ushers Bigweld inside.
- Rodney asks the Cheech and Chong like proprietors to descramble Bigweld's programming and return him to normal.
- The two proprietors manage to descramble Bigweld programming.
- Bigweld now remembers his old friend Rodney.
- There is more to Bigweld than meets the electronic eye.
- Bigweld worked as an inventor for The Arcon in Robot City's glory days.
- He was charged with coming up with new ways to make life in the city better of all its inhabitants.
- When the Arcon underwent his unexplained transformation several years earlier, Bigweld was reprogrammed and sent off to work in the mines.
- He retained only a dim memory of his life in Robot City.
- The two bots embrace warmly and Bigweld asks how he got to Junk City.

- Rodney explains that Bigweld went through the crusher, but Fender was able to put him back together.
- Bigweld seems very upset and disturbed.
- He begins asking questions about Robot City that Rodney can't answer.
- Rodney suggests talking to Roke.
- In the Glitter Palace, The Arcon gets a report from Cappy.
- Cappy tells the Arcon that Bigweld is alive and in Junk City.
- The Arcon is concerned and tells Cappy to get close to him and find what he is doing there.
- Dart, Fender and Bigweld enter *Uncle Giggie Watts* and look for Roke.
- Fender spots the Paladin leaning against the bar talking to another bot.
- Rodney goes up to Roke.
- We see that Roke is talking to Cappy who seems to now have some damage to an arm and leg.
- Roke introduces Rodney and Fender to Cappy.
- Rodney gives her the once over.
- Cappy is still very sexy.
- Rodney asks Cappy about her injuries and she explains that she escaped from the Barbican.
- Rodney is impressed, but Fender is skeptical.
- Fender begins asking Cappy a series of questions.
- Cappy always has a quick answers to each of Fender's questions.

- Roke tells Fender to lay off.
- Rodney introduces Roke to Bigweld, but the Paladin already knows him.
- Roke tells Rodney the story of Bigweld's past.
- Rodney is incredulous.
- He tells Roke he must be confused.
- Bigweld is a mining bot.
- He could not possibly be the Arcon's inventor.
- Bigweld confirms Roke's story.
- Bigweld however, isn't sure exactly what happened to Robot City, but vows to find out.
- Bigweld exits the bar leaving Rodney, Fender Cappy and Roke behind.
- Rodney runs after him, but it is too late.
- Bigweld disappears.
- Roke, happier than we've seen him before, exits the bar and pulls Rodney along with him.
- He tells Rodney that he likes living in Junk City and could think about staying permanently.
- Rodney tries to tell Roke about Bigweld's disappearance.
- Roke tells his friend to get a good night's sleep and they'll look for Bigweld in the morning.
- The sun breaks over the horizon.
- Morning in the Wasteland.

- On the outskirts of the Wasteland, there is a rustling in the underbrush.
- Several Iron Sentinels break through the trees and move toward the wasteland.
- Rodney knocks on Fender's door and asks if she will help him look for Bigweld.
- Suddenly, there is a loud rumble.
- Rodney laughs it off -- it's another junk drop.

### **PP17: The Iron Sentinels attack Junk City.**

- The junkbots fight valiantly, but are overwhelmed by the Arcon's Iron Sentinels.
- Roke sees Viceroy cut down by Ratchet.
- The city is in chaos.
- Roke attempts to defend his adopted home.
- Junkbots begin retreating from Junk City.
- The junkbots that the Iron Sentinels don't blast are rounded up.
- The Iron Sentinels destroy Junk City.
- Roke, Rodney, Piper, and Fender all escape as the Iron Sentinels crush what is left of Junk City.
- Rodney believes that Bigweld was destroyed.

### **PP 19: Rodney decides to go back to Robot City to bring down the Arcon.**

- There is no other hope.
- Looking back on the ruins of Junk City, Roke finally agrees to go.

- Roke goes to Robot City for revenge, Rodney for adventure and Piper and Fender go to free their friends.
- They set off for Robot City.
- As the bots make their way toward Robot City, everyone except Roke reveals something about their past.
- As they walk toward Robot City, they come across an Iron Sentinel encampment.
- Roke tells the group that the Iron Sentinels are their way into Robot City.
- They can use the bar code from an Iron Sentinel's hand to get inside the city.
- As Roke sits down to formulate a plan, Piper is already sneaking into camp trying to detach a hand from a soldier.
- The soldier sees Piper and all hell breaks loose in the encampment.
- Roke, Rodney, Fender and Piper get the best of the Iron Sentinels.
- As they escape, Rodney picks up the arm of one of the Iron Sentinels and takes it along.
- In Robot City, The Arcon learns of the attack on the encampment.
- Roke, Rodney, Fender and Piper sneak into Robot City using the bar code on the arm Rodney stole from one of the Iron Sentinels.
- Roke, Rodney, Fender and Piper split up to search the city.
- Roke and Rodney are going to the Glitter Palace to find the Arcon.
- Fender and Piper are going to the Barbican to free their junkbot friends.

- Using back alleys, Roke and Rodney stay away from the Iron Sentinels who are everywhere.
- After several near misses with Iron Sentinels, Roke and Rodney make it to the outside of the Glitter Palace.
- The two bots manage to get inside the palace (Don't worry, we'll figure this out later).
- Fender and Piper arrive at the Barbican -- where the junkbots are to be glittered.
- Several smokestacks tower over the facility.
- Fender tells Piper that she will shoot him into the air and he can get inside the Barbican by parachuting down into the smokestack.
- Nano points out that where there is smoke there is fire and smoke is pouring out of the stacks.
- Fender chides Piper for being afraid of a little fire.
- Fender grabs a flag hanging nearby to use as a parachute.
- She slingshots Piper into the air high above the smokestacks.
- Nano unfurls his parachute and drifts down into the smokestack.
- Coughing and hacking, Piper continues down until he is near the bottom.
- Below him the ground seems to be glowing and moving.
- As the bottom becomes clearer, Piper realizes that it is molten steel.
- The tiny bot begins scrambling to avoid the vat of molten metal.
- A sudden current of wind grabs Piper's parachute and he falls wide of the liquid metal.

- Nano has landed in the smelting room.
- The walls are lined with several jars of chemicals.
- Landing on the floor, Piper sets off to find his friends.
- Nano makes his way through the prison finally finding the junkbots.
- Sliding beneath the door, Piper greets his friends.
- The Iron Sentinel guards are alerted to Piper's presence.
- Nano promises to return, then takes off running.
- Nano makes his way back to the smelting room.
- The Iron Sentinels corner Piper.
- In their zealousness to capture Piper, they knock over the chemical vats.
- The chemicals spread across the floor, creating a combustible situation.
- Nano gets to the smokestack intending to climb out the way he came when the room ignites.
- Nano is shot out of the smokestack like a bullet from a gun.
- Nano hurls through the air then falls back to earth.
- He slams into the ground near Fender's feet.
- Nano looks up from a two foot deep hole in the ground.
- Fender digs Piper out as several Iron Sentinels charge out of the Barbican.
- Meanwhile, Rodney and Roke get inside the Glitter Palace.
- They split up to search for the Arcon.

- Rodney hears a voice and moves in for a closer look.
- Rodney sees the Arcon talking to someone.
- The Arcon explains that the next phase of his Robot City efficiency project is ready to be implemented.
- He explains that he has finally perfected the robot that will replace all others.
- The Arcon unveils a lifeless black steel robot (black 99s).
- **BLACK 99s:** The Arcon's newest generation of robots, black 99s are streamlined and ominous.
- They work as a collective with no independent feeling or thought, striving only for the common purpose of efficiency and productivity.

**PP 20: The Arcon slips out of his "skin" -- a blue mass that constantly shape-shifts.**

- We learned this is the form the imbots that now control him.
- Rodney gasps in astonishment, alerting the Arcon to the young bot's presence.
- Arcon orders his guards after Rodney and the chase is on.
- Cappy steps into view (Rodney was unable to see her from his vantage point) as the Arcon puts his outer "skin" back on.
- Rodney catches up to Roke and tells him it is time to go.
- Rodney and Roke escape from the Glitter Palace.
- The Arcon orders the city shut down.
- The Arcon sends Ratchet and the Iron Sentinels out to search the city for Roke and Rodney.

- Running through Robot City's streets, Roke and Rodney run into the fleeing Piper and Fender.
- The streets are patrolled by several high tech tanks.
- Their turrets sweep from side to side looking for the fugitives.
- One tank nearly runs Piper and Fender over.
- Dart, Roke, Bigweld, Fender and Piper come face to face with the Iron Sentinels.
- Rodney wants to attack.
- Roke's cooler head prevails and they retreat.
- The group is trapped with no place to go.
- A voice catches Roke's attention.
- Roke turns to see Bigweld hiding in a ventilation shaft.
- Bigweld motions the group into the ventilation shaft.
- Everyone heads below ground to the sub-level.
- **SUB-LEVEL:** The sub-level is the city beneath the city.
- All of Robot City's machinery is operated from below.
- Lined with causeways, giant furnaces, gears and pulleys, worker bots keep the machinery oiled and working much like the workers in METROPOLIS.
- Roke stays behind to buy Rodney and the others some time by fighting the Iron Sentinels.
- Rodney pushes his comrades below.
- As he looks back, he sees Roke fighting with the ferocity of ten Paladins.

**PP 21: Roke is cut down by an ion sword.**

- Rodney screams with anguish as he sees his friend cut down.
- An Iron Sentinel sees Rodney and moves toward the air shafts.
- Dart, Bigweld, Fender and Piper slide through the shafts and are spit out in the sub-level.
- On the surface, a struggling, Roke opens his chest cavity and pulls out the quisp.
- He throws it at one of the Iron Sentinels.
- It bounces off the Iron Sentinel's chest blowing the robot to pieces.
- The quisp begins ricocheting from one Iron Sentinel to another blowing each to pieces.
- The Iron Sentinels are destroyed and the quisp bounces to a stop near Roke.
- He uses his last bit of energy to pick up the quisp.
- Roke collapses.
- An innocuous rotating sign morphs to become Cappy.
- She steps out of the shadows, surveys the destroyed Iron Sentinels, then walks over to the barely functioning Roke.
- She bends down and picks Roke up.
- Cappy carries Roke into the shadows.
- On the sub-level, huge machines turn and spin lifting and rotating objects at the city's surface.
- The sub-level is staffed by workerbots.
- The workerbots work unfazed by the group of four fugitives.

- Huge elevators lower from the surface each loaded with Iron Sentinels.
- The four robots continue to run from their pursuers.
- Rodney leads the team into a darkened shaft.
- As the last of the four step on the fragile temporary floor, it gives way under their weight and they drop.
- Everyone falls like Alice down the rabbit's hole.
- The fall is long and ends when they drop through the ceiling of a huge cavernous room.
- As Rodney stands to examine his dents he notices the bizarre landscape.
- Two huge stone lions sit on pedestals at the top of a short flight of stairs.
- We can't be sure whose icons these were, but they most certainly were not robots and the most certainly don't exist in this world anymore.
- Fender believes that this must be the sub-level of the first city of Robot City.
- The first city was lost eons ago.
- Obviously all the Robot City cities have been built over the older versions (much like succeeding versions of Troy).
- The four robots walk through the landscape in awe.
- Rodney relates seeing the Arcon shed his skin revealing his true, bizarre form.

**PP 22: Bigweld explains IMBOTS: Many years ago, at Arcon's request, Bigweld invented flea-sized robots (imbots) capable of hooking together with other imbots to create anything Robot City needed.**

- Linked up they could become a chair, or a plane or anything imaginable.
- The imbots were programmed to make "robotic life more efficient."
- For the first few years imbots did improve life in Robot City, but soon their programming took a sinister turn.
- The imbots followed their programming and took over the Arcon (who they deemed "inefficient").
- In an instant the Arcon became the ruthless leader he is today.
- He changed his appearance to be "more efficient" and then set out to change Robot City (to be "more efficient").
- The imbot Arcon ordered all his advisors (including Bigweld) taken away for reprogramming.
- The Paladins were ordered disbanded.
- Overnight robot life became harsh but efficient.
- Bigweld now regrets his relentless pursuit of technology and growth.
- As they walk through the strange world, they are suddenly confronted by a massive collection of robots frozen in place (much like the Chinese Terra Cotta Army).
- The robots are designed differently from any we've seen to this point.
- Straighter lines, sharper angles and far less developed features.
- Fender examines the robots (ROBOS) and realizes that they are older than any robot she's ever seen.
- They seem incredibly primitive.
- The older robots are the ancestors of all robots existing today.

- "We need to get out of Robot City," Rodney gripes.
- Not far away a huge machine rumbles on perpetually.
- Crossing under a sign reading NYCDPW the robots see a massive dynamo.
- Bigweld becomes very excited as he examines the machine.
- Sea water (a robot's worst fear) cascades down huge aqueducts and into the dynamo.
- On the opposite side a river of pure volz flows into a periwinkle blue lake of energy.
- Massive, ancient, clear pipes pull the volz upward (like the chocolate tubes in Willie Wonka) through the robot made ceiling and up to Robot City.
- Bigweld explains that this is where volz comes from.
- Grabbing a can, Fender dips it into the pool of volz.
- She places the can to an ancient robo's mouth.
- The robo's eyes flicker with life as it awakens for the first time in many millennia.
- Speaking in a monotone, robotic voice more akin to the 21st century, the robot - CV32491 looks at the four visitors and doesn't know what to make of them.
- Rodney asks CV32491 if there is a way out of this level.
- The antiquated robo explains that there is no way to the surface from here.
- Robos aren't allowed on the surface.
- Bigweld asks what happened to CV32491 and the other robos.
- CV32491 explains he was one 100,000 robos used to maintain the infrastructure of the new robot city Robot City.

- They provided support without question for thousands of years.
- The robos are incapable of independent thought and work tirelessly simply because they are told to do so.
- They were forgotten when the city was rebuilt.
- Obsolete and unnecessary, the robos were left buried beneath the second and third and fourth versions of the city (now Robot City after eight rebuilds and ten millennia).
- Bigweld offers to take CV32491 back to the surface with them but he refuses.
- "Robos are not allowed on the surface", he repeats.
- Nano drinks from the Volz lake and falls in.
- Nano can't swim.
- Dart, Bigweld and Fender leap in after him.
- Rodney realizes the way out is up through the pipes.
- All four robots are sucked up the pipes with the volz.
- CV32491 watches his new friends leave then turns to face his 99,999 deactivated brothers.
- Dart, Fender, Bigweld and Piper surface in the imperial fountains.
- Energized and still fugitives, the four sneak from the fountains.
- Rodney is pumped for a fight - any fight.
- Fender points out that Rodney's relentless search for a scrap is going to get them all terminated.
- Fender still wants to get her comrades out of the Barbican.

- This is the first Bigweld hears of the captured junkbots.
- Rodney tells Fender that as long as he is in charge their goal is to bring down the Arcon.
- Fender chastises Rodney leadership abilities.
- All Rodney has done is lead them into trouble.
- Fender says she could do better on her own.
- Fender leaves Rodney and Bigweld.
- Nano looks at Fender, then at Rodney.
- Nano follows Fender.
- A platoon of Iron Sentinels marches.
- Rodney and Bigweld are forced to hide.
- In the Glitter Palace, the Arcon sits on his sparkling throne surrounded by piles of shimmering glitter.
- The glittered walls flash with the brilliance of reflected light.
- The Arcon executes the final phase of his plan.
- He orders the black 99's to begin replacing all the robots in Robot City.
- In a giant warehouse, thousands of black 99s stand motionless.
- Clear lifelines fill with volz and travel into the black 99s.
- They flicker to life and begin lock-step marching out into Robot City.
- On the streets of Robot City, Rodney is despondent over his failure bring down the Arcon, save the junkbots and effectively have an adventure.

- Bigweld tries to comfort Rodney.
- Cappy comes to Rodney.
- She tells Rodney that Roke needs him.
- Rodney jumps to his feet, incredulous -- Roke was killed by the Iron Sentinels.
- Cappy explains that Roke is indeed alive and in need of Rodney's help.
- Rodney follows Cappy down a series of alleys and through several buildings.
- With Cappy's help, Rodney is reunited with Roke.
- Roke smiles at his friend.
- Roke explains that he used the quisp to defeat the Iron Sentinels.
- Roke explains that Cappy pulled him to safety before any other Iron Sentinels could show up.
- Roke shows Rodney his arm, explaining that Cappy rewired it after it was hit with the ion sword.
- It seems that Roke and Cappy might have a past and this is a special moment as she has broken from the Arcon to help the rebels.
- Roke asks what happened.
- Rodney tells Roke about Fender and Piper and the black 99s and the imbots.
- Roke needs a moment to digest Rodney's complicated story.
- Cappy tells Roke, Rodney and Bigweld that they have to get out of Robot City.
- She offers to escort them to safety.

- Roke refuses to go.
- Their only option is to break into the Glitter Palace and battle the Arcon.
- Cappy knows a secret way inside.
- Rodney agrees to go.
- In the Barbican, Piper stands before the imprisoned junkbots trying to rally them.
- Nano tells the junkbots that he has a plan to get them out.
- Cappy leads Roke, Rodney, Bigweld into the palace.
- Cappy, Rodney, Roke and Bigweld make their way down narrow hallways past several sentries.
- Cappy opens the door to the Arcon's throne room.
- Dart, Roke and Bigweld charge inside only to be met by a dozen Iron Sentinels.

**PP 23: Cappy has betrayed them.**

- The Arcon strides forward greeting Roke, Rodney and Bigweld.
- Cappy moves to the Arcon's side.
- He tells her she will be well rewarded for her services.
- Roke and Rodney look at each other both knowing they would rather go out fighting.
- Roke makes a move toward the Iron Sentinel closest to him while Rodney goes after a second one.
- The two comrades engage the Iron Sentinels when they are knocked to their feet by a shockwave felt throughout the palace.

- The Arcon rushes to a balcony to find out what is happening.
- In the palace courtyard, he sees Piper riding atop a tank like vehicle made of hundreds of junkbots linked together for a single purpose (like a giant transformer).
- The junkbot tank rams the Glitter Palace walls.
- Nano leads the junkbots in the attack on the Arcon.
- The junkbots begin peeling away from the tank like vehicle and attacking the Iron Sentinels.
- The Arcon orders his new generation black 99s to destroy the junkbots.
- Huge steel doors open to reveal the black 99 army.
- He then orders the Iron Sentinels to destroy Roke, Rodney and Bigweld.
- The black 99's go after the junkbots.
- The junkbots are getting badly beaten.
- They are outmanned and outgunned by the bigger black 99s.
- A loud rumbling is heard.
- Suddenly from every alley, open doorway and sewer pipe the subterranean robos appear.
- The rumbling grows louder as dozens of chariots (made of Detroit's chromiest, biggest finned 50's cars) cruise down Robot City's streets.
- Fender rides on the hood of the front chariot leading the charge.
- The Arcon reels at the sight of this antique army.
- The robos go after the Black 99s with completely illogical fury.

- The junkbots renew their attack.
- The Black 99s are quickly overwhelmed.
- The Arcon retreats from the throne room.
- Rodney and Roke go after the Arcon.
- Rodney corners the Arcon while Roke fights off Cappy.
- Roke defeats Cappy.
- The Arcon gets the best of Rodney and is preparing to finish him off when Bigweld's voice stops him.
- Bigweld, trying to buy time, speaks to the imbots inside the Arcon.
- Bigweld congratulates the imbots with achieving near perfection.
- The only thing holding them back is their choice of body
- They no longer need the Arcon's old inefficient body and can achieve true perfection by discarding it.
- The Arcon pauses processing this information.
- The imbots leave the Arcon's body.
- The imbots begin morphing trying to find a perfect form.
- The imbots coalesce into one form and then another still looking for perfection.
- As the imbots find yet another solid form, Bigweld charges them.
- Bigweld grabs the imbot's current form and pulls it into the glitterer.
- Rodney runs to save Bigweld, but it is too late.

**PP 24: Bigweld and the imbots are pulled into the glitterer with the sickening sound of shredding metal as they are glittered.**

- Rodney stands staring at the glitterer, overwhelmed.
- Fender goes to Rodney and tries to comfort him at the loss of his friend Bigweld.
- Roke runs to the Arcon who rises slowly.
- Everyone realizes that the Arcon has returned to his old self.
- A new day dawns over Robot City.
- The benevolent Arcon is restored to his throne.
- The Paladins once again become the Arcon's protectors.
- In a large hall, with junkbots on one side and robos on the other, the Arcon bestows honors on all those who fought to save Robot City.
- Two robots are on their knees before the Arcon, their heads bent forward.
- The bright blue tunics of the Paladin Guards are draped across the two.
- As they stand we see Rodney and Fender have become Paladins.
- Rodney and Fender walk out of the ceremony and are joined by Piper and Roke.
- All four raise their metallic fists and shout the Paladin motto.