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THE TRANSFORMERS

REANIMATED



DIRECT EDITION

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THE TRANSFORMERS: REANIMATED.
"TANKS FOR THE MEMORIES."

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Based on the original cartoon series, *The Transformers: ReAnimated*,
bridges the gap between the seminal second season and the 1986 Movie
that defined the childhood of millions.

PAGE ONE:

PANEL 1:

EXT. OUTSIDE WALLA WALLA, WASHINGTON - DAY.

CAPTION: The Outskirts of Walla Walla, Washington...

SPLASH PANEL - Surrounded by a PICTURESQUE LANDSCAPE, several AUTOBOTS, including: OPTIMUS PRIME, PERCEPTOR, RED ALERT, INFERNO, WINDCHARGER and BEACHCOMBER survey the LUSCIOUS, GREEN VALLEY that sits before them and the encompassing MOUNTAIN RANGE in the distance.

What looks to be a slew of hovering, SKY-SPY ARK-DROIDS scuttle about the clearing, preparing some kind of elaborate CONSTRUCTION SITE.

While Optimus Prime stands alongside the others, Beachcomber remains with Perceptor, PROUDLY POINTING to the clearing and the busy Ark-Droids.

BEACHCOMBER

You see, Perceptor? I told you this place was perfect! Oooh, wow!

PERCEPTOR

Indeed you did, Beachcomber. I believe you've scouted the **perfect** location to begin construction of **AUTOBOT CITY!** Don't you think so, Optimus?

PANEL 2:

SMALL INSERT PANEL - Optimus Prime looks down towards Perceptor.

OPTIMUS PRIME

Indeed I do, Perceptor. However, none of this will amount to much without the project's chief architect. Where **is** Grapple?

PERCEPTOR

He and Hoist had to put the finishing touches on their blueprints back with Teletraan-1. But, Grapple assures me they'll both be here promptly.

PAGE TWO:

PANEL 1:

EXT. AN OPEN HIGHWAY - DAY.

In vehicle-modes, both GRAPPLE and HOIST cruise along the OPEN ROAD. Surprisingly, they are accompanied by WARPETH, travelling with them in tank-mode.

WARPETH

BAM! So, Grapple... you really think you can build an **entire** Autobot City? POW!

GRAPPLE

Yes, Warpath. I hope to.

WARPETH

Really? WHAMMO! Seems like a mighty huge task! Even for you! ZOOM!

HOIST

Really, Warpath, we allowed you to accompany us to the construction site because you were so enthusiastic about Grapple's plans. But, if you keep asking questions every few astro-seconds, we'll **never** get there in time.

PANEL 2:

LOOKING DOWN - As the trio of Autobots continue along the highway, LASERBEAK appears above them in the sky.

WARPETH

Hey, sorry, Hoist, ol' buddy. I just wanna help. ZORCH!

GRAPPLE

We know, Warpath. It's okay, really. Just... no more questions for now, all right?

PANEL 3:

LASERBEAK'S P.O.V. - Laserbeak's DIGITAL VISION splits the panel into THREE SEGMENTS.

The FIRST is of the three Autobots traveling across the highway.

The SECOND is a THERMAL, HEAT-VISION-LIKE SETTING that shows the warm highway dissecting the wide-open plains.

The THIRD is the HEAVILY-ZOOMED location of the would-be Autobot City site, complete with a snapshot of Optimus Prime and Perceptor.

NOTE: Each segment of Laserbeak's vision is accompanied by a set of detailed schematics, letting the reader see the slew of data the Decepticon spy has at his disposal.

PANEL 4:

Laserbeak ZOOMS UPWARD in a U-SHAPE MANEUVER, ascending even higher into the bright, blue sky.

PANEL 5:

EXT. HIGH ABOVE, ALMOST THE UPER ATMOSPHERE - DAY.

The TRIPLE-CHANGERS: ASTROTRAIN and BLITZWING (both in aerial-modes) soar through the sky as Laserbeak flies up beside them.

BLITZWING
Laserbeak? Where've you been?

LASERBEAK
SQWAAARK! SCREEEEECH!

ASTROTRAIN
Autobots? A construction site?
Better call it in.

PANEL 6:

CLOSE ON Astrotrain.

ASTROTRAIN (CONT'D)
Soundwave. Come in, Soundwave. We got a situation out here and could use some reinforcements. Namely... send us, **THE COMBATICONS!**

PAGE THREE:

PANEL 1:

EXT. OUTSIDE WALLA WALLA, WASHINGTON - DAY.

CAPTION: A little later...

Grapple, Hoist and Warpath have reached the construction site, TRANSFORMING to robot-mode before a SLIGHTLY-CONFUSED Optimus Prime.

HOIST
Phew. We made it.

GRAPPLE
And with only one-thousand-and-one
questions from you-know-who.

WARPATH
Hey, it wasn't **that** many. CLANG!

OPTIMUS PRIME
Excellent! You've arrived, with...
Warpath?

PANEL 2:

Warpath looks up at Optimus Prime.

WARPATH
ZING! You know it, Optimus! BLAM!
When Hoist told me about the plans
for an Autobot City, I just had to
see it for myself! BOOOOM! Ha-Ha-
Ha!

PANEL 3:

While Warpath WANDERS OFF into the background to survey the
site for himself, Perceptor FACEPALMS while Optimus Prime
places a CALMING HAND on the Autobot scientist's shoulder.

WARPATH (CONT'D)
WOWZERS! You weren't kidding,
Hoist. This place **is** perfect! KA-
ZAM!

PERCEPTOR
Ugh. Of all the... We'll **never** get
any work done with that outrageous
cacophony echoing through our audio
receivers.

OPTIMUS PRIME
Easy, Perceptor. We all have our
own unique eccentricities.
Warpath's are just a little louder
than most, that's all.

PANEL 4:

Optimus Prime continues to address Perceptor, while Hoist
looks on.

OPTIMUS PRIME (CONT'D)

He wasn't always this way, you know?

HOIST

Really?

PERCEPTOR

Warpath? Different? My apologies, Optimus, but I find that **very** difficult to believe.

PANEL 5:

CLOSE ON Optimus Prime's face.

OPTIMUS PRIME

No, it's true. Warpath was once a very different Autobot. But that was a **long** time ago...

PAGE FOUR:

NOTE: This FLASHBACK page should follow a layout of five, equally-sized wide shots, one below the other.

PANEL 1:

EXT. A CYBERTRONIAN BATTLEFIELD - NIGHT.

CAPTION: Cybertron, 5.3 million years ago...

OPTIMUS PRIME

(captioned)

... A long time ago... on Cybertron.

Flanked by HOSEHEAD and SIREN, Warpath stands SHOOTING ENERGY FIRE towards off-panel enemies from the TWIN BLASTERS in each of his hands, as well as the TANK TURRET that projects from his TORSO.

Behind him, Optimus Prime leads a charge of wartime Autobots into battle, including: KUP, GETAWAY, TOP SPIN and TWIN TWIST.

WARPATH

That's the spirit, chaps! Up-up-up the ziggurat, lickety-split and all that! Let's give these Decepticon brutes the thrashing of a lifetime!

PANEL 2:

Warpath, Hosehead and Siren are suddenly OVERWHELMED by the DECEPTICON MICROMASTER MILITARY PATROL: DROPSHOT the armored personal carrier, GROWL the combat support vehicle, TRACER the helicopter and BOMBSHOCK the tank.

Despite their size, the patrol has done their damage. Hosehead has been DECIMATED by the combined attack of Dropshot and Growl, while Siren has been pierced through the chest by the LASER FIRE of both Tracer and Bombshock.

HOSEHEAD

Gaaaggh!

SIREN

Yeeeeaaaargh!

WARPATH

No! You'll pay for that, you no-good, contemptuous little ruffians!

PANEL 3:

While Warpath battles the Micromasters in the background, Optimus Prime, Kup and Getaway look up to see two more Decepticons, DARKWING and DREADWIND, approaching from the skies in their Cybertronian-jet-modes.

KUP

Uh-oh. We got trouble in the air, Prime.

OPTIMUS PRIME

But, we **must** help Warpath!

GETAWAY

There's no time! We can't risk your life, Optimus! We've got to go!

PANEL 4:

Darkwing and Dreadwind OPEN FIRE, creating an EXPLOSION that engulfs Warpath. Getaway, Top Spin and Twin Twist all-but DRAG a protesting Optimus Prime away from the battlefield, as Kup looks back to where the unfortunate Warpath once stood.

KUP

You see, Prime? It's no good! We gotta get you outta here before those two circle back around!

OPTIMUS PRIME

No! We cannot abandon Warpath!

GETAWAY

Forget it, Prime! We need to go! We can't lose **you** too, or the Autobot cause is done for!

PANEL 5:

SMOKE RISING from his battle-damaged body, Warpath SCRAMBLES to his hands and knees to see he is now SURROUNDED by the Micromaster Military Patrol, Dreadwind and Darkwing, (now all in robot-mode).

DARKWING

Look what we've got here, Dreadwind.

DREADWIND

Ha-ha. The boss will be pleased, Darkwing.

WARPATH

Oh, my.

PAGE FIVE:

PANEL 1:

EXT. OUTSIDE WALLA WALLA, WASHINGTON - DAY.

At the Autobot City construction site, Optimus Prime and Beachcomber watch as Inferno helps guide Grapple (in crane-mode) to lift a collection of STEEL GIRDERS above the ground to load into Hoist's pick-up-truck-mode.

BEACHCOMBER

Looks like things are all coming together nicely, baby, yeah!

OPTIMUS PRIME

Indeed, Beachcomber. But, we'll need Red Alert's security tower up and running if we're to avoid Decepticon interruptions and keep things on schedule. Contact Perceptor.

BEACHCOMBER

You got it, Prime. Groovy.

PANEL 2:

EXT. HIGH ON A MOUNTAIN PEAK, OVERLOOKING THE CONSTRUCTION SITE - DAY.

Red Alert, Warpath and Windcharger are putting the finishing touches on what looks to be a GIANT ANTENNA TOWER as Perceptor oversees the activity.

While the others are focused on the tower, Red Alert appears somewhat DISTRACTED.

WARPATH

ZANG! Looks like we've got the security tower built ahead of schedule. KAPOW!

PERCEPTOR

Excellent work.

RED ALERT

Hey, do you guys hear something?

PANEL 3:

SPLASH PANEL - Windcharger is BLASTED off the edge of the peak by Blitzwing, as Astrotrain, Laserbeak and THE COMBATICONS: ONSLAUGHT, BRAWL, VORTEX, SWINDLE and BLAST OFF, all OPEN FIRE at the Autobots and their tower.

NOTE: While Blitzwing, Astrotrain, Vortex and Blast Off appear in their various aerial-modes, the remaining Decepticons are flying in their robot-modes.

RED ALERT (CONT'D)

Decepticons! I knew it!

WINDCHARGER

Aaaaaaghh!

PERCEPTOR

Windcharger!

ASTROTRAIN

Ha-Ha-Ha! Prepare to meet your doom, Autobots!

PANEL 4:

Warpath RETURNS FIRE towards Brawl and Blitzwing from his chest turret as he turns to Red Alert and Perceptor.

WARPATH

BAM! ZAP! Red Alert! Get Perceptor outta here and tell Prime we're under Decepticon attack! KAZOWY!

PAGE SIX:

PANEL 1:

Perceptor TRANSFORMS into microscope-mode to JUMP THROUGH the open window of Red Alert's LAMBORGHINI CAR WINDOW as he PEELS AWAY from the battle.

Meanwhile, Astrotrain and most of the Combaticons (besides Brawl) continue to fly towards the construction site in the distance.

PERCEPTOR

Go, Red Alert! Accelerate as fast as you can!

RED ALERT

Of course I'll accelerate as fast as I can. Why? Who says I don't?

ASTROTRAIN

We'll handle the other Autobots, Blitzwing. You take care of this boisterous fool.

BLITZWING

Consider it done, Astrotrain.

BRAWL

Yeah, it won't take long at all to take down this noisy loser.

PANEL 2:

Brawl and Blitzwing (both now in robot-mode) land on their feet before Warpath as he TRANSFORMS into tank-mode.

WARPATH

Well, we'll see about that! ZANG!

PANEL 3:

Both Blitzwing and Brawl TRANSFORM into their own tank-modes.

BRAWL

Yes... we **will!**

PANEL 4:

Both Brawl and Blitzwing OPEN FIRE on Warpath, who in turn, manages to score a DIRECT HIT on Blitzwing.

WARPATH

BLAMMO! POW! Come on, you wannabes!
BOOM! I don't have all day! Aha-Ha-
Ha!

BLITZWING

Aaaaghh!

PAGE SEVEN:

PANEL 1:

Brawl joins Blitzwing in surrounding Warpath, RETURNING FIRE at him to create a mountain-top TWO-ON-ONE TANK BATTLE.

BRAWL

Loudmouthed fool! You think you can stand up against **us**?!

WARPATH

WHAM! BANG! I don't know, but **tanks** for asking! Bwa-Ha-Ha-Ha!

PANEL 2:

Warpath manages to deliver a SOLID BLAST to Blitzwing's TANK TREADS, all-but DISABLING the Decepticon's movement.

BLITZWING

What!? How?!

WARPATH

GOTCHA! What's the matter, Blitzwing? ZIPPO! Can't keep up? ZING?

PANEL 3:

Brawl fires a BLAST that strikes the EDGE OF THE PRECIPICE between Warpath and Blitzwing, causing the once-solid rock to CRUMBLE and FALL into the nearby ABYSS.

BRAWL

Autobot clown! I'll take you apart... piece by piece!

WARPATH

Peace? WOWZA! All we **ever** wanted was **peace**! Bah-Ha-Ha-Ha-Ha! CHOOM!

PANEL 4:

Brawl fires once again, this time scoring a DIRECT HIT that knocks Warpath OFF THE EDGE of the cliff, and causes Blitzwing to TEETER on the edge.

BRAWL
Enough! Enjoy oblivion, Warpath!

WARPATH
YOW! Uh-oh! ZONK!

PANEL 5:

Blitzwing has now also fallen off the edge of the cliff to TUMBLE into the abyss with Warpath, while the Autobot tank FIRES ONE LAST BLAST that connects with the ground beneath Brawl's tank-mode.

BLITZWING
Hey! Watch where you're shooting,
Brawl! WHOAAA!

WARPATH
Yeah... BANG! **Tanks** for nothing,
pal! KA-BLAM!

PANEL 6:

FROM ABOVE - All three tanks PLUMMET into the DEEP CAVERN.

BRAWL
Aaaaaagh! What have you done!

BLITZWING
NOOOOOOO!

WARPATH
Look out below! SNAP! CRACKLE! POP!

PAGE EIGHT:

PANEL 1:

EXT. WITHIN THE ABYSS - DAY.

As the tank-modes of Warpath, Brawl and Blitzwing continue to PLUNGE DOWNWARD, Blitzwing manages to TRANSFORM into jet-mode, while Brawl is almost ENCASED in a slew of FALLING ROCKS.

BRAWL
Ugh! I'm trapped!

BLITZWING

Ugh! Can't... fly! That idiot has damaged my aerial circuitry!

WARPATH

Looks like I've... WHOOSH...
blitzed your **wings**! Ha-Ha-Ha!

PANEL 2:

WIDE SHOT - All three Transformers continue to FALL towards the bottom of the ravine.

BLITZWING

Aaaaaaaaagghhhh!

PANEL 3:

EXT. THE BOTTOM OF THE RAVINE - DAY.

Warpath SLAMS into the ground with a THUD.

Behind him, both Decepticons do exactly the same; each of them landing like wayward METEORITES while surrounded by the still-falling rocks.

PANEL 4:

CLOSE ON Warpath, now in robot-mode, PAINFULLY CLAMBERING to his haunches. Over his shoulder, SMOKE RISES from what is presumably Blitzwing and Brawl.

WARPATH

Urrgghhh ... CLUNK.. Haven't taken... a wallop like that since... BONK... Cybertron.

PANEL 5:

Warpath COLLAPSES FACE-FIRST into the dirt.

PANEL 6:

EXTREME CLOSE UP ON Warpath's FLICKERING EYES.

WARPATH (CONT'D)

(softly)

Bam...

PAGE NINE:

PANEL 1:

EXT. A CYBERTRONIAN PRISON CAMP - NIGHT.

CAPTION: Cybertron, 5.3 million years ago...

In another flashback, Warpath (hands shackled before him) is being escorted through the CORRIDORS of a dark, dingy PRISON CAMP by Darkwing and Dreadwind.

WARPATH
(captioned)
Pow...

DARKWING
Come on, come on. Move it, you no-good piece of Autobot trash!

WARPATH
You and your kind will never prevail, you Decepticon ne'er-dowells. I shall see to it personally that you receive a right-good thrashing at the nearest convenience.

DREADWIND
Oh, shut up.

PANEL 2:

OVER WARPATH'S SHOULDER, as he reaches the door to his cell. Printed in the door are the letters... P.O.W.

DREADWIND (CONT'D)
(off-panel)
Your room is ready. Ha-Ha-Ha!

WARPATH
Pow?

PANEL 3:

INT. INSIDE WARPATH'S CELL.

As Warpath is shoved into his cell by Dreadwind, the PRISON WARDEN stands behind them in the doorway. It is the G1 TARGETMASTER, QUAKE.

QUAKE
That's right. Prisoner of War. And you'd better get used to it. You're gonna be here a while.

PANEL 4:

Warpath looks up at Quake, who SMILES as though he enjoys his job a little too much.

QUAKE (CONT'D)

Big day tomorrow. **Lots** of tor.... I mean, **interrogation** sessions. You'll tell us the location of each-and-every Autobot resistance bunker.

WARPATH

Preposterous! You'll never make **me** talk, you reprehensible rascalion!

PANEL 5:

CLOSE ON Quake's MANIACAL FACE.

QUAKE

Oh, yes we will. Trust me. This place **changes** people.

PANEL 6:

Warpath sits ALONE IN HIS CELL as the SOUNDS OF WAR echo through the building with visible sound effects like ZZZZAP, BLAM and KA-BOOM.

QUAKE (CONT'D)

(off-panel)

You'll see. Ha-Ha-Ha-Haaaaaaa!

PAGE TEN:

PANEL 1:

EXT. OUTSIDE WALLA WALLA, WASHINGTON - DAY.

CAPTION: Outside Walla Walla, now...

SPLASH PANEL - Red Alert's vehicle-mode RACES TOWARDS the Autobot City construction site in the background, as Optimus Prime, Beachcomber and Inferno appear to be fighting off an AERIAL ASSAULT from Astrotrain, Vortex and Blast Off.

RED ALERT

Perceptor, look! Are we too late?

PERCEPTOR

I certainly hope not, Red.

PANEL 2:

Both Hoist and Grapple fire their own BLASTERS into the air, but fail to hit the flying trio of Swindle, Laserbeak and Onslaught.

PERCEPTOR (CONT'D)
(captioned)
But, we've got to warn Prime about the others!

ONSLAUGHT
Give it up, Autobots! You'll never stand against the Combaticons for long!

SWINDLE
You tell 'em, boss!

PANEL 3:

Red Alert arrives at Optimus Prime's side. He and Perceptor TRANSFORM to robot-mode with concern.

RED ALERT
Optimus Prime! This isn't the only Decepticon activity in this area!

PERCEPTOR
Indeed. Both Windcharger and Warpath were ambushed by two more up on the mountain! I fear their predicament may be... fatal.

PANEL 4:

Red Alert and Perceptor move aside as Optimus Prime FIRES HIS ION BLASTER into the sky to strike an incoming Blast Off.

OPTIMUS PRIME
Right now, we've got our hands full here. But never fear, I'll do everything I can.

PANEL 5:

CLOSE ON Optimus Prime's face.

OPTIMUS PRIME (CONT'D)
I **will not** fail Warpath again.

PAGE ELEVEN:

PANEL 1:

INT. INSIDE WARPETH'S CELL.

CAPTION: Cybertron, 5.3 Million years ago...

Returning to the flashback, Warpath is DRAGGED back into his cell by Dreadwind and Darkwing, his head hung low with exhaustion. His body is SCRATCHED, DENTED and SCRAPED, while several joints appear to be LEAKING ENERGON like a car badly in need of a tune-up.

In the doorway behind Darkwing and Dreadwind, Quake once again stands admiring his handiwork.

QUAKE

Wow, you're tougher than you look, Warpath. Most inmates crack almost immediately after an interrogation session **that** intense.

PANEL 2:

With Warpath on his HANDS AND KNEES, Quake kneels down beside him to get in his face.

WARPATH

Jolly... jolly good show, old man.

QUAKE

Ha! You won't be so cheery after tomorrow's session.

PANEL 3:

Quake lifts a SOLID KICK into Warpath's side.

QUAKE (CONT'D)

I **want** Optimus Prime's secret location, Warpath. And you're gonna give it to me. Trust me, this place has a way of making people **talk**.

WARPATH

Uugghh!

PANEL 4:

As the cell door SLAMS SHUT behind him, Warpath CRAWLS to his bunk. Once again, more SOUNDS OF WAR permeate the building with sound effects of BANG, CRASH and CHOOOOOM.

QUAKE

(off-panel, from behind
the cell door)

(MORE)

QUAKE (CONT'D)

I'll break you yet, Warpath. You'll see.

PANEL 5:

BIRD'S EYE VIEW - Warpath lays on his bunk, staring up at the ceiling (and us) as EVEN MORE wartime sounds echo through the air, such as RAT-AT-AT-AT-AT-TAT, F-TOOM and KABOOM.

PANEL 6:

CLOSE ON Warpath's face.

WARPATH
(whispers)
Kaboom.

PAGE TWELVE:

PANEL 1:

EXT. OUTSIDE WALLA WALLA, WASHINGTON - DAY.

Optimus Prime is engaged in a FISTFIGHT with Onslaught. Behind him, both Red Alert and Inferno are running from the aerial attack of both Astrotrain and Blast Off.

ONSLAUGHT
Forget it, Prime! You can't hold out against us forever! And once Brawl gets here, you'll never stand up to the might of **BRUTICUS!**

OPTIMUS PRIME
Think again, Onslaught. We will defeat you. **I** will defeat you!

PANEL 2:

Swindle looks on as Optimus Prime continues to fight Onslaught, delivering an UPPERCUT to the Combaticon leader's chin.

ONSLAUGHT
Gaah!

SWINDLE
Uh-oh, if Prime keeps this up, we ain't never even gonna get a chance to form Bruticus!

PANEL 3:

Swindle looks to the sky to call out to Laserbeak overhead.

SWINDLE (CONT'D)

Laserbeak! Go back and find out what's takin' Brawl so long! Prime's in a real mood, and I for one don't wanna end up on the receiving end of it!

LASERBEAK

SKWAAARKK!

PANEL 4:

Laserbeak ZOOMS AWAY towards the mountains once more as Swindle charges towards the front of frame with purpose.

SWINDLE

All right, let's do this!

PANEL 5:

On the left of frame, Optimus Prime, Red Alert, Grapple and Beachcomber CHARGE TOWARDS the middle of the panel as Onslaught, Swindle, Vortex and Astrotrain do the same on the right of frame.

NOTE: This panel should evoke the imagery of the final few seconds of the opening sequence of the *X-Men* animated series from 1992.

OPTIMUS PRIME

Stand your ground, Autobots! Do not give in!

ONSLAUGHT

Decepticons, tear them apart!

PAGE THIRTEEN:

PANEL 1:

INT. A DECEPTICON INTERROGATION CELL, INSIDE THE PRISON CAMP.

CAPTION: Cybertron, 5.3 million years ago...

Warpath is STRAPPED TO A GURNEY. What look like ELECTRODES are stuck to his chest, his arms, legs and both sides of his forehead.

Quake stands nearby with Darkwing, while Dreadwind has the CONTROLS to the electro-device in his hands.

QUAKE

I can't believe it. Day in, day out... for almost **a year**. You certainly are made from sterner stuff, Warpath.

PANEL 2:

Quake **LEANS IN CLOSE** to Warpath's face.

WARPATH

You're a r-r-r-rip-roaring failure, Quake, old chum. After all this time... You've still never b-b-broken me.

QUAKE

But, this is getting old. Never mind. Dreadwind, let him have it.

PANEL 3:

Dreadwind has pressed a button on his control device, and **ELECTRIFIED ENERGY** now pulses through Warpath's body with a visible **ZZZZZZZZZZZAP** sound effect.

Quake looks on with a smile.

QUAKE (CONT'D)

Well, Warpath? **Now** what do you have to say? Where can I find the Autobot Resistance? Where is Optimus Prime?

WARPATH

Ha-Ha-Ha! F-F-F-Forget it! T-T-Tally Ho!

PANEL 4:

Quake appears **ANNOYED**, turning to Dreadwind once more.

QUAKE

Unbelievable. I don't know if he's brave or stupid. Give him a full dose and we'll see what's left of him tomorrow.

DREADWIND

You got it.

PANEL 6:

CLOSE ON Warpath's eyes.

WARPATH
ZZZZZZZAP!

PAGE FOURTEEN:

PANEL 1:

EXT. THE BOTTOM OF THE RAVINE - DAY.

CLOSE ON Warpath's face, lying on its side in the dirt.

WARPATH
ZZZ-ZZZ-ZZap..?

PANEL 2:

WIDE SHOT - Still at the bottom of the ravine and surrounded by the rocks from the landslide, Warpath SITS UP to hear BANGING SOUNDS over his right shoulder.

WARPATH (CONT'D)
Huh? BANG?!

PANEL 3:

In the background, Warpath has turned to look towards the foreground, where Brawl SITS ATOP a vulnerable and battered Windcharger, POUNDING HIS FISTS into him as though the Decepticon were a SCHOOLYARD BULLY.

Blitzwing stands nearby, TINKERING with his OPEN FOREARM COMPARTMENT.

BRAWL
You know, Blitzwing, I **never** get tired of this!

BLITZWING
Well, hurry it up. I've almost repaired my flying circuits. A few more astro-minutes and we can get outta here.

PANEL 4:

Warpath TRANSFORMS to tank-mode to BLAST Brawl in the back.

WARPATH
Nuh-Uh! POW! We never finished our play date! BOO-YAH!

BRAWL
Aaaarggh!

PANEL 5:

Blitzwing TRANSFORMS to his own tank-mode as a SMOKING Brawl TOSSES Windcharger aside like a RAGDOLL.

BLITZWING
Oh, now you're asking for it,
Warpath.

BRAWL
Yeah, this ain't gonna be pretty.

PANEL 6:

Brawl TRANSFORMS to tank-mode and joins Blitzwing in SHOOTING UP at the higher side of the ravine, DISLODGING even more dangerous FALLING ROCKS.

BLITZWING
Let's bury this do-gooder!

PAGE FIFTEEN:

PANEL 1:

Warpath TRANSFORMS to robot-mode to look above him.

WARPATH
ZACK! Uh-oh! GONG! This doesn't
look good!

PANEL 2:

WARPATH'S P.O.V. - Several more THUNDEROUS ROCKS have begun to FALL FREE of the mountain and down towards Warpath.

WARPATH (CONT'D)
(off-panel)
Not good at all! ZONK!

PANEL 3:

Warpath RUSHES to help Windcharger to his feet, as both Brawl and Blitzwing (both in robot-mode) ROCKET OFF the ground and INTO THE AIR.

BRAWL
Ha-Ha-Ha! Enjoy being buried in
this canyon, Warpath! You'll be
here a while!

BLITZWING
Yeah! Enjoy your tomb!

WINDCHARGER

Leave me, Warpath. Save yourself!

WARPATH

POW! No way! BAM! I'm not leaving
you behind! ZANG!

PANEL 4:

FROM ABOVE, LOOKING DOWN INTO THE ABYSS - Brawl and Blitzwing
FLY UP and towards the reader, avoiding the MASS OF FALLING
ROCKS that is tumbling into the canyon towards Warpath and
Windcharger below.

WARPATH (CONT'D)

Although... BONK... we might be
finished after all! BOING! BLAM!

PANEL 5:

CLOSE ON Windcharger and the GLINT IN HIS EYE.

WINDCHARGER

Well, maybe not. I might have a
plan.

PAGE SIXTEEN:

PANEL 1:

SPLASH PANEL - Windcharger LIFTS HIS ARMS to create a
MAGNETIC BARRIER that shields he and Warpath from the FALLING
ROCKS. Each of the rocks shatter into dust upon contact with
the barrier, causing Warpath to RAISE HIS FISTS IN TRIUMPH.

WINDCHARGER (CONT'D)

Uggh! There! Did it!

WARPATH

YAHOO! You did it, Windcharger! You
saved us! KAZAM!

PANEL 2:

With the falling rocks now NEUTRALIZED and laying INERT all
around them, Warpath and Windcharger survey their
surroundings.

WARPATH (CONT'D)

But, we're still stuck at the
bottom of this canyon. CLONK!

PANEL 3:

Windcharger turns to Warpath with yet another SLY SMILE.

WINDCHARGER

Wait, I have **another** idea.

PAGE SEVENTEEN:

PANEL 1:

INT. YET ANOTHER INTERROGATION CHAMBER, INSIDE THE DECEPTICON PRISON CAMP.

CAPTION: Cybertron, 5.3 million years ago...

Warpath sits on yet another gurney, as Darkwing secures his RIGHT WRIST into another INTERROGATION MACHINE, while several INVASIVE DRILLS sit poised above Warpath's head, seemingly ready to pierce the Autobot's mind at any moment.

Quake watches on with Dreadwind.

WINDCHARGER

(captioned)

I think everything is going to be all right.

QUAKE

Five years. **Five years!** This is beyond ridiculous! I've never heard of **anyone** holding out this long!

PANEL 2:

CLOSE ON Warpath as he TURNS HIS HEAD TO THE RIGHT to hear even more SOUNDS OF WAR echoing into the building from the outside, most notably a huge KRAK-A-KABOOM.

WARPATH

Huh? KRAK-A...?

QUAKE

(off-panel)

Whoa, that one sounded a lot closer than the others!

PANEL 3:

Dreadwind watches as Quake exits the room, while Warpath looks down to see Darkwing has failed to secure his CURRENTLY FREE LEFT WRIST.

QUAKE (CONT'D)

Darkwing, Dreadwind... you two stay here, but radio the Military Patrol to meet me outside for battle.

PANEL 4:

Darkwing moves to SECURE Warpath's left wrist, as Dreadwind fires up THE DRILLING EQUIPMENT.

DREADWIND

Come on, let's see what makes your mind tick, Warpath.

DARKWING

Yeah, let's... uh-oh...

PANEL 5:

Warpath lifts his left fist free of the gurney to BASH it into Darkwing's face with a powerful PUNCH. In the background, Dreadwind has begun to PANIC.

WARPATH

POW! Ha-Ha-Ha! POW! Get it?

DARKWING

Oooof!

DREADWIND

Oh no...

PANEL 6:

WARPATH'S P.O.V. - As WARPATH'S SHADOW falls over him, Dreadwind COWERS IN TERROR.

DREADWIND (CONT'D)

No, wait. WAIT!

PAGE EIGHTEEN:

PANEL 1:

EXT. OUTSIDE THE PRISON CAMP - DAY.

WIDE SHOT - Optimus Prime, Kup, Getaway, Top Spin and Twin Twist stand over four SMOULDERING FORMS that used to be the Decepticon Military Patrol.

However, in the distance, Quake TRANSFORMS to his Cybertronian-tank-mode.

OPTIMUS PRIME
Nice work, Autobots. Now to
liberate our fellow soldiers from
this Decepticon camp!

KUP
You said it, Optimus!

QUAKE
Optimus Prime? At last!

PANEL 2:

QUAKE'S P.O.V. - Through a DIGITIZED VISUAL DISPLAY, Optimus
Prime's back is seen DEAD CENTER of Quake's TANK SIGHTS.

QUAKE (CONT'D)
I have you now!

PANEL 3:

Optimus Prime turns to see Quake has been BLASTED by an off-
panel assailant, causing the Decepticon to EXPLODE.

QUAKE (CONT'D)
Aaaaarghhh!

OPTIMUS PRIME
What?!

PANEL 4:

HERO SHOT of Warpath's Cybertronian-tank-mode, its turret
STILL-SMOKING as he crushes the REMAINS OF QUAKE beneath his
TANK TREADS.

WARPATH
KAZOWY! Bwa-Ha-Ha! Nice to see you
again, Optimus. CRASH! BANG!

PANEL 5:

Warpath now stands between Kup and Optimus Prime as the
Autobot leader places a GENTLE HAND on Warpath's shoulder.

KUP
Kazowy? Even **I** ain't heard that one
before.

OPTIMUS PRIME
It's good to see you again too,
Warpath. Ratchet is already waiting
back at HQ to give you a full
medical analysis.

GETAWAY

Yeah, he'll have you back to normal
in no time.

WARPATH

ZORT! No need, fellas! BAM! Taking
out that no-good Quake was all the
medicine **I** needed! ZO00000M! Ha-Ha!

PANEL 6:

As Kup and Optimus Prime look on, Warpath has TRANSFORMED
into his tank-mode again to CRUISE TOWARDS THE HORIZON and
SHOOT UP at a small squadron of overhead TETRA-JETS.

Getaway appears more than a little CONCERNED

KUP

Uh, I agree with Getaway, Warpath.
Trust me, after being tortured for
that long, you really should let
Ratchet...

WARPATH

BANG! No need, Kup! I feel better
than ever! ZACK! ZORCH! Ha-Ha!

GETAWAY

Well, at least he **feels** all right.
I guess.

PAGE NINETEEN:

PANEL 1:

EXT. OUTSIDE WALLA WALLA, WASHINGTON - DAY.

Optimus Prime DECKS Onslaught to the ground, yet OVER HIS
SHOULDER, both Brawl and Blitzwing can be seen FLYING IN from
the distance.

ONSLAUGHT

Urrrghh!

OPTIMUS PRIME

This battle is over, Onslaught.
Retreat while you still can.

PANEL 2:

Sitting on the ground and rubbing his jaw, Onslaught looks
over his shoulder to see Blitzwing and Brawl LAND ON THEIR
FEET.

ONSLAUGHT

Heh. I don't think so, Prime.
Combaticons... merge to form
BRUTICUS!

PANEL 3:

The Combaticons UNITE, yet Brawl is SENT HURLING AWAY from the team by an ENERGY BLAST fired from off-panel.

BRAWL

What the..?

PANEL 4:

The other Combaticons FALL TO THE GROUND as Swindle (now on his hands and knees in the foreground) looks up and off-panel.

SWINDLE

Huh? What happened? Who?

PANEL 5:

WIDE SHOT - Approaching the construction site from the sky, Windcharger FLOATS ABOVE THE GROUND, surrounded by another of his MAGNETIC FIELDS, a BARRAGE OF ROCKS and Warpath in tank-mode, still firing blasts from his turret.

WARPATH

Ha-Ha! BLAMMO! Look out below!
WHAM!

PANEL 6:

Windcharger and Warpath land on the ground as Windcharger HURLS the barrage of rocks at the Combaticons, striking each and every one of them with solid blows.

WARPATH (CONT'D)

CRASH! BANG! KABOOM! ZZZZZZIP!

PAGE TWENTY:

PANEL 1:

As Vortex and Blitzwing are struck by even more rocks, Astrotrain SIGNALS THE RETREAT.

ASTROTRAIN

Decepticons, let's get out of here!

BLITZWING

Aaaah! I'm with you!

PANEL 2:

In the background, the Decepticons retreat into the sky, while Hoist, Inferno and Beachcomber chase them off with more LASER FIRE.

Meanwhile, Optimus Prime STANDS PROUDLY in the foreground with Warpath and Windcharger.

OPTIMUS PRIME

Warpath, it would seem that's **twice**
I owe you now.

WARPATH

Aw, forget it, Prime. WHACK! Just
glad I could help.

PANEL 3:

Now with Optimus Prime, Perceptor stands with Grapple and Red Alert, while Warpath looks on from behind them.

GRAPPLE

At least now we can continue
construction on the city.

PERCEPTOR

Yes. However, I believe we will
need to make considerable
improvements to our 'early warning
system', if we're to keep the
Decepticons at bay.

RED ALERT

Well, I think we should go bigger.
And higher. Why settle for a peak,
when we could use the **entire**
mountain?

WARPATH

Yeah! BOING! A lookout mountain? I
like it! WHAMMO! With that in place
there's only one thing that means
for the Decepticons, right?

OPTIMUS PRIME

Indeed we do, Warpath. Indeed we
do...

PANEL 4:

WIDE SHOT - Optimus Prime stands with his fellow Autobots; Warpath, Grapple, Hoist, Windcharger, Red Alert, Inferno and Beachcomber, as they all RAISE TRIUMPHANT FISTS into the air like the final cheesy moments of an 80s TV ACTION SERIES.

ALL
KABOOM!

THE END

We want to thank each and every one of you who took the time to read our script. If you liked what you read here and would like to see more stories in the Transformers G1 cartoon universe, Greig and I would love to keep writing. You could help by contacting IDW Publishing by E-Mail (letters@idwpublishing.com) or on Twitter (@IDWPublishing), and let them know you want to see Transformers: REANIMATED written by Yoshi and Greig Tansley as an ongoing comic book series. Thank You All!