



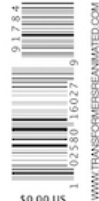
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THE TRANSFORMERS REANIMATED



AFTER
LEE
+
WILLIAMS

DIRECT EDITION



\$0.00 US

THE TRANSFORMERS: REANIMATED.
"THE NITER SLAVE MINES."

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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. SPACE.

An INTIMIDATING DECEPTICON STARCRUISER glides through the emptiness of space.

It is SKYQUAKE'S SHIP.

CAPTION: Space...

PANEL 2:

INT. INSIDE SKYQUAKE'S SHIP, COMMAND CENTER.

SPLASH PANEL - In the middle of the COMMAND CENTER, the much larger Decepticon, SKYQUAKE, confronts an ANXIOUS fellow Decepticon, OCTANE.

Behind Skyquake, stands the FIRECONS: FLAMEFEATHER, CINDESAUR and SPARKSTALKER.

In the foreground, two members of the MICROMASTER AIR STRIKE PATROL: WHISPER and NIGHTFLIGHT, sit at their forward control consoles.

NOTE: Like his earlier appearance, Skyquake is approximately the same size as Ultra Magnus.

SKYQUAKE

Tell me again, **Octane**, why I shouldn't have you melted into scrap? **Twice** you've told me where to find the Matrix and **twice** we have come up empty-handed.

OCTANE

That wasn't my fault! I swear! This guy, Niter, he's a slave trader. A real **long-lived** one at that. He's got colonies all over the galaxy!

PANEL 3:

EXT. SPACE, BESIDE A WASHED OUT, GRAY PLANET.

Skyquake's ship moves closer to the planet, a world named GOLGANATH SEVEN.

CAPTION: Golganath Seven...

OCTANE

(captioned)

But, I swear, Golganath Seven is his oldest settlement. It's always been his main source of income. He **has** to be here!

PANEL 4:

OVER OCTANE'S SHOULDER, LOOKING UP at Skyquake, who leans down to intimidate Octane face-to-face.

SKYQUAKE

You'd better hope so, Octane. If **this** trip turns out to be as fruitless as the last two, I will be... displeased.

PANEL 5:

Skyquake turns away from Octane to address someone off-panel.

SKYQUAKE (CONT'D)

Now, what is the current status of our interrogated prisoner? What is the status...

PAGE TWO:

PANEL 1:

In the corner of the command center, flanked by two more of the Air Strike Patrol: STORMCLOUD and TAILWIND, sits the Autobot veteran, KUP.

He appears WHITE-EYED and COMATOSED, connected to a MECHANICAL CONTRAPTION as though he were some kind of car battery or external storage drive.

SKYQUAKE (CONT'D)

(off-panel)

... of Kup?

TAILWIND

The mind probe is doing its job, sir. It's just...

STORMCLOUD

He's so old! It's taking longer than usual to copy all the data from his memory banks.

PANEL 2:

Skyquake looks forward towards Whisper, Nightflight and their consoles, leaving Kup, Tailwind and Stormcloud behind him.

Octane has noticeably moved away from Skyquake.

SKYQUAKE

Inform me when the process is complete. That old-timer has seen it all, and if he truly has knowledge of the return of Optimus Prime, I want it. Among other things, Optimus and I have... unfinished business.

STORMCLOUD

Yes, sir.

PANEL 3:

Skyquake turns to Octane.

SKYQUAKE

As for now, it's time to prove your worth, Octane.

PANEL 4:

Skyquake is now NOSE-TO-NOSE with the frightened Triple-Changer.

SKYQUAKE (CONT'D)

Where is Niter? Where... is... the Matrix?

OCTANE

Uh... o-on the s-surface. On G-G-Golganath Seven. I swear!

PANEL 5:

Skyquake turns back to Whisper at the helm.

SKYQUAKE

You heard him, Whisper...

PANEL 6:

EXT. SPACE, BESIDE A WASHED OUT, GRAY PLANET.

The ship DESCENDS into the atmosphere of Golganath Seven.

SKYQUAKE
(captioned)
... take us down.

PAGE THREE:

PANEL 1:

EXT. GOLGANATH SEVEN, ENTRANCE TO THE SLAVE MINES - DAY.

In an open-air QUARRY, an eclectic assortment of downtrodden and overworked (Transformer-sized) ORGANIC ALIEN SLAVES toil away; mining and excavating the surrounding ROCKY TERRAIN.

Several GUARDS, each of them armed with TERRIFYING, HAND-HELD FIREARMS, stand watching over the workers.

Nearby, what appears to be a DEEP, CAVERNOUS SHAFT extends into the unknown below.

CAPTION: The Niter Slave Mines of Golganath Seven...

NOTE: While dressed in black, SWAT team-like uniforms, the guards are members of an organic alien race, with pale-blue skin, oblong-shaped heads and bulbous noses. Flaps sit either side of their foreheads, somewhat resembling the ears of an elephant.

PANEL 2:

CLOSER ON THE MINE, its slaves and their guards.

As two of the guards begin to BEAT on a fallen, exhausted slave, an EMERALD GREEN FORTRESS can be seen in the distance.

GUARD #1
Get up, you lazy...

GUARD #2
He said, get up!

PANEL 3:

EXT. THE FORTRESS - DAY.

Another alien, identical to the guards, yet dressed in a more TOTALITARIAN UNIFORM, stands behind a LARGE WINDOW, looking out to the distance.

He is COMMANDANT NITER, a slave baron of the worst kind.

PURB
(off-panel)
Lord Niter, atmospheric sensors
have detected an unknown vessel.

NITER
What kind of vessel? Not more
gamblers from Monacus?

PANEL 4:

INT. NITER'S COMMAND HUB.

PURB, a smaller, weak-looking member of Niter's species,
explains his findings to his commandant.

PURB
No, sir. We've scanned it for life-
signs and it appears they're all
mechanical.

NITER
Lithonian?

PURB
Worse. Cybertronian.

PANEL 5:

CLOSE ON Niter and his expression of DISTASTE.

NITER
Ugh, really? Fine. Send a squadron.
Whoever these Transformers are,
they can join the others in the
mines. Never can have too many semi-
immortal, synthetic workers.

PURB
(off-panel)
At once, Commandant.

PAGE FOUR:

PANEL 1:

EXT. ELSEWHERE ON THE SURFACE - DAY.

WIDE SHOT - Skyquake, Octane, the Air Strike Patrol and the
Firecons stand outside Skyquake's ship, surveying their
current surroundings.

WHISPER

The planet seems safe enough, sir.

SPARKSTALKER

I agree. I'm not detecting any visible threats.

SKYQUAKE

That's because **nothing** is a threat to me, Sparkstalker. But before we are disappointed **again**, Octane, tell me more about this Niter. How do you know of this place?

PANEL 2:

CLOSE ON Octane. He remains nervous.

OCTANE

L-Like I said. He's a slave baron. Has camps and mines all over the galaxy. It's how he made his fortune. Mines a planet for its sought-after minerals using workers he acquires from various outside sources. Spoils of war kinda deal.

PANEL 3:

Octane appears a little more confident now, moving closer to Skyquake.

OCTANE (CONT'D)

Last I saw him was about fifty years ago. I sold him some Autobot sla... Uh, merchandise I was looking to offload in a hurry.

SKYQUAKE

And you're sure he has the Matrix?

PANEL 4:

OVER SKYQUAKE'S SHOULDER, Octane is now a little too comfortable.

OCTANE

That's what I heard. Story is a portal opened one day and dropped it in his lap. But it was only **after** I'd dealt with him. If I'd known he had the Matrix back then, I'd have taken it from him, myself.

PANEL 5:

Skyquake LEANS IN towards Octane in a THREATENING MANNER. As such, Octane returns to his previous, anxious self.

Behind them, Sparkstalker is pointing to something off-panel.

SKYQUAKE
Really? Taken it yourself?

OCTANE
Uh, y-yeah. But, then I... then I
would have contacted **you**,
Skyquake. I-I-I would have, I
swear!

SPARKSTALKER
Skyquake, look!

PANEL 6:

FROM BEHIND - Skyquake, Octane and Sparkstalker look off to the HORIZON.

A large AERIAL DROPSHIP, almost the size of Skyquake's ship, is heading their way.

SPARKSTALKER (CONT'D)
It looks like Niter knows we're
here.

PAGE FIVE:

PANEL 1:

Skyquake watches from the foreground, as the dropship HOVERS above the three Firecons.

The two slave mine guards seen earlier (still dressed in SWAT-like gear) LEAP from the dropship to BLAST Sparkstalker and Cindesaur with what appear to be BLUE STUN BEAMS.

Flamefeather stands in SHOCK as his fellow Firecons become INCAPACITATED.

SPARKSTALKER (CONT'D)
Ugghhh!

CINDESAUR
Aaaagh!

FLAMEFEATHER
Huh?

SKYQUAKE
Interesting...

PANEL 2:

Octane is now HIDING behind Skyquake's much larger frame as Flamefeather is STUNNED by the guards just like the other Firecons.

Behind Octane and Skyquake, all four members of the Air Strike Patrol have leapt into the air to TRANSFORM into their various aerial-modes.

FLAMEFEATHER
Hgnnnn!

OCTANE
Oh, no!

SKYQUAKE
Calm yourself, Octane. Air Strike
Patrol, destroy these fools.

WHISPER
You got it.

PANEL 3:

The dropship has now landed. SIX MORE GUARDS pour out of it to attack the Air Strike Patrol.

Both Nightflight and Stormcloud are stunned by the guards' energy blasts as Whisper and Tailwind move in to attack.

GUARD #1
Take 'em down!

GUARD #2
Got 'em! Even robots can't handle
the stun beams!

NIGHTFLIGHT
Ugh! Can't... can't fly!

STORMCLOUD
Aaagh, me neither!

PANEL 4:

Three more guards OPEN FIRE towards Octane and Skyquake, who DIVE out of the way, leaving the stun beams to sail towards Skyquake's ship.

GUARD #3
C'mon, there's more over here!

OCTANE
Wait, wait! Oh, great.

PANEL 5:

Skyquake's ship takes the FULL BRUNT of several stun blasts, causing an odd ELECTRICAL SURGE to dance all over its outer hull like LIGHTNING.

PAGE SIX:

PANEL 1:

INT. INSIDE SKYQUAKE'S SHIP, COMMAND CENTER.

The electrical surge continues to flow throughout the INTERIOR of the ship as well, causing SPARKS to fly from several WORKSTATIONS within the command center.

PANEL 2:

The contraption keeping Kup in his comatose state is also suddenly assaulted by the energy overload, causing SMOKE to rise from its damaged internal mechanisms.

PANEL 3:

As more sparks shoot free of the device, Kup begins to stir.

KUP
H-huh?

PANEL 4:

CLOSE ON Kup's face. His eyes have returned to their usual BLUE LUSTER.

KUP (CONT'D)
W-Wha..? Where am I? Oh, right.
Skyquake, you trouble makin',
wannabe tyrant.

PANEL 5:

Kup BREAKS FREE of his now powerless restraints, free of the smoldering data draining device.

KUP (CONT'D)
Poor ol' Devcon might not be here anymore, but that won't stop me from takin' down that trumped up sack o' spare parts.

PANEL 6:

OVER KUP'S SHOULDER - He turns to see the open EXIT HATCH.

KUP (CONT'D)
Now, to get outta this tin can.

PAGE SEVEN:

PANEL 1:

EXT. ELSEWHERE ON THE SURFACE - DAY.

WIDE SHOT - Back outside the ship, four of the guards stand over the now-also-defeated Whisper and Tailwind, while another two slap some kind of ENERGON-LIKE RESTRAINT HOOP around Octane's arms and waist.

Behind them, all three of the Firecons as well as Nightflight and Whisper lie UNCONSCIOUS, also bound by similar energized hoop restraints.

GUARD #1
Ha-Ha! Niter is gonna be so happy!

GUARD #2
Yeah, he loves these mechanical guys. Says they last longer in the mines than any other workers.

OCTANE
No, you can't put **me** in the mines!
I know Niter! We're old acquaintances! Skyquake, help me!

PANEL 2:

As more guards approach him, Skyquake TRANSFORMS to his jet-mode to LIFT OFF into the air and rise high into the sky.

SKYQUAKE
Hmmm, it seems we have underestimated the militant forces of this planet. Enjoy your stay, Octane. I'll make sure to give Niter your regards when I find him.

OCTANE
(off-panel)
What? No, Skyquake, you can't leave
me here!

PANEL 3:

Octane is BLASTED by two of the guards, stunning him once
more.

OCTANE (CONT'D)
But, I helped you to... Aaaaagh!

GUARD #1
Shut it, Cybertronian!

GUARD #2
Yeah, you belong to Niter now. Just
like all the rest of your...

PANEL 4:

Both guards dive to either side of the panel, LEAPING away
from Kup's vehicle-mode as it BURSTS FREE of the exit hatch
of Skyquake's ship to volley over the now-unconscious Octane.

GUARD #2 (CONT'D)
... crew? Whoa!

GUARD #1
Look out!

PANEL 5:

FROM BEHIND - Two guards watch as two others fire stun beams
at Kup, whose vehicle-mode SPEEDS AWAY from the scene and
into the distance.

GUARD #1 (CONT'D)
Another one? Take him down! Don't
let him get away!

GUARD #2
Ah, let him go. We got more than
enough 'new recruits'. We can
always round up that old one when
we go looking for that big flying
one later.

GUARD #1
Yeah, you're right. C'mon then...

PAGE EIGHT:

PANEL 1:

INT. NITER'S COMMAND HUB.

CLOSE ON Niter as he stands in the foreground. Behind him, two guards bring Octane into the room.

Octane remains restrained by the Energon-hoop.

GUARD #1
(captioned)
... let's get this one to the
Commandant.

OCTANE
Hey, get your hands off me! I told
you, I know your boss!

NITER
Ah, Octane. How good to see you
again.

PANEL 2:

Octane now stands opposite Niter.

OCTANE
Niter! I mean, **Commandant** Niter.
Commandant Niter, **sir!** There's been
some kind of mistake.

NITER
Mistake? Octane, my old friend, the
only mistake was **yours**. I told you
never to come back here, and yet
here you are. Now, I appreciate
those Autobots you sold me, when
was it, forty, **fifty** years ago? But
honestly, give me one good reason
why I shouldn't have you tossed
into the mines with the rest of
your kind?

PANEL 3:

Niter FOLDS HIS ARMS in anticipation of Octane's reply.

OCTANE
Uh, well, because you didn't round
up **all** of my kind. There's still
one Decepticon out there. A real
dangerous one, if you know what I
mean.

NITER

And I suppose if I spare you from the mines you'll help me defeat him? Let me ask you something, Octane. If this fellow Decepticon of yours really **is** as dangerous as you say... who do you fear more? **Me**, or **him**?

PANEL 4:

CLOSE ON Octane's face. He seems GENUINELY PUZZLED.

NITER (CONT'D)

(off-panel)

Well?

OCTANE

I'm thinking.

PANEL 5:

Niter watches as his two guards DRAG Octane from the room.

NITER

Time's up. Take him to the holding cells, but do not transfer him to the mines with the others. Octane and I still need to have a little **chat** about this other missing Decepticon.

OCTANE

No, wait! Niter, listen to me! You can't do this! You've got to be careful! Skyquake is nuts! He'll destroy this entire place!

PANEL 6:

CLOSE ON Niter.

OCTANE (CONT'D)

(off-panel)

Niter, please!

NITER

Destroy **this** place? Hardly. You Transformers are so overrated. Although...

PAGE NINE:

PANEL 1:

EXT. A PRECIPICE, OVERLOOKING NITER'S FORTRESS - NIGHT.

OVER KUP'S SHOULDER - On the edge of a high CLIFF-FACE, Kup looks down at Niter's fortress from a considerable distance.

CAPTION: Several hours later...

NITER
(captioned)
... I **do** wonder where this Skyquake has gone.

KUP
First, the petro-rabbits and now, this. How do I get myself into these jams?

PANEL 2:

Kup STEPS BACK from the precipice as Skyquake (in robot-mode) RISES UP to face him.

SKYQUAKE
That question is rather inconsequential, old-timer. At least, on this night.

KUP
Skyquake? You lousy...

PANEL 3:

Skyquake stands on the ledge to TOWER OVER Kup.

SKYQUAKE
No need for name-calling. After all, we're in this together.

KUP
Together? Those organics musta blasted your brain-module if you think there's any chance **we're** workin' together!

PANEL 4:

Skyquake looks down at Kup.

SKYQUAKE
Come now, Kup. You're a soldier. You've engaged in questionable actions in times of need. Well, this is one of them. I'm told Niter has possession of the Matrix.

(MORE)

SKYQUAKE (CONT'D)

Our Matrix. Nevermind this Autobot-Decepticon nonsense, if **anyone** should have it, it should be a Cybertronian, not some filthy flesh-creature.

KUP

The Matrix? But, but it was lost.

PANEL 5:

Skyquake offers Kup a SLY SMILE, while Kup seems rather UNEASY with his newfound situation.

SKYQUAKE

It was. And now it is found. So you see, **you** can help me retrieve it, and **I** can help you extract the Autobots trapped in Niter's slave mine.

KUP

What? There are Autobots down there?

SKYQUAKE

Apparently. Which means working together will be to our mutual advantage. Unless, of course, you think you can storm that place and free your comrades with only **your** rundown, old chassis?

KUP

All right, fine. You got a deal. But, I swear, Skyquake. If I find out for one astro-second this is some kind of...

SKYQUAKE

Oh, spare me the judgement, old-timer...

PANEL 6:

Now in vehicle-mode, Kup SPEEDS down the mountainside, while Skyquake (in jet-mode) flies above him.

SKYQUAKE (CONT'D)

... We've got work to do.

PAGE TEN:

PANEL 1:

EXT. GOLGANATH SEVEN, THE SLAVE MINES - MORNING.

TWIN SUNS rise over the horizon, signaling the start of a new day on Golganath Seven.

The slaves in the previously-seen quarry are already hard at work, continuing their excavation efforts.

However this time, they are joined by FIVE AUTOBOTS: TWIN TWIST and TOP SPIN, as well as the MICROMASTERS: ERECTOR, GROUNDSHAKER and COUNTDOWN, each wearing what looks to be some kind of computerized INHIBITOR CHIP COLLARS around their necks.

Several guards watch over the Autobots and their fellow slaves from the edge of the quarry.

CAPTION: The following morning...

GUARD #4

Here comes the suns, you miserable excuse for slaves. Which means it's gonna get real hot, real fast! So, work harder, or there won't be hydration rations until sundown!

TWIN TWIST

Work harder? We've already been at this for three astro-hours! I'll give him 'hydration rations'. Right in the face!

TOP SPIN

Easy, my brother. Stay calm. Our time will come.

ERECTOR

Yes, but when? It's been fifty years! Half a century stuck in this loathsome eyesore. Of all the bland and meretricious places to get stuck in...

GROUNDSHAKER

You and your 'eye for beauty', Erector. Look, I wanna bash in some heads as much as anyone, but we gotta play it safe for now.

COUNTDOWN

Groundshaker is right. We'll get our chance.

(MORE)

COUNTDOWN (CONT'D)

And when we do, we'll be back exploring the stars and looking for adventure like we used to... *one... zero.*

PANEL 2:

Top Spin turns to see the guards' dropship from earlier, slowly landing nearby.

TOP SPIN

Quiet, Countdown. Looks like we've got some new arrivals.

PANEL 3:

WIDE SHOT - The dropship's hatch has now OPENED to reveal a dozen guards FORCIBLY MARCHING Skyquake's Decepticons (all three Firecons and all four Air Strike Patrol members) into the quarry.

Each of the Decepticons are still wearing their Energon-hoop restraints and are adorned with similar INHIBITOR CHIP COLLARS to the Autobots.

GUARD #1

C'mon, hurry up, you rotten mechanoids!

GUARD #2

Yeah, you work for Commandant Niter now!

SPARKSTALKER

Ugh, when I get my hands on that no-good, lying triple-changer...

FLAMEFEATHER

Yeah, Octane is gonna get it for this!

PANEL 4:

CLOSE ON all five of the Autobots.

Top Spin and Twin Twist stand behind the much-smaller trio of Countdown, Erector and Groundshaker, as all five look towards the reader with SHOCK.

ALL FIVE AUTOBOTS

Octane?!

PAGE ELEVEN:

PANEL 1:

EXT. THE SKIES ABOVE NITER'S FORTRESS - DAY.

As Niter's spired fortification (and its command hub window) sits below in the distance, Skyquake ZOOMS into frame from above.

His jet-mode is carrying Kup's vehicle-mode beneath it with a pair of thick, ENERCON CABLES.

KUP

There it is. How exactly are we gonna do this?

SKYQUAKE

Easily. Niter may have dealt with that fool, Octane in the past, but he's **never** dealt with a Decepticon like me before.

KUP

Ain't that the truth.

PANEL 2:

Skyquake and Kup move closer towards the fortress.

KUP (CONT'D)

Remind me again why you're doin' this?

SKYQUAKE

I told you...

KUP

Yeah-yeah, the Matrix, I know. But, **why**? I mean, you ain't the first power-mad 'Con to think he could wield it. Anyway, I heard only an **Autobot** can open it.

PANEL 3:

CLOSER ON Skyquake and Kup, still sailing through the air.

SKYQUAKE

Really? How interesting. Besides, you don't know how close I came.

KUP

Uh, yes I do...

PANEL 4:

INT. INSIDE VECTOR SIGMA'S CHAMBER, CYBERTRON.

SPLASH PANEL - A FLASHBACK reveals Skyquake standing over a BATTERED OPTIMUS PRIME, holding the Matrix aloft in both hands like the ULTIMATE TROPHY.

Behind Skyquake, stands Kup, IRONHIDE and GETAWAY, each appearing TERRIFIED.

KUP
(captioned)
... I was there.

PAGE TWELVE:

PANEL 1:

EXT. THE SKIES ABOVE NITER'S FORTRESS - DAY.

Skyquake and Kup cruise towards Niter's fortress and its lower levels.

SKYQUAKE
Well, like it or not, we've got a
job to do.

KUP
Yeah, yeah, don't remind me. Let's
just get it over with.

PANEL 2:

The Energon cables carrying Kup's vehicle-mode RELEASE, allowing him to FREEFALL from Skyquake's jet-mode and towards the ground.

SKYQUAKE
So be it.

PANEL 3:

EXT. THE FORTRESS - DAY.

FROM BEHIND - Skyquake and Kup move closer to the fortress. Skyquake speeds through the air while Kup races along the ground.

KUP

All right, time to put your galactic credits where your face-plate is.

SKYQUAKE

Watch and learn, Autobot.

PANEL 4:

Several of Niter's FORTRESS GUARDS dive for cover as both Kup and Skyquake come HURTLING towards them and the fortress.

Three guards have barely avoided being RUNDOWN by Kup's vehicle-mode as Skyquake's jet-mode has OPENED FIRE on the fortress with his wings' damaging LASER CANNONS.

SKYQUAKE (CONT'D)

Ha-Ha-Ha-Ha-Ha!

PAGE THIRTEEN:

PANEL 1:

EXT. GOLGANATH SEVEN, THE SLAVE MINES - DAY.

SPLASH PANEL - A BRAWL has broken out between the Autobots and Decepticons.

Groundshaker smashes each of his fists into the jaws of BOTH Whisper and Stormcloud, while Erector finds himself being attacked by Nightflight and Tailwind.

Countdown is delivering a CAPTAIN KIRK-STYLE DROPKICK into the face of Flamefeather.

Meanwhile, Top Spin and Twin Twist face off against Sparkstalker and Cindesaur as several guards come rushing in from the background.

GROUNDSHAKER

Yeah! Get some!

ERECTOR

Ugh, stop grandstanding and help me!

COUNTDOWN

Hah!

GUARD #4

Stop! Stop!

GUARD #5
Stand down!

PANEL 2:

Cindesaur and Sparkstalker are BLASTED by the guards' stun beams once again.

SPARKSTALKER
Can't fly outta here! Can't even transform! Aaaagh!

CINDESAUR
Lousy inhibitor chips! Gaaagh!

PANEL 3:

Countdown, Top Spin and Twin Twist stand with HANDS RAISED, held at gunpoint by three of the guards.

GUARD #3
No-good mechanoids. Always causing trouble!

TWIN TWIST
Us? You can blame those rotten Decepti-punks, not us! They started it! They **always** start it!

GUARD #4
I don't care which one of you freaky cybertronic things started it! Get back to work!

PANEL 4:

Top Spin and Twin Twist resume their work, while the Firecons sit in the background nursing their sore heads.

TOP SPIN
Come, brother. Like I said, now's not the time.

TWIN TWIST
I know, I know. But, we gotta do something soon, Top Spin...

PAGE FOURTEEN:

PANEL 1:

INT. THE PRISON CELLS BENEATH NITER'S FORTRESS.

Skyquake and Kup stroll through a dark and dreary corridor, flanked either side by several PRISON CELLS.

TWIN TWIST
(captioned)
... something's gotta give.

KUP
Hmmm, not the most invitin' place
in the galaxy.

PANEL 2:

FROM BEHIND SKYQUAKE AND KUP, the long corridor of cells rolls out before them, distinguished only by a solitary PURPLE DECEPTICON HAND extended from one of the cages.

OCTANE
Hello? Is somebody there? Hello?

PANEL 3:

Skyquake moves to the cell to find Octane locked within it.

OCTANE (CONT'D)
Oh, Skyquake, it's you. You gotta
get me outta here. Niter's gone
power mad! He's worse than ever!

SKYQUAKE
Fascinating. But why do I need **you**
around anymore?

PANEL 4:

CLOSE ON Octane, looking through his cell's prison bars.

OCTANE
Uh, because... because... oh, I can
lead you to the command hub. To
Niter. And the **Matrix!**

PANEL 5:

Skyquake TEARS OPEN Octane's cell as though it were paper.

SKYQUAKE
Excellent. Then lead the way!

PANEL 6:

Octane looks to Kup with CONCERN, while the veteran Autobot stares back at him with DISTRUST.

SKYQUAKE (CONT'D)
(off-panel)
I want the Matrix, and I want it
now!

PAGE FIFTEEN:

PANEL 1:

INT. NITER'S COMMAND HUB.

Niter stands with Purb, as both turn to look towards the ENTRYWAY of his command hub and the SOUND OF BATTLE emanating from behind its SEALED DOORS.

CAPTION: Soon after...

NITER
Purb, what's the meaning of this racket?

PURB
It's as I was saying, Commandant... intruders!

NITER
Intruders? Who would be mad enough to enter my fortress uninvited?

PANEL 2:

The sealed doors EXPLODE as Skyquake bursts into the command hub, with Octane and Kup close behind.

SKYQUAKE
Where is it, Niter? Where is the Matrix?

PANEL 3:

Skyquake now has his hand wrapped TIGHTLY around Niter's throat.

In the background, Octane has delivered a knock-out punch to Purb, as Kup looks back to what remains of the shattered twin doors of the command hub.

NITER
W-Who are y-you?

PANEL 4:

In the foreground, Kup sneaks off through the shattered twin doors while Octane watches Skyquake manhandle Niter.

SKYQUAKE

My name is not important. But what I came here for **is**.

PANEL 5:

CLOSE ON Skyquake's fingers, squeezing the life from Niter. His face is now an even deeper shade of oxygen-starved blue.

NITER

W-What... **do** you w-want..?

PAGE SIXTEEN:

PANEL 1:

Skyquake LIFTS Niter off the floor and above his head.

SKYQUAKE

The Matrix! Where is it? Tell me or...

NITER

The Matrix? I discarded that useless bauble years ago. It... it cannot be opened.

PANEL 2:

EXTREMELY CLOSE ON Skyquake's BURNING RED optics.

SKYQUAKE

Not by a disgusting meat-sack fleshling!

NITER

Look, I d-don't have it! I swear! I sold it off to another robot like you. P-Please!

PANEL 3:

Skyquake pulls Niter close to his face.

SKYQUAKE

Another Decepticon? Who?

NITER

His name was S... Str... **Straxus!**

PANEL 4:

A newly-confident Octane now stands beside Skyquake and the ever-helpless Niter.

OCTANE

Straxus? What does he want with the Matrix? Last I heard, he'd staked a claim to the Dromedon system.

SKYQUAKE

Intriguing.

PANEL 5:

Octane steps back as Skyquake HURLS Niter through his command hub's glass window.

SKYQUAKE (CONT'D)

Then we must head to the Dromedon system at once! Goodbye, 'Commandant'.

NITER

Wait! Aaaaaagh!

PANEL 6:

EXT. OUTSIDE THE FORTRESS - DAY.

LOW ANGLE, LOOKING UP - Niter crashes through the window and plummets towards the surface.

NITER

Aaaaaaaaghh!

PAGE SEVENTEEN:

PANEL 1:

EXT. GOLGANATH SEVEN, THE SLAVE MINES - DAY.

SPLASH PANEL - Now in the quarry, Kup is LEADING THE FIGHT between the combined force of Autobots and Decepticons as they battle the guards.

Kup has connected a RIGHT CROSS to the face of one guard, Twin Twist and Top Spin are each fighting two other guards, while another unlucky guard is being taken down by the three smaller Autobots: Countdown, Erector and Groundshaker.

In the background, even the three Firecons are fighting off guards, while Whisper attempts to remove their inhibitor chip collars.

NOTE: Only the Firecons are still wearing their inhibitor chip collars.

TWIN TWIST

Wow, Kup. Trust you to turn up and make things exciting!

TOP SPIN

Yeah, and you made short work of those inhibitor collars. I guess being around for so long has its advantages, right, old timer!

KUP

Experience, lad. You should learn to appreciate it.

PANEL 2:

Flamefeather looks over his shoulder as Whisper removes his inhibitor collar. The other two Firecons have already had theirs removed.

FLAMEFEATHER

C'mon, half-pint, get it off, already.

SPARKSTALKER

Yeah, I wanna light up this place!

CINDESAUR

Now you're talkin'!

PANEL 3:

All three of the Firecons TRANSFORM to their beast-modes to spray FIRE AND FLAME across the quarry.

The guards flee in TERROR.

SPARKSTALKER

Ha-Ha-Ha! Firecons, let 'em have it!

GUARD #1

Yaaagh!

PANEL 4

While the Firecons continue to light the quarry ablaze, Kup, Countdown and Erector look off-panel.

COUNTDOWN

Ah, I've missed this. This is what the Autobots are for... *three... two... one...*

KUP

Well, you're about to miss it a little more, kid. Let's get outta here!

ERECTOR

I know **I'm** ready to leave this deplorable place behind.

PAGE EIGHTEEN:

PANEL 1:

Countdown POINTS OUT the nearby dropship.

COUNTDOWN

Hey, are you thinking what I'm thinking?

KUP

Nice work, kid. Nice work.

PANEL 2:

WIDE SHOT - All seven Autobots (Kup, Erector, Groundshaker, Countdown, Top Spin and Twin Twist) move towards the stationary dropship.

Top Spin and Twin Twist take down two nearby guards with HEAVY PUNCHES.

TOP SPIN

Sorry, fellas. We're taking your ride!

GUARD #5

Ow!

PANEL 3:

The Autobots escape the quarry in the dropship.

It heads into the sky and leaves the Firecons and Air Strike Patrol to lay waste to what remains of the guards and the quarry.

COUNTDOWN

(captioned)

Erector! What are you waiting
for... *three... two... one...?*
Punch it!

ERECTOR

(also captioned)

Uh, do you always have to be so
crass?

PANEL 4:

EXT. SPACE, BESIDE A WASHED OUT, GRAY PLANET.

The dropship leaves the atmosphere of Golganath Seven.

KUP

(captioned)

C'mon, you two, this ain't the time
for petty squabblin'.

PANEL 5:

INT. INSIDE THE DROPSHIP.

CLOSE ON Kup. He smiles.

KUP

We made it.

PAGE NINETEEN:

PANEL 1:

INT. NITER'S COMMAND HUB.

While Octane stands in the background, looking out the
shattered window, Skyquake stands front-and-center of the
frame.

OCTANE

Whoa, it looks like your crew has
got everything under control down
there in that mine. What's left of
it, that is.

SKYQUAKE

I'm sure they have. But, where's
Kup?

PANEL 2:

Octane now joins Skyquake in the center of the command hub.

OCTANE

Uh, he... he was here a second ago.

SKYQUAKE

Octane, you've failed me once again. If he escapes this planet, he'll most certainly head back to Cybertron to tell his fellow Autobots about Straxus and the Matrix!

PANEL 3:

Skyquake DRAGS Octane by the back of his neck towards the shattered window.

OCTANE

W-Whoa! So, we're going after him, right?

SKYQUAKE

Obviously! We'll collect the others on the way. I want Straxus. I want Optimus Prime...

PANEL 4:

EXT. OUTSIDE THE FORTRESS - DAY.

SPLASH PANEL - Both in their aerial-modes, Skyquake and Octane BURST FREE of what's left of Niter's shattered window, ZOOMING towards the foreground.

SKYQUAKE

... and I want... **THE MATRIX!**

PAGE TWENTY:

PANEL 1:

INT. INSIDE THE DROPSHIP.

Kup sits in what looks to be the CAPTAIN'S CHAIR, with Countdown on his right, Erector and Groundshaker on his left.

Top Spin and Twin Twist sit at a TWIN-HELM CONSOLE in the close foreground.

COUNTDOWN

Well, what do you know? This thing ain't half bad!

ERECTOR

Indubitably. It is far less gaudy than I was expecting.

KUP

Who cares what it looks like? Can it get us outta here?

TOP SPIN

Can it? This thing is state-of-the-art! Level nine interstellar drive, self-repairing hull systems, long-life solar batteries, the works.

TWIN TWIST

I guess Niter only bought the best.

PANEL 2:

OVER KUP'S SHOULDER - Both Top Spin and Twin Twist turn back from the helm to look at Kup with CONFUSION.

KUP

Then let's put it to good use for a change. Top Spin, you ever hear of a planet named Earth?

TOP SPIN

Earth? Nope.

TWIN TWIST

Why, Kup? What's on this Earth of yours?

PANEL 3:

Countdown, Groundshaker and Erector stand ELATED beside Kup, who is now ALL-BUSINESS, pointing forward with a COMMANDING FINGER.

KUP

Only the greatest Autobot to have ever lived, kid. Optimus Prime!

COUNTDOWN

What? He's alive?

ERECTOR

After all this time? Outstanding!

KUP
So, let's get this tin can movin'
as fast as we can...

PANEL 4:

EXT. SPACE.

Skyquake's ship once again glides through the emptiness of space like a shark on the hunt.

KUP
(captioned)
... 'Cause I got a feelin' we won't
be alone for long.

PANEL 5:

INT. INSIDE SKYQUAKE'S SHIP, COMMAND CENTER.

WIDE SHOT - Whisper turns back to look at Skyquake, once again sitting in his own captain's chair. His body language reflects how his patience is wearing thin.

Octane stands in the background, clearly suffering some kind of ANXIETY ATTACK.

WHISPER
We've located the Autobots and
their stolen dropship, sir.

SKYQUAKE
Excellent, Whisper. Lock in a
pursuit course.

PANEL 6:

SMALL INSERT PANEL, CLOSE ON Skyquake's VENGEFUL face.

SKYQUAKE (CONT'D)
I'm coming for you, Kup.

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

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