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THE TRANSFORMERS REANIMATED



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DIRECT EDITION

THE TRANSFORMERS: REANIMATED.
"MASTERS OF ACTION."

Written by

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Jim Stafford.

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.

SPLASH PANEL - A space-faring DROPSHIP attempts to escape its pursuer; a larger and more intimidating DECEPTICON STARCRUISER.

ENERGY BLASTS fire forth from the Decepticon ship, PEPPERING the dropship with too-close-for-comfort EXPLOSIONS.

CAPTION: Space...

KUP
(captioned)
For cryin' out loud, Top Spin! get
us outta here!

PANEL 2:

INT. THE DROPSHIP'S COMMAND CENTER.

In the foreground, both TOP SPIN and TWIN TWIST turn away from their CONSOLES to look back at KUP, leaning forward with CONCERN from the captain's chair.

KUP
We can't keep up this con-and-mouse-
bot nonsense! It's been three weeks
of this! We escape. They find us.
We escape. They find us.
Eventually, Skyquake is gonna
finish the job.

TOP SPIN
We're doing our best, Kup. What do
you suggest?

PANEL 3:

REVERSE ANGLE - Kup now stands from his seat, pointing towards the FORWARD VIEWSCREEN that sits in front of Top Spin and Twin Twist.

Its display reveals a small, YELLOW PLANET, far off in the distance, surrounded by a set of ORANGE RINGS.

KUP

Get us to that planet! At least we can try ta lose Skyquake's ship in its atmosphere!

TWIN TWIST

You got it!

PAGE TWO:

PANEL 1:

Kup turns to look behind him and finds the MICROMASTER, ERECTOR, sitting at what appears to be the command center's SCIENCE STATION.

ERECTOR

Hold that thought, Kup. According to this dire space-scow's star logs, that planet is **Plipezo**. Its entire globe is surrounded by oddly-radioactive rings.

KUP

Radioactive? Are they harmful, Erector?

ERECTOR

They don't seem to be. Nothing obvious, anyway. But, it's sure to cause havoc with our sensors.

PANEL 2:

CLOSE ON Kup's face.

KUP

Then that means it'll do the same to Skyquake's ship.

PANEL 3:

Kup once again points towards Top Spin and Twin Twist in the foreground.

Although, now he is flanked by two more MICROMASTERS: GROUNDShAKER and COUNTDOWN.

KUP (CONT'D)

Like I said, Twin Twist... take us to it!

COUNTDOWN

All right! A mysterious planet, weird radiation. This is a custom-made scenario for adventure. I love it!

GROUNDSHAKER

Meh, speak for yourself, Countdown. All this running away makes my circuits sizzle. I'd rather just fight those 'Cons head on!

PANEL 4:

Still seated, Kup looks over at Groundshaker.

KUP

Groundshaker, if we take 'em on directly, we won't last more than five astro-seconds. Trust me, lad. There ain't no shame in runnin' to fight another day. Guardian Prime, himself taught me that one.

PANEL 5:

EXT. SPACE.

The dropship flies closer to the planet of PLIPEZO.

PANEL 6:

EXT. THE SURFACE OF PLIPEZO - DAY.

FROM BEHIND - As the dropship moves though the upper atmosphere like a wayward METEORITE, a set of MECHANOID SILHOUETTES watch from the surface; a surface that appears like a BARREN, YELLOW version of MARS.

PAGE THREE:

PANEL 1:

EXT. SPACE.

The Decepticon starcruiser moves closer to Plipezo.

WHISPER

(captioned)

The Autobots definitely went into the atmosphere, Skyquake.

PANEL 2:

INT. THE DECEPTICON BRIDGE.

Inside his starcruiser's CONTROL ROOM, the fearsome Deception, SKYQUAKE stands front-and-center.

All three FIRECONS: FLAMEFEATHER, CINDESAUR and SPARKSTALKER stand surrounding their leader, while MICROMASTER AIR STRIKE PATROL MEMBER, WHISPER, looks back from the HELM.

WHISPER
Shall we follow?

SKYQUAKE
Not yet. Kup chose to hide within **this** planet for a reason. Nightflight, run a scan on those rings.

PANEL 3:

Another Air Strike Patrol member, NIGHTFLIGHT, sits at a SCIENTIFIC CONSOLE.

Behind him, its data screen appears to show what look like SPIKING ENERGY PULSES, mapped out on a DIGITAL GRAPH.

NIGHTFLIGHT
I mean, the background radiation **is** off the charts. It seems harmless enough, but it could play havoc with our sensors.

PANEL 4:

Skyquake looks down at Nightflight.

SKYQUAKE
Then I want a full overhaul of the sensors before we go after the Autobots. We can wait.

PANEL 5:

EXT. SPACE.

The Decepticon starcruiser remains some distance from Plipezo.

SKYQUAKE
(captioned)
Kup isn't going anywhere.

PAGE FOUR:

PANEL 1:

EXT. THE SKIES OF PLIPEZO - DAY.

As the dropship DESCENDS towards the surface of the planet, several TENDRILS of ELECTRICAL ENERGY begin to rattle across its hull.

ERECTOR
(captioned)
You see? I warned you of the
impeding dangers of entering this
atmosphere!

PANEL 2:

INT. THE DROPSHIP'S COMMAND CENTER.

Kup stands in front of the captain's chair, looking back at Erector with FRUSTRATION.

Beside him, Countdown and Groundshaker seem EXCITED.

KUP
Quit your whinin', Erector. You
haven't travelled the cosmos
properly unless you've experienced
a little atmospheric energy surge
every now and then. Now c'mon, we
need to land and make sure this
space-jalopy can fully recharge
before Skyquake comes after us
again.

PANEL 3:

EXT. THE SURFACE OF PLIPEZO - DAY.

The dropship has now landed on the surface of the planet.

Kup, Erector, Countdown and Groundshaker walk down the dropship's EXIT RAMP, as Top Spin and Twin Twist can be seen still inside its HATCH.

KUP

All right, the automatic recharge systems are doin' their thing. We should be good to go sooner rather than later.

COUNTDOWN

Wow, look at this place! So much to see! So much to... explore!

ERECTOR

I agree, it is rather unexpected that a planet surrounded by such radioactive rings could be this...

PANEL 4:

All three of the Micromasters suddenly FALL off the exit ramp, CLUTCHING at their bodies in PAIN.

ERECTOR (CONT'D)

... wondrous? Hurrh!

GROUNDSHAKER

Aaargh!

COUNTDOWN

Ugh, what's... happening... to us?!

PANEL 5:

As Countdown, Groundshaker and Erector find themselves STRUCK DOWN to the ground, Kup, Top Spin and Twin Twist LEAP off the exit ramp to help them.

KUP

Hey, what the..?

TOP SPIN

Countdown? Groundshaker?

TWIN TWIST

Erector, what's wrong?

GROUNDSHAKER

Feels like... like we're... shutting down!

ERECTOR

I agree! Ugh! Something... is causing... a debilitating effect on our... power systems!

PAGE FIVE:

PANEL 1:

Kup turns to look at Twin Twist as he begins to show signs of DISTRESS

Behind them, Top Spin is reaching for his chest.

TWIN TWIST
Power systems? What're you...
Gurrnggghh!

TOP SPIN
Hgnnnnnn!

PANEL 2:

Kup joins Top Spin and Twin Twist in falling to their knees beside the now-unconscious Micromasters.

Despite his discomfort, Top Spin has managed to lift his hand to point off-panel.

KUP
Uuughhh... I haven't felt this bad
since I went Energon-for-Energon
with Beta back in the day.

TWIN TWIST
It's... it's got to be... the
radiation from those rings.

TOP SPIN
And that's not all. Ugh... look!

PANEL 3:

SPLASH PANEL, TOP SPIN'S P.O.V. - SEVEN DECEPTICONS: KROK, TREADSHOT, SLICER, TURBOMASTER, CHARGER, DOUBLEPUNCH and their leader, BANZAI-TRON, fly towards the reader, ready to attack.

TOP SPIN (CONT'D)
Decepticons?

PAGE SIX:

PANEL 1:

Treadshot looks to Banzai-Tron as they SET FOOT before Kup (now struggling to even remain on his hands-and-knees).

BANZAI-TRON

Well, well, well... Looks like you were right, Treadshot. We got ourselves a **new** bunch of interlopers.

PANEL 2:

BANZAI-TRON (CONT'D)

You came to the wrong place, Autobot. And now, **your** stuff... becomes **my** stuff.

KUP

Uhh... Hrghh..?

PANEL 3:

Banzai-Tron LEANS IN CLOSE to Kup's face.

KUP (CONT'D)

Hh... Hrghh..?

BANZAI-TRON

It's okay, shhhhhh. Just let it happen, old-timer. In the meantime... we'll take your ship! Ha-Ha!

PANEL 4:

WIDE SHOT - Banzai-Tron, Treadshot and Slicer look up at the dropship.

BANZAI-TRON (CONT'D)

I mean, sure she's nothing to look at... now. I'd say she's a solid 'three'. But you two can make sure this drib-of-all-drabs is back in tip-top shape in no-time, right? Easy-peasy?

TREADSHOT

Uh, yes, Banzai-Tron. Of-of course.

SLICER

Y-yeah. E-Easy-peasy. Sure.

PANEL 5:

Banzai-Tron seems genuinely PLEASED, before becoming distracted by something else off-panel.

BANZAI-TRON

Now, **that's** what I like to hear.
Makes me feel good, deep to my
laser core! Huh?

PAGE SEVEN:

PANEL 1:

SPLASH PANEL - This time, it is SIX AUTOBOTS who enter the fray: RAD, MAINFRAME, JACKPOT, ROLLOUT, SKYFALL and KICK-OFF, moving towards Banzai-Tron with INTENT.

RAD

Yo, hold it right there, Banzai-Tron, you hoser!

ROLLOUT

You didn't forget about us, did you?

BANZAI-TRON

By the twisted-towers of Tarn! I thought we'd seen the last of you plucky little rascals!

MAINFRAME

Ha! You wish!

PANEL 2:

Rad and Jackpot OPEN FIRE on Slicer, blowing him to pieces as Banzai-Tron looks on.

SLICER

Yaaaagh!

BANZAI-TRON

Slicer! Oh, you Autobots are gonna be cleaning my boots before the day is out, I can tell you that!

PAGE EIGHT:

PANEL 1:

Mainframe, Rollout and Kick-Off fire MORE SHOTS at Banzai-Tron, now fleeing into the sky with Treadshot.

KICK-OFF

I don't think so, Decepticon!

BANZAI-TRON

On second thought, it might be best
to seek a hasty retreat.

PANEL 2:

As the Autobots watch the Decepticons (minus Slicer) fly off into the distance, Kup is all out of energy, barely able to lift his hand from the ground.

His eyes are now a FAINT BLUE COLOR instead of their usual lustrous glow.

KUP

Wh-Wha..?

PANEL 3:

CLOSE ON Kup's face as it falls into the dirt.

KUP (CONT'D)

Ugh....

PANEL 4:

With an UNCONSCIOUS Kup at their feet, Rollout and Mainframe look to Rad for answers.

ROLLOUT

Well, he's out.

MAINFRAME

So, now what?

PANEL 5:

INT. UNKNOWN LOCATION.

CLOSE ON Kup's eyes as they return to FULL LUMINOUSITY.

CAPTION: Later...

KUP

Ughhhh... My head. Where... Where
am I?

PAGE NINE:

PANEL 1:

INT. MAKESHIFT AUTOBOT HQ.

WIDE SHOT - Kup SITS UP from a RECHARGE SLAB to find himself in the middle of what appears to be a SHATTERED COMMAND CENTER of an ARK-LIKE AUTOBOT SHIP.

Rad and Mainframe stand beside Kup, while in the background, Skyfall seems to be attending to Countdown, Erector and Groundshaker.

CAPTION: A few astro-hours later...

MAINFRAME

Easy, **easy**. You've just undergone a complete Energon exchange. You're likely to be a little wobbly on your wheels.

KUP

Energon exchange? Why? What in the name of Prime is goin' on here?

PANEL 2:

OVER KUP'S SHOULDER - Rad and Mainframe explain.

RAD

Don't worry, dude we went through the same heinous thing when **we** crashed here.

MAINFRAME

It's the rings of this planet. Their radiation is relatively-harmless, but it causes a massive drain on Energon-reliant life-forms like us. I'm Mainframe, by the way. And this is Rad.

KUP

Pleased ta meet ya. Kup.

PANEL 3:

Rad and Mainframe turn to one another as though they were meeting a bona fide celebrity.

RAD

Whoa. Kup? Wait a minute, **the** Kup?

MAINFRAME

Hero of the Siege of Iacon Kup?
Savior of Tarn Kup?

PANEL 4:

CLOSE ON Kup's face. He seems ALMOST EMBARRASED.

KUP

Heh. Those days are long behind me, lad. **Long** behind me. But listen... you said you crashed here. How long ago?

PAGE TEN:

PANEL 1:

Kup STANDS from the recharge slab as Rad and Mainframe continue to explain.

MAINFRAME

Almost three hundred years.

KUP

Three hundred years?

RAD

Nearest we can tell. There were nine more when we landed. Now... it's totally just the six of us.

PANEL 2:

CLOSE ON Mainframe's face.

MAINFRAME

We were doing the rounds, surveying this sector of space, y'know, the standard ship assignment for 'Bots out in this part of the galaxy.. When we were attacked by Banzai-Tron and his scavenger goons.

PANEL 3:

While Mainframe and Rad look on, Kup CRACKS HIS KNUCKLES with DISGUST.

RAD

Long story short, bro; they attacked us. We fought back. And **both** our crews ended up stranded on this gnarly rock.

KUP

Banzai-Tron? Heard of the name and the no-good reputation, but never laid optics on the guy in person.

MAINFRAME

Well, you have now. That was him trying to steal your ship back there.

PANEL 4:

Kup begins to PANIC, yet Rad places a CALMING HAND on the elderly Autobot's shoulder.

KUP

The ship! We gotta..!

RAD

Don't fret it, my dude. We've got things well under control.

PANEL 5:

EXT. THE SURFACE OF PLIPEZO - DAY.

The dropship remains in its earlier landing zone, now guarded by Kick-Off, Rollout and Jackpot.

RAD

(captioned)

Kick-Off, Jackpot and Rollout are guarding it in case Banzai-Tron gets any more harsh ideas.

PAGE ELEVEN:

PANEL 1:

Kup relaxes somewhat, leaning back against the recharge slab. Rad and Mainframe remain nearby.

KUP

All right. I'll take your word for it. But, I need more answers. You said, "three-hundred-years"? If that radiation is so damaging to Transformers, how have you survived so long?

MAINFRAME

Once we figured this ship would never fly again, we used it as shelter from the rings and their radiation. And as far as surviving outside is concerned...

PANEL 2:

Skyfall moves closer to Kup, Rad and Mainframe.

MAINFRAME (CONT'D)

... That was Skyfall's brilliant engineering idea.

SKYFALL

Hmmm, thanks. Basically, the power drain caused by the radiation affects the components of our bodies that allow us to transform.

PANEL 3:

OVER KUP'S SHOULDER, looking on at Skyfall, Rad and Mainframe.

SKYFALL (CONT'D)

So, we just **removed** those components. As well as creating a **new** fuel source from our irradiated Energon: **Nucleon**.

KUP

Removed? So, you can't transform anymore? Not at all?

MAINFRAME

That's correct. With the burden of transforming removed from our bodies, **and** Skyfall's new fuel, the radiation drain is all-but non-existent.

RAD

And we're better than we ever were. Faster, stronger, and most outstanding!

MAINFRAME

That's right! Rad came up with a name for us. What was it again?

PANEL 4:

CLOSE ON Rad's face.

RAD
Action Masters!

PANEL 5:

WIDE SHOT - Kup remains UNIMPRESSED, standing with Rad, Skyfall and Mainframe as Top Spin, Twin Twist, Countdown, Erector and Groundshaker join them within the makeshift HQ.

KUP
Cute. I guess whatever works, right? But, now what? I mean, **we** ain't trapped here. I'd like to recharge my dropship and leave this planet ASAP. There's a big, nasty Decepticon huntin' us that you **really** don't want to meet. You're all welcome to join us of course.

RAD
Leave Plipezo? Finally? For real?

MAINFRAME
Easy, Rad. Thank you, Kup, we'd appreciate the rescue. Problem is, now that Banzai-Tron knows about your ship, he's going to want it for himself.

KUP
And I'm guessing his crew figured out this whole 'Action Master' thing too?

MAINFRAME
Indeed.

SKYFALL
Banzai-Tron's ship suffered the same fate as ours. He'll want to take your ship and leave this planet as fast as he can.

KUP
Then, let's get outta here.

PAGE TWELVE:

PANEL 1:

EXT. THE SURFACE OF PLIPEZO - DAY.

Back at the dropship, Kup stands with Top Spin, Twin Twist and Skyfall.

Jackpot, Rollout and Kick-Off continue to STAND GUARD beside the vehicle.

KUP

All right, let's get back onboard before this Nucleon of yours wears off.

SKYFALL

Sounds good to me. I've had quite enough of this place. It'll be good to get back to Cybertron after all these years.

PANEL 3:

Kup looks to Skyfall.

KUP

Uh, yeah. Here's the thing, kid. We ain't going to Cybertron. Not yet, anyways. We gotta make a little stopover at a place called Dromedon first.

SKYFALL

Dromedon? What's so important that you'd **ever** want to go there?

PANEL 4:

Kup continues to talk to Skyfall and now Mainframe, as Top Spin again POINTS off-panel.

KUP

Word is, that's where **The Matrix** is bein' kept.

SKYFALL

The Matrix?! You mean..?

MAINFRAME

If that's true, then we really **do** need to get moving.

TOP SPIN

Yeah, as fast as we can. Because **they're** back!

PANEL 5:

WIDE SHOT - Banzai-Tron and his fellow Decepticon Action Masters have returned, OPENING FIRE on Kup, Mainframe, Skyfall and Top Spin.

BANZAI-TRON
C'mon, now. You didn't think I'd just go away now, did you? You disrespected me and my crew, and I **cannot** let that slide.

PAGE THIRTEEN:

PANEL 1:

Kup swings a PERFECT PUNCH that connects with Banzai-Tron's face.

Behind them, several Action Master square off in one-on-one fistfights: Rad takes on Krok, Jackpot is squaring up against Treadshot, while Kick-Off is WRESTLING with Charger.

KUP
Meh, slide into this!

BANZAI-TRON
Ugh!

PANEL 2:

Top Spin and Twin Twist take down Turbomaster with a TWO-BOT-TACKLE, while Countdown and Groundshaker are beating on Krok.

Groundshaker has POUNDED both fists into one of Krok's feet, as Countdown delivers a CAPTAIN KIRK-STYLE DROPKICK into the Decepticon's face.

GROUNDSHAKER
Hah! These guys ain't so tough!

COUNTDOWN
Yah!

TOP SPIN
Keep at it, you two!

TWIN TWIST
Yeah, we've got to get this done quick! Before we succumb to that radiation again!

PANEL 3:

In the background, Groundshaker and Countdown stand over what looks to be an UNCONSCIOUS Krok, as Top Spin and Twin Twist both SMASH FISTS into Turbomaster in the foreground.

Countdown is looking up into the sky.

GROUNDSHAKER

Ha-Ha-Ha-Ha! This little layover is just what I needed!

COUNTDOWN

Don't celebrate yet, buddy. Looks like the **real** trouble just arrived.

PANEL 4:

EXT. THE SKIES OF PLIPEZO - DAY.

Skyquake's starcruiser has entered the planet's atmosphere. Its nose tips forward towards the surface.

COUNTDOWN

(captioned)

Look! It's Skyquake!

PAGE FOURTEEN:

PANEL 1:

EXT. THE SURFACE OF PLIPEZO - DAY.

Banzai-Tron throws a PUNCH towards Kup, who easily ducks beneath it.

BANZAI-TRON

We're taking that ship, old-timer.

KUP

I don't think so.

PANEL 2:

Kup retaliates with a SOLID SHOT to Banzai-Tron's MIDSECTION.

BANZAI-TRON

Aagh!

KUP

I didn't round up hundreds of petro-rabbits and escape a slave mine to be taken down by the likes of you!

PANEL 3:

Kup drives a RIGHT CROSS into Banzai-Tron's face.

KUP (CONT'D)
Just another wannabe.

BANZAI-TRON
Ooof!

PANEL 4:

Kup SMASHES yet another fist into Banzai-Tron's face.

KUP
Another lousy 'Con, tryin' to be
the next Megatron!

BANZAI-TRON
Urrk!

PANEL 5:

Kup BACKHANDS Banzai-Tron to the ground.

KUP
Ha! The next Megatron. Pal, you
ain't even the next Starscream. And
we **are** leavin' this place. Right...
now.

PANEL 6:

Banzai-Tron lies in the dirt, pointing a weak finger off-panel.

BANZAI-TRON
Hardly. You think I've never had my
chassis kicked before? You think a
relic like you would've learned
when someone is playing you. Look!
Ha-Ha-Ha-Ha!

PAGE FIFTEEN:

PANEL 1:

LOW ANGLE - Kup looks up to see all three Firecons and the ENTIRE MICROMASTER AIR STRIKE PATROL: Whisper, Nightflight, STORM CLOUD and TAILWIND have shot free of Skyquake's ship.

While the Air Strike Patrol hit the skies in their aerial-modes, the Firecons are sailing towards the surface in their beast-modes.

Each of the Decepticons wear what look like little metal DISCS, magnetically attached to their bodies.

WHISPER

Air Strike Patrol! Secure the perimeter! And hurry. These radiation blockers won't last more than a few minutes.

SPARKSTALKER

Firecons! Let's light up this place!

PANEL 2:

Whisper, Tailwind and Nightflight BLITZ Rad, Mainframe and Skyfall with an AERIAL ASSAULT, causing the Action Masters to dive to the ground for safety.

WHISPER

Open fire!

TAILWIND

Ha-Ha-Ha! Take 'em down!

RAD

Oh, man! Not cool!

PANEL 3:

The Firecons land in the dirt to BLAST FLAMES towards Kick-Off and Jackpot.

KICK-OFF

Lookout!

PANEL 4:

Kup looks on as both Jackpot and Kick-Off flee in an attempt to escape the Firecons' attack.

KUP

Uh, this ain't my lucky day.

BANZAI-TRON

(off-panel)

You can say that again, you rust-ridden antique...

PAGE SIXTEEN:

PANEL 1:

Banzai-Tron SLAMS a TWO-FISTED SUCKER PUNCH into Kup's face.

BANZAI-TRON (CONT'D)
Booyah! Easy-peasy!

KUP
Uggh..!

PANEL 2:

As Kup falls FACE-FIRST into the dirt, the Firecons now SURROUND Banzai-Tron.

BANZAI-TRON
Whoa now, easy does it, fellas.
Let's not burn out too bright just yet, all right?

SPARKSTALKER
Step away from the Autobot.

PANEL 3:

Banzai-Tron complies, stepping back as Cindesaur and Flamefeather lift Kup from the ground.

BANZAI-TRON
Hey, you're welcome, 'comrades'.
Just thought you might be a little more grateful is all.

PANEL 4:

Sparkstalker TRANSFORMS to robot-mode to CONFRONT Banzai-Tron.

SPARKSTALKER
Grateful? To you?

BANZAI-TRON
Sure. I mean, I **did** just hand you what you came here for, right? Maybe you could repay the favor and let me tag along on your pretty little starscruiser there? I mean, who knows what **else** I could be useful for, right?

PANEL 5:

CLOSE ON Sparkstalker's face as he leans in CLOSER to Banzai-Tron's.

SPARKSTALKER
Y'know, I think we should bring you along just to meet the boss.
(MORE)

SPARKSTALKER (CONT'D)

He has a way of dealin' with know-it-all, loudmouths like you.

BANZAI-TRON

Ooooh, I like him already.

PANEL 6:

EXT. THE SKIES OF PLIPEZO - DAY.

HIGH ANGLE, Banzai-Tron flies towards Skyquake's ship alongside Sparkstalker as Cindesaur and Flamefeather carry the still-unconscious Kup up into the sky.

SPARKSTALKER

Heh. We'll see.

PAGE SEVENTEEN:

PANEL 1:

EXT. THE SURFACE OF PLIPEZO - DAY.

As the Air Strike Patrol now also ZOOM OFF high into the sky, Mainframe, Rad and Erector look on as Jackpot and Skyfall reengage the battle against Doublepunch and Charger.

MAINFRAME

They've taken Kup!

RAD

We've got to help him! Quick, into the dropship, dudes!

ERECTOR

But what about those Decepticons still on the ground? Your Action Master counterparts? Surely they'll blow us out of the sky within moments of the launch?!

PANEL 2:

Rad looks to Mainframe.

RAD

He's right. We can't risk it. Go, Mainframe. Get that ship off the ground. We'll cover you, bro.

MAINFRAME

What? Rad, you can't be serious?

PANEL 3:

Rad POINTS a finger into Mainframe's chest.

RAD

You bet I am. You know they can't stay here. If they're truly going after the Matrix, then we have a most righteous duty to uphold. And besides, it sounds like they could use a 'Bot like you if they're gonna keep that wicked dropship in one piece.

ERECTOR

But, you've waited so long to escape this place!

PANEL 4:

CLOSE ON Rad.

RAD

Hey, we've waited three-hundred-years. We can wait a little longer.

PANEL 5:

Rad turns away from Mainframe to DASH towards Countdown and Groundshaker as they move forward from the background, pursued by Charger, Krok and Turbomaster.

RAD (CONT'D)

Now, go! We'll handle this!

GROUNDSHAKER

C'mon! Are we leavin' this dump, or what?!

ERECTOR

Come, Mainframe. This way.

PAGE EIGHTEEN:

PANEL 1:

While Twin Twist stands within the dropship's EXIT HATCH, Top Spin remains on its ramp, WAVING FORTH the quartet of Erector, Countdown, Groundshaker and new recruit, Mainframe as they SCURRY towards the ship.

TOP SPIN

C'mon! C'mon! Let's get outta here!

PANEL 2:

While Rad, Skyfall and Jackpot battle Krok, Charger and Doublepunch in the foreground, the dropship LIFTS OFF into the sky in the background.

RAD
Ha-Ha! Go, Mainframe, go!

PANEL 3:

Kick-Off PUNCHES Treadshot in the face as Rollout GRAPPLES with Turbomaster.

Behind them, the dropship has risen even higher into the Plipezo sky.

TREADSHOT
Where is he? Where's Banzai-Tron?

TURBOMASTER
He... he left us! He left us here to rot!

KICK-OFF
Don't worry, Decepticon, you've got us to deal with first! Ha!

PANEL 4:

WIDE SHOT - As the Decepticon Action Masters retreat into the distance, Rad stands with Skyfall, Jackpot, Kick-Off and Rollout, looking up into the sky.

TREADSHOT
This day is lost! Decepticons, retreat!

RAD
Yo, Mainframe did it. They're gone.

SKYFALL
Here's hoping they find the Matrix...

PANEL 5:

EXT. SPACE.

Skyquake's starcruiser SPEEDS AWAY from Plipezo, leaving the yellow planet and its rings in the distance.

SKYFALL
(captioned)
... and save Kup, too.

PAGE NINETEEN:

PANEL 1:

INT. THE HALLWAYS OF SKYQUAKE'S SHIP.

Kup is marched through the corridor by the Firecons, as OCTANE looks on from a nearby DOORWAY.

KUP
Get yer rotten hands offa me, you
no-good Decepticons.

OCTANE
Hey, welcome back, old-timer. Long-
time no-see, huh?

PANEL 2:

Octane watches as Sparkstalker PUSHES Kup further down the corridor.

KUP
Not long enough, Octane.

SPARKSTALKER
Quiet! The boss is eager to talk
with you, Autobot. We never **did**
finish that interrogation.

BANZAI-TRON
Hey, Octane? Well, I'll be! I guess
it's true...

OCTANE
Huh?

PANEL 3:

Octane turns to see Banzai-Tron is now beside him, having entered the corridor with a few members of the Air Strike Patrol.

BANZAI-TRON
... You never know when you'll see
an old friend again! How you been,
'partner'?

OCTANE
Banzai-Tron?

PANEL 4:

BANZAI-TRON
In the titanium-plating, buddy.
Say, what's this I hear of you
dealing with petro-rabbits again?

PANEL 5:

Banzai-Tron continues down the corridor, leaving a PERPLEXED
Octane in the doorway to SCRATCH HIS HEAD.

BANZAI-TRON (CONT'D)
Ah, who cares? We're in the big-
time now, buddy! And hoooo-weeeee!
I for one, cannot **wait** to see where
this leads us! Ha-Ha-Ha!

PANEL 6:

CLOSE ON Octane's face. He knows things have just gone from
bad-to-worse.

OCTANE
Ugh. This trip is getting worse all
the time.

PAGE TWENTY:

PANEL 1:

EXT. SPACE.

Having just left Plipezo's atmosphere, the dropship moves
into space.

COUNTDOWN
(captioned)
Well, are we ready?

PANEL 2:

INT. THE DROPSHIP'S COMMAND CENTER.

Countdown now sits in Kup's captain's seat, posed like every
famous STAR TREK CAPTAIN.

Mainframe stands beside Countdown, while Erector has taken
his place back at the science station.

ERECTOR

Yes, Countdown. All systems are
back to peak efficiency.

COUNTDOWN

Good.

PANEL 3:

Mainframe looks down at Countdown.

MAINFRAME

This... Skyquake. Is he really as
bad as your teammates suggest?

COUNTDOWN

Oh yeah. Worse, even. But, that's
why we need **you** to work some magic
on this scow. Get her up to tip-top
battle shape.

MAINFRAME

I'll do my best.

COUNTDOWN

Excellent. Then, let's get to
work...

PANEL 4:

EXT. SPACE.

The dropship leaves Plipezo behind.

COUNTDOWN

(captioned)

... We've got a 'Bot to save.

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
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written by Yoshi and Greig Tansley as an ongoing comic book series. Thank You All!