



THE TRANSFORMERS REANIMATED

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THE TRANSFORMERS: REANIMATED.
"ADVENTURE IN ASPEN."

Written by

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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:

INT. THE AUTOBOT ARK, CONTROL ROOM.

SPLASH PANEL - OPTIMUS PRIME, BLASTER, TRACKS and MIRAGE turn to look towards the ARK'S ENTRYWAY as both SPIKE and CARLY come CHARGING into the control room, leaving Carly's CONVERTIBLE just outside.

SPARKPLUG stands at Optimus Prime's feet, just as surprised as his Autobot friends.

CAPTION: December, 1989...

SPIKE

Quick! Switch the radio over to KNY-
90.3 FM! Hurry!

OPTIMUS PRIME

Spike? Carly?

SPARKPLUG

What is it, son?

PANEL 2:

Spike and Carly watch Blaster TRANSFORM to boom-box-mode to land on TELETRAAN-1'S CONSOLE.

BLASTER

I can do you one better, Spike, my
man! Check it out! I'm dialed in
right now!

SPIKE

Wow! Thanks, Blaster!

PANEL 3:

Sparkplug looks on as both Spike and Carly remain gathered around Blaster and Teletraan-1, listening to the VOICE of a RADIO DJ.

DJ DAN 'THE MAN'

(voice only, emanating
from Blaster's speakers)

*All right, all right, don't touch
that dial! You heard right, folks!
DJ Dan 'The Man' here, looking to
give away an all-expenses-paid trip
to beautiful Aspen!*

(MORE)

DJ DAN 'THE MAN' (CONT'D)
Be the first caller with the correct answer to my question and win, win, win!

PANEL 4:

Spike now holds what looks like a TELEPHONE RECEIVER, attached to Blaster's boom-box. Carly eagerly watches on from beside Spike, while Tracks and Mirage share a CONFUSED EXPRESSION in the background.

BLASTER
Hold on, Spike! I'll have you connected faster than a hip disco beat!

SPIKE
Wow, you can do that?

DJ DAN 'THE MAN'
(voice coming from Blaster's speakers)
Hello? You're on the air with DJ Dan 'The Man'! Who is this?

PAGE TWO:

PANEL 1:

As Carly WHISPERS into his ear, Spike speaks into Blaster's telephone-like receiver, conversing over the radio with the DJ.

In the background, Mirage is SHRUGGING HIS SHOULDERS at Tracks, who appears less-than-impressed.

SPIKE
Uh, my name is Spike. Am I really on the air?

DJ DAN 'THE MAN'
You bet you are, good buddy! Now, to win an all-expenses-paid trip to Aspen... answer me this. How many people visit Aspen each year? Is it one million? Thirty-three million? Or seven-point-four million?

PANEL 2:

CLOSE ON Spike's EXCITED face. Carly is BEAMING WITH PRIDE over his shoulder.

SPIKE
(into the telephone
receiver)
Seven-point-four!

DJ DAN 'THE MAN'
(off-panel)
*You got it! Congratulations, Spike!
You've won that all-expenses-paid
trip to Aspen for you and three
guests! And just in time for the
holidays!*

PANEL 3:

Blaster TRANSFORMS back to robot-mode to stand beside both Tracks and Mirage.

In the foreground, Sparkplug SMILES as Carly HUGS Spike.

BLASTER
All right, Spike!

CARLY
You did it!

TRACKS
I don't understand. I know you
humans continue to enjoy Christmas,
but what's so great about this
Aspen place?

MIRAGE
Yeah, what's the big deal?

PANEL 4:

Tracks looks down towards Sparkplug, Spike and Carly.

CARLY
You're kidding, right?

SPARKPLUG
Aspen is the place to be for the
rich and famous, Tracks. Especially
at Christmas time!

SPIKE
Hey, the trip is for four. You
should come with us!

PANEL 5:

Spike and Carly watch as both Mirage and Tracks TRANSFORM to their vehicle-modes.

MIRAGE

Sure, sounds like fun!

SPIKE

Cool!

CARLY

C'mon, Tracks. You'll love Aspen.
It's right up your alley.

TRACKS

Ugh, if you say so.

PANEL 6:

FROM BEHIND Optimus Prime, Blaster and Sparkplug, as they watch Tracks and Mirage SPEED out of the Ark with Carly and Spike riding inside Tracks's car-mode.

BLASTER

Ha-Ha! All right! Enjoy yourselves!
Send DJ Dan 'The Man' my regards,
yow!

SPARKPLUG

Wait, isn't Powerglide already in
Aspen with his... friend, Astoria?

OPTIMUS PRIME

I believe you're right, Sparkplug.
I think he said something about
'sightseeing'.

SPARKPLUG

Sightseeing, right. Well...

PAGE THREE:

PANEL 1:

EXT. ASPEN, THE MOUNTAINS - DAY.

ASTORIA CARLTON-RITZ stands on a SNOW-COVERED, ALPINE SLOPE, dressed in the finest DESIGNER SNOW SUIT. She is admiring the AERIAL DYNAMICS of POWERGLIDE, zooming through the air in jet-mode like the show-off he is.

What appears to be an SLR CAMERA rests around her neck.

CAPTION: Aspen...

SPARKPLUG

(captioned)

... I guess they're about to get some company.

POWERGLIDE

How's it lookin' down there, Astoria? 'Cause this is nothin' short of bein' the preeminent demonstration of aeriform talent this town has ever seen!

ASTORIA

Oh, Powerglide! More! More!

PANEL 2:

Powerglide TRANSFORMS to land on his feet beside Astoria. While the camera is still attached to the strap around her neck, Astoria now holds it in her hands.

POWERGLIDE

Heh. Maybe later, kid. With all this cold weather, my boosters are burnin' Energon like it's goin' outta style. And ol' Powerglide hates bein' outta style!

ASTORIA

But, I wanted to get some more pics with my new camera!

PANEL 3:

CLOSE ON the camera in Astoria's hands. Unbeknownst to her or Powerglide, the camera is actually the Decepticon, REFLECTOR.

POWERGLIDE

(off-panel)

Hey, plenty of time for that, kiddo! After a quick recharge, I'll get back to being the sultan of the stratosphere in no time!

PANEL 4:

Powerglide TRANSFORMS back to jet-mode beside Astoria, still clutching her camera tightly.

ASTORIA

I suppose I **could** make time for some shopping.

POWERGLIDE

Now you're talkin'! Hop in. Ol'
Powerglide loves commerce!

PANEL 5:

WIDE SHOT - Powerglide ZOOMS towards the front of panel and away from the mountains, as Astoria SMILES WITH EXCITEMENT within his cockpit.

ASTORIA

And awaa-aa-aay we go!

PAGE FOUR:

PANEL 1:

EXT. ASPEN, CENTER OF TOWN - DAY.

The beautiful MOUNTAIN TOWN of ASPEN lies covered in WHITE, LUSCIOUS SNOW. Several CHRISTMAS DECORATIONS adorn many of the buildings and nearby trees, while the people on the street are dressed in merry attire.

In the center of the panel, both vehicle-modes of Tracks and Mirage sit before the entrance of a LAVISH HOTEL, while both Carly and Spike stand on the sidewalk.

Spike's arms are OUTSTRETCHED with EXCITEMENT.

CAPTION: Several hours later...

SPIKE

Wow! Would you look at this place?
It's incredible!

CARLY

It sure is!

PANEL 2:

Tracks and Mirage TRANSFORM to robot-mode, as Spike and Carly move towards the hotel's entryway. Several onlookers have now noticed the Autobots, pointing and smiling towards them.

TRACKS

This is it? I thought you said this
place was the best?

MIRAGE

C'mon, Tracks. It might not be as
stylish as Cybertron, but I kinda
like it!

TRACKS

I suppose if you like gaudy,
frostbitten places...

CARLY

You guys stay out here, while we go
inside and organize our stay.

SPIKE

We won't take too long. And it'll
give you guys a chance to take a
better look around the town.

PANEL 3:

INT. THE HOTEL LOBBY.

Inside the LAVISH HOTEL, Spike and Carly move past several
other HOTEL GUESTS and towards the lobby's RECEPTION DESK and
its FEMALE ATTENDANT.

A SNOOTY, MALE CONCIERGE stands ready to greet them.

CARLY

Wow, this place **is** amazing!

CONCIERGE

Can I help you?

SPIKE

Uh, yeah. We're the DJ Dan 'The
Man' radio contest winners. We're
here to collect our prize. My name
is Spike Witwicky and this is
Carly...

PANEL 4:

FROM BEHIND Spike and Carly - The Concierge turns towards the
reception desk attendant. Both seem a little odd. Like
they're in a daze or a trance of some kind.

CONCIERGE

Contest winners. Of course. Ms.
Greene, please process them for
their leisurely edict.

DESK ATTENDANT

Yes. Right away, sir. I will comply
with your request.

PANEL 5:

The Concierge LEADS THE WAY into the foreground, leaving Spike and Carly to follow behind. Spike seems ENTHRALLED by the situation, while Carly appears TROUBLED.

CONCIERGE

This way, please. Your guest domicile should be adequate for your needs.

CARLY

(whispering)

Spike, does something seem odd to you? These people are weird, right?

SPIKE

I don't know, Carly. I've never been to Aspen before!

PAGE FIVE:

PANEL 1:

INT. THE HOTEL ROOM.

The Concierge now stands in the doorway of an EXPENSIVE-LOOKING and SPACIOUS HOTEL ROOM, complete with an incredible WINDOW VIEW of Aspen's extravagant scenery.

Spike stands near the window, again excited by everything around him. Yet Carly remains APPREHENSIVE, watching the Concierge with MISTRUSTFUL EYES.

SPIKE

Wow! Would you look at this room?! And check out that view!

CONCIERGE

This dwelling is our most sufficient for occupancy. I trust it complies to your designated specifications.

CARLY

Yes, it's... lovely?

PANEL 2:

The door to the hotel room closes behind the Concierge, leaving Spike and Carly alone.

CARLY (CONT'D)

Spike, something isn't right about this. These people are strange.

SPIKE

Why, because he didn't ask for a tip?

CARLY

No, because he spoke like a **robot!**
The receptionist, too!

PANEL 3:

Carly moves towards the door, leaving Spike PERPLEXED.

SPIKE

Robots? The only robots here are outside, surveying Aspen. Can't we just have a nice weekend away from all the craziness for once? I was gonna have a shower before lunch.

CARLY

Well, **something's** going on in this hotel, and I'm going to find out **what.**

PANEL 4:

INT. THE HOTEL CORRIDOR.

In the foreground, Carly moves throughout one of the hotel's hallways. Towards the rear of the corridor, in the background of the panel, the Concierge is speaking with two BELLBOYS.

CONCIERGE

Jones, O'Neil. Your presence is required in the dining hall in precisely eleven astro-minutes.

CARLY

(whispering to herself)
Astro-minutes?

PANEL 5:

INT. THE HOTEL LOBBY.

Carly remains in the background, continuing to follow the Concierge as he calls out to three more HOTEL WORKERS; a CHEF, a WAITER and a CLEANING WOMAN.

CONCIERGE

Mr. Swift, Mr. Walker, Ms. Sanchez...

(MORE)

CONCIERGE (CONT'D)
please accompany me to the dining
hall immediately, where we shall
receive our next set of
instructions.

CARLY
(still whispering to
herself)
The dining hall?

PANEL 6:

INT. JUST OUTSIDE THE HOTEL DINING HALL.

CAPTION: Soon after, just outside the dining hall...

CARLY
I don't know what's going on in
there, but I'm going to...

PAGE SIX:

PANEL 1:

INT. INSIDE THE DINING HALL.

SPLASH PANEL - Carly looks up, **ASTONISHED** as the Concierge,
the desk attendant, the two bellboys, the waiter and the chef
stand with several other **HOTEL STAFF MEMBERS** alongside the
Insecticon, **BOMBSHELL**.

CARLY
... find out? **BOMBSHELL?!**

BOMBSHELL
You were expecting someone else,
human?

PANEL 2:

As Bombshell **TRANSFORMS** and **SHRINKS** to his insect-mode, each
of the bellboys seize Carly's arms to hold her in place.

BOMBSHELL (CONT'D)
Hold her. Once I warp her mind,
she'll make **another** fine addition
to my 'hotel staff'! Ha-Ha-Ha!

CARLY
Hey! Stop it! Let me go!

PANEL 3:

CLOSE ON Carly's neck. Bombshell's insect-mode fires a CEREBRO-SHELL into her skin.

BOMBSHELL
Humans are so easily controlled.

CARLY
AAAAAAAAGGHHHH!

PAGE SEVEN:

PANEL 1:

INT. THE HOTEL ROOM.

Spike steps out of the STEAMED-FILLED BATHROOM, drying his hair with one towel, while a second is wrapped around his waist.

CAPTION: Thirty minutes later...

SPIKE
Oh, man, that feels better. Hey,
Carly? Carly?

PANEL 2:

Spike looks around the empty hotel room.

SPIKE (CONT'D)
Huh? She isn't back yet? Where has
she gone?

PANEL 3:

INT. THE HOTEL LOBBY.

Now fully dressed, Spike wanders through the hotel lobby, approaching the reception and its desk attendant.

SPIKE
Uh, excuse me, ma'am, have you seen
my girlfriend? She came in with me
earlier? Around my age? Blonde
hair? Really pretty?

DESK ATTENDANT
I'm sorry, no. I don't remember
seeing anyone like that today.

SPIKE
But, it was less than an hour ago.

PANEL 4:

Spike turns to see the bellboys and the Concierge.

SPIKE (CONT'D)

Oh, sir, excuse me? Have you seen my girlfriend? She...

CONCIERGE

No, young man. I have not. I don't recall you having a girl with you at all.

BELLBOYS

And neither do we.

PANEL 5:

The Concierge wraps one arm around Spike's shoulders, but Spike is now more than a little confused.

SPIKE

But, but...

CONCIERGE

Maybe she went for a walk? You should come to the dining hall and wait for her there.

SPIKE

Wait a minute. I thought you said you didn't see her? What's going on?

PANEL 6:

The Concierge watches as Spike DASHES towards the lobby's exit. Behind him, the desk attendant and the bellboys share concerned looks of their own.

SPIKE (CONT'D)

Forget this place. Carly was right! I don't know what's going on, but you won't get away with it. Tracks! Mirage!

CONCIERGE

Inform Mr. Bombshell we have a problem.

PAGE EIGHT:

PANEL 1:

EXT. IN FRONT OF THE HOTEL - DAY.

Mirage and Tracks turn to look back at the hotel's entryway doors as Spike comes CRASHING THROUGH THEM. His expression is one of ALARM.

TRACKS

Spike? What on Cybertron has gotten into you?

SPIKE

Tracks! Mirage! Something weird's going on here!

PANEL 2:

WIDE SHOT - Spike can now see that both Powerglide and Astoria are standing on the street with Tracks and Mirage. Powerglide is carrying an ENORMOUS AMOUNT of extravagant SHOPPING BAGS for Astoria.

MIRAGE

Hey, Spike, look who we ran into.

POWERGLIDE

Hey-hey! What's shakin', Spike, good buddy?

SPIKE

It's Carly! She's missing! I think she's been taken!

PANEL 3:

Astoria and Powerglide look over at Spike.

ASTORIA

Taken? By who?

SPIKE

I don't know, but the hotel staff are acting **really** strange.

PANEL 4:

Mirage turns to Tracks.

MIRAGE

If she **has** been taken, I doubt she's still inside the hotel. It's too obvious.

TRACKS

I agree. Why would anyone want to stay holed up in there by choice?

MIRAGE

We should do a search of the local area.

PANEL 5:

Mirage looks down at Powerglide and Astoria as Spike looks up at Tracks.

MIRAGE (CONT'D)

But, just in case Carly **is** still inside... Powerglide, you're small enough to fit into the hotel. Take Astoria and see what you can find out from the staff.

POWERGLIDE

Sure thing. Ol' Powerglide loves questioning witnesses!

MIRAGE

And Spike, go with Tracks and check things out from the air.

SPIKE

Wow, I haven't ridden in your flying-car-mode for a while now, Tracks.

TRACKS

Then you're in for a treat. It's the only way to travel.

PANEL 6:

Mirage SPEEDS AWAY from the hotel as Tracks (now in flying-car-mode) JETS OFF into the sky with Spike in the passenger seat.

Powerglide and Astoria remain standing together before the hotel. Powerglide is still holding all the shopping bags.

MIRAGE

Radio in if you find anything.

TRACKS

Roger that.

SPIKE

C'mon, Tracks, let's go. We've got to find her. We've just **got** to!

PAGE NINE:

PANEL 1:

Still standing on the sidewalk before the hotel, Astoria and Powerglide watch both Tracks and Mirage **SPEED AWAY**; one in the air, the other on the road.

POWERGLIDE

(muttering to himself)

'The only way to travel'? Gee, what a snob.

ASTORIA

Oh, forget that trumped up, wannabe aristo-bot. I still think you're the real deal, Powerglide. Now, come on, let's head into that hotel and see what we can...

PANEL 2:

Astoria's camera **ENLARGES** and **TRANSFORMS** into Reflector's three separate robot-components of **SPYGLASS**, **VIEWFINDER** and **SPECTRO**.

Just like Astoria, Powerglide **STEPS BACK WITH SHOCK**, dropping the shopping the bags into the snow.

ASTORIA (CONT'D)

... See?!

POWERGLIDE

What the heck?! The Reflectors?

SPYGLASS

Stand down, Autobot...

SPECTRO

... Surrender, immediately...

VIEWFINDER

... And we'll only take the flesh-creature.

PANEL 3:

Powerglide stands in front of Astoria to protect her from the three Reflectors, his **BLASTER** now in hand. But each of the Reflectors now hold **BLASTERS** of their own.

POWERGLIDE

Surrender? Ol' Powerglide doesn't even know the meanin' of the word! You want Astoria, you gotta go through me!

ASTORIA

Be careful, Powerglide!

VIEWFINDER

Your proposal is intriguing, Autobot...

PANEL 4:

As Spectro and Spyglass OPEN FIRE to BLAST Powerglide several times, Viewfinder LIFTS Astoria up into his hands.

VIEWFINDER (CONT'D)

... And accepted!

POWERGLIDE

Aaaaaagh!

ASTORIA

Hey! Put me down, you hidden-camera-creep!

PANEL 5:

Viewfinder continues to hold Astoria in one hand, POINTING to a SEMI-CONSCIOUS Powerglide with the other. Both Spyglass and Spectro move towards the damaged Autobot.

ASTORIA (CONT'D)

I said... Let me go!

VIEWFINDER

Apprehend the Autobot. Bombshell may have use for him... as scrap.

PAGE TEN:

PANEL 1:

EXT. ABOVE ASPEN - DAY.

Still in flying-car-mode, Tracks GLIDES over the town as he and Spike notice the Decepticons in the distance.

Viewfinder flies high into the sky, still holding Astoria while both Spectro and Spyglass carry a limp-looking Powerglide.

SPIKE
Hey, Tracks, is that...?

TRACKS
Ugh, just when I thought this place
couldn't get anymore garish. Now it
has Decepticons? And low rent
Reflectors at that?

PANEL 2:

INT. TRACKS'S INTERIOR.

CLOSE ON Spike's WORRIED expression.

SPIKE
If those goons have got Powerglide,
maybe they took Carly as well?!

TRACKS
(off-panel)
You're probably right. I guess we
should intervene and show those
uncouth ruffians what's what.

PANEL 3:

EXT. ABOVE ASPEN - DAY.

Tracks ROCKETS towards the Reflectors, Powerglide and Astoria
as the villains head towards the MOUNTAINS off near the
HORIZON.

TRACKS
And Powerglide will **never** live it
down when he learns that **I** saved
him!

PANEL 4:

Tracks is BLASTED by an off-panel assailant, SURPRISING the
cocky Autobot.

TRACKS (CONT'D)
Hey! What the... no, not my stylish
finish! I just had it waxed!

PANEL 5:

FROM BEHIND - Tracks dips lower in the frame as three more
Decepticons: RUMBLE, FRENZY and LASERBEAK appear before him,
MENACINGLY.

TRACKS (CONT'D)

More Decepticons? I knew this place was beneath my usual standards, but this is ridiculous!

PAGE ELEVEN:

PANEL 1:

EXT. ASPEN - DAY.

Down below, Mirage stands LOOKING UP to the sky to see Tracks UNDER SIEGE from Rumble, Frenzy and Laserbeak.

MIRAGE

Tracks? Decepticons!

PANEL 2:

EXT. ABOVE ASPEN - DAY.

Laserbeak flies by Tracks, BLASTING him yet again.

Meanwhile, both Rumble and Frenzy now stand on Tracks; Frenzy on the roof, Rumble on the hood. Both have now TRANSFORMED their arms into their PILEDRIIVER configurations.

Spike remains inside Tracks's interior, both hands PRESSED against the inside of the WINDSHIELD. He looks on at Rumble with FEAR.

TRACKS

Aaagh! You boorish buzzard!

FRENZY

Heh-Heh! You got more to worry about than Laserbeak, Autobot!

RUMBLE

Yeah! Get ready to frown...

PANEL 3:

Both Rumble and Frenzy begin BASHING their piledrivers into Tracks's chassis.

RUMBLE (CONT'D)

... 'cause what goes up...

PANEL 4:

LOW ANGLE, LOOKING UP - Rumble, Frenzy and Laserbeak HOVER in the air as a BEATEN and BASHED Tracks PLUMMETS out of the sky in a SPIRAL TRAJECTORY.

Spike SCREAMS in panic.

RUMBLE (CONT'D)
... must come down!

FRENZY
Ha-Ha-Ha-Ha-Ha!

SPIKE
Oh no, oh nooooooooooooo!

PANEL 5:

EXT. ASPEN, THE MOUNTAINS - DAY.

From the air, Rumble, Frenzy and Laserbeak descend upon Tracks, who now lies CRASHED on a SNOWY MOUNTAIN peak.

SMOKE rises from beneath his hood, while Spike CRAWLS FREE of the vehicle, alive but visibly shaken.

FRENZY
Heh, good one, Rumble. What goes up... Ha-Ha-Ha!

RUMBLE
C'mon, we'd better get them back to Bombshell and the boss.

SPIKE
Uhhhh...

PANEL 6:

EXT. ASPEN - DAY.

SMALL INSERT PANEL - CLOSE ON Mirage, now speaking into a POP-UP COMMUNICATOR exposed from his forearm.

In the distance behind Mirage, the SMOKE TRAIL from Tracks emanates from the mountains.

MIRAGE
This is getting out of hand!
Optimus Prime, do you read me? Code Magenta! Code Magenta!

PAGE TWELVE:

PANEL 1:

INT. INSIDE THE AUTOBOT ARK.

Optimus Prime turns back to face Teletraan-1 as Mirage appears on its data screen.

MIRAGE
(from the data screen)
Optimus Prime! Code Magenta!

OPTIMUS PRIME
Mirage?

PANEL 2:

REVERSE ANGLE, TELETRAAN-1'S P.O.V. - Optimus Prime LEANS on the control panel with concern.

Sparkplug appears behind him, equally PERTURBED.

OPTIMUS PRIME (CONT'D)
Code Magenta? What's wrong, Mirage?

MIRAGE
(off-panel)
We've got trouble in Aspen! It's the others! They've been captured by Decepticons!

SPARKPLUG
Spike? Optimus, is he..?

PANEL 3:

WIDE SHOT - Mirage's face remains on the data screen as Optimus Prime and Sparkplug turn to RATCHET, HOUND and IRONHIDE.

OPTIMUS PRIME
Don't worry, Sparkplug. If Spike is in trouble, he won't be for long. Ratchet, Hound, Ironhide... we're needed in Aspen. Grab your jet-packs and follow me. Hold on, Mirage...

PANEL 4:

EXT. ASPEN - DAY.

Mirage looks down to his forearm communicator.

OPTIMUS PRIME
(voice from the
communicator)
... We're on our way!

MIRAGE
(to himself)
Thank you, Prime. But I can't just
stand around and wait when the
others are in danger.

PANEL 5:

Mirage begins to turn INVISIBLE.

MIRAGE (CONT'D)
Time to get this rescue started...

PANEL 6:

Mirage has VANISHED, yet several AUTOBOT-SIZED FOOTPRINTS are marked in the snow.

They DASH OFF into the distance to follow Rumble, Frenzy and Laserbeak as they soar through the sky above and towards the mountains on the horizon.

Rumble and Frenzy are carrying the much-larger Tracks, while Spike is dragged through the air by Laserbeak's talons.

MIRAGE (CONT'D)
(voice only)
... **my** way!

PAGE THIRTEEN:

PANEL 1:

EXT. A MOUNTAIN PEAK, ABOVE ASPEN - DAY.

A HIDDEN DOOR slides open in the mountainside as Rumble, Frenzy and Laserbeak continue to carry Tracks and Spike towards the entryway.

PANEL 2:

INT. INSIDE THE MOUNTAIN.

SPLASH PANEL - Bombshell stands alongside the Reflectors within what looks to be a makeshift MAD SCIENTIST'S LABORATORY.

Rumble and Frenzy drag a SEMI-CONSCIOUS Tracks towards an OPERATING TABLE of some sort, beside an already captured Powerglide, secured to a table of his own.

Laserbeak DROPS Spike into a large FISHBOWL-LIKE CAPSULE, which also contains both Carly and Astoria.

Carly appears to be CATATONIC.

RUMBLE
Got a couple more for ya,
Bombshell.

BOMBSHELL
Excellent. Place them with the
others. All the more minds to warp.
Ha-Ha-Ha!

PANEL 3:

Inside the fishbowl, Spike clambers to his feet to check on Carly, while Astoria BASHES her fists against the TRANSPARENT containment device.

SPIKE
Carly, are you all right?

ASTORIA
For the last time, you overgrown
cockroach! Let us out!

PANEL 4:

In the foreground, Bombshell all but ignores Astoria (still trapped in the fishbowl with Spike and Carly in the background).

Instead, Bombshell points off-panel, commanding Laserbeak into action.

BOMBSHELL
Go, Laserbeak. Collect more
fleshlings like the hotel staff and
bring them back here.
(MORE)

BOMBSHELL (CONT'D)

Once I've implanted more of my cerebro-shells into the denizens of this mountain village, the entire town will be filled with my slaves, and Aspen will soon be nothing more than a staging ground for **more** Autobot traps!

LASERBEAK

SKWAAARRKKK!

PANEL 5:

Laserbeak flies out through the OPEN TWIN DOORS and off into the mountainous wilderness.

PANEL 6:

The twin doors close, but several SNOWY FOOTPRINTS have made their way inside.

PAGE FOURTEEN:

PANEL 1:

With his BLASTER in hand, Mirage returns to normal, no longer invisible.

MIRAGE

All right, now to...

SOUNDWAVE

(off-panel)

I told you once before, Autobot...

PANEL 2:

SMALL INSERT PANEL - Mirage turns to look behind him with both SHOCK and CONCERN. AN ENORMOUS SHADOW falls across him.

SOUNDWAVE (CONT'D)

... I can hear you.*

MIRAGE

Huh?!

CAPTION: *To see Mirage and Soundwave's previous confrontation, check out Issue #8!

PANEL 3:

SPLASH PANEL - SOUNDWAVE appears to SMASH his fist into Mirage's face, sending the Autobot SAILING across the panel.

SOUNDWAVE
I hear **everything**.

MIRAGE
Uuughhh..!

PANEL 4:

Soundwave now SHOOTs Mirage with his CONCUSSION BLASTER RIFLE, as Bombshell and HOOK stand watching in the background.

MIRAGE (CONT'D)
AAAAGHHHH!

BOMBSHELL
You see, Hook? I told you this plan would work.

HOOK
Indeed.

PAGE FIFTEEN:

PANEL 1:

INT. INSIDE THE MOUNTAIN.

CAPTION: One hour later...

Soundwave watches from the background as Hook and Bombshell stand over Tracks, Mirage and Powerglide; each of the Autobots now secured to SINISTER OPERATING TABLES.

HOOK
I must say, Bombshell, I had my doubts about this plan of yours, but luring the humans here has brought not only three Autobots to experiment on, but one with the power of invisibility!

BOMBSHELL
Ha-Ha! Yes, Hook, I am most excited to start dissecting that one!

POWERGLIDE
Hey! This ain't no way to treat the 'King of the cloud chasers'! Ol' Powerglide hates operations.

TRACKS
Ugh, and I thought Aspen was gaudy.

PANEL 2:

With Soundwave behind them, Rumble and Frenzy CONFRONT Bombshell.

FRENZY

Hey!

RUMBLE

Don't forget to thank Soundwave!
This plan would've been nuthin' if
it weren't for him!

PANEL 3:

Soundwave turns to look over at the fishbowl containing Spike, Carly and Astoria.

SPIKE

Wait a minute... Lure us here? We
weren't lured here. We won a
contest!

ASTORIA

Yeah, so did I! A radio contest!

PANEL 4:

OVER SPIKE'S SHOULDER, LOOKING TOWARDS SOUNDWAVE as he presses a button on his chest to SPEW FORTH a now-familiar voice.

SOUNDWAVE

(with sound emanating from
his chest)

*"Hey-hey-hey, don't touch that
dial! You're listening to DJ Dan
'The Man'!"*

SPIKE

Oh no. Oh, **NO!**

PANEL 5:

Soundwave lifts Astoria free of the fishbowl as Spike tries and fails to help her. Carly remains catatonic.

Bombshell TRANSFORMS and SHRINKS to insect-mode to fly towards Astoria.

BOMBSHELL

And now, once I implant a cerebro-shell into Miss Carlton-Ritz's mind, her company and all its wealth and influence will be ours to command!

ASTORIA

Hey, get your hands off me, you mechanical moron!

SPIKE

Astoria!

PANEL 6:

CLOSE ON the back of Astoria's neck as Bombshell INJECTS a cerebral-shell into her skin.

ASTORIA

OW!

BOMBSHELL

Because that's where the **real** power on this planet lies... with **corporations!**

PAGE SIXTEEN:

PANEL 1:

WIDE SHOT - Like Carly, Astoria is now also CATATONIC, standing beside Bombshell (now returned to robot-mode).

Meanwhile, Hook moves closer to Mirage, holding a LASER SCAPEL of some kind.

Tracks and Powerglide watch on, helpless to act.

HOOK

You've had your fun, Bombshell. I'm going to get started on this one.

PANEL 2:

Soundwave is now in cassette-player-mode, broadcasting to an unseen MEGATRON.

SOUNDWAVE

Megatron, we are ready to proceed.

MEGATRON

(voice only)
Excellent, Soundwave.
(MORE)

MEGATRON (CONT'D)

It seems as though this year, all the gifts will be **mine**! Ha-Ha-Ha-Ha!

PANEL 3:

Hook begins SLICING into Mirage's CHEST PLATE with the laser scalpel.

HOOK

Now, hold still while I extract your invisibility rectifier.

MIRAGE

(in pain)

Hurrghh... Hnnnnn!

PANEL 4:

With Mirage's chest now opened up like the hood of a mechanic's car, Hook hands his INVISIBILITY RECTIFIER to Bombshell.

HOOK

A-Ha! Got it!

BOMBSHELL

Give it to me! I have great plans for this.

PANEL 5:

Bombshell stands with Hook before the captive Tracks and Powerglide.

Hook is now holding Tracks's BLACK-BEAM GUN.

HOOK

And now to learn the secrets of this black-beam gun.

TRACKS

Hey, give that back! It's priceless!

BOMBSHELL

(pointing to Powerglide)

Excellent, Hook. And when you're done, we can break this loudmouthed mini-bot down for spare parts.

POWERGLIDE

(quietly)

Oh, come on, man.

PANEL 6:

Soundwave turns his head to look off-panel.

SOUNDWAVE
Wait. I hear...

PAGE SEVENTEEN:

PANEL 1:

Rumble and Frenzy DIVE OUT OF THE WAY as the truck-mode of Optimus Prime BURSTS through the sealed twin-doors.

FRENZY
Aaagh!

RUMBLE
It's Prime!

PANEL 2:

Optimus Prime TRANSFORMS to robot-mode, while Ironhide, Ratchet and Hound GUN DOWN the three Reflectors.

IRONHIDE
Nuh-Uh! Not so fast, Decepti-
creeps!

PANEL 3:

Bombshell stands in a panic, as Soundwave uses his concussion-blaster to shoot the ION-BLASTER from Optimus Prime's hands.

BOMBSHELL
No! Soundwave, stop him!

PANEL 4:

Even without his weapon, Optimus Prime ducks a second blaster assault by Soundwave to deliver a mighty UPPERCUT into the Decepticon's face.

OPTIMUS PRIME
Not so fast, Soundwave!

PANEL 5:

As Ratchet cares for Mirage, Hound is freeing Powerglide from his restraints.

Tracks has already been freed, now SMASHING together the heads of Rumble and Frenzy.

RATCHET

Just relax, Mirage. You'll be back on your feet in no time.

TRACKS

This'll teach you two ruffians to scratch my finish!

RUMBLE

Oof!

FRENZY

Ughhnf!

PANEL 6:

Powerglide SCOOPS up a still-catatonic Astoria into his arms.

POWERGLIDE

C'mon, kid. Let's zip this zap.

PAGE EIGHTEEN:

PANEL 1:

With Soundwave down, Optimus Prime is now TUSTLING with Hook.

HOOK

Bombshell! We cannot withstand this assault! We must flee!

PANEL 2:

Bombshell and the three Reflectors are already flying towards the open twin doors, as Ironhide and Hound continue to fire their blasters at them.

BOMBSHELL

Way ahead of you, Hook! As usual!

PANEL 3:

Inside the fishbowl, Spike has pulled the cerebro-shell free of Carly's neck, who is now returning to normal.

SPIKE

Almost... got it... there!

CARLY

Wh-What happened? Where am I?

PANEL 4:

While Ironhide carries Spike and Carly down from a now-shattered fishbowl, Powerglide has already TRANSFORMED into jet-mode as Ratchet carefully removes the cerebro-shell from Astoria's neck.

Hound and Tracks look on from the background.

IRONHIDE

Hold on, kids. Ain't nuthin' more ta worry 'bout now.

SPIKE

Thanks, Ironhide.

RATCHET

There you go, Miss Carlton-Ritz. No more mind control.

POWERGLIDE

Way ta go, Doc. So let's blow this pop stand and get outta this town!

RATCHET

Easy, Powerglide. Astoria and Carly might be back to normal, but we still need to remove the cerebro-shells from the hotel staff as well.

ASTORIA

And don't forget about my shopping bags! I didn't pay good money to leave them lying in the snow!

PANEL 4:

Tracks turns to Hound.

TRACKS

I think I liked her better **with** the cerebro-shell.

PANEL 5:

Hook, Soundwave, Rumble and Frenzy finally flee from Optimus Prime, flying away from the Autobot to escape through the open twin doors.

HOOK

Not this time, Optimus Prime. Guess we'll live to fight another day.

OPTIMUS PRIME

Yes we will, Hook. Yes we will.

PAGE NINETEEN:

PANEL 1:

Powerglide TAKES OFF as Spike and Carly hop into Tracks's flying-car-mode.

POWERGLIDE

All right, let's make like a tree
and leave this place! Follow me!
Ol' Powerglide loves paramountin'!

TRACKS

Ugh, whatever you say, let's just
go, already!

PANEL 2:

EXT. ABOVE THE MOUNTAIN PEAK - SUNSET.

As the sun begins to disappear over the HORIZON, the Autobots leave behind the mountain and Bombshell's depraved laboratory.

Powerglide and Tracks lead the way in their aerial alt-modes, while Optimus Prime, Ironhide, Ratchet and Hound follow with their jet-packs.

Ratchet is carrying Mirage.

POWERGLIDE

And awaa-aa-aay we go!

PANEL 3:

INT. TRACKS'S INTERIOR.

Carly looks over at Spike as he appears FORLORN, rubbing his head.

CARLY

Spike, are you okay?

SPIKE

Yeah, I'm fine. It's just... we
never **did** get to have that Aspen
vacation.

PANEL 4:

Carly KISSES Spike on the cheek. Spike BLUSHES.

CARLY

That's okay, Spike. We still have
New Year's Eve to look forward to.

NOTE: The kiss should be accompanied by a visible "SMOOCH"
sound effect.

PANEL 5:

EXT. ABOVE ASPEN - DAY.

Powerglide now ZOOMS by Tracks and further off into the sky,
but not before offering advice to Spike, looking out from the
OPEN CAR WINDOW.

POWERGLIDE

She's right, kid. Don't sweat it!
Just take two Aspen and call Dr.
Powerglide in the mornin'! Heh-Heh!

TRACKS

Dr. Powerglide? Ugh, now I'm going
to be sick.

PAGE TWENTY:

PANEL 1:

EXT. A SECLUDED JUNGLE - NIGHT.

Bombshell stands amid a HUMID JUNGLE SETTING at the mouth of
an EERIE CAVE, speaking with his fellow Insecticons: KICKBACK
and SHRAPNEL.

CAPTION: A few days later...

SHRAPNEL

So, they didn't suspect anything...
anything?

BOMBSHELL

Not at all. Neither Hook, Soundwave
nor his minions deduced our **actual**
plans.

KICKBACK

Excellent.

PANEL 2:

Bombshell shows Mirage's stolen invisibility rectifier to the
others.

BOMBSHELL

Yes, but this invisibility
rectifier is only the first step
towards bringing our plan to
fruition.

PANEL 3:

SPLASH PANEL, CLOSE ON Bombshell. He holds some kind of
HOLOGRAPHIC VIEWER in the palm of his hand.

It is projecting the DESIGN SCHEMATICS for FOUR NEW
INSECTICON WARRIORS: VENOM, CHOP SHOP, BARRAGE and RANSACK -
the DELUXE INSECTICONS.

BOMBSHELL (CONT'D)

So, let's get to work.

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 SkyBound Entertainment by E-Mail
(info@skybound.com) or on Twitter (@SkyBound), 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!