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THE TRANSFORMERS: REANIMATED.
"KREMZEEK NOT INCLUDED."

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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. A FAMILY HOME.

CAPTION: Bellingham, Washington. December 27th, 1986.

Sitting at his DESK in his HOME OFFICE, YOUSEPH is working away on his APPLE MACINTOSH 128K, while DINK THE FAMILY CAT sits CURLED UP beside the computer. GOLDIE, Youseph's FIVE-YEAR-OLD DAUGHTER, pokes her head in from the doorway.

GOLDIE

Is it okay if I work on **my** computer with you daddy?

YOUSEPH

Of course, sweetheart. Come on in.

PANEL 2:

Goldie, ALL SMILES and carrying her SPEAK & SPELL by its handle, enters the room to stand next to her seated dad, both now looking at his computer's monitor.

GOLDIE

Oh, they are **so** cute!

PANEL 3:

While Dink continues to sleep on the desk, Goldie places her Speak & Spell on the other side of Youseph's computer, and we see that he is ENGROSSED by the CATS-O-RAMA MESSAGE BOARD that appears on its monitor.

YOUSEPH

They're not as cute as **our** kitty. Just wait until I get the photos we took of Dink at Christmas developed, scanned and uploaded. I bet she'll get a **hundred** comments!

PANEL 4:

Holding the Speak & Spell, Goldie presses its ON BUTTON.

SPEAK & SPELL

Spell: Kremzeek.

PANEL 5:

Youseph LOOKS DOWN at the Speak & Spell, CONFUSED.

YOUSEPH
Kremzeek? What's a Kremzeek?

GOLDIE
I don't know. It's been asking me
to spell that a lot, and I don't
know how.

PANEL 6:

Youseph now holds the Speak & Spell, its screen revealing that he has (incorrectly) typed CRIMZEKE; his finger pressing the final letter of the word: E.

SPEAK & SPELL
Wrong. Try Again. Spell: Kremzeek.

YOUSEPH
(off-panel)
Hmmm.

PAGE TWO:

PANEL 1:

OVER GOLDIE'S SHOULDER - This time, the Speak & Spell's screen shows that Youseph has (correctly) typed KREMZEK; his finger again pressing the final letter of the word: K.

AT THE SAME TIME, the screen SUDDENLY becomes WRAPPED in a TROUBLING, YELLOW-ELECTRICAL-FIELD.

SPEAK & SPELL
THAT IS CORRECT! THAT IS CORRECT!
THAT IS CORRECT! THAT IS CORRECT!

GOLDIE
Daddy?

PANEL 2:

CLOSE ON the Speak & Spell. The little, yellow electrical spark of KREMZEK is now standing on its screen, holding BOTH FISTS UP IN THE AIR.

KREMZEK
Kremzeek! Kremzeek!

PANEL 3:

Kremzeek JUMPS off the Speak & Spell and onto the keyboard of the computer, LOOKING UP at the monitor. Dink has now arched her back with CONCERN.

KREMZEEK (CONT'D)
Kremzeek!

DINK
HISS!

PANEL 4:

Kremzeek JUMPS into the computer monitor , still displaying the Cats-O-Rama message boards, causing Dink to LEAP from the desk.

DINK (CONT'D)
MREEEOW!

PANEL 5:

On the computer monitor, Kremzeek now resembles a PIXELATED VERSION OF HIMSELF, appearing to stand before the Cats-O-Rama message boards.

KREMZEEK
Kremzeek!

PANEL 6:

Kremzeek's pixelated image begins to FADE AWAY into a series of NUMERICAL ONES and ZEROS.

KREMZEEK (CONT'D)
Kremzeek!

NOTE: Panels 5 and 6 should each appear as one half of the same wide frame.

PANEL 7:

Finally, Kremzeek has VANISHED. The computer monitor shows only the Cats-O-Rama message board, leaving father and daughter STUNNED by what has just taken place.

YOUSEPH
Do **NOT** tell your mother about this.

PAGE THREE:

PANEL 1:

INT. THE AUTOBOT ARK.

SPIKE and BLASTER stand talking to each other before TELETRAAN-1.

SPIKE

Hey, Blaster? Do you think you could find some new music for Chip and I to listen to while we work on his new Exo invention?

BLASTER

You bet, my man!

PANEL 2:

Blaster ENTERS COMMANDS into Teletraan-1.

BLASTER (CONT'D)

Let me just use Teletraan-1 to scan all the popular radio stations across the country.

PANEL 3:

Blaster TRANSFORMS into his boombox-alt-mode, CONNECTING HIMSELF to Teletraan-1.

BLASTER (CONT'D)

Here we go, Spike. Try this tune on for size.

PANEL 4:

Blaster starts pumping out MUSIC from his POWERFUL SPEAKERS.

BLASTER (CONT'D)

(relaying the radio signal)

*"If you'll be my bodyguard,
I can be your long lost pal,
I can call you Betty,
And Betty, when you call me, you
can call me Al..."*

SPIKE

I don't know, Blaster. Can you find something with a little more energy?

BLASTER

Sure thing, Spike!

PANEL 5:

Blaster finds a DIFFERENT song.

BLASTER (CONT'D)
(relaying the radio
signal)
*"It's just another manic Monday,
I wish it was Sunday,
'Cause that's my fun day,
My I don't have to run day,
It's just another manic Monday..."*

SPIKE
That's closer, Blaster. Maybe less
pop and more rock?

BLASTER
I got just the thing for you, pal!

PANEL 6:

Blaster finds YET ANOTHER song.

BLASTER (CONT'D)
(again relaying the radio
signal)
*"Shot through the heart,
And you're to blame,
Darlin', you give love... a bad
name..."*

SPIKE
Perfect!

PAGE FIVE:

PANEL 1:

ON THE OTHER SIDE OF THE ROOM - CHIP CHASE can be seen at a
WORK TABLE with an IMBEDDED COMPUTER SCREEN, displaying ROUGH
SCHEMATICS of what will eventually become the famous EXOSUIT;
a design that hints at the final version we will see in the
1986 Movie.

Meanwhile, Spike walks from the background towards Chip, as
Blaster's CASSETTE WINDOW becomes WRAPPED in a YELLOW-
ELECTRICAL-FIELD.

BLASTER
(relaying radio signals)
*"An angel's smile is what you sell,
You promise me heaven, then put me
through..."*
(now with his own voice)
AARRRRGGHHHH!

PANEL 2:

Blaster ERRATICALLY transforms with his CASSETTE WINDOW still wrapped in the yellow-electrical-field, as Spike stands CONCERNED nearby.

SPIKE

What's wrong, Blaster?

BLASTER

Oh no! Not again. But, how? I thought he was gone for good!

PANEL 3:

Now UNCONSCIOUS, Blaster FALLS TO THE FLOOR, while Spike RUSHES TO HIS AID.

SPIKE

Blaster!

PANEL 4:

Spike stops DEAD IN HIS TRACKS as Kremzeek JUMPS FREE of Blaster's open cassette window, causing the electrical-field to DISSIPATE. Spike watches on in HORROR.

KREMZEK

Kremzeek!

SPIKE

Oh no, not again!

PANEL 5:

Spike SPRINTS towards Chip.

SPIKE (CONT'D)

Chip! You gotta get the insulating compound from Wheeljack's shop, right now! Hurry!

PANEL 6:

Chip turns and quickly wheels himself out of the room, as Kremzeek LEAPS onto Spike, forcing him to FALL TO THE GROUND.

CHIP

I'm on it!

KREMZEK

Kremzeek!

SPIKE

Aaaagh!

PAGE SIX:

PANEL 1:

INT. A CORRIDOR WITHIN THE AUTOBOT ARK.

OUT OF BREATH, Chip quickly wheels past BUMBLEBEE in the HALLWAY.

BUMBLEBEE
Hey, what's the hurry, Chip?

CHIP
HUFF Need insulating... ***HUFF***
compound, ***HUFF***.

BUMBLEBEE
Insulating compound? What for? The
last time we used that stuff was
because...

PANEL 2:

CLOSE ON Bumblebee's face. Kremzeek can be seen in the REFLECTION of his BLUE EYES.

BUMBLEBEE (CONT'D)
Oh, man! Why does he have to be so
cute?

PANEL 3:

Chip watches helplessly while Bumblebee transforms and RACES down the corridor, only for Kremzeek to JUMP INTO THE AIR to catch the little yellow bug.

KREMZEЕК
Kremzeek!

CHIP
Bumblebee!

PANEL 4:

Bumblebee is now ENCAPSULATED by the familiar, yellow-electrical-field, as Kremzeek (now hanging onto the back of Bumblebee) slips into his ENGINE COMPARTMENT.

BUMBLEBEE
ARRGH! Get off me! Somebody help!

PANEL 5:

In an ERRATIC MANEUVER, Bumblebee (covered in the yellow-electrical-field) transforms and TOPPLES OVER, unresponsive. Chip CLUTCHES his head in PANIC.

CHIP
Bumblebee!

PAGE SEVEN:

PANEL 1:

A DOOR OPENS behind Chip and GRIMLOCK (in robot-mode) steps into the corridor.

GRIMLOCK
What going on out here? Why so much noise?

PANEL 2:

CLOSE ON Chip, situated beside GRIMLOCK'S FOOT and looking up at the massive Dinobot. Chip is still out of breath.

CHIP
HUFF Grimlock, help! *HUFF* Buy me some time... *HUFF* to get to Wheeljack's lab!

PANEL 3:

Kremzeek stands next to Bumblebee's prone body; an EVIL GRIN on his face.

KREMZEEK
Kremzeek!

PANEL 4:

CLOSE ON Grimlock.

GRIMLOCK
Puny thing hurt Bumblebee? Hah! That impossible. Me, Grimlock stop him.

PANEL 5:

LOOKING UP FROM over Kremzeek's shoulder, Grimlock lowers his MASSIVE FOOT towards Kremzeek in an attempt to STOMP ON HIM like a spider.

GRIMLOCK (CONT'D)
Me, Grimlock squish puny creature for good.

PAGE EIGHT:

PANEL 1:

At the end of the corridor, Chip stops with his hand on the LAST DOOR FRAME. He LOOKS BACK over his shoulder in HORROR as Grimlock can be seen in the background, surrounded by a yellow-electrical-field.

GRIMLOCK (CONT'D)

Urk?!

CHIP

No-no-no! Not Grimlock, too!

KREMZEEK

(beneath Grimlock's foot)

Kremzeek!

PANEL 2:

Still in the corridor, Chip wheels himself into the nearest (now-open) doorway, while Kremzeek CLOSES IN on him. Chip looks up, calling out to Teletraan-1.

CHIP

Teletraan! Once I'm inside, close and lock door B6. Authorization: Chase, Theta-2-9-9-7.

TELETRAAN-1

(as a speech bubble only)

Affirmative.

PANEL 3:

The door SLAMS SHUT in front of Kremzeek, SEALING him away from Chip.

KREMZEEK

Kremzeek?

PANEL 4:

Kremzeek pounds his FISTS against the door with a TANTRUM-FUELED-RAGE.

KREMZEEK (CONT'D)

Kremzeek! Kremzeek! Kremzeek!

PANEL 5:

INT. WHEELJACK'S WORKSHOP.

Chip FRANTICALLY wheels himself into the lab to find WHEELJACK busily working at one of his JUNK-FILLED TABLES.

CHIP

Wheeljack! *HUFF* Spike said we need... *HUFF* insulating compound!

WHEELJACK

Insulating compound? Why? We only needed that when Kremz... oh.

PANEL 6:

Wheeljack turns and HURRIES to a STORAGE LOCKER, situated near the doors to the corridor.

WHEELJACK (CONT'D)

He's back? I only hope we're not too late.

PAGE NINE:

PANEL 1:

Wheeljack PRESSES A BUTTON on the KEYPAD next to the storage locker and his HAND becomes wrapped in the all-too-familiar yellow-electrical-field.

WHEELJACK (CONT'D)

We need to coat **all** the Autobots with this compound, Chip if we're going to stand a chan...

PANEL 2:

FROM THE GROUND - Wheeljack's ELECTRIFIED HEAD lies motionless in the foreground, as in the background, Chip can be seen across the lab with a look of DESPAIR on his face.

KREMZEER

(off-panel)

Kremzeek!

CHIP

Oh no. Wheeljack?

PANEL 3:

EXT. MOUNT ST. HILARY - DAY.

FROM ABOVE - IRONHIDE (in vehicle-mode) is returning back to the ARK. SPARKPLUG sits in his DRIVER'S SEAT with his LEFT ELBOW resting outside the window. Off to the side of the frame, OMEGA SUPREME sits in BASE-MODE while his TANK SENTRY DILIGENTLY PATROLS along its track.

CHIP
(captioned)
Wheeljack, can you hear me?

SPARKPLUG
Hey, Ironhide. There's been something I've always wanted to ask...

PANEL 4:

CLOSE ON Sparkplug.

SPARKPLUG (CONT'D)
When Optimus Prime transforms, where does his trailer go?

PANEL 5:

OVER SPARKPLUG'S SHOULDER - angled down on Ironhide's STEERING WHEEL.

IRONHIDE
Oh, shoot, Sparkplug. That's easy.

PANEL 6:

THROUGH Ironhide's WINDSHIELD - Kremzeek stands at the Ark's entrance.

IRONHIDE (CONT'D)
What in tarnation?

PAGE TEN:

PANEL 1:

Ironhide transforms, his TWIN-BLASTERS now pointed towards Kremzeek as Sparkplug DIVES out of the cab and onto the ground.

IRONHIDE (CONT'D)
Uh-uh! Not this time, you little gremlin!

PANEL 2:

FROM BEHIND Kremzeek - not only is Ironhide pointing his weapons at the unwelcome intruder, but further out in the distance, Omega Supreme's Tank Sentry has aimed its FIRING CANNON at the yellow invader.

KREMZEEK

Kremzeek?

OMEGA SUPREME

Threat: Detected.

PANEL 3:

FROM BESIDE Ironhide's head, a CLOUD of DUST and DEBRIS fills the panel as a result of Omega Supreme's INTENSE BLAST.

OMEGA SUPREME (CONT'D)

Response: Immediate.

IRONHIDE

Good job, Omega!

PANEL 4:

Kremzeek JUMPS OUT from the cloud of chaos to land right onto Ironhide's HEAD.

IRONHIDE (CONT'D)

Get off me, you yella...

KREMZEEK

Kremzeek!

PANEL 5:

Ironhide's WHOLE BODY is now covered in Kremzeek's yellow-electrical-field.

IRONHIDE

Arrrrgh!

OMEGA SUPREME

(off-panel)

Action: Ineffective. Defeat:
Imminent.

PANEL 6:

Omega Supreme's ROCKET MODULE ignites, ready to BLAST OFF.

OMEGA SUPREME (CONT'D)

Decision: Evacuate.

PAGE ELEVEN:

PANEL 1:

Omega Supreme's rocket has LIFTED OFF its LAUNCH PAD as Kremzeek runs across the tank tracks below.

KREMZEЕК
Kremzeek!

PANEL 2:

CLOSE ON Omega Supreme's NOSE CONE, flying up into the sky.

OMEGA SUPREME
Mission success percentage: Zero.

PANEL 3:

STILL CLOSE ON Omega Supreme's NOSE CONE, flying EVEN HIGHER into the sky. It is now ENGULFED in a yellow-electrical-field.

OMEGA SUPREME (CONT'D)
Vertical lift analysis: Failure.

PANEL 4:

Omega Supreme's ROCKET THRUSTERS have SPATTERED OUT with a CLOUD of SICKLY SMOKE.

OMEGA SUPREME (CONT'D)
Orientation systems: Offline.

PANEL 5:

Omega Supreme's rocket TILTS DOWNWARD towards the ground.

OMEGA SUPREME (CONT'D)
Physical control: Lost.

PAGES TWELVE & THIRTEEN:

PANEL 1:

WITH A DOUBLE-PAGE SPREAD - a FREEWAY overlooks Mount St. Hilary as all manner of vehicles (cars, trucks, vans, a school bus) have come to a COMPLETE STOP. Their FORMER OCCUPANTS stand outside of their vehicles, looking up into the sky while SHIELDING THEIR EYES from the sun, to watch the now-transformed robot-mode of Omega Supreme FALL FROM THE SKY like a giant who has lost his hold on Jack's beanstalk.

PAGE FOURTEEN:

PANEL 1:

EXT. THE BOTTOM OF THE OCEAN - DAY.

CAPTION: The Decepticon Base...

The DECEPTICON BASE lies on the OCEAN FLOOR.

PANEL 2:

INT. THE DECEPTICON UNDERSEA BASE.

SOUNDWAVE sits looking up at a large wall-mounted COMPUTER SCREEN, displaying some kind of technical OSCILLOSCOPE IMAGE.

Large ORANGE BUTTONS are laid out directly in front of the Decepticon, along with other KNOBS and VARIOUS BUTTONS of DIFFERING COLORS, arranged about the CONSOLE.

MEGATRON stands behind Soundwave, also gazing up at the screen.

NOTE: Description taken from the Season 2 Episode 45 title: Kremzeek!

SOUNDWAVE

All transmissions from Autobot headquarters have ceased, Megatron.

MEGATRON

How odd.

PANEL 3:

CLOSE ON Megatron's face.

MEGATRON (CONT'D)

Contact Starscream. I want to know what's going on over there.

PANEL 4:

EXT. THE OPEN SKIES - DAY.

STARSCREAM (in jet-mode) FLIES THROUGH THE AIR.

SOUNDWAVE

(captioned)

Starscream. Megatron orders you to gather surveillance Intel.

STARSCREAM
Reconnaissance? Ha!

PANEL 5:

EXT. MOUNT ST. HILARY - DAY.

Now it is clear that Starscream is flying towards AUTOBOT HQ.

STARSCREAM
I will not continue to be ordered
around like some soulless errand
drone.

PANEL 6:

Starscream FLIES BY Mount St. Hilary. Omega Supreme's enormous and lifeless form lies CRASHED INTO THE EARTH on the opposite side of the mountain near the Ark's entryway.

STARSCREAM (CONT'D)
Interesting. Even Omega Supreme is
incapacitated? Megatron, come in.

PAGE FIFTEEN:

PANEL 1:

INT. THE DECEPTICON UNDERSEA BASE.

Soundwave remains seated, with Megatron by his side. Both look up at their wall-mounted computer screen, which now displays Starscream flying through the air.

MEGATRON
I said; report, Starscream!

STARSCREAM
(through the computer
screen)
The Autobots no longer function,
Megatron. We must attack while
their defenses are down!

PANEL 2:

While Soundwave continues to look up at the image of Starscream, Megatron appears to be deep in thought.

MEGATRON
Silence, Starscream! No, something
does not seem quite right.

PANEL 3:

The wall-mounted screen changes back to a technical oscilloscope rendering. Megatron POINTS at Soundwave.

MEGATRON (CONT'D)
Soundwave, continue to monitor all
Autobot frequencies.

SOUNDWAVE
As you command, Megatron.

PANEL 4:

Megatron begins to WALK AWAY from Soundwave with a look of CONTEMPLATION.

MEGATRON
Something about this feels wrong.
Like I've seen this...

PANEL 5:

CLOSE ON Megatron's FEAR-STRICKEN face.

MEGATRON (CONT'D)
... before!

PAGE SIXTEEN:

PANEL 1:

Megatron has quickly turned around, his RIGHT ARM and FINGERS outstretched towards Soundwave.

MEGATRON (CONT'D)
Soundwave, disengage immediately!

PANEL 2:

Megatron stands before Soundwave, who is now UNCONSCIOUS on the floor; his mini-cassettes of LASERBEAK, FRENZY, RUMBLE, RATBAT and RAVAGE strewn about before him.

MEGATRON (CONT'D)
Soundwave? Does this mean? Can it
be?

PANEL 3:

Megatron CREEPS CLOSER to Soundwave's body, a FASCINATED EXPRESSION on his face.

MEGATRON (CONT'D)

Kremzeek?

PANEL 4:

Surrounded by a yellow-electrical-field, Kremzeek EMERGES from Soundwave's CHEST.

KREMZEEK

Kremzeek!

PANEL 5:

Kremzeek SMILES at Megatron.

MEGATRON

It **is** you! You still function! **And** you've finally managed to complete your mission and destroy the Autobots! Very good. Very good, indeed. Ha-Ha-Ha-Ha!

KREMZEEK

Kremzeek! Kremzeek!

PANEL 6:

CLOSE ON Megatron's OPEN PALM, now holding a JOYOUS Kremzeek.

MEGATRON

(off-panel)

Yes, Kremzeek. Come with me. I will reward you with all the electricity you desire.

KREMZEEK

Kremzeek!

PAGE SEVENTEEN:

PANEL 1:

INT. THE DECEPTICON SCIENCE LAB.

Megatron holds Kremzeek in his OPEN HAND as he enters a room filled with SCIENTIFIC EQUIPMENT.

MEGATRON

Just in here, Kremzeek.

KREMZEEK

Kremzeek!

PANEL 2:

CLOSE ON Megatron's hand, holding Kremzeek next to a CIRCUIT TRAP sitting on a table (as seen in Episode 45: 'Kremzeek!'). The circuit trap appears as a RECTANGULAR BLUE BOX with MULTICOLORED, FLASHING LIGHTS and a RED BUTTON on its side.

KREMZEEK (CONT'D)

Kremzeek?

MEGATRON

(off-panel)

Well, no, I don't have your electricity **here**, Kremzeek. It would not be safe in our underwater headquarters. It's in our storage facility on the coast.

PANEL 3:

From Megatron's hand, Kremzeek looks into the circuit trap.

MEGATRON (CONT'D)

(off-panel)

This circuit tra... I mean, **box** is the safest way to transport you over the water to the storage facility.

PANEL 4:

Kremzeek LOOKS UP from Megatron's hand with an ANGRY EXPRESSION.

KREMZEEK

Kremzeek!

PANEL 5:

Megatron is caught by surprise by the sudden action of his little yellow spitfire, as Kremzeek LEAPS from Megatron's hand and UP TO HIS FACE, causing another yellow-electrical-field to envelop Megatron's WHOLE HEAD.

KREMZEEK (CONT'D)

Kremzeek!

MEGATRON

No! Stop! I created you! I demand you obey me! Kremzeek!

PAGE EIGHTEEN:

PANEL 1:

Megatron raises his FUSION CANNON with a CONCENTRATED look on his face, as his other hand REACHES OVER to stop himself.

MEGATRON (CONT'D)

No! I will **not** lose control of my own body!

PANEL 2:

Megatron fires his fusion cannon wildly about the room.

MEGATRON (CONT'D)

Arrrgh! No!

PANEL 3:

Starscream enters the room as a fusion blast NARROWLY MISSES his head.

STARSCREAM

Megatron, we need to talk. I refuse to be your errand boy and run any more reconnaissance... **WHAT?!**

PANEL 4:

Megatron continues to blast the lab HAPHAZARDLY as he pleads with Starscream. With a SMIRK on his face, Starscream raises his NULL RAY at Megatron, as THRUST enters.

MEGATRON

Help me, Starscream! Kremzeek is trying to disable my primary motor functions!

STARSCREAM

Arm yourself, Thrust. The 'Almighty Megatron' requires our assistance.

PANEL 5:

Starscream and Thrust release a HAIL OF WEAPONS FIRE upon Megatron's possessed body, which is now wrapped in a yellow-electrical-field.

MEGATRON

No, wait! Starscream!

STARSCREAM

Believe me, Megatron, this hurts me more than it's going to hurt you! Ha-Ha!

PANEL 6:

All firing has STOPPED. Megatron is now SEATED on the FLOOR looking EXHAUSTED as Kremzeek falls from his yellow-electrical-field-wrapped head.

MEGATRON

Enough!

PAGE NINETEEN:

PANEL 1:

CLOSE ON Kremzeek SPRAWLED OUT on the floor, eyes closed.

KREMZEEK

Krem... zeek...

PANEL 2:

Now standing, Megatron CLOSES the CIRCUIT TRAP around Kremzeek, while Thrust and Starscream stand beside him.

THRUST

Now what, Megatron?

STARSCREAM

Yes, surely your trap won't hold that thing for long.

PANEL 3:

Megatron looks into the trap at Kremzeek.

MEGATRON

That **thing**, Starscream, is Kremzeek. I created him, and by extension, he is a part of me. Which makes my next task all the more difficult.

PANEL 4:

EXT. THE OCEAN SKIES - SUNSET.

CLOSE ON LASERBEAK - flying up into the sky with the circuit trap in his TALONS.

MEGATRON

(captioned)

Kremzeek's power is indeed formidable, but his reckless need for energy could eventually stand in even **my** way.

PANEL 5:

EXT. THE OCEAN WAVES - SUNSET.

Megatron, Starscream and Thrust stand on the PERISCOPE ENTRANCE to their base, overlooking the ocean. Megatron fires a SINGLE BLAST from his fusion cannon towards the circuit trap in Laserbeak's talons.

MEGATRON

And that is something I **cannot** allow.

PANEL 6:

The sky LIGHTS UP with a brilliant display of SPARKS and ENERGY. Laserbeak is seen safely gliding away in the background. The circuit trap... and Kremzeek... are GONE.

MEGATRON (CONT'D)

Farewell, Kremzeek.

PAGE TWENTY:

PANEL 1:

EXT. THE ARK, MOUNT ST. HILARY - NIGHT.

CAPTION: Later that night...

RATCHET and HUFFER (in vehicle-modes) return to the Ark from OVER THE HORIZON.

HUFFER

I can't believe we had to be at that cyber-medical conference all day! What did you need me for, anyway? I'm not even a doctor!

RATCHET

These days, Huffer, I need all the help I can get. Even from you.

PANEL 2:

Ratchet and Huffer TRANSFORM at the Ark's ENTRYWAY. They are greeted by Spike, Chip and Sparkplug, all with WORRIED EXPRESSIONS as Huffer notices the lifeless forms of both Blaster and Bumblebee just inside.

HUFFER

Blaster? Bumblebee? What's going on?

SPIKE

Ratchet! Huffer!

SPARKPLUG

Thank goodness you're back! We didn't know what to do!

RATCHET

Why? What's the matter?

PANEL 3:

INT. JUST INSIDE THE AUTOBOT ARK.

With Spike at his side, Ratchet KNEELS DOWN down to check Bumblebee's condition, while Huffer LOOKS BACK from a DOORWAY towards the rear of the panel.

RATCHET

All power has been drained from their bodies. I haven't seen anything like this since...

HUFFER

Uh, Ratchet? You might want to come take a look at this.

PANEL 4:

INT. ANOTHER LARGE ROOM WITHIN THE ARK.

SEVERAL AUTOBOTS lay INERT and INACTIVE, strewn across the floor; the result of Kremzeek's attack.

Among the deactivated Autobots are: JAZZ, BRAWN, PROWL, SUNSTREAKER, HOUND, PERCEPTOR and INFERNO.

In the background, Ratchet and Huffer PEEK through the doorway to see the devastation.

RATCHET

Deactivated? All of them?

HUFFER

Aw, no. And I bet I know who has to help you **re**activate them, right? Typical.

PANEL 5:

While Huffer stands ANNOYED with his ARMS FOLDED, Ratchet appears equally DISSATISFIED with his 'assistant'.

RATCHET

Like I said, Huffer; sometimes I need all the help I can get. Even from you.

PANEL 6:

CLOSE ON Ratchet's DEJECTED face.

RATCHET (CONT'D)

****SIGH**** 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!