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THE TRANSFORMERS: REANIMATED.  
"THE SHRIKEBATS OF DROMEDON."

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:**

EXT. SPACE.

SKYQUAKE'S STARCRUSIER descends into the atmosphere of the gloomy, purple planet, DROMEDON.

**CAPTION:** The planet of Dromedon...

**PANEL 2:**

INT. THE BRIDGE OF SKYQUAKE'S SHIP.

SPLASH PANEL - The fearsome Decepticon, SKYQUAKE sits in the captain's chair. Either side of him, stands both OCTANE and the ACTION MASTER: BANZAI-TRON.

While Banzai-Tron stands NONCHALANTLY with arms folded, Octane appears more ANXIOUS.

Behind them, manning several COMPUTER CONSOLES, sits MICROMASTER AIR STRIKE PATROL members, NIGHTFLIGHT and STORM CLOUD.

SKYQUAKE  
Nightflight, report.

NIGHTFLIGHT  
We're closing in on the fortress of Darkmount, sir. So far, Straxus seems unaware of our arrival, but the fortress **is** surrounded by some kind of powerful force-field.

BANZAI-TRON  
Straxus? That old smuggler? Ha, this trip is becoming more of a good-old-Con reunion by the astro-second! Fun times, am I right?

SKYQUAKE  
Banzai-Tron, I tire of your... colloquialisms. I allowed you to join my crew thanks to your particular talents, but make no mistake, this mission is **not** about 'fun'.

BANZAI-TRON

Hey, no problemo, boss. Consider my lips... zipped. If I **had** lips, that is. Well, you get the idea.

**PANEL 3:**

Skyquake turns back to look at the ship's VIEWSCREEN.

Two more Air Strike Patrol members: WHISPER and TAILWIND, sit before it to operate the HELM.

SKYQUAKE

Indeed. Whisper, take us down, but make sure to land a considerable distance from Darkmount. I don't want to alert Straxus to our presence.

WHISPER

Yes, Skyquake.

**PAGE TWO:**

**PANEL 1:**

EXT. THE SURFACE OF DROMEDON - NIGHT.

While LIGHTNING streaks the skies, the starcruiser begins to land near what appears to be a DEEP, DARK FOREST.

The mighty fortress of DARKMOUNT sits on the HORIZON like some kind of GOTHIC, CYBERTRONIAN VAMPIRE LAIR.

**PANEL 2:**

INT. THE BRIDGE OF SKYQUAKE'S SHIP.

Skyquake now stands before Octane, Banzai-Tron and the FIRECONS: FLAMEFEATHER, CINDESAUR and SPARKSTALKER.

SKYQUAKE

The five of you will come with me. First, we must assess the capabilities of Darkmount's force-field. And, if need be, take it down.

BANZAI-TRON

You **really** think ol' Straxus has got the Matrix in there, huh?

SKYQUAKE

All Intel would suggest so, yes. And that force-field seems to confirm it. Why else would he require such a barrier? What I **do** know, is that if the Matrix is indeed within Darkmount, then it shall soon be **mine**.

**PANEL 3:**

EXT. THE SURFACE OF DROMEDON - NIGHT.

Skyquake stands on his ship's EXIT RAMP, while Banzai-Tron, Octane and the Firecons stand on the surface of the planet.

As the others survey their surroundings, Octane looks at a HAND-HELD SCANNER.

SKYQUAKE

No doubt Straxus has security forces watching the skies. So, we'll head towards Darkmount on foot, through this forest.

FLAMEFEATHER

Yes, sir.

OCTANE

Uh, speaking of the skies, something's **already** headed this way.

**PANEL 4:**

Octane's hand POINTS off into the distance and towards the large, CLOUD-LIKE ENTITY moving their way from the sky above.

OCTANE (CONT'D)

Look!

**PANEL 5:**

Octane, Cindesaur, Sparkstalker and Flamefeather RUN FOR COVER as the cloud-like entity is revealed to be a COLONY of ENORMOUS, REPTILLIAN BAT-CREATURES.

OCTANE (CONT'D)

Aaaaaaagh!

CINDESAUR

**Shrikebats**?! This planet has shrikebats?! I thought they only lived on Dread!

SHRIKEBATS

Skreeeeeeee! Skreeeeeeeeee!

FLAMEFEATHER

Get to cover, or we're done for!

**PAGE THREE:**

**PANEL 1:**

With a PUZZLED Banzai-Tron beside him, Skyquake watches as Octane TRANSFORMS to his oil-tanker-mode and SPEEDS towards the forest beside the fleeing Firecons.

The colony of shrikebats follows them, SWOOPING THEM as though the Decepticons have stolen their last meal.

BANZAI-TRON

Now, what in the wild well of sparks is this all about? Whoa! Play nice, beasties!

SHRIKEBATS

Skreeeeeeee!

SKYQUAKE

I'm beginning to understand why Darkmount is surrounded by that force-field. It would seem Straxus is still a cunning defensive strategist.

**PANEL 2:**

WIDE SHOT - As he turns to look back at the FLEEING UNIT of Octane and the Firecons, Skyquake SLAPS a shrikebat to the ground as though he were SWATTING A FLY.

Meanwhile, Banzai-Tron becomes OVERWHELMED by three more of the creatures.

BANZAI-TRON

Well, forgive me if I've overstepped my mark, your almighty sir-ness, but I don't think we can battle too many more of these things. Not to mention, the smell is startin' to clog my aroma receptors. Phew!

SKYQUAKE

Nonsense. Firecons, where do you think you're going, you cowards?! Stand and fight, or face **my** wrath!

**PANEL 3:**

All three Firecons turn back from their path towards the forest, TRANSFORMING into their beast-modes.

SPARKSTALKER

Ugh, talk about out of the frying pan...

FLAMEFEATHER

You heard him, Firecons! Let's show these monsters what they're dealing with!

CINDESAUR

Light 'em up!

**PANEL 4:**

All three Firecons release a PLUME OF FLAME from their collective jaws, causing the colony of attacking shrikebats to SEPARATE into two groups.

FLAMEFEATHER

Ha-Ha! Now, we're talking!

**PANEL 5:**

As the Firecons continue to keep the colony of shrikebats at bay with their bursts of flame, Octane notices what looks to be a SECOND SWARM moving in from the HORIZON.

OCTANE

Uh, guys? Is it possible these things are **attracted** to flame?

**PAGE FOUR:**

**PANEL 1:**

The SECOND WAVE of shrikebats POURS into the area, causing Octane and Banzai-Tron to DIVE TO THE GROUND.

Only Skyquake STANDS TALL amidst the CHAOS.

OCTANE (CONT'D)

Oh, man... sometimes I **hate** bein' right!

SKYQUAKE

These creatures are relentless! I almost admire their tenacity.

SHRIKEBATS

Skreeeee! Skreeeee! Skreeeee!

**PANEL 2:**

While each of the Firecons is OVERRUN by GAGGLES of shrikebats, Octane and Banzai-Tron plead with Skyquake.

OCTANE

Sir! We can't stay out here! These things are everywhere! And we're not all as... uh, almighty as you are! We'll never get the Matrix if we're lying here in pieces!

BANZAI-TRON

My old business partner is right, boss. Not to question your obvious Decepticon super-powery-ness, but the rest of us ain't gonna survive out here for long.

SKYQUAKE

You may be correct, after all. Who knows how many of these things roam this world? Resume your current course for the forest.

**PANEL 3:**

Octane TRANSFORMS to tanker-mode once more, following the Firecons and Banzai-Tron towards the forest.

As Skyquake CASUALLY JOGS behind them, the colonies of shrikebats appear to be DISPERSING.

OCTANE

Thank you, sir! C'mon, this way!

**PANEL 4:**

EXT. THE FOREST.

Now all in robot-mode once more, Octane stands with the Firecons within the CLAUSTROPHOBIC FOREST.

Skyquake stands behind them.



FLAMEFEATHER

I think it worked!

CINDESAUR

Yeah! Those things can't get in through the trees!

**PANEL 5:**

CLOSE ON Skyquake's face.

SKYQUAKE

Then we've wasted enough time. We continue on. To Darkmount!

**PAGE FIVE:**

**PANEL 1:**

INT. INSIDE SKYQUAKE'S SHIP.

**CAPTION:** Meanwhile...

Nightflight and Whisper wander down a confining corridor within the Decepticon starcruiser.

NIGHTFLIGHT

Man, I'm glad Skyquake didn't ask **us** to go out there. This planet gives my circuits the creeps.

WHISPER

Don't be such a jittery-joystick. Skyquake is out there. What could go wrong?

**PANEL 2:**

Whisper and Nightflight reach a set of TWIN DOORS.

WHISPER (CONT'D)

Besides, we still have work to do. Kup is still secured in the interrogation room and Skyquake wants all the information he can get about the return of Optimus Prime.

NIGHTFLIGHT

Yeah, I know. But how much longer do we have to interrogate that old coot?

(MORE)

NIGHTFLIGHT (CONT'D)

It's been weeks, and besides the data we drained from his memory chips, he ain't given up a single kilobyte of Intel.

**PANEL 3:**

As the twin doors slide apart behind Whisper, he fails to see that KUP stands tall, no longer a prisoner at all.

KUP

That's right, you pint-sized petaflops! I've been interrogated by the most fearsome Decepticons ever. You think I'd break for **you** punks?

WHISPER

Huh?

**PANEL 4:**

Kup PUNCHES Whisper in the face as he lifts a swift KICK into Nightflight.

KUP

Besides, as you can see... I ain't your prisoner no more.

WHISPER

Aaagh!

NIGHTFLIGHT

Ugh!

**PANEL 5:**

LOOKING UP THE CORRIDOR - As Storm Cloud and Tailwind now enter the hallway, Kup TRANSFORMS to vehicle-mode.

TAILWIND

Hey, he's loose! How'd he get loose?

STORM CLOUD

Who cares? We just better get him under control before Skyquake finds out!

KUP

Heh. Good luck, you half-pint half-wit.

**PANEL 6:**

Kup DRIVES down the corridor to BASH through both Tailwind and Storm Cloud.

KUP (CONT'D)  
I'm outta here!

TAILWIND  
Yaaagh!

**PAGE SIX:**

**PANEL 1:**

EXT. DARKMOUNT TOWER - NIGHT.

The IMPOSING FORTRESS sits within its force-field dome.

**CAPTION:** Meanwhile, at Darkmount...

**PANEL 2:**

INT. DARKMOUNT COMMAND CENTER.

Deep within a THRONE ROOM-LIKE ANTECHAMBER, the Decepticon, STRAXUS sits within a large, regal COMMAND CHAIR.

He holds a massive ENERGO-AXE in one hand like a KING'S SCEPTER. The weapon reaches the floor yet towers above his head at the same time like a giant MEDIEVAL SCEPTER.

Beside the stout warlord, stands his opposite: a tiny little Autobot by the name of SCROUNGE.

SCROUNGE  
Uh, excuse me, Lord Straxus. B-B-  
But... Deluge requests to see you,  
s-sir.

STRAXUS  
One thousand years of draining  
Energon from this planet's core,  
and Deluge continues to pester me  
with his 'environmental concerns'.  
Ugh, fine. Send him in.

**PANEL 3:**

Decepticon scientist, DELUGE enters the room, alongside his fellow COLOR CHANGER: JETSTORM.

Straxus LEANS FORWRD with interest as Scrounge appears TERRIFIED.

STRAXUS (CONT'D)

(off-panel)

What is it now, Deluge? Come to warn me about the planet's changing climate once again?

DELUGE

No, sir. But something equally as important.

JETSTORM

We've detected a ship. It's landed out near the shrikebat territories. All indications are that it's a Decepticon starcruiser.

SCROUNGE

A D-Decepticon s-s-starcruiser? Here?

STRAXUS

Really? Whose ship is it? Shockwave said we weren't due for an inspection for another seventy-seven years. Don't tell me the triple-changers have attempted another *coup*?

DELUGE

No, sir, I don't believe so. Our attempts to access the ship's registration records have failed, but running a diagnostic on its technical schematics leads me to believe that it is **Skyquake's** ship.

STRAXUS

Skyquake? He's still alive? After what he tried to do to Megatron, I'm surprised he hasn't found himself on the wrong end of a smelting pool by now.

**PANEL 4:**

Straxus moves into the center of the room with Deluge and Jetstorm, as Scrounge **COWERS** in the background.

STRAXUS (CONT'D)

Seriously, how did **he** manage to roam the cosmos for all these centuries, while I remain here on this dead-end world, draining Energon from its core.

(MORE)

STRAXUS (CONT'D)

I was made for more remarkable fates than this, Deluge. **I** should have been the one at Megatron's side. Not sycophants like Starscream or charisma-vacuums like Soundwave.

DELUGE

Of course. But what would you like to **do** about Skyquake? Assuming it **is** him.

**PAGE SEVEN:**

**PANEL 1:**

Straxus WAVES his hand quite THEATRICALY, causing Deluge and Jetstorm to exit the room with new orders.

STRAXUS

**\*\*Sigh\*\***. Send a squadron out to investigate. But tell them to be careful. Skyquake has always had a laser-like focus, and if he's after what I **think** he's after, that will make him all-the-more dangerous.

JETSTORM

Yes, Lord Straxus. As you command.

**PANEL 2:**

The doors to the chamber CLOSE, leaving Straxus alone with Scrounge.

Scrounge watches as Straxus leaves his axe resting against his 'throne', moving towards a SEALED COMPARTMENT built into the nearby wall.

STRAXUS

Well, Scrounge... looks like we finally have something a little more entertaining than you for once. Not that your jester antics aren't amusing of course. It's the only reason I didn't have you disassembled like the rest of your unit.

SCROUNGE

Y-Yes, Lord Straxus. Shall I prepare another performance, sir?

STRAXUS

No. Tonight, my mind has to be at its best, in case Skyquake is indeed here with ill intent.

**PANEL 3:**

LOOKING OUT FROM THE COMPARTMENT - BLUE LIGHT shines onto Straxus from off-panel, as he REACHES closer towards the reader.

STRAXUS (CONT'D)

You want **this**, don't you, Skyquake?  
Well, you can't have it...

**PANEL 4:**

SPLASH PANEL - Now resting in Straxus's hands, with a WORRIED Scrounge looking on, sits the AUTOBOT MATRIX OF LEADERSHIP.

MORE BEAMS OF BLUE LIGHT pour out from its CRYSTALLINE CENTER, bathing Straxus in an ALMOST-HOLY GLOW.

STRAXUS (CONT'D)

... it's **mine!**

**PAGE EIGHT:**

**PANEL 1:**

EXT. SPACE.

A DROPSHIP flies towards Dromedon at STARTLING SPEED.

COUNTDOWN

(captioned)

I cant believe it, Mainframe...

**PANEL 2:**

INT. THE DROPSHIP'S CONTROL ROOM.

AUTOBOT MICROMASTER, COUNTDOWN sits in the captain's chair, looking up at the ACTION MASTER, MAINFRAME.

Two more Micromasters: GROUNDSHAKER and ERECTOR, also stand within the control room.

While Groundshaker appears rather BOISTROUS, Erector is LESS-THAN-IMPRESSED.

COUNTDOWN

... the work you've done to *one zero* upgrade our faster-than-light engines has gotten us here in no time!

MAINFRAME

Thank you, Countdown. I just hope we're not too late to save Kup.

GROUNDSHAKER

And **I** just hope we can still kick some Deception tailpipe!

ERECTOR

Ugh, Groundshaker, must you always be so boorish?

COUNTDOWN

Hey, cut it out, you two *one zero*. We're here.

**PANEL 3:**

EXT. SPACE.

The dropship moves CLOSER to Dromedon's ATMOSPHERE.

COUNTDOWN

(captioned)

So, let's go save Kup!

**PANEL 4:**

EXT. JUST OUTSIDE THE FOREST - NIGHT.

Skyquake, Octane and Banzai-Tron EXIT the forest with the Firecons close behind.

**CAPTION:** Dromedon...

**PANEL 5:**

FROM BEHIND Skyquake, Octane and Banzai-Tron as they LOOK UP to see they are now less than five miles from Darkmount and the edges of its force-field.

BANZAI-TRON

Credit where it's due. Straxus has built himself one doozy of a stronghold.

OCTANE

Yes, and how are we going to get inside? That force-field will vaporize anything it touches.

SKYQUAKE

Exactly, Octane. I may have just found use for this planet's wildlife, after all.

**PANEL 6:**

SMALL, INSERT PANEL - Skyquake turns to Sparkstalker.

SKYQUAKE (CONT'D)

Firecons, into the skies. I want you blasting flame all around that force-field.

SPARKSTALKER

But, sir. The shrikebats. They're attracted to the fire.

**PAGE NINE:**

**PANEL 1:**

The three Firecons leap into the air, as Skyquake points a COMMANDING FINGER towards the sky.

SKYQUAKE

Exactly. Now go. Do as I say!

FLAMEFEATHER

S-Sure, Skyquake. Whatever you want. C'mon, Firecons, you heard him!

**PANEL 2:**

All three Firecons TRANSFORM to their beast-modes to HOVER before the force-field and emit several more BURSTS OF FLAME into the sky.

Far in the distance, what appears to be another colony of shrikebats has begun to turn in their direction.

SPARKSTALKER

Now, Firecons! Light it up!

FLAMEFEATHER

Oh, boy. Here they come!

**PANEL 3:**



Skyquake looks up to see the swarm of shrikebats is now flying directly towards the Firecons and the force-field behind them.

CINDESAUR

Uh, sir? Are you sure about this?

SKYQUAKE

Yes, Cindesaur. On my mark...

**PANEL 4:**

The Firecons ZOOM OFF in separate directions, causing the shrikebats to CRASH directly into the force-field.

The shrikebats are engulfed by ELECTRICAL ENERGY, as the force-field begins to flicker like a faulty FLUORESCENT BULB.

SKYQUAKE (CONT'D)

(off-panel)

... Now!

SHRIKEBATS

Skreeeeeeeee!

**PANEL 5:**

FROM BEHIND - Again Skyquake stands proud, looking up at Darkmount as its force-field DISAPPEARS.

Beside him, Banzai-Tron stands with Octane.

BANZAI-TRON

Wow, that worked aces, boss.

SKYQUAKE

Indeed.

OCTANE

Now what?

**PANEL 6:**

CLOSE ON Skyquake's DETERMINED EYES.

SKYQUAKE

Now, I claim what is **mine** . Stay here. I'll be back.

**PAGE TEN:**

**PANEL 1:**

EXT. THE SURFACE OF DROMEDON - NIGHT.

In vehicle-mode, Kup races across the ground, pursued by a flying colony of shrikebats.

**CAPTION:** Elsewhere...

KUP  
Ugh! I thought shrikebats only  
lived on Dread! Got to get outta  
here before they catch me!

**PANEL 2:**

As Kup SWERVES to avoid a DIVE-BOMBING shrikebat, several more in the sky above are PULVERIZED by ENERGY BLASTS.

KUP (CONT'D)  
Huh?

**PANEL 3:**

Kup SKIDS TO A HALT as more shrikebats are blasted out of the sky by UNSEEN ASSAILANTS.

KUP (CONT'D)  
Who?

**PANEL 4:**

Kup TRANSFORMS to robot-mode to see the MICROMASTER BATTLE SQUAD: DIRECT-HIT, POWER PUNCH, MELTDOWN, HALF-TRACK, FIRESHOT and VANQUISH standing before him with their GUNS trained on the wily Autobot veteran.

KUP (CONT'D)  
Who the heck are you guys?!

VANQUISH  
We're your worst nightmare, you  
outdated antique.

**PANEL 5:**

CLOSE ON Kup as he moves into a FIGHTING STANCE.

KUP  
How original. Then, bring it on,  
pipsqueak. I ain't got all night.

**PAGE ELEVEN:**

**PANEL 1:**

OUT OF NOWHERE, the dropship arrives to BLAST Vanquish to pieces, ALARMING Fireshot and Meltdown.

VANQUISH

Gaagh!

**PANEL 2:**

LOW ANGLE - Kup PUNCHES Half-Track as TOP SPIN and TWIN TWIST leap from the dropship to join the fray.

TWIN TWIST

Look out below!

TOP SPIN

Kup! We found you!

KUP

And about time, too!

**PANEL 3:**

Countdown and Groundshaker also fall into frame, LANDING on Power Punch and Direct-Hit, respectively.

COUNTDOWN

All right! Now this is an adventure  
I could get used to *one zero!*

GROUNDSHAKER

Adventure nuthin', ha! Let's just  
kick some can!

**PANEL 4:**

WIDE SHOT - Kup, Top Spin, Twin Twist, Countdown and Groundshaker stand over the defeated members of the Battle Attack Squad.

GROUNDSHAKER (CONT'D)

Aw... no more?

COUNTDOWN

All right! C'mon, Kup. Let's get  
out of here!

KUP

Can't do it, kid. Skyquake is here  
and he's chasin' the Matrix. Which  
means, if it **is** here, we gotta get  
to it first.

TOP SPIN

Then where do we start?

**PANEL 5:**

Kup POINTS OFF to Darkmount, its force-field still down.

KUP  
I'm no Guardian Prime, but I'm  
guessin'... **there!**

**PAGE TWELVE:**

**PANEL 1:**

INT. DARKMOUNT COMMAND CENTER.

Deluge and Jetstorm RUSH into the command center, reporting to Straxus as SIRENS echo though the air.

DELUGE  
Lord Straxus, we are under attack!  
The force-field is down! And we've  
detected a **second** ship. Some kind  
of transport vessel.

**PANEL 2:**

Scrounge watches with FEAR as Straxus CLENCHES his hand into a FIST.

STRAXUS  
Contact the Battle Attack Squad,  
immediately! If those miniature  
fools have failed me again...

JETSTORM  
(off-panel)  
Sir, that's not all. It's  
Skyquake...

**PANEL 3:**

Straxus turns to look past Jetstorm and Deluge to find Skyquake TEARING OPEN the twin doors to his command center.

JETSTORM (CONT'D)  
... he's here!

SKYQUAKE  
Indeed I am. Hello, Straxus. It's  
been quite some time. I believe you  
have something I'm looking for.

**PANEL 4:**

Straxus and Skyquake stand opposite one another like TWO WARRING TITANS. Yet, Straxus attempts to placate Skyquake's mood by submissively lifting the palms of his hands to his chest.

But behind Skyquake, Jetstorm is REARING BACK to strike.

STRAXUS

I don't know what you mean, old friend.

SKYQUAKE

Don't play games with me, Straxus. You've always wanted more power than you've known what to do with. But it will do you little good. Where. Is. The Matrix?

STRAXUS

Skyquake, please. This is beneath both of us. Besides...

**PAGE THIRTEEN:**

**PANEL 1:**

SPLASH PANEL - Skyquake turns to PUNCH HIS FIST through Jetstorm's chest.

JETSTORM

Urrrrkk!

SKYQUAKE

You were saying?

**PANEL 2:**

As a DEAD Jetstorm lies at their feet, Skyquake faces off against Straxus, who lifts his axe into frame.

STRAXUS

You... you've lost your mind!

SKYQUAKE

I have lost **nothing**. Now hand over the Matrix!

**PANEL 3:**

Skyquake LEANS BACK as Straxus attempts to cut him in half with his axe.

STRAXUS

Never! It's mine! My key to becoming more than just some Energon-collection grunt!

**PANEL 4:**

Skyquake swings a fist into Straxus's face.

SKYQUAKE

We shall see.

**PAGE FOURTEEN:**

**PANEL 1:**

INT. THE INNER CORRIDORS OF DARKMOUNT.

Kup runs through the fortress with Countdown, Groundshaker, Top Spin and Twin Twist.

Groundshaker is attempting to gain Kup's attention, having heard the SOUNDS OF BATTLE echoing from off-panel.

COUNTDOWN

All right, if you were an almighty artefact of immeasurable power, where would **you** get to one zero?

GROUNDSHAKER

Yo, Kup! I think I got a lead over here!

**PANEL 2:**

Groundshaker leads Kup towards ANOTHER DOORWAY and the FIGHTING SOUNDS emanating from within.

KUP

Good work, lad. Lead the way!

GROUNDSHAKER

Oh-Ho, you betcha!

**PANEL 3:**

INT. DARKMOUNT COMMAND CENTER.

Far in the background, both Kup and Groundshaker PEER into Straxus's command center to find him battling Skyquake in the foreground.

GROUNDSHAKER

Whoa.

**PANEL 4:**

While Straxus TACKLES Skyquake out of the frame, Scrounge sees and CALLS OUT to Kup.

SCROUNGE

Oh, my! Is that..? It **is!** Kup! Kup, over here!

**PANEL 5:**

CLOSE ON Kup's face.

KUP

Scrounge? I haven't seen you since the Great Earthquake of Helix!

**PAGE FIFTEEN:**

**PANEL 1:**

Deluge is suddenly OVERWHELMED by both Groundshaker and Countdown, as Kup KNEELS DOWN to reunite with Scrounge.

In the background, Top Spin and Twin Twist watch the doorway, while the sounds of the continuing (and off-panel) battle between Straxus and Skyquake litter the panel.

DELUGE

Now, wait just a moment... Aaagh!

COUNTDOWN

Take him down, Groundshaker! Give him what for *three two*.

GROUNDSHAKER

You don't have to tell me twice! Ha-Ha!

KUP

Scrounge, what the heck are you doin' here? C'mon, we gotta get you safe!

SCROUNGE

It's a long story, but before we leave...

**PANEL 2:**

Scrounge POINTS to the sealed Matrix compartment in the wall, and the blue light that continues to leak from its edging.

SCROUNGE (CONT'D)

... We need to take something with us.

**PANEL 3:**

Kup now holds the Matrix before him as Scrounge looks up at its MAGNIFICENCE.

Behind them, Skyquake moves in their direction.

KUP

After all this time! I've never been this close to it before.

SKYQUAKE

Stay where you are, old-timer! That Matrix is mine!

**PANEL 4:**

Straxus SLICES Skyquake with his axe, to open up a mechanical lesion across Skyquake's chest.

STRAXUS

Wrong, Skyquake! It is **mine!**

SKYQUAKE

Ughh!

**PANEL 5:**

With Skyquake down, Straxus LIFTS his axe high, ready to cleave his enemy in two.

STRAXUS

And now, it's over... **finished!**

**PANEL 6:**

CLOSE ON Skyquake's hand as it defiantly CATCHES the handle of Straxus's axe.

STRAXUS (CONT'D)

What?!

SKYQUAKE

I don't think so, 'old friend'.

**PAGE SIXTEEN:**



**PANEL 1:**

Skyquake has regained his footing, SNATCHING the axe from Straxus's grip, while Kup and Scrounge FLEE the chamber through its doorway.

SKYQUAKE (CONT'D)  
It is **you** who is finished.

STRAXUS  
You overconfident fool! I'll have your head for this! Do you hear me? I'll have your...

**PANEL 2:**

Skyquake BURIES the axe into Straxus's metallic skull, and the light behind his eyes begins to FADE.

STRAXUS (CONT'D)  
... head?

**PANEL 3:**

With the axe still lodged in his brain, Straxus falls, while Skyquake SPINS AROUND to survey the room like an ANGRY COBRA.

SKYQUAKE  
Where is it?! Where is the Matrix?

**PANEL 4:**

LOOKING DOWN OVER SKYQUAKE'S SHOULDER - Deluge gazes up at his worst nightmare - another power mad Decepticon.

SKYQUAKE (CONT'D)  
You! Where is it?! Tell me, **now!**

DELUGE  
Th-They took it! The Autobots.

**PANEL 5:**

Skyquake LIFTS Deluge off the ground by the throat, dangling his legs several feet from the floor.

SKYQUAKE  
Where are they?! Show me!

DELUGE  
Y-Yes... sir, At once, s-s-sir!

**PAGE SEVENTEEN:**

**PANEL 1:**

EXT. THE SURFACE OF DROMEDON - NIGHT.

Kup, Scrounge, Countdown, Groundshaker, Top Spin and Twin Twist stand outside of Darkmount, looking up to the sky with CONCERN.

Scrounge is now holding the Matrix in his tiny hands.

KUP  
Where is he? Countdown, you said  
he'd be here!

COUNTDOWN  
He **should** be here! I told Mainframe  
to *one zero* be ready for anything!

BANZAI-TRON  
(off-panel)  
Well, well, well...

**PANEL 2:**

FROM BEHIND Kup and Scrounge, as Banzai-Tron moves forward to threaten them. Behind him stands the Firecons and Octane, although Octane does not seem as eager to fight as his fellow Decepticons.

BANZAI-TRON (CONT'D)  
... Looky at what we have here. And  
**that** is one fine lookin' trinket if  
I do say so myself.

**PANEL 3:**

LOW ANGLE - As Kup steps between Scrounge and Banzai-Tron, the dropship appears in the sky above.

Octane is the only one to notice.

KUP  
Don't even think about it, you mono-  
formed moron.

BANZAI-TRON  
Oh, no need for name-callin', tin  
can. But, it looks like you've got  
a **big** decision to make. A **real** big  
decision.

OCTANE  
Quiet, Banzai-Tron. Look!

**PANEL 4:**

The dropship OPENS FIRE towards the Decepticons, SCATTERING them across the panel.

OCTANE (CONT'D)

Run!

BANZAI-TRON

Ha-Ha-Ha! You gotta be the luckiest Bot ever to be manufactured, Kup!

**PANEL 5:**

The dropship has now landed.

Kup, Scrounge (with the Matrix), Groundshaker, Countdown, Top Spin and Twin Twist RACE UP its ramp and into the hatch.

KUP

Luck nuthin', Action Master. Experience!

**PANEL 6:**

As Banzai-Tron and Cindesaur watch the dropship LIFT OFF into the sky, Octane is once again POINTING off-panel.

CINDESAUR

They're getting away. Skyquake won't like this.

BANZAI-TRON

No, he won't. Not one teensy-tiny little bit.

OCTANE

Forget about him, we need to worry about **them!**

**PAGE EIGHTEEN:**

**PANEL 1:**

YET ANOTHER COLONY OF SHRIKEBATS attacks, filling the panel with their numbers to all-but ENGULF the Decepticons.

OCTANE (CONT'D)

Aaaaaaagh!

**PANEL 2:**

EXT. THE SKIES OF DROMEDON - NIGHT.

The dropship ROCKETS into the atmosphere.

SCROUNGE  
(captioned)  
We did it!

**PANEL 3:**

INT. THE DROPSHIP'S CONTROL ROOM.

Kup, Scrounge (still holding the Matrix) and Countdown enter the bridge as Mainframe stands from the captain's chair.

Groundshaker has already moved over to greet Erector at his science station.

SCROUNGE  
We escaped! Straxus is no more and we have the Matrix!

KUP  
Yeah, it's been a day.

MAINFRAME  
It's true. The Matrix. It's...  
it's...

**PANEL 4:**

Erector looks to his RADAR-SCREEN. What looks like a large RED BLOB has filled its display.

ERECTOR  
As fascinating as this day has been, it is about to be cut extremely short if we don't do something about the swarm of shrikebats heading towards us.

**PANEL 5:**

Kup sits in the captain's chair once more, looking over to the nearby Mainframe as Erector continues to speak from the background.

ERECTOR (CONT'D)  
If they reach us before we can escape the atmosphere... with their numbers and ferocity, they'll tear this ship to smithereens!

KUP

Well, Mainframe? What does your big brain tell you?

MAINFRAME

I do have **one** suggestion. We could reverse polarities. At this speed, it would create a sonic pulse that should confuse, irritate and disorientate the shrikebats.

KUP

Do it.

**PAGE NINETEEN:**

**PANEL 1:**

Mainframe works the controls of a nearby CONSOLE.

MAINFRAME

Almost got it. There!

**PANEL 2:**

EXT. THE SKIES OF DROMEDON - NIGHT.

A PYRAMID-SHAPED, MESH-LIKE ENERGY BLAST tears free from beneath the dropship to fall towards the swarm of approaching shrikebats.

SHRIKEBATS

Skreeeeee!

**PANEL 3:**

As the energy blast continues, the shrikebats DISPERSE, SPIRALLING off towards the edges of the panel, seemingly in PAIN.

SHRIKEBATS (CONT'D)

Skreeeeee! Skreeeeee! Skreeeeee!

**PANEL 4:**

INT. THE DROPSHIP'S CONTROL ROOM.

Kup SMILES as behind him, Top Spin and Twin Twist HIGH-FIVE.

KUP

You did it, Mainframe! Now, engage the faster-than-light drive!

**PANEL 5:**

Kup looks over to Scrounge, who still holds the Matrix like a NEWBORN BABY.

KUP (CONT'D)  
We gotta get this thing outta here.

**PANEL 6:**

EXT. SPACE.

The dropship ZOOMS OFF into the distance.

KUP  
(captioned)  
We gotta get to Cybertron!

**PAGE TWENTY:**

**PANEL 1:**

EXT. THE SURFACE OF DROMEDON - NIGHT.

On their HANDS-AND-KNEES, and with Darkmount in the background, Octane and Banzai-Tron appear CONFUSED as the shrikebats flee the area.

OCTANE  
Huh? They're leaving?

BANZAI-TRON  
Well, whatta you know?

SKYQUAKE  
(off-panel)  
Indeed. Most peculiar.

**PANEL 2:**

Banzai-Tron turns to see Skyquake and Deluge have arrived.

BANZAI-TRON  
Oh, hey, boss. Good to see you. And look at you, you've made a new friend!

DELUGE

My name is Deluge. And for your information, the shrikebats were frightened off by that sonic pulse you may have just heard.

**PANEL 3:**

Banzai-Tron leans closer to Skyquake, while Deluge continues.

DELUGE (CONT'D)

It must have been the Autobots. They reversed the polarity of their ship and caused the shrikebats to flee. Darkmount's force-field works on a similar principle. At least, it did.

BANZAI-TRON

Ooh, he's **real** smart! I can see why you like him, boss.

**PANEL 4:**

Skyquake IGNORES Banzai-Tron and instead moves CLOSER to Deluge.

SKYQUAKE

Impressive, Deluge. Most impressive.

BANZAI-TRON

Heh. And who'd have thought of all people, the Autobots would save us?

**PANEL 5:**

Skyquake LEANS DOWN to look Deluge in the eye.

SKYQUAKE

And by doing so, they have just sealed their own fates. Deluge, Straxus would not have kept you around as his science officer if you weren't worth your weight in electrum. When we return to my ship, I want its engines functioning at one-hundred-and-fifty percent their current capability.

DELUGE

One-hundred-and-fifty-percent?

SKYQUAKE

Correct. You have four astro-hours to complete your task, or you will share Straxus's fate.

DELUGE

Y-Yes, s-s-sir.

**PANEL 6:**

CLOSE ON Skyquake's eyes.

SKYQUAKE

Excellent. Then the Matrix is as good as **mine**.

**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!