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THE TRANSFORMERS: REANIMATED.
"BETA IV BLUES."

Written by

Greig Tansley &
Youseph "Yoshi" Tanha.

Art and Colors by
Bob Budiansky.

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. CYBERTRON'S UNDERGROUND.

CAPTION: Beneath Cybertron. Four-and-a-half million years ago...

SPLASH PANEL - MEGATRON stands over a defeated OPTIMUS PRIME, as he TEARS THE MATRIX from the Autobot Leader's chest.

In the background, KUP appears HORRIFIED, held at gunpoint by SKYWARP and THUNDERCRACKER. Kup sits on his knees, alongside IRONHIDE and IMPACTOR.

Each of the Autobots' BLASTERS rest on the ground before them.

MEGATRON

And now, Prime... I take that which you hold most dear!

OPTIMUS PRIME

Aarghhhhh!

PANEL 2:

As Optimus Prime lies HEAVILY-DAMAGED on his back, Megatron STANDS TALL, raising the Matrix over his head like a TROPHY.

MEGATRON

And the most pathetic part? This so-called 'Matrix of Leadership' is a farce! A charade! Nothing more than a tool to motivate your mindless Autobot drones!

PANEL 3:

Megatron turns to SHOCKWAVE, standing in the background with SOUNDWAVE.

MEGATRON (CONT'D)

Nevertheless, you will **never** see it again! Shockwave, prepare the portal!

SHOCKWAVE

At once, Lord Megatron.

PAGE TWO:

PANEL 1:

Carrying the Matrix as though it were nothing more than a sack of garbage, Megatron walks towards Shockwave and Soundwave.

They stand beside a CIRCULAR, SPACE-BRIDGE-LIKE DEVICE, resembling some kind of OVERSIZED, LOOKING-GLASS MIRROR.

MEGATRON

I want this overrated bauble flung into the randomness of the cosmos, where it will cross the void and be lost to Prime and the Autobots **forever**! It may be worthless, but its loss will demoralize the remaining Autobots and allow us to finally win this war! Ha-Ha-Ha-Ha-Ha!

SOUNDWAVE

As you command, Megatron.

PANEL 2:

The PORTAL begins to open; a WATERY CIRCLE that appears to be tearing through the fabric of space and time.

Megatron watches on with GLEE, about to hand the Matrix to Shockwave.

MEGATRON

Excellent. The Matrix will soon be no more.

SKYQUAKE

(off-panel)

No...

PANEL 3:

Shockwave and Soundwave turn to each other in what we can only assume is PANIC, as Megatron is SHOT IN THE BACK by SKYQUAKE.

The Matrix FLIES from Megatron's hand and into the air.

SKYQUAKE (CONT'D)

... It must not be lost! It must be **mine**!

MEGATRON

Aaaagh! S-Skyquake?! Why?

PANEL 4:

WIDE SHOT - The Matrix lands in Skyquake's hand.

In the background, STARSCREAM stands with Skywarp and Thundercracker. Behind *them*, stands more Seekers: NACELLE, ACID STORM and BITSTREAM, as well as MISFIRE and SLUGSLINGER.

SKYQUAKE

Because, like a fool, you underestimate the importance of the Matrix. But now it is mine! Starscream! Join me! Serve as my second-in-command, and we will rule Cybertron as destiny demands!

STARSCREAM

Join you? Turn on... turn on Megatron?

PANEL 5:

With the Matrix in hand, Skyquake moves towards Optimus Prime, as he crawls to his haunches.

SKYQUAKE

Indeed. If you need further convincing, then bear witness as I **destroy** Optimus Prime!

PANEL 6:

Optimus Prime RISES from the floor to SLAM an ALMIGHTY UPPERCUT into Skyquake's chin.

OPTIMUS PRIME

Not today, Skyquake!

PAGE THREE:

PANEL 1:

The Matrix lands at Shockwave's feet. He bends down to collect it.

PANEL 2:

Megatron stands, turning his head to see Optimus Prime and Skyquake are FISTFIGHTING in the background.

MEGATRON

Skyquake, you treacherous wire-weasel.

(MORE)

MEGATRON (CONT'D)

You were supposed to be my second-in-command, not some opportunist! You'll pay for this outrage. Today, you **and** Optimus Prime will perish.

GETAWAY

(off-panel)

Not so fast, Megatron!

PANEL 3:

WIDE SHOT - Autobot reinforcements have arrived: Led by GETAWAY, the team of HUFFER, SIDESIPE, SUNSTREAKER and BRAWN charges into frame and towards Megatron.

MEGATRON

What? More Autobots?!

GETAWAY

That's right! We're here to crash your party!

PANEL 4:

Megatron opens fire with his FUSION CANNON, calling out to Starscream behind him.

Both Optimus Prime and Skyquake continue to fight in the distance.

MEGATRON

Never! I'll destroy you all! Decepticons, open fire! Starscream, as my **new** Air Commander, I order you to destroy the traitor, Skyquake!

STARSCREAM

New Air Commander? Me? I... I mean, as you command, oh mighty Megatron! Skywarp! Thundercracker! With me!

PANEL 5:

Optimus Prime DIVES TO SAFETY, as Starscream, Thundercracker and Skywarp (now in their tetra-jet-modes) ZOOM towards Skyquake, PEPPERING him with a NULL RAY ASSAULT.

STARSCREAM (CONT'D)

Destroy the traitor!

PAGE FOUR:

PANEL 1:

Still under heavy fire, Skyquake looks up to see both Brawn and Huffer SHOOTING towards Shockwave, Soundwave and the still-open portal.

Shockwave is still holding the Matrix in his hand.

SKYQUAKE
No... be careful!

PANEL 2:

FROM BEHIND SKYQUAKE as he watches Huffer LEAP UP and deliver a powerful punch to Shockwave's face, forcing the Decepticon to LOSE CONTROL of the Matrix.

It BOBBLES aimlessly in mid-air.

SKYQUAKE (CONT'D)
No, the Matrix!

PANEL 3:

The Matrix falls into the open portal.

SKYQUAKE (CONT'D)
(off-panel)
Lookout! Quickly! Before it...

PANEL 4:

The Matrix VANISHES FROM SIGHT, engulfed by the portal altogether.

SKYQUAKE (CONT'D)
(off-panel)
NOOOOOOOOOOOOOO!

PANEL 5:

Again under fire from Starscream, Skywarp and Thundercracker (now in their robot-modes once more), Skyquake TRANSFORMS to his jet-mode to FLY out of the area.

SKYQUAKE (CONT'D)
You fools! Don't you realize what you've done?! What we've just lost?!

STARSCREAM
The only thing you're about to lose is your functionality, traitor!

PAGE FIVE:

PANEL 1:

Skyquake ESCAPES, chased off by Starscream's continued null ray attack.

STARSCREAM (CONT'D)
That's right, run, you coward!

PANEL 2:

Megatron stands in the center of the frame, under fire by Optimus Prime, assisted by Kup, Ironhide and Impactor, who have now regained their blasters.

OPTIMUS PRIME
Decepticons! Leave this place!

MEGATRON
Ugh! Decepticons! Our mission here is complete! Retreat! Retreat!

PANEL 3:

FROM BEHIND OPTIMUS PRIME - He watches as Megatron and his forces flee the chamber.

Brawn looks up at Optimus Prime.

BRAWN
We did it, Optimus! They're gone!

PANEL 4:

Optimus Prime DROPS HIS HEAD with DEFEAT, yet Ironhide and Kup join him to each place a comforting hand on their leader's shoulders.

OPTIMUS PRIME
Yes, but the Matrix is gone. Lost. Perhaps forever. And without it, I don't know how we're going to keep up the fight against the Decepticons.

IRONHIDE
Ah, don't let it get ya down, Prime. Who needs it when we got each other, right?

KUP
Exactly. We'll stand by you, Prime. With or **without** the Matrix.

PANEL 5:

Optimus Prime STANDS PROUD.

On his left, stands Ironhide, Kup and Brawn. While on his right, stands Getaway and Impactor.

OPTIMUS PRIME

Thank you, my friends. I'm going to need your help if we're to win this war. Your help... and a lot of luck.

KUP

(captioned)

And that's the last time we saw it.

PAGE SIX:

PANEL 1:

INT. THE BRIDGE OF THE DROPSHIP.

Kup sits in the captain's chair with the GLOWING Matrix in his hands.

He is surrounded by a group of Autobots, listening to his story like eager children.

They are: SCROUNGE, MAINFRAME and the MICROMASTERS, COUNTDOWN, ERECTOR and GROUNDSHAKER.

CAPTION: Four-and-a-half million years later...

KUP

That's the last time we saw the Matrix.

COUNTDOWN

Incredible! I can't believe we're about to one zero return to one zero Cybertron with the Matrix! We'll be heroes!

PANEL 2:

Mainframe looks down at Countdown, while Kup leans forward in his chair.

KUP

Hey, it ain't about bein' a hero, lad. It's about doin' what's right.

MAINFRAME

And we won't even make it to Cybertron unless we land somewhere and let the faster-than-light engines recharge.

PANEL 3:

FROM BEHIND - With Mainframe, Kup looks to the forward VIEWSCREEN.

TOP SPIN and TWIN TWIST each sit at helm consoles before the viewer, whose display reveals a small, GREEN PLANET surrounded by starry space.

KUP

What about there?

MAINFRAME

It seems like as good a place to land as any.

TOP SPIN

The computer says it's Beta IV, Kup. Pretty standard organic planet.

PANEL 4:

CLOSE ON Kup's TIRED face. More than his millennia of action, this current task appears to be his most taxing.

KUP

Beta IV it is. We can't risk Skyquake and his goons getting their hands on the Matrix. A quick recharge of the engines and we can finally head home.

PANEL 5:

EXT. SPACE.

The dropship moves closer to the planet of BETA IV.

KUP

(captioned)

Take us down.

PAGE SEVEN:

PANEL 1:

EXT. SPACE.

A DECEPTICON STARCRUISER makes its way through a similar sector of space.

It is SKYQUAKE'S SHIP.

CAPTION: Meanwhile, not too far away...

DELUGE
(captioned)
Sir! We've found them!

PANEL 2:

INT. SKYQUAKE'S SHIP, COMMAND CENTER.

Skyquake sits in a captain's chair of his own, like a Cybertronian KING LEAR.

Behind him, operating a SCIENCE CONSOLE, sits DELUGE.

DELUGE
The Autobot ship! It's landed on Beta IV!

SKYQUAKE
Beta IV? Are you certain?

PANEL 3:

CLOSE ON Deluge's face.

DELUGE
Yes, sir. The energy signal emanating from the Matrix, it's too unique to **not** be them.

PANEL 4:

Skyquake STANDS, turning to look towards two more Decepticons: OCTANE and the ACTION MASTER, BANZAI-TRON.

SKYQUAKE
Excellent. Then this is it. No more excuses. No more failures. Today, I claim the Matrix as my own.

BANZAI-TRON
Sounds good to me, your ever-so-scariness. You want me to take care of it?

PANEL 5:

OVER SKYQUAKE'S SHOULDER, Octane looks at Banzai-Tron with CONFUSION, while the Action Master stands full of VIGOR.

SKYQUAKE

No, this time we hit the Autobots with a full force assault. Prepare the Firecons and the Air Strike Patrol.

BANZAI-TRON

Oh, boy! All guns a-blazin '! Now you're talkin'!

PANEL 6:

EXT. SPACE.

Skyquake's starcruiser SPEEDS OFF into the distance.

SKYQUAKE

(captioned)

Indeed.

PAGE EIGHT:

PANEL 1:

EXT. THE SURFACE OF BETA IV - DAY.

Kup stands with Scrounge, Countdown and Groundshaker on Beta IV's EDEN-LIKE surface.

The dropship appears in the background.

COUNTDOWN

Wow, this place is beautiful! The perfect place for adventure!

GROUNDSHAKER

Eh, it's a little peaceful for my tastes. I like a place that loves a fight.

KUP

Keep it to yourselves, fellas. We ain't here for adventure or excitement.

SCROUNGE

Mainframe says he should have the engines recharged within the astro-hour.

PANEL 2:

Kup SMILES down at Scrounge, while Countdown appears to be looking off to the distance.

KUP

Sounds good. We can't be outta here fast enough, if ya ask me.

SCROUNGE

I agree. If Skyquake was able to dismantle a fighter like Straxus as easily as he did*, what on Cybertron will he be capable of if he holds the Matrix?

CAPTION: See issue #52.

PANEL 3:

Kup places a comforting hand on Scrounge's shoulder, while behind them, Groundshaker is now CUPPING his 'ear'.

A LOW RUMBLING SOUND EFFECT appears within the panel.

KUP

I'm with you, pal. After being held by heroes like Optimus Prime, Alpha Trion, Guardian Prime and even Prime Nova... I can't stand the thought of a no-good Decepticon taking it.

GROUNDSHAKER

Hey, do you guys hear that?

PANEL 4:

FROM ABOVE - Kup, Scrounge, Countdown and Groundshaker stand ALERT as the rumbling continues to grow louder.

KUP

Now I do. What is that?

SCROUNGE

It almost sounds like a herd of... no, it couldn't be.

PANEL 5:

CLOSE ON Scrounge and his PANICKED FACE.

SCROUNGE (CONT'D)
Oh, no. It is!

PAGE NINE:

PANEL 1:

SPLASH PANEL - Kup, Scrounge, Groundshaker and Countdown RUN FOR THEIR LIVES as a HERD of DRAGON-LIKE creatures CHARGES into the panel.

They are ICK-YAKS.

NOTE: The ick-yaks are approximately five times the height of Kup.

SCROUNGE (CONT'D)
Ick-Yaks!

KUP
Run for it!

PANEL 2:

The herd of ick-yaks continues to charge past the Autobots, as Scrounge notices the ALPHA (easily twice the size of the others) LOOMING LARGE behind its herd.

COUNTDOWN
Whoa! Look at the size of that one zero!

KUP
Must be the Alpha. You'd be wise not to get its attention, kid.

PANEL 3:

Kup watches as the herd moves on. However, Scrounge has spotted Skyquake's starcruiser; in the air above and headed their way.

KUP (CONT'D)
That was close. We were almost in big trouble there.

SCROUNGE
Uh, I think we're **still** in big trouble, Kup. Look! It's Skyquake!

PAGE TEN:

PANEL 1:

EXT. THE SKIES OF BETA IV - DAY

All three FIRECONS: SPARKSTALKER, CINDERSAUR and FLAMEFEATHER (all in beast-modes), as well as the four members of the MICROMASTER AIR STRIKE PATROL: WHISPER, TAILWIND, STORM CLOUD and NIGHTFLIGHT (all in aircraft-mode) BURST FREE of the starcruiser's exit hatch.

SPARKSTALKER
C'mon, Firecons! Let's heat things up!

WHISPER
Air Strike Patrol, attack!

PANEL 2:

EXT. THE SURFACE OF BETA IV - DAY.

As Kup looks up, Banzai-Tron, Deluge and Octane have also now leapt free of the starcruiser.

OCTANE
I don't know about this.

BANZAI-TRON
Ah, don't be like that. This'll be fun!

KUP
Ugh. It's gonna be one of those days.

PANEL 3:

FROM BEHIND the legs of Banzai-Tron and Octane as they land in the close foreground.

Kup stands in the background with one arm protecting the smaller Scrounge.

SCROUNGE
Oh, no.

KUP
Easy, pal. I've got this.

PANEL 4:

Banzai-Tron steps forward, leaving Octane behind him to look UNCERTAIN.

Deluge appears CONCERNED for Octane's safety.

BANZAI-TRON

Oh, boy. Now this is exciting. Hand over the Matrix, old-timer.

KUP

I don't think so.

OCTANE

Banzai-Tron, wait.

PANEL 5:

Banzai-Tron turns back to Octane, who has seemingly grown a conscience, much to Banzai-Tron's chagrin.

BANZAI-TRON

Wait? Oh, you **gotta** be kiddin' me.

OCTANE

I'm just saying... are you sure about this? You know what will happen if **he** gets the Matrix.

BANZAI-TRON

All I know is, it's gonna be fun. Are you tryin' to stifle the big-con's fun, Octane?

OCTANE

No, I'm just saying, we should think about...

BANZAI-TRON

You know what **I** think?

PANEL 6:

CLOSE ON Banzai-Tron's hand as he pulls an ENERGO-DAGGER from behind his back.

BANZAI-TRON (CONT'D)

I think, you got no spark...

PAGE ELEVEN:

PANEL 1:

Banzai-Tron SLASHES Octane across the chest, opening up a WOUND that leaks LIGHT from Octane's laser core.

OCTANE

Aaaaaghh!

BANZAI-TRON

Whoops. There it is. Wow, I've never been so wrong in all my life!

PANEL 2:

Banzai-Tron CROUCHES down beside the injured Octane.

BANZAI-TRON (CONT'D)

Now, are you ready to get onboard with the boss's plan? Or do things get... messy?

OCTANE

Y-You... lousy...

PANEL 3:

Octane TRANSFORMS to his aerial-mode to FLY off into the sky, leaving Banzai-Tron watching from the ground.

OCTANE (CONT'D)

You don't know what you're dealing with, Banzai-Tron. But... you'll see. Just you wait.

BANZAI-TRON

Oh, I'll be here, you scurryin' sack o' spare parts. Don't worry. I'll be...

PANEL 4:

Banzai-Tron turns right into Kup's LEFT FIST.

BANZAI-TRON (CONT'D)

... here? Uugh!

KUP

Don't you **ever** shut up?

PANEL 5:

The Air Strike Patrol BLITZES the ground from the air, causing Countdown and Groundshaker to dive for cover.

WHISPER

Take 'em down!

GROUNDSHAKER

Oh yeah? Come down **here** and fight,
fly boys!

PAGE TWELVE:

PANEL 1:

Countdown and Groundshaker are each SHOT several times by Whisper and Nightflight, as the Firecons shoot PLUMES OF FIRE from their jaws towards Scrounge.

GROUNDSHAKER (CONT'D)

Urk!

COUNTDOWN

Aaagh!

SCROUNGE

Oh, no...

PANEL 2:

Kup jumps in front of Scrounge to shield him from harm, taking the brunt of the flame assault.

KUP

Lookout, buddy! Hgnnn!

PANEL 3:

INT. THE BRIDGE OF THE DROPSHIP.

Inside the dropship, Mainframe stands BLOCKING Top Spin and Twin Twist from leaving, as Erector holds the Matrix nearby.

TOP SPIN

Get out of the way, Mainframe! Kup
and the others need help!

MAINFRAME

Listen to me! As awful as it
sounds, the Matrix is more
important than Kup. More important
than all of us! I hate to say it,
but we need to take off, now!

TWIN TWIST

What?! You're crazy!

ERECTOR

As correct as Mainframe may be, I do believe we are still obligated to give Kup and the others a chance at a reprieve. Give me two astro-minutes, I'll get them back.

PANEL 4:

EXT. THE SURFACE OF BETA IV - DAY.

Erector charges down the dropship's exit ramp to reach the ground, firing a twin set of BLASTERS out before him.

Unfortunately, he fails to see Skyquake's jet-mode soaring down toward him from the sky.

ERECTOR

Never fear, Kup! I'll assist you in defeating these Decepticon rapsCALLIONS! Help is on the...

PANEL 5:

Skyquake lands in robot-mode to CRUSH Erector's tiny body beneath his boot.

ERECTOR (CONT'D)

... wha-aeggghhh?!

PANEL 6:

As Skyquake moves towards a SMOULDERING Kup, Scrounge holds a severely-wounded Countdown in his arms as a similarly-injured Groundshaker struggles to get to his feet.

SKYQUAKE

Give me the Matrix, Kup. Or I'll destroy the rest of your crew to get it.

SCROUNGE

Countdown, stay with me.

PAGE THIRTEEN:

PANEL 1:

CLOSE ON Countdown's ODDLY-SMILING FACE as the light behind his eyes DIMS.

COUNTDOWN

It was... **fun** . Signing off in
three... two... one...

PANEL 2:

Kup manages to stand, still smoldering from the Firecons' attack, as Scrounge hangs his head low over Countdown's body.

Meanwhile, Groundshaker has regained his footing to CONFRONT Skyquake.

SKYQUAKE

I said...

GROUNDSHAKER

Yeah, we heard you, you wannabe Megatron. But if you want the Matrix, you gotta go through me!

PANEL 3:

Skyquake brings his hands together as though clanging a set of ORCHESTRAL CYMBALS to OBLITERATE Groundshaker.

SKYQUAKE

Gladly.

PANEL 4:

FULL OF RAGE, Kup CHARGES at Skyquake.

KUP

You monster! I'll tear you apart with my bare hands!

PANEL 5:

Skyquake grabs Kup by the head.

SKYQUAKE

Your anger blinds you, relic.

KUP

Uugh...

PANEL 6:

Skyquake HURLS Kup up the dropship's ramp and towards the hatch.

SKYQUAKE

I might actually enjoy this.

PAGE FOURTEEN:

PANEL 1:

INT. THE BRIDGE OF THE DROPSHIP.

Kup HURTTLES into the command center to COLLIDE with Mainframe, Top Spin and Twin Twist.

The Matrix flies from Mainframe's hand and into the air.

MAINFRAME

Kup? Uugh!

PANEL 2:

The Matrix lands on the floor.

PANEL 3:

Skyquake's hand reaches into frame to clasp the Matrix.

SKYQUAKE

Finally...

PANEL 4:

Kup looks up from the floor as Skyquake stands holding the Matrix in two hands before his chest.

SKYQUAKE (CONT'D)

... it's **MINE!**

PANEL 5:

Skyquake's chest OPENS as he moves to place the Matrix inside.

SKYQUAKE (CONT'D)

And now, my destiny... becomes **reality!**

PAGE FIFTEEN:

PANEL 1:

Skyquake's chest seals shut as he is ENGULFED by an AURA OF BLUE LIGHT.

SKYQUAKE (CONT'D)

Aha-Ha-Ha-Ha-Ha-Ha!

PANEL 2:

Kup stands with Mainframe, Top Spin and Twin Twist as Skyquake's face and body begins to change, morphing into a TWISTED version of himself.

SKYQUAKE (CONT'D)

The power! The wisdom! It is incredible!

KUP

Yeah? Maybe you should take a look in the mirror, ugly. That thing wasn't made for someone like you.

PANEL 3:

CLOSE ON Skyquake's face. It has now become GNARLED, DEMONIC. His eyes GLOW an odd MAROON COLOR while what appear to be HORNS have begun to grow through his already-crown-like helmet.

SKYQUAKE

Ha! Feeble thoughts from a feeble being. I was going to destroy you, Kup, but now I think I'd rather leave you stranded to live out the last of your days here on this disgusting organic world.

PANEL 4:

Skyquake FLIES UP AND THROUGH the ceiling of the command center, leaving Kup and Mainframe to watch in CONFUSION.

SKYQUAKE (CONT'D)

Feel free to take one last look at this ship, Autobots.

MAINFRAME

Wait, one last look?

PANEL 5:

Kup and Mainframe turn to one another in PANIC.

MAINFRAME (CONT'D)

Oh dear.

KUP

Run! Get outta the ship! Now!

PAGE SIXTEEN:

PANEL 1:

EXT. THE SURFACE OF BETA IV - DAY.

BIRD'S EYE VIEW - As Skyquake's jet-mode now ROCKETS into the sky, Kup, Mainframe, Top Spin and Twin Twist can be seen FLEEING the dropship below.

SKYQUAKE

This power is magnificent! I feel like I could fly all the way to Cybertron by myself!

PANEL 2:

Skyquake DOUBLES BACK to BLAST the dropship to pieces with discharges from his WING CANNONS.

Kup narrowly manages to escape the detonation, yet the nearby Deluge is ENGULFED by it.

SKYQUAKE (CONT'D)

But, first...

DELUGE

Gah!

PANEL 3:

WIDE SHOT - As Mainframe helps Kup to his feet, Banzai-Tron watches Skyquake's jet-mode continue to ZOOM higher into the sky.

Scrounge seems to have found his courage, pointing a DAMNING finger towards the Action Master.

BANZAI-TRON

Boss? Where ya goin'? Boss?

SCROUNGE

He's abandoned you, Banzai-Tron! Proving that you and the rest of your mercenaries were nothing but a means to an end!

PANEL 4:

Alongside the Firecons, Banzai-Tron moves towards Scrounge, lifting his energo-dagger into view.

BANZAI-TRON

Hmmm. Looks that way. But, you know what that means, runt? That means from now on, I'm in charge.

(MORE)

BANZAI-TRON (CONT'D)

And as the new tippy-top Decepticon around here, I say we have a little fun. You with me, Firecons?

SPARKSTALKER

You bet!

PANEL 5:

Kup and Scrounge look off to the left, as Banzai-Tron does the same on the right.

The RUMBLING sound from before has returned.

BANZAI-TRON

Now, I... huh?

KUP

Again? What now?

SCROUNGE

That sound, it's the same as before! But, that means...

PANEL 6:

CLOSE ON Banzai-Tron's face.

BANZAI-TRON

Really? Heh. I'm almost impressed.

PAGE SEVENTEEN:

PANEL 1:

SPLASH PANEL - Octane returns, flying into the scene in his aerial-mode and leading the herd of ick-yaks and their Alpha towards the Decepticons.

BANZAI-TRON (CONT'D)

Octane!

OCTANE

That's right, 'buddy'. I'm back. How's this for a spark?

PANEL 2:

The Alpha ick-yak OPENS ITS JAWS, bringing them down towards all three Firecons.

SPARKSTALKER

Whoa! Whoa-whoa-whoa-whoa! Wait a...

PANEL 3:

All three Firecons VANISH from sight as the Alpha ick-yak raises its head, its jaws now CLAMPED SHUT to devour the Firecons.

NOTE: A 'GULP' sound effect should appear imposed across the Alpha ick-yak's throat.

PAGE EIGHTEEN:

PANEL 1:

All four members of the Air Strike Patrol (in aerial-modes) fly towards the Alpha ick-yak, ready to attack it.

WHISPER
Air Strike Patrol! Let's show this
creature what we're really made...

PANEL 2:

The Alpha ick-yak BELCHES a TORRENT OF FIRE from its now-open jaws, BURNING all four members of the Air Strike Patrol to ASH.

In the distance, Banzai-Tron makes a clandestine escape.

WHISPER (CONT'D)
... of?!

BANZAI-TRON
Hmmm, now might be time to
skedaddle.

PANEL 3:

The Alpha ick-yak MOVES ON, as what remains of the Air Strike Patrol blows away in the BREEZE.

While Top Spin, Twin Twist and Mainframe lament the loss of the three fallen Autobot Micromasters, Kup and Scrounge have discovered that Deluge is still alive; albeit BADLY-DAMAGED.

SCROUNGE
Kup, look.

PANEL 4:

Kup and Scrounge stand over Deluge. SPARKS shoot from the Decepticon's chest and shoulder joints, some kind of fluid leaks from his mouth and his usual LAVENDER / PURPLE color scheme has become a more SICKLY TURQUOISE.

SCROUNGE (CONT'D)
He still functions.

KUP
He's lucky we don't finish the job
his leader started.

DELUGE
N-No... L-listen. S-Skyquake must
be... stopped.

PANEL 5:

OVER KUP'S SHOULDER, LOOKING DOWN AT DELUGE as the light
begins to fade from behind his red Decepticon eyes.

KUP
No kiddin'.

DELUGE
Y-You don't... understand. Now he
has... the Matrix. He... he wants
to merge it with... the power that
lies... within the ancient Matrix
Chamber. B-Beneath V-V-Vector...
Sigma. You can't let that happen.
He would b-be... un-unstoppable...
ugh.

PAGE NINETEEN:

PANEL 1:

Deluge's head drops to the dirt, his eyes now GREY and
LIFELESS.

Kup turns to Scrounge.

SCROUNGE
There's a chamber **underneath** Vector
Sigma?

KUP
Not that I know of, lad. But, if
Skyquake thinks there is, that's
where he's goin'.

PANEL 2:

Kup now stands with Scrounge, Mainframe, Top Spin and Twin
Twist, looking down at the bodies of Erector, Countdown and
Groundshaker.

Behind them, Octane SHEEPISHLY raises his hand.

MAINFRAME

Poor Countdown. And Erector. And Groundshaker.

SCROUNGE

We can't let their sacrifice be in vain! We have to go after Skyquake.

TOP SPIN

I agree, but how?

TWIN TWIST

Yeah, the dropship is totaled.

OCTANE

Uh...

PANEL 3:

Kup turns to see Octane, while Top Spin points his BLASTER at the Decepticon.

Octane lifts his hands into the air in SURRENDER.

KUP

You?

TOP SPIN

Hold it right there!

OCTANE

Whoa! Easy, easy! I'm the one that saved you, remember?

PANEL 4:

OVER OCTANE'S SHOULDER - Kup replies, while Top Spin remains CAUTIOUS.

OCTANE (CONT'D)

Besides, if you need a ship, Skyquake left **his** behind. You're welcome to use it, so long as I get to tag along.

KUP

You can fly it? Get us back to Cybertron?

PANEL 5:

CLOSE ON Octane's face. He has survived yet again.

OCTANE

Sure. I know a few things. Follow me.

PAGE TWENTY:

PANEL 1:

EXT. SPACE.

Skyquake's new POWERED-UP jet-mode ROCKETS through space and away from Beta IV.

SKYQUAKE

Predators... Come in, Predators.
This is Skyquake.

PANEL 2:

INT. SKYQUAKE'S COCKPIT.

The stars STREAK BY outside, seen through the transparent dome of Skyquake's cockpit.

Its interior DATA SCREEN lights up to reveal the faces of two of Skyquake's fellow DECEPTICON PREDATORS: FALCON and TALON.

FALCON

We read you loud and clear, sir.

SKYQUAKE

Excellent. I have acquired my prize and am currently *en route* back to Cybertron. Prepare for my arrival.

TALON

At once, sir.

PANEL 3:

EXT. SPACE.

Skyquake continues to fly off into space, ACCERLATING with a renewed perseverance.

SKYQUAKE

Excellent. There will be nothing to stop us this time.

PANEL 4:

EXT. THE SURFACE OF BETA IV - SUNSET.

While the sun sets, Banzai-Tron looks off to the distance as Skyquake's former-Decepticon starcruiser moves higher into the sky.

BANZAI-TRON

Well, Octane, you sneaky little glitch-merchant... you won this round.

PANEL 5:

WIDE SHOT - Banzai-Tron finds himself alone on an all-but-empty world.

BANZAI-TRON (CONT'D)

All right then. Let's find out what this place **truly** has to offer...

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!