THE TRANSFORMERS: REGENERATION ONE

“Desperate Measures”

CAST LIST (speaking parts only)

AUTOBOTS:

Rodimus Prime

Nightbeat

Arcee

Bumblebee

Minerva

Drift

Wreck-Gar

Nautica

Daytonus

Breakaway

Siren

Hosehead

Side Burn

Rev

DECEPTICONS:  
Shockwave

Runabout

Runamuck

Thunderhoof

Knock Out

Quake

Deluge

Blitzwing

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ACT ONE

FADE IN

DECEPTICON SHIP – THRONE ROOM

DELUGE walks into the throne room to report to SHOCKWAVE. SHOCKWAVE sits imposingly on the throne, coldly staring at his second-in-command. DELUGE bows his head.

SHOCKWAVE  
Report, Deluge.

DELUGE  
(with a grin)  
Ve have rrecieved news frrom the spy satellite that confirms the inforrmation Starscream gave us. The Autobots vent on a mission that diminished theirr numberrs. Ve hearrd that fourr of them arre on life supporrt modules to keep them frrom depleting theirr entirre Energon rreserrves.

SHOCKWAVE

Excellent. Now is the time to strike. Assemble the Decepticons, immediately. The Autobots will cease to be a problem from now on.

As SHOCKWAVE rises up from his throne, we transition to the repair bay of the Autobot base, where we see four life support chambers. One of them is much larger than the others. In the chambers, we can see STRONGARM, SMOKESCREEN, WHEELJACK and, in the largest one, STRATOSPHERE. They are all in a state of suspended animation in order to prevent a total loss of energy. The last mission was very taxing on them. STRONGARM, SMOKESCREEN and WHEELJACK had to get physical during the battle and due to the amount of SHARKTICONS they were up against, their Energon levels dropped down to a dangerously low level. STRATOSPHERE was benched from the whole battle, and even still, the trip to Planet Z and back to Earth were enough to leave him completely drained. As they lay in the chambers, DRIFT, SIREN, BUMBLEBEE and HOSEHEAD watch over them while ARCEE is with MINERVA.

ARCEE

Minerva... I know it’s risky since his body has just been reassembled and the reactivation chamber has the last of our weekly Energon reserves, but you must reactivate Nightbeat immediately. Who knows what the Decepticons might try once they find out that a few of us are out of commission?

MINERVA

I... I dunno if I can risk it... I... I managed to rebuild his body, but I’m really worried that the reanimation beam might destroy him once it hits him. At best, he could be revived without any major changes aside from possibly a few differences in his personality. At worst... his body would disintegrate as soon as the beam hits him.

ARCEE  
I hate this uncertainty as much as you do, Minerva... but we have to take desperate measures in case the ‘Cons try anything against us in our most vulnerable moment.

MINERVA turns around and thinks about it for a bit. Then, she turns towards ARCEE, her expression still reluctant, but knowing that she has no choice.

MINERVA  
(reluctantly)  
Alright... I’ll do it.

ARCEE looks at MINERVA and pats her shoulder, understanding how hard it has been for her during these last few months. After MINERVA and ARCEE have made the fateful decision to try the reactivation process, we go to NAUTICA, who is heading for RODIMUS’ quarters. Last time she saw him, RODIMUS was depressed and feeling worthless. She opens the door to his room and sees RODIMUS sitting there, looking as miserable as the last time she saw him. She takes a deep breath and walks in.

NAUTICA

(walking in)  
Hey... I thought you might need some help.

RODIMUS  
(depressed)

Why would you want to help me?

NAUTICA

(softly)  
Believe it or not... all the other guys are very concerned... they don’t want to see you like this. You’re the one in charge, after all. If the head honcho feels down, imagine how they must feel…

There is a bit of silence before NAUTICA speaks up again.

NAUTICA

Besides... I know how it is to be... alone.

She remembers the destruction of Caminus and the fear and loneliness she felt while travelling through space after losing her family. RODIMUS looks at her and notices that she is tearing up. NAUTICA looks at the troubled bot and she seems genuinely sad.

NAUTICA  
(her voice cracking as she speaks)  
I am afraid and insecure right now, too... as much as you must be. I might seem happy whenever I go out into the battlefield, but in reality, I’m hurting real bad deep down. All of the Autobots here are... in a way. Minnie lost a relative when we graduated, Drift lost his wife and his daughter wouldn’t talk to him for a long time, and I... I saw my parents and sister die in front of my eyes while Protoform X just laughed at all the destruction he caused. You could say my life ended that day... but why am I still here? Because I found a new group that I can call family. You, Rodimus... you are so similar to my dad. He cared for his family a whole lot, yet you’re also different from him. I can tell that something is troubling you deep down. Heck, even Varia saw that you were not happy with yourself. We can all relate to that... there are always points in life where you feel like you don’t bring anything good to it, but you will find out that in the end, you are important to everyone around you.

NAUTICA sees RODIMUS tearing up as she speaks. RODIMUS doesn’t even know what to say. He wants to speak, but he can’t find the right words. NAUTICA notices this and hugs him tightly. RODIMUS cries on her shoulder, hugging her back. This relentless, violent warrior is like a child, lost in the streets and asking for help. NAUTICA can relate to that, the only difference is that she has managed to find help, but RODIMUS has not. Ever since he was a small sparkling, he has always been on his own. NAUTICA just lets him grieve, being quite understanding and mature, which isn’t a side that she has shown a lot of the time. She looks at RODIMUS.

NAUTICA

I... I know you don’t like talking that much, but remember... if there’s anything you need to get off of your chest... every Autobot here will help you. They all have lost something and felt miserable at some point in their lives, so they can relate to you a lot more than you even realize.

NAUTICA pats RODIMUS’ cheek and stands up, wiping her own tears as she walks out of the room. Then, we go back to the Autobots in the repair bay looking over their deactivated comrades.

BUMBLEBEE

It’s just so... eerie to see them like this.

DRIFT

Indeed... but at least they will be safe in there.

HOSEHEAD

I hope you’re right, sensei.

SIREN looks at SMOKESCREEN’s chamber silently. The others notice this. They know SMOKESCREEN and SIREN have disagreed and bickered with each other a whole lot, but now, they see that there is more to their bickering than meets the eye. SIREN tears up a bit as he sees his old friend there, unconscious.

SIREN  
(his voice cracking)  
Ya dumb idiot... ya shouldn’t be in theah. Yer tougher than thayut. Ya should be out heah, arguing with me lahk we always do... whah didja have ta deplete ya Energon lahk thayut?

SIREN almost collapses, but HOSEHEAD and DRIFT catch him, breaking his fall.

SIREN

(sadly)  
Sorreh... ahm sorreh.

SIREN slowly walks out of the repair bay with his head down, showing vulnerability to the others for the first time in his life. BUMBLEBEE and HOSEHEAD look at him with rather saddened expressions.

BUMBLEBEE

Gosh... I’ve never seen the Sarge like this.

DRIFT

Never judge a book by its cover. Sometimes, even the strongest of people can be vulnerable.

HOSEHEAD  
I guess they’ve managed to hit the Sarge right where it hurts.

DRIFT  
Smokescreen and Siren met a long time ago on Cybertron. They served together and argued with each other ever since then, but deep down, they have an unwavering respect for one another that was enough to land them a position in the Elite Guard. But after the Guard started pursuing people with ties to other factions, they defected from the group, alongside an old friend... Thunder Clash.

HOSEHEAD

Roddy’s father?

DRIFT

Yes... they actually were very close. And until recently, they never even knew that they were allied with Thunder Clash’s son. After all, they had never seen the child after he was hatched. If they had, they certainly would have recognized him in his later years.

BUMBLEBEE and HOSEHEAD look at each other.

BUMBLEBEE

We... we never realized it was like that. All we thought when we saw the Sarge and Smokescreen arguing was that they were the bitterest of enemies.

DRIFT  
They aren’t enemies... just opposites. The reason for their constant arguments is because of their clashing lifestyles. Smokescreen is more of a conman who plays by his own rules, Siren is proper and always wants respect and order in everything. But despite their differences, they have managed to stay close all these years, which is why it is so hard for them now.

While the two young Autobots are listening to the sagely martial arts expert, MINERVA starts setting up the reactivation chamber. She takes some cables from the chamber and connects them to the console. She starts pressing buttons on the console.

MINERVA

Okay, it’s all set... now to reroute all the Energon into the chamber.

ARCEE

(nodding, still sounding rather reluctant)

Do it.

ARCEE knows that this Energon is the weekly supply for every single Autobot, which means that the four Autobot troopers on life support will be inactive for the rest of the week. The risk is already high, they don’t know if this will work, and if it doesn’t, not only will they have wasted the weekly Energon of their inactive comrades and their own, but they can easily be slaughtered by the Decepticons if they get attacked.

ARCEE  
(doubtful)

If this doesn’t work... I only have myself to blame.

MINERVA

Don’t... everyone consented to giving their weekly Energon reserves to activate this machine. My only prayer is that... we don’t have to use it ever again after this.

MINERVA presses the start button and the machine starts powering up.

MINERVA

There... I did it... now we can only hope that our luck has finally turned around.

ARCEE clasps her hands together and starts praying.

TRANSITION TO

DECEPTICON SHIP – THRONE ROOM

The DECEPTICONS are listening to SHOCKWAVE delivering a speech. The audience is composed of STARSCREAM, the Battlechargers, THUNDERHOOF, KNOCK OUT, TANKOR, SKY-BYTE, QUAKE, DELUGE, BLITZWING and the Vehicons.

SHOCKWAVE

My fellow Decepticons, we are finally about to write a new chapter in the history of Cybertron. We shall finally be able to accomplish our goal of total domination over Earth’s resources. Our logical destiny... is at hand.

THUNDERHOOF, RUNABOUT, DELUGE, QUAKE

(in unison)

ALL HAIL SHOCKWAVE!!!

ALL HAIL SHOCKWAVE!!!

ALL HAIL SHOCKWAVE!!!

ALL HAIL SHOCKWAVE!!!

SHOCKWAVE

Now, let us go into battle and get rid of these illogical nuisances so that our rule may finally start. The New Age of Cybertron begins today!!!

The Decepticons cheer and applaud once SHOCKWAVE finishes his speech. They are excited to finally get the chance to gain total victory over the Autobots.

RUNAMUCK, KNOCK OUT, BLITZWING, QUAKE

(with excitement)  
AW, YEH, SON!!! WE IS GON’ BE THA WINNERS!!!

ABOUT FRAGGIN’ TIME!!!

FOR GLORY!!!

TIME TO SHOW ‘EM WHAT WE’RE MADE OF!!!

The Decepticons head out to the Autobot base.

TRANSITION TO

THE AUTOBOT BASE – ENTRANCE

BREAKAWAY and DAYTONUS are standing guard at the entrance. They are bored out of their minds. BREAKAWAY yawns while standing there.

BREAKAWAY

(yawning)

Man, this is so boring.

DAYTONUS

Yeh, but we have ta make shooh da ‘cons don’t come here.

NAUTICA walks in.

NAUTICA

Hey... cool guy? I... I need to talk to you.

DAYTONUS turns towards her.

DAYTONUS

Yeh? What is it?

There is a brief pause before NAUTICA speaks up.

NAUTICA

Well... I just... I wanted to thank you... for saving my life. It was the bravest thing anyone has ever done for me.

DAYTONUS

Oh, it wus nuttin’... just doin’ what had ta be done.

NAUTICA and DAYTONUS both look at each other and smile. BREAKAWAY looks at this and then rolls his eyes. He clears his throat afterwards.

BREAKAWAY

(clearing his throat)  
Ahem!!!

DAYTONUS and NAUTICA turn towards him.

NAUTICA  
Oh... Breakaway. Sorry...

BREAKAWAY

(with a cool tone)  
It’s alright. I’m used to being neglected.

Then, the three youngsters hear vehicle motors going off. They look out the window and see the source: the Decepticons have taken advantage of this situation and are heading towards the Autobot base.

NAUTICA

Wow. This is such a bummer.

The Decepticons head at top speed towards the Autobot base as the screen immediately goes to black.

END OF ACT ONE

ACT TWO

FADE IN

AUTOBOT BASE – INTERIOR

NAUTICA runs into the corridor and presses a big red button, which activates the alarm. As the alarm is blaring, the remaining Autobots start running around and heading outside. The Autobots yell and mutter as they load their weapons. ARCEE and MINERVA stay inside to oversee NIGHTBEAT’s reactivation. WRECK-GAR transforms into motorcycle mode and REV hops on.

WRECK-GAR

(imitating JOHN WAYNE)  
Let’s go, pilgrim!!!

WRECK-GAR rolls out at top speed while REV hangs on tightly, his body flailing everywhere.

REV

(hanging on)  
WHOOOOOAAAAAAAAAAAAAAAAAAAAAAA!!!

NAUTICA runs outside of the base and turns her wrench into a machine gun. She fires the machine gun at the approaching Decepticons. RODIMUS also comes out of the base and fires at the Decepticons.

RODIMUS  
(angry)  
YOU WON’T HARM MY PEOPLE, NOT WHILE I’M STILL ALIVE!!!

RODIMUS angrily keeps firing at the Decepticons. SHOCKWAVE flies in and fires at RODIMUS.

SHOCKWAVE

(firing at RODIMUS)  
Then prepare for your destruction.

RODIMUS jumps aside as he fires at SHOCKWAVE. NAUTICA also fires at SHOCKWAVE.

SHOCKWAVE

(annoyed by NAUTICA’s blasts)

STARSCREAM, BLITZWING!!! Get that pesky brat!!!

BLITZWING  
As you command, Shockwave.

BLITZWING and STARSCREAM begin to pursue NAUTICA, who fires back at them while running ahead. She manages to land a hit on STARSCREAM, who immediately crashes down after the blast hits him.

BLITZWING

You won’t stop me that easily, you brat!!!

BLITZWING fires at NAUTICA, hitting her in the abdomen.

NAUTICA  
(getting hit)  
DAAAIIIIGH!!!

NAUTICA keeps firing at BLITZWING, but oil is leaking out of her abdomen. While this happens, we manage to get a glimpse of DRIFT clashing swords with SKY-BYTE. THUNDERHOOF, KNOCK OUT and QUAKE advance towards SIDE BURN, SIREN and BUMBLEBEE.

KNOCK OUT

(with a grin)

Well, now... this is gonna be easy.

QUAKE

(grinning)  
Very, very easy...

SIDE BURN

Yeah, for us.

SIDE BURN grabs KNOCK OUT and slams his head into the ground, SIREN starts fighting with THUNDERHOOF and BUMBLEBEE climbs on top of QUAKE and starts bopping his head with his fists like a conga drum. Then we focus on DELUGE, who is driving towards WRECK-GAR and REV. REV is firing at DELUGE.

REV

(ticked)

This guy is one of the reasons why I hate science.

WRECK-GAR

(with a rather dumb voice)  
Hate makes stupid. AHUH-HUH (snort) AHUH-HUH (snort) AHUH-HUH!!!

REV

(ticked)  
Shut up and drive.

WRECK-GAR keeps driving ahead while REV fires at DELUGE.

DELUGE

You vill be exterminated, you pesky Autobots!!!

Both DAYTONUS and HOSEHEAD drive past REV and WRECK-GAR, heading for DELUGE.

DAYTONUS, HOSEHEAD

(in unison)  
STEALTH FORCE, ENGAGE!!!

DAYTONUS and HOSEHEAD start transforming into their Stealth Force modes. Panels open to reveal guns and launchers coming out of their vehicle modes, and the tires are now positioned in a way to make their vehicle modes more maneuverable and allow them to improve their aim. DELUGE transforms into robot mode and tries to attack, but HOSEHEAD and DAYTONUS open fire and hit DELUGE, who falls down as a result of the impact. Meanwhile, RODIMUS is violently engaging SHOCKWAVE in combat.

SHOCKWAVE  
Give up, Rodimus. Your existence is illogical.

RODIMUS

(angry)  
SHUT UP!!! I’M SICK AND TIRED OF YOUR LOGIC!!! SICK AND TIRED OF YOUR ONE EYED FACE!!! SICK AND TIRED OF YOU!!!

RODIMUS angrily punches SHOCKWAVE in the gut, but SHOCKWAVE just grabs him and tosses him aside effortlessly. RODIMUS lands on his back.

RODIMUS

(landing)  
AAAGH!!!

SHOCKWAVE grabs RODIMUS by the neck and raises him in the air, the logic driven Decepticon starts strangling him.

SHOCKWAVE  
At long last, Rodimus... I shall bring an end to your miserable and illogical existence.

SIDE BURN lands on top of SIREN after being tossed by THUNDERHOOF while QUAKE gets the better of BUMBLEBEE and is now holding him up by the back of his neck. BUMBLEBEE swings his arms around to try and land a punch on QUAKE.

BUMBLEBEE  
Lemme go, you big bully!!!

QUAKE

Silence, chiquito.

KNOCK OUT

(grinning)

Well now... looks like ol’ one-eye was right. This really was the right time. Soon we’ll have total victory over the ‘bots.

As QUAKE keeps BUMBLEBEE at bay, BLITZWING is grabbing hold of NAUTICA.

NAUTICA

I’M GONNA GET YA FOR THIS, YA TRIPLE CHANGING BUM!!!

While all this happens, ARCEE and MINERVA are inside, checking on the Energon levels.

MINERVA

We’ve almost used up all our energy.

ARCEE looks at this nervously, she hopes they’ll be done with this as soon as possible.

ARCEE

(on edge)

C’mon... c’mon... our guys are fighting out there, and they might lose all their energy in battle!!!

Then, the last bit of Energon goes into the chamber, a purple laser fires and powers NIGHTBEAT’s body. MINERVA crosses her fingers as she looks at this. But then, she sees a red light flashing on the console.

MINERVA

(worried)

The machine is overloading... we gotta end the process fast before it explodes!!!

ARCEE

Keep it online... we’re so close to fully rejuvenating him. Just remain calm and wait a little bit longer…

The machine starts overheating as the laser continues recharging NIGHTBEAT, and then, it starts smoking. Small flames can be seen burning away at the machine. As it does, ARCEE notices NIGHTBEAT’s hand is moving.

ARCEE  
MINERVA!!! NOW!!!

MINERVA shuts down the machine and the laser is turned off, but the console immediately explodes and the screen fades to black.

END OF ACT TWO

ACT THREE

FADE IN

AUTOBOT BASE – EXTERIOR

NAUTICA falls to the ground and then we pan around and we see that most of the Autobots are badly damaged. RODIMUS is conscious, but he is being strangled by SHOCKWAVE. Then, DAYTONUS and HOSEHEAD head out to aid RODIMUS.

HOSEHEAD

Don’t worry, Roddy!!! Help is on the way!!!

BLITZWING instantly transforms into tank mode and fires at the two Autobots, knocking them back. BREAKAWAY flies in and fires at BLITZWING. TANKOR aims his shoulder cannon at BREAKAWAY and blasts him out of the sky. SHOCKWAVE takes a quick glance at this and then looks back at RODIMUS.

SHOCKWAVE

You see, Rodimus? Your Autobots are doomed... they will not be able to stop my rightful rule of Cybertron once I end you.

Suddenly, SHOCKWAVE is blasted by a triple-burst plasma shot, the noise it makes sounds rather familiar to us.

SHOCKWAVE

(being hit)  
AAAAAAGH!!!

SHOCKWAVE drops RODIMUS and falls to the ground. The Decepticons look at the source of this blast. We immediately cut to a hand holding a smoking plasma cannon and twirling it. The Decepticons recognize the ‘bot holding the weapon.

THUNDERHOOF

(with disbelief)  
No...

KNOCK OUT

(gulp)

QUAKE

(scared)  
AYAYAYYYYYYYY!!!

RUNABOUT, RUNAMUCK

(in unison)  
WE IS SCRAPPED!!!

DELUGE

This isn’t going to end well.

BLITZWING

(confused as to why everyone is scared of this ‘bot)  
What? Who is that guy?

Then, we cut to a close up of the ‘bot holding the gun and zoom out, finally revealing to us who it is. NIGHTBEAT has returned, and he doesn’t look too happy. As he stands at the top of a hill, his voice booms as he speaks with authority.

NIGHTBEAT

(with an imposing tone)

Decepticons... leave my friends alone or die.

STARSCREAM runs in, his left arm in a sling after being blasted by NAUTICA. He aims the null ray in his right hand at NIGHTBEAT. NIGHTBEAT swiftly shoots STARSCREAM down, which causes him to fall down immediately.

KNOCK OUT

(yelling effeminately)  
AAAAAGH!!! SAVE ME!!!

He jumps in QUAKE’s arms, but QUAKE immediately drops him. THUNDERHOOF walks in and, at the same time; both he and QUAKE draw their weapons and fire at NIGHTBEAT. NIGHTBEAT simply evades the blasts and fires back at the two. THUNDERHOOF is hit first and falls down. QUAKE is hit right after that and falls to pieces.

QUAKE

(falling to pieces)

AY, CARAMBAAAAAAAAAAAA!!!

When QUAKE falls to pieces, NIGHTBEAT keeps advancing towards the rest of the Decepticons. RUNABOUT and RUNAMUCK are trying to blast him to oblivion, but their weapons don’t seem to have any effect on the angered Autobot detective.

NIGHTBEAT

(with a menacing tone)  
Bad move, you stinking punks.

RUNABOUT

We is scrap!!!

NIGHTBEAT grabs both of the Battlechargers and bashes their heads together. DELUGE tries to use his wrist blade against NIGHTBEAT, but the detective just backhands him in the face.

DELUGE  
(getting backhanded)  
DAAUGH!!!

SKY-BYTE and TANKOR also try to make a last ditch attempt to fire at NIGHTBEAT, but the experienced Autobot fires back at them, managing to take them down easily. BLITZWING draws his sword and tries to slice NIGHTBEAT with it. Of course, NIGHTBEAT has never seen this Decepticon before, as BLITZWING first came to Earth while he was deactivated. However, the fact that he is a Decepticon means that he has to be stopped. NIGHTBEAT grabs BLITZWING by the turret sticking out from the back of his head and slams him to the ground.

NIGHTBEAT

New member, same old incompetence.

Then, the Vehicon Drones start firing at the revived Autobot, who turns to face them and glares daggers at them, looking extremely annoyed as he was fired at.

NIGHTBEAT  
You guys have no respect for your elders, do you?

NIGHTBEAT opens fire and an endless maelstrom of triple-burst shots end up destroying drone after drone. SHOCKWAVE stands up and sees this. He clutches his head. He is so close to total victory and yet, this lone Autobot has managed to ruin his perfectly laid out plans and has turned the tide in the Autobots’ favor.

SHOCKWAVE

You annoying worm. You shall pay for this!!!

SHOCKWAVE charges towards NIGHTBEAT, who just stands there and grabs him with ease.

NIGHTBEAT

Sorry, eye face, but we already paid at the office.

NIGHTBEAT tosses SHOCKWAVE into the distance. SHOCKWAVE flies off and KNOCK OUT looks at this with fear. He turns around and sees NIGHTBEAT standing there.

NIGHTBEAT

Your turn, biology boy.

KNOCK OUT

(scared)  
Listen, pal... I... I’m gone... I’m gone.

KNOCK OUT runs away, yelling effeminately. NIGHTBEAT grins at this. The wounded Decepticons get back up as SHOCKWAVE gives out the fateful order.

SHOCKWAVE

Initiate strategic withdrawal!!!

The Decepticons limp away. NIGHTBEAT helps RODIMUS up. RODIMUS looks at him.

RODIMUS

You don’t know how glad I am to see your ugly mug again.

NIGHTBEAT

(grinning)  
Believe me, it’s great to be back.

MINERVA and ARCEE come out of the base, all covered in soot. MINERVA runs towards NIGHTBEAT. They both hug and kiss each other.

ARCEE  
We managed to revive him before the console blew up. At last, after all these moments of misfortune, we finally received our reward in the end.

RODIMUS

Did we?

ARCEE looks at him and sighs. He knows that she has grown to fear his unpredictability. She just walks back to the base, a sad expression drawn on her face. RODIMUS sighs sadly. He wishes he was the same man she once loved, but with all the past nightmares, it seems like their relationship will never be fixed. While this is going on, NIGHTBEAT releases the kiss and smiles at MINERVA.

NIGHTBEAT

It’s so nice to see your pretty face again.

MINERVA smiles and blushes. NIGHTBEAT kisses her cheek, then turns around and walks away. The other Autobots stand up and greet them. NIGHTBEAT shakes hands with all of them.

SIDE BURN

Nice to see ya again, ‘Beat.

SIREN

Welcome back, second-in-command.

NIGHTBEAT

Great to see you again, guys.

NAUTICA walks towards MINERVA and pats her back, happy that she got her loved one back. Once he finishes his reunion with the other Autobots, NIGHTBEAT heads off. While he walks off, we see a surviving JET DRONE aiming a sniper rifle at NIGHTBEAT. Then, we cut to the inside of the rifle’s gun barrel, following NIGHTBEAT as he walks to the side. NIGHTBEAT instantly turns around and fires at the drone. The screen is covered in a purplish-blue liquid while NIGHTBEAT stands still as DURAN DURAN’s “A View to a Kill” starts playing. The credits roll as the theme plays. When the credits and theme end, the screen fades to black.

THE END

END OF ACT THREE