THE TRANSFORMERS: REGENERATION ONE

“Vacation in Quebec”

CAST LIST (speaking parts only)

AUTOBOTS:

Rodimus Prime

Nightbeat

Minerva

Smokescreen

Nautica

Siren

Rattrap

DECEPTICONS:  
Shockwave

Starscream

Quake

Deluge

Blitzwing

HUMANS:

Marie Benson

Nicky Archer

Wendell Clarkson

Stella Harris

Principal Benson

Mrs. Benson

Shawn Berger

NARRATION:  
Ancient Voice

THE TRANSFORMERS: REGENERATION ONE

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PRE-OPENING SEQUENCE

FADE IN

PORTLAND CITY HALL – PRESS CONFERENCE

In Portland City Hall, we see a press conference going on. SHAWN BERGER is speaking to the audience, his tone filled with authority and charisma.

BERGER  
(authoritatively)  
And let me tell you, people of Portland... these Transformers are a threat to the entire world. I intend to start informing the world about this through various media broadcasts and press conferences handled in all the halls of the cities affected by the scourge of these robots.

The audience erupts with cheers and applause, but then, one of the walls is blown apart, causing the audience to panic. Through the broken wall, STARSCREAM, QUAKE and BLITZWING run in, aiming their weapons at the present humans while DELUGE walks in casually, hands behind his back as he heads towards BERGER.

STARSCREAM  
NOBODY MOVE!!!

QUAKE

We gotcha surrounded, vatos!!!

BERGER  
(angered)  
YOU MEDDLING TIN CANS!!! WHAT IS THE MEANING OF THIS?!!!

DELUGE

(with a charming yet unsettling tone)

Shockvave sent us. He is most displeased with this smearr campaign you arre starrting. It is making our vorrk taking yourr enerrgy verry difficult. So, ve have to get rrid of you.

DELUGE draws his wrist blade, but before he can do anything, NIGHTBEAT bursts through another wall in vehicle mode.

NIGHTBEAT

Sorry, Deluge, but I believe ol’ one-eye will have to deal with it.

QUAKE  
NIGHTBEAT!!!

DELUGE  
GET HIM!!!

NAUTICA hovers in, in vehicle mode, and fires at the Decepticons.

NAUTICA

(playfully)

Did you forget about me?

STARSCREAM  
(scared)  
OH, SCRAP!!!

STARSCREAM is hit by NAUTICA and falls flat on his back. NIGHTBEAT rams QUAKE, breaking him into pieces.

QUAKE

(falling apart)  
BABALÚUUUUUUUUUUUUUUUU!!!

NIGHTBEAT’s arm comes out of his passenger door and he grabs BERGER, tossing him in the passenger seat.

BERGER

(angry)

LET ME GO, YOU STUPID TIN CAN!!!

NIGHTBEAT drives off. BLITZWING transforms into jet mode and follows them. NAUTICA fires at DELUGE, making him topple back through the wall. Then, she decides to follow BLITZWING. She manages to lock her weapons on to him and fires right at his thrusters. BLITZWING crashes down into the mountains. While this happens, NIGHTBEAT is still driving ahead, with BERGER in his passenger seat.

BERGER

(angry)  
GET ME OUT OF HERE!!! GET ME OUT!!!

NIGHTBEAT

(with a taunting tone)  
Oh... you wanna get out?

NIGHTBEAT opens up his roof and ejects his passenger seat.

BERGER

(getting ejected)  
NOT THAT WAAAAAAAAAAAAAAAAAAAAAAAAAAAYYYYYYYYYYYYYY!!!

BERGER lands in a pool of mud. NIGHTBEAT transforms into robot mode and NAUTICA flies in, transforming into robot mode as well. Then, they look at BERGER splashing and flailing his arms.

BERGER

(spits mud out of his mouth)

NAUTICA

(with a grin)

Awwww, look... the pig is so happy playing in mud.

NIGHTBEAT grins as well.

BERGER

(with frustration)  
DAAAAAAAAAGH!!!

We transition to the intro sequence.

END OF PRE-OPENING SEQUENCE

ACT ONE

FADE IN

AUTOBOT HEADQUARTERS – REPAIR BAY

At the repair bay, the recently recharged Autobots are resting.

ANCIENT VOICE

(narrating)

It has been a week since the last battle with the Decepticons. The Autobots have gone through quite the ordeal. Some of them were drained of their energy reserves while battling Jhiaxus’ forces. Others were wounded in the battle against the Decepticons, but they have all since been repaired. However, the drained Autobots have just been reactivated and still need rest before going back into action.

SMOKESCREEN is lying down on a table while SIREN watches over him.

SMOKESCREEN

Bedside duty, jarhead? It’s not like you to do this.

SIREN  
Yeh, well, ahm here just to make sure ya don’t fall outta bed.

SMOKESCREEN

(grinning)

Heh... good to see you again, too.

SIREN smirks at that remark, showing that deep down, despite the ribbing, he is relieved that his old friend is now alright.

SIREN  
(grinning)  
Anytime, pal.

SIREN and SMOKESCREEN high-five. RODIMUS walks in.

RODIMUS

Hey guys, how is everyone doing?

SMOKESCREEN

We’re fine... but where’s Minerva?

RODIMUS

(walking in)

Off-duty. Because of all the stress she went through in these last few months, I thought she deserved some much needed rest and relaxation. After Nautica returned from her mission with Nightbeat, I sent her to keep Minerva company and to meet some of her friends. I admit we all could use some rest.

SMOKESCREEN

Amen to that.

SMOKESCREEN yawns and falls asleep. We then transition to the Decepticon Ship. SHOCKWAVE is angered by the recent failures of his ‘cons. DELUGE, STARSCREAM (with both of his arms in slings), QUAKE (lying in pieces) and BLITZWING are there, listening to SHOCKWAVE’s harsh words.

SHOCKWAVE

(coldly)

I am surrounded by illogically incompetent minions. You have all failed me. Get out of my sight this instant.

DELUGE gathers up QUAKE’s pieces and walks away briskly, being closely followed by STARSCREAM. BLITZWING follows them, but once he walks out the door and it locks behind him, he turns around and decides to eavesdrop in on what SHOCKWAVE has to say, aiming to find out what he is really thinking.

SHOCKWAVE

(with a logical tone)

Those fools... they cannot do anything right. I believe I will have to make some changes to my plans of total control over Cybertron and the entire universe. The fools cannot be part of my logical utopia. However, I may have some use for them once my master plan is complete. Soon, I shall get rid of the Autobots and my helplessly incompetent subordinates.

BLITZWING walks off. As he walks through the hall, he starts thinking.

BLITZWING

(whispering, to himself)

Shockwave is planning to get rid of us... I wonder why... I have to do some investigative work before I attempt anything against him. I must find out what kind of use he has for us once his plot is finally finished. But I have to be careful... I cannot raise any suspicions, or else, grade-A morons like Starscream or Quake could start pointing fingers at me.

As BLITZWING keeps walking ahead, thinking about what he has to do, we transition to the city of Quebec in Canada. MINERVA and NAUTICA are parked near a high school, looking at the students come and go. Then, their attention focuses on a very attractive young blonde walking with a very gawky looking kid with brown hair and a slightly chunky kid.

MINERVA

That’s her... that’s Marie.

NAUTICA

So that was the first person you made contact with when you arrived here?

MINERVA

Yeah... I crashed landed here and she saved my life. And those kids with her... they are Nicky and Wendell. Nicky is Marie’s boyfriend and Wendell is their best friend.

Suddenly, a girl walks out of the school and trips down the stairs. NAUTICA notices this.

NAUTICA

And that klutz is?  
  
MINERVA

Mmm? Oh, that’s Stella.

NAUTICA

(yelling at the top of her lungs)  
STEEEEEEEELLAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA!!!

All of the boys and girls turn around to look at the source of the yelling.

MINERVA  
NAUTICA!!! SHHHH!!!

NAUTICA

(embarrassed)

Oops... sorry.

Everyone goes back to their daily routines like normal, but MARIE looks at her friends and talks to them.

MARIE

Excuse me... but I have to check in on something.

WENDELL  
Okay, Marie. Will you come to the party tonight?

MARIE

Of course, Wendell. Nicky and I will be there.

WENDELL

(waving as he walks out)

Neat... be seeing you both there.

NICKY

Bye, Wendell. See you later, Marie.

MARIE

(waving them off)  
Bye, guys.

MARIE walks towards the two arguing vehicles. She recognizes one of them.

MARIE

Minerva?

MINERVA

(nervously noticing MARIE there)  
Oh, Marie... I... how’ve you been?

MARIE smiles at her.

MARIE

I’ve been fine. Boy, it’s been so long.

MINERVA

(giggling)

Yeah. I want you to meet my other best friend. This is Nautica.

NAUTICA

(with a cutesy, high-pitched tone)  
Hi.

MARIE

(looking at NAUTICA)

Nice to meet you, Nautica.

(turning to MINERVA)  
We have a lot of catching up to do. Say, how’s about we go to the Plains for old time’s sake?

MINERVA

I thought you’d never ask.

(opening her driver side door)  
Hop in.

MARIE sat in MINERVA’s driver seat and once she fastens her seatbelt, the two Autobots head for the Plains of Abraham. As they head there, the screen fades to black.

END OF ACT ONE

ACT TWO

FADE IN TO

QUEBEC – THE PLAINS OF ABRAHAM

At the breathtaking Plains of Abraham, we see that MARIE is walking alongside MINERVA and NAUTICA, both of whom have already transformed into their robot modes. MARIE and the two Autobot girls have been talking about what they’ve done so far.

MARIE

So you went through quite a lot ever since you left Quebec, huh?

MINERVA

Yeah, to say it was hard would be an understatement... but at least I managed to get through it all.

NAUTICA

Minnie always was a trooper, whenever anything bad happened, she always pulled through. So... what have you been doing ever since Minnie went with the Autobots?

MARIE  
Oh, just continuing with school. Studying, doing homework... the usual. And I’m also a member of the school’s tap-dancing group.

NAUTICA  
Really? Sounds cool. Maybe we could do some tap-dancing together sometime, maybe have a friendly competition, and see who comes out on top?

MARIE

You’re on.

(looking at her watch)  
Whoops, look at the time. I gotta go back home to get ready for the party.

NAUTICA’s eyes widen and she grins widely once she hears MARIE.

MINERVA

(noticing NAUTICA)  
Uh-oh... you said the P-word.

NAUTICA  
(hopping up and down and clapping)

CAN I GO? CAN I GO? PLEASE PLEASE PLEEEEEAAAAAAAASE?!!!

MARIE

(scratching the back of her head nervously)

Well... ummm... I dunno... it’s for human kids.

NAUTICA

(begging on her knees)  
Oh, pleeeeaaaaaaase... just this once, for me?

MARIE

Well... okay.

NAUTICA

(jumping up and down)

YAAAAAAAAAAAY!!!

MINERVA

(to MARIE)  
Are you sure about this?  
  
MARIE  
Well, if I didn’t invite her, she would keep begging me to take her along with me.

MINERVA  
Good point.

Both MINERVA and NAUTICA transform into their vehicle modes and MARIE gets into MINERVA’s driver seat. Then, the two Autobot girls head off to MARIE’s house.

TRANSITION TO

THE AUTOBOT BASE – COMMAND CONSOLE

NIGHTBEAT is sitting at the command console, checking for any unusual Decepticon activity, when suddenly, a signal is detected. NIGHTBEAT presses a button, and when he presses it, RODIMUS enters the command room.

RODIMUS

What is it, Nightbeat?

NIGHTBEAT

Temporal rift, Roddy. Our sensors have detected an energy signature coming through it.

RODIMUS

Is it friendly?

NIGHTBEAT

I dunno... it hasn’t ever picked up an energy signature like this. All I can say is that the residual chronal energy in it indicates that it comes from a million years in the future.

RODIMUS

Hmmmm... we’ll have to investigate then... what’s the location?

NIGHTBEAT  
Quebec.

RODIMUS

Get Wheeljack, we’ll meet up with Minerva and Nautica there.

NIGHTBEAT

You got it, Roddy.

TRANSITION TO

QUEBEC – MARIE’S HOME

The two Autobots arrive with MARIE at her home. MARIE is greeted by her mother, MARGARET BENSON.

MRS. BENSON

(warmly)  
Marie, dear... how was your day at school?

MARIE  
Fine, mom... but now I have to get ready for Wendell’s party.

MRS. BENSON looks at the two vehicles and recognizes one.

MRS. BENSON

Why, if it isn’t Minerva!

MINERVA  
Hi, Mrs. B. It’s been quite a while.

MRS. BENSON

Indeed it has. How have you been?

MINERVA  
Fine, thank you. I’d like you to meet my friend Nautica.

MRS. BENSON

(looking at NAUTICA)  
How do you do, Nautica?

NAUTICA

(with the same cutesy, high-pitched tone of before)  
Hi.

Then, as MARIE is heading inside, her father, Principal OSGOOD BENSON, walks out of the house.

BENSON  
(to his wife)  
Margaret, have you seen my sleeping pills anywhere?

BENSON looks at the car and recognizes it, but unlike MRS. BENSON and MARIE, he doesn’t react with fondness to it.

BENSON  
(frustrated)  
Oh, no...

(yelling extremely loudly)  
WHAT IS THAT CAR DOING IN HERE?!!!

MINERVA

(nervous)  
Ummm... a pleasure to see you, Mr. Benson.

BENSON

(lamenting)

Believe me, the pleasure is all yours...

(to his wife)  
Margaret, I want that car out of here immediately.

NAUTICA

(with a deadpan tone)  
Charming man.

BENSON  
(hearing the voice)

WHO SAID THAT?

NAUTICA

(cheerful)

I DID!!!

BENSON looks at the submarine and reacts with frustration.

BENSON  
(lamenting)  
WHY DOES IT ALWAYS HAVE TO BE ME?!!!

The screen turns black while BENSON keeps complaining.

END OF ACT TWO

ACT THREE

FADE IN

MARIE’S HOME – EXTERIOR

MARIE walks out of her house, wearing a white shirt with long sleeves and a blue mini-skirt. Around her neck is a bowtie. She sees her father getting frustrated.

MARIE

Daddy, please... stop getting angry over minor things. Minnie and Nautica came here to visit and this is how you greet them?

BENSON just grumbles.

MARIE

I’m off to Wendell’s place. I’ll be back at eleven.

MRS. BENSON

Have fun, dear.

MARIE gets inside MINERVA’s vehicle mode once again. The two Autobot girls drive off and head for WENDELL’s house. While this happens, a robot that we’ve never seen before is watching them. He is determined to follow them. He speaks to himself. As we hear him speak, we notice that his voice is somewhat high but hoarse, his attitude indicates a rough background and his accent indicates a streetwise personality, similar to that of JOE PESCI, even down to the psychopathy.

RATTRAP

(silently)

Dere dey are... his two lil’ troopers...

(loading a weapon)  
I’ll take care of ‘em... and aftah dat... deir boss will die as well... I’ll finally stop livin’ in shame when I get rid of ‘im. They is all gonna stop laughin’ at me for bein’ useless and fer bein’ related to a buncha renegades.

He transforms into a green car and follows them. Later, at WENDELL’s house, the two Autobots arrive with MARIE. MARIE opens MINERVA’s door and comes out of her vehicle mode and then, the two Autobots transform into their robot modes and follow MARIE. MARIE goes through the back and sees WENDELL, STELLA and NICKY at the grill while their other classmates are hanging out near the pool. NICKY is drinking a can of Coke. NICKY looks at MARIE arriving and smiles, but then, he sees MINERVA and NAUTICA coming in and spits his drink out.

NICKY

(doing a spit take)  
PFFFFFFFFFFFT!!!

WENDELL and STELLA look at this.

STELLA

(amazed)

YOWZA!!!

WENDELL  
(surprised)  
YIKES!!!

MARIE

(walking in)  
Sorry, guys... they were visiting and I had to bring them along with me.

NICKY  
O-one of them I already know... but I don’t know the other one.

MARIE

Her name’s Nautica, and she really wanted to come to the party. She pretty much begged me to take her along with me.

NAUTICA looks around and sees the pool.

NAUTICA

(with excitement)  
A POOL!!! A POOL!!! I LOVE POOLS!!!

She runs towards the pool and sits on the edge, dipping her feet into the water and splashing them around. MARIE raises her eyebrow as she looks at this. She turns towards MINERVA.

MINERVA

(looking at MARIE)

Sorry... one of her favorite kinds of parties are pool parties.

MARIE

Oh, I see.

WENDELL

Marie... you have some weird friends, y’know that?

STELLA

(with a taunting tone)  
Speaking from experience, Wendell?

WENDELL just glares at STELLA.

WENDELL

(unamused)

Very funny, Stella.

MARIE

Anyway, I guess I should tell you a bit about them. Minerva and Nautica are Autobots, and they came from a planet called Cybertron.

STELLA  
Wow... aliens.

WENDELL  
Wait a minute, are these the guys that Berger regularly talks about on the news?

MARIE

Unfortunately, yeah. But the Autobots are good. The Decepticons are the ones who cause all sorts of trouble. Of course, when Minerva arrived, Nicky, my parents and I were the only ones who knew her.

MINERVA

We’ve been living in Portland ever since our arrival. Our friends there are the Witwicky family and the police force. You must have heard of Inspector Bill Shayne, since he and some of the other members of his force are moving here soon.

STELLA

Yeah, we’ve heard of them.

STELLA unwittingly leans against the grill and burns her hands.

STELLA  
(jumping into the air)  
YAAAAAAAAAAAIIIIIIIII!!!!!!!!

STELLA waves her hands around and starts blowing on them before heading to the pool and dunking them in the water, sighing with relief when she puts them in.

MINERVA

Boy...

MARIE

Don’t worry... she’s always like that.

Suddenly, some blasts go off around WENDELL’s pool.

WENDELL

(yelling)  
WHOAAAAAAA!!!

NICKY walks backwards and trips. MARIE looks around as the blasts go off.

MARIE

What... what’s happening?

Suddenly, the robot from before walks in, hoisting two rocket launchers over his shoulders. The rocket launchers are smoking as we see the figure walk in.

RATTRAP

You two gals is gonna come wit’ me... scratched up or in pieces.

As he says this, NAUTICA draws a knife and twirls it.

NAUTICA

Wanna dance, short boy?

RATTRAP’s glare becomes quite intense.

RATTRAP

DON’T EVAH CALL ME SHORT BOY!!!

He immediately fires his rocket launcher at NAUTICA, sending her flying into the pool.

NAUTICA

(falling into the pool)  
WHOOOOOAAAAAA!!!

MINERVA draws her Shock Blaster and fires it at RATTRAP, acting more on protecting the kids rather than herself.

MINERVA

Get outta here, guys!!!

WENDELL, MARIE, STELLA and NICKY run off. But as MINERVA is making sure the kids are getting away, she is shot in the leg.

MINERVA

(getting hit in the leg)  
DAAAAAAIIIIIGH!!!

RATTRAP

What I do to ya now will be da same fate yer boss will suffer.

As the robot approaches MINERVA, we see the words “TO BE CONTINUED” below. Then, we fade to black.

END OF ACT THREE

NEXT EPISODE SEQUENCE

As the ANCIENT VOICE narrates, we see scenes of the next episode that show the moments that he is describing.

ANCIENT VOICE  
(narrating, with a rather dramatic tone)  
In the next chapter of the Transformers, the Autobots find an unusual ally in the mysterious Rattrap. Rodimus Prime also finds out the reason why this new arrival is determined to annihilate him as he listens to his story. Meanwhile, Shockwave plans to move all of his operations to Quebec, where he begins to put his plan into action. Action, excitement, intrigue: all in the next exciting chapter of Transformers – Regeneration One.

TO BE CONTINUED