THE TRANSFORMERS: REGENERATION ONE

“The Wiseguy”

CAST LIST (speaking parts only)

AUTOBOTS:

Rodimus Prime

Nightbeat

Bumblebee

Wheeljack

Minerva

Nautica

Rattrap

DECEPTICONS:
Shockwave

Knock Out

Deluge

Blitzwing

HUMANS:

Marie Benson

Wendell Clarkson

Store Owner

NARRATION:
Ancient Voice

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LAST EPISODE RECAP

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

ANCIENT VOICE
(narrating, with a rather dramatic tone)

Previously, Minerva and Nautica arrived in Quebec to meet Marie Benson, Minerva’s human friend. While Marie gives the two young Autobots a tour, Blitzwing, the Decepticon Triplechanger, discovers that Shockwave’s frustration has led him to come up with a plan that is still a mystery to everyone.

BLITZWING

(line from previous episode)

I have to do some investigative work before I attempt anything against him.

ANCIENT VOICE
(narrating, with a rather dramatic tone)

However, both sides are oblivious to the presence of a new Cybertronian, who is targeting Rodimus and his fellow Autobots. He ambushes both Minerva and Nautica and is now aiming to destroy Rodimus once and for all.

RATTRAP

(line from previous episode)

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

END OF LAST EPISODE RECAP

ACT ONE

FADE IN

WENDELL’S HOUSE – EXTERIOR

RATTRAP is walking towards the damaged MINERVA. MINERVA is trying to stand up and looks at RATTRAP, who is looking at her coldly.

RATTRAP

Time ta say bye-bye, Autobot.

MARIE runs inside WENDELL’s house and grabs a shotgun. She walks out the door and aims the shotgun at RATTRAP.

MARIE
(angered)
Get away from Minnie, you brute!!!

MARIE shoots RATTRAP with the shotgun. RATTRAP turns around, undamaged from the blast, looking more annoyed than anything.

RATTRAP

(angry)
Flesh joik!!! Imma kill ya!!!

Before RATTRAP can shoot MARIE into oblivion, MINERVA sees a chance and uses her Shock Blaster on RATTRAP. RATTRAP is engulfed by a stun blast.

RATTRAP

(stunned)
DAAAAAGH!!! IMMA KILL YA ALL!!!

Suddenly, someone shoots RATTRAP from behind. We see NIGHTBEAT walking in, his cannon smoking. RATTRAP falls to the ground, unconscious.

NIGHTBEAT

So... he likes to abuse ladies? We can fix that.

NIGHTBEAT is aiming his cannon at RATTRAP, setting it to kill. However, WHEELJACK runs in and stops him. RODIMUS is running behind WHEELJACK.

WHEELJACK

(grabbing NIGHTBEAT’s plasma cannon)
NO, WAIT!!!

RODIMUS inspects the unconscious robot. He looks at him and sees a strange logo on his shoulder. He looks at WHEELJACK.

RODIMUS

Wheeljack... I think you should check this out.

WHEELJACK walks up to the robot and seems to recognize the symbol.

WHEELJACK
A... a Maximal. Definitely from the future... my master Rhinox was one... before he got converted into the Vehicon General Tankor. He once told me that he and some others arrived in this timeframe thanks to strange rips caused by chronal energy. If what you told me about the chronal disturbance he came from is correct, I guess this guy must be from a future timeline where they managed to harness the rips and control them somehow.

RODIMUS

In other words... time-travelling is a reality in his era?

WHEELJACK

Exactly.

Meanwhile, NIGHTBEAT is helping MINERVA up. MINERVA hugs him and then, they both go to help out NAUTICA. RODIMUS turns towards NIGHTBEAT.

RODIMUS
Hand them over to me, Nightbeat. I’ll heal them with the Matrix. We’ll need them to check on our new arrival from the future.

WENDELL is clutching his head as he looks at the mess caused by the new arrival.

WENDELL
Mom and dad are not gonna like this at all.

RODIMUS looks at WHEELJACK.

RODIMUS

Wheeljack, you stay here and help rebuild. We’ll head back to the base.

WHEELJACK

You got it, Rodimus.

TRANSITION TO

THE DECEPTICON SHIP – THRONE ROOM

DELUGE walks into SHOCKWAVE’s throne room. He looks at the imposing Decepticon Leader sitting on the throne.

DELUGE

You sent forr me, Commanderr?

SHOCKWAVE

Yes... this illogical nuisance Berger is ruining our plans for Portland. We must move to another location. I suggest we move to Quebec. According to our satellites, the city will be quite suitable for our plans. Prepare to move our forces there, along with our materials.

DELUGE

As you vish, my lorrd.

DELUGE walks out of the throne room and goes down the hall. We pan to the right and see that BLITZWING has been overhearing everything.

BLITZWING

(to himself)

What could Shockwave want with Quebec?

BLITZWING heads off and thinks about his next course of action.

BLITZWING

(to himself)

I must try to locate Shockwave’s audio logs. No doubt he has all the information I need in there. I might appear shortsighted, but I’m not as bad as my colleagues. Those idiots can stay with Shockwave and kiss his tailpipe as much as they want... but I don’t intend to sit still and wait for Shockwave’s endgame to happen. And I know one particular narcissistic idiot who can grant me access to Shockwave’s lab without giving me away... and I must have my cash ready to make sure he doesn’t squeal.

BLITZWING pats his storage container, grinning about the amount of Energon credit units he has in it. He enters the repair bay and finds who he’s looking for.

KNOCK OUT

What do you want, you brainless ninny?

BLITZWING

(showing KNOCK OUT the ECU)

Access to Shockwave’s lab while he is away.

KNOCK OUT

(grinning widely as he looks at the money)
Oooooohhhh... I likey!!! C’mon, follow me.

TRANSITION TO

AUTOBOT BASE – MINERVA’S REPAIR BAY

In the repair bay at the Autobot base, RATTRAP is restrained to an operating table while MINERVA and NAUTICA inspect him.

MINERVA

Well, one thing I can tell ya... this guy has absolutely no qualms when it comes to harming others. He suffers from psychopathy. The frontal lobes of his brain must have been damaged in an accident, so he has no morals, no hesitation when it comes to violence. If he kills someone, he goes over the edge.

RODIMUS

What about his past? Anything?

MINERVA takes a printout from her computer and reads it.

MINERVA

It says his name is Rattrap. It also says that he is responsible for various particularly brutal murders, he was arrested by the Elite Guard and sent back in time to kill you in order to obtain a full pardon and to stop living with the shame of... being related to you.

RODIMUS
…What?

NAUTICA

This guy? Related to...

(stopping for a bit and remembering the violent behavior RATTRAP displayed)
Oh…oh dang... I actually do sort of see a resemblance between their personalities in a way.

MINERVA

The printout says he has familial connections to you, but nothing else.

Suddenly, RATTRAP groans as he wakes up.

NAUTICA

He’s waking up.

RATTRAP opens his eyes and looks at all the Autobots around him. He glances at RODIMUS and tries frantically to break his chain.

RATTRAP
(trying to break free)
AAAAAGH!!! IMMA KILL YOU!!! IMMA KILL YOU ALL!!!

RODIMUS

As much as I’d like to oblige you in regards to my own demise, I have some questions that need to be answered. First off, why do you have so much anger inside you?

RATTRAP

Why should I tell you?

RODIMUS

Because I want to understand the kind of pain that you are going through... believe me, I know anger... and from what Minerva told us, you must be hiding a lot of insecurities deep down.

RATTRAP

(his tone becoming much more subdued and sad, but still showing a lot of anger)

Nobody evah believed in me... everyone treated me like a freak. Dey knew who my ancestors were, and I had ta live wit’ dat shame. I try ta do one good act, and what does it give me? A rattled brain. An urge ta kill. I tried savin’ a lil’ girl from a fire... and da debris landed on my noggin, breakin’ my head open and exposin’ da juicy nugget inside dat is my brain. Why da heck do ya t’ink I’m wearin’ dis retractable helmet? Ta keep me alive, dat’s what!!! It allows me ta scan circuits and energy signatures, but in reality... just, take it off and you’ll see…

MINERVA

(with a rather sullen tone)
I already have... and... I’m so sorry to hear that. The pain you’re going through must be awful.

RATTRAP looks at MINERVA. This is the first time that someone has treated him with some respect. He looks down and trembles a bit, showing that beneath the angry, violent exterior, there is someone who is really afraid. NAUTICA walks up to him.

NAUTICA

(with a soft tone)

Just rest... we’ll keep you safe.

RODIMUS sighs and walks out to his quarters. NIGHTBEAT follows him.

NIGHTBEAT

Roddy?

RODIMUS starts breaking things and ripping metal from the walls in extreme anger.

RODIMUS

(with total anger)
AAAGH!!! EVEN IN THE FUTURE!!! WHY?!!! WHY DOES ANYONE ASSOCIATED WITH ME SUFFER LIKE THIS?!!!

NIGHTBEAT has a solemn look on his face as he looks at his leader having a furious outburst of pure grief. RODIMUS collapses to the floor.

RODIMUS

(grieving)

I’m at fault for that ‘bot’s suffering. Will it ever stop?

NIGHTBEAT sighs and speaks up.

NIGHTBEAT

(calmly)
I know it may not change what this ‘bot has gone through... but you can help him. I know you can.

NIGHTBEAT kneels down and puts his hand on RODIMUS’ shoulder.

NIGHTBEAT

I’m glad Wheeljack stopped me from killing him. Because when I saw him lying there, angry and fearful, you know what I saw? I saw some similarities to a child who came to me with his friend, helpless and alone. Being branded a disgrace after being kicked out from the Elite Guard.

RODIMUS
(with sorrow)

Why did you take me and Arcee under your wing, Nightbeat?

NIGHTBEAT

(sighs)

I’m not as tough as everyone thinks I am. I just felt... you two needed someone to look after you. Optimus was searching for you both, and when he saw me taking care of you, he allowed me to stay with you and protect you. I sort of became your surrogate father until you were older.

He speaks to RODIMUS with a wise, fatherly tone.

NIGHTBEAT
Now it’s time to see if that boy can rise up to the challenge and do that exact same thing for this Maximal. Take him under your wing, that way, you might both learn from each other in order to control your anger.

RODIMUS thinks about it before speaking up.

RODIMUS

I... I’ll try, old friend. And thanks, for always being there for me.

NIGHTBEAT and RODIMUS hug each other in the same way a father and a son would hug. Then, they both stand up and head back to the repair bay. After that, we fade to black.

END OF ACT ONE

ACT TWO

FADE IN

AUTOBOT BASE – REPAIR BAY

NIGHTBEAT and RODIMUS head to the repair bay, where they see RATTRAP still lying on the table, restrained by cuffs.

RODIMUS

How are you feeling?

RATTRAP

Trapped like a rat.

RODIMUS

(trying to lighten the mood)
Figures.

(looking at RATTRAP)

Listen... I know how you feel about what you’ve gone through. I went through the same ordeal, except... I never had an accident as brutal as yours but... I still have mental scars, scars caused by torture and loss. However, I do understand that you don’t feel any remorse when you kill someone... but I do. I hate what I am... I could release you now, let you finish it once and for all and end both of our suffering so you can get that pardon... if you still want it.

RATTRAP looks at him, there is a moment of silence until he speaks up.

RATTRAP

Hmm… I’ll have ta t’ink about it. I still don’t know if I trust ya, even if yer my relative.

RODIMUS

Then don’t... I don’t want you to trust me. I’ve already failed too many times, so you earned the right to distrust me. However, all I ask is this. Once you come to a decision, do me a favor and at least leave my people unharmed. That’s all I’ll ask for.

RATTRAP hears these words and he just can’t understand them. RODIMUS is like him, a killer. However, whereas RATTRAP doesn’t know what to care about, RODIMUS cares about only one thing: his people. He wants them to stay safe and remain unharmed.

RATTRAP

Why do ya care so much about dem?

RODIMUS

(sighing)
When you lose almost everyone you love in life, you have no choice but to prevent harm from coming to the remaining people who care about you. Now... I’m gonna release you, but whatever you do, just make sure you don’t hurt my people, they don’t deserve that pain.

RODIMUS presses a button and the cuffs retract. RATTRAP stands up, grabs his rocket launchers and puts them back in their holsters.

RODIMUS
So, are you gonna do what the Guard ordered you to do?

RATTRAP

I don’t really care right now... it can wait.

RATTRAP walks out in the hall and then hears some beeps and boops. He walks into a room. It is BUMBLEBEE’s room, he is playing a racing video game.

BUMBLEBEE

(excited)
Yeah!!! I’m in first place.

RATTRAP sits down beside BUMBLEBEE. They are both the same height, so RATTRAP does have a sort of childlike appearance, which makes BUMBLEBEE think he is another person his age. BUMBLEBEE notices RATTRAP and greets him, thinking he might be someone like him.

BUMBLEBEE

Oh, hey!!! You a new guy?

RATTRAP looks at him and raises an eyebrow.

RATTRAP

New guy?

BUMBLEBEE

Yeah... most of them are our age. Name’s Bumblebee, by the way. What’s yours?

RATTRAP

Rattrap.

BUMBLEBEE

Well, Rattrap, maybe you’d like to play some video games with me?

BUMBLEBEE gives him another joystick. RATTRAP looks at it curiously.

BUMBLEBEE

(explaining how to use it)

You move the stick around to drive the car. To use the breaks, you just press the button on the stick. Try it.

RATTRAP presses the button and another screen pops up, displaying a second car, which starts moving around when he fiddles around with the joystick.

RATTRAP

Like dis?

BUMBLEBEE

Attaboy. Now, let’s play.

Both BUMBLEBEE and RATTRAP start playing this racing video game together. RATTRAP feels a bit awkward and clumsy with the joystick at first due to inexperience, but as the game progresses, he starts getting the hang of it. Once they go past the finish line, RATTRAP has finally gotten used to the controls.

BUMBLEBEE

YAY!!! WE DID IT!!!

BUMBLEBEE and RATTRAP high-five each other with excitement.

RATTRAP

(smiling for the first time in his life)

Man, dis wus a whole lotta fun.

BUMBLEBEE

Want to play again?

RATTRAP

Nah, I mean, I’d like ta’, but maybe later.

RATTRAP heads up to a box filled with toy cars. He grabs one and looks at it.

RATTRAP

What’s all dis den?

BUMBLEBEE

Oh, that? I buy those from the convenience store. They have lots of cool stuff.

RATTRAP

Buy?

BUMBLEBEE

Yep.

RATTRAP blinks at him in confusion.

RATTRAP

What’s dat mean?

BUMBLEBEE

(confused)

Huh? What do you mean? Haven’t you done it before?

RATTRAP shakes his head.

BUMBLEBEE
Well, then... I’ll explain it to you. It’s like...

Suddenly, NAUTICA walks into the room and notices BUMBLEBEE talking to the other small robot. She feels a bit nervous about having RATTRAP there with him, but it looks like he isn’t in any trouble.

NAUTICA

(a bit nervous)
Ummm, Bee? Could you come with me for a moment, please?

BUMBLEBEE

Sure.

(turning towards RATTRAP)
I’ll be back. Just try not to break anything.

RATTRAP nods. BUMBLEBEE goes with NAUTICA and she starts asking about the new arrival.

NAUTICA
So, that guy... he hasn’t done anything that seems out of whack?

BUMBLEBEE

No. He seems a bit quiet and reserved, but he hasn’t done anything wrong.

NAUTICA

Well, I’m just asking because he has a bit of a problem. You see, he suffers from brain damage and tends to act quite violently when he’s angry. Expect him to be skilled at committing crimes as well.

BUMBLEBEE

So I guess he steals, huh? That must be why he didn’t know what buying meant.

BUMBLEBEE scratches his chin and snaps his fingers.

BUMBLEBEE

I’ve got it! Don’t worry, Nautica. I’ll get everything under control. You’ll see. However, I want to seem as natural as possible. I’m gonna go to the convenience store with him. If he doesn’t behave, well... he did like playing that video game with me and he does seem to have an interest in my toy cars, so I guess I’ll have to take them away if he does anything bad.

NAUTICA

(a bit hesitant)
Well... if you insist. But be careful.

BUMBLEBEE

(heading back to his room)

Always.

We fade to black.

END OF ACT TWO

ACT THREE

FADE IN

AUTOBOT HEADQUARTERS – BUMBLEBEE’S ROOM

BUMBLEBEE heads back to his room and sees RATTRAP playing with the toy cars, pulling them back and letting them roll forwards.

BUMBLEBEE

So, you like playing with those cars I see.

RATTRAP

Yeh. I gotsta git some fer myself.

BUMBLEBEE

 Then in that case, we’re going to the convenience store. C’mon, you can pick whatever cars you want.

RATTRAP

Alright! Now we’re talkin’!

TRANSITION TO

THE CONVENIENCE STORE – INTERIOR

BUMBLEBEE and RATTRAP go inside the convenience store. There is a special door made for Autobots, since BUMBLEBEE is a regular customer. The STORE OWNER looks at the yellow Autobot arriving with the Maximal.

STORE OWNER
Ah, Mr. Bumblebee. How may I help you today?

BUMBLEBEE

Well, my friend and I came here for some toy cars.

The STORE OWNER grabs a stack of boxes with toy cars inside. RATTRAP and BUMBLEBEE rummage through them. RATTRAP finds a red car and a green one, while BUMBLEBEE grabs a black car and a purple one. BUMBLEBEE sees RATTRAP taking the cars away,

BUMBLEBEE
Hey hey hey, wait!!! You gotta pay for them first!!!

RATTRAP looks at BUMBLEBEE.

RATTRAP

(with disbelief)
Huh? Pay? Is dat like dat buyin’ thing ya mentioned?

BUMBLEBEE

Yeah, that’s what buying means. You exchange a good for something else. Either a service, another good or, in this case, cash. C’mon, give those cars to me and I’ll show ya how it’s done.

RATTRAP

Err… okay… I mean, if ya insist...

RATTRAP hesitantly gives the cars to BUMBLEBEE. Then, BUMBLEBEE places the cars down on the desk.

BUMBLEBEE

We’ll take these.

STORE OWNER
That’ll be eight dollars.

BUMBLEBEE gives eight dollars to the OWNER.

STORE OWNER

Thank you again, Mr. Bumblebee.

BUMBLEBEE and RATTRAP walk out of the store, their cars in hand. BUMBLEBEE starts chatting with RATTRAP.

BUMBLEBEE

See? Didn’t that feel better than stealing?

RATTRAP

Eh…

BUMBLEBEE

Don’t worry. You’ll get the hang of it. So…your lack of morals, they’re caused by your mental problems?

Although RATTRAP hasn’t known BUMBLEBEE that long, he has developed a sense of trust towards him, so he isn’t afraid to tell him the truth.

RATTRAP

Yeh... comes from an accident I had after tryinna save a lil’ gal.

BUMBLEBEE

I’m sorry to hear that.

RATTRAP

Dat’s da t’ing… Iunno if I’m sorry or not. After all, my life wus still miserable back den. I wus always pretty much despised by everyone, so not much changed in dat regard. Da Elite Guard wus in total control of everythin’. It’s all because of Rodimus, my great unc.

BUMBLEBEE
What? You’re from--?

RATTRAP

Yeh... I’m from da future. I came here ‘cause da Elite Guard told me dey would issue a pardon if I killed my own unc, but now, I’m not shooh. He doesn’t care about bein’ killed, so where’s da satisfaction in dat? Nah, he’s more worried about all o’ ya. And judgin’ by how Nautica and you are, I can see why he cares.

BUMBLEBEE

So... will you go through with it?

RATTRAP thinks about it until he speaks up.

RATTRAP
Nah. Why should I? Yer da first guys to evah make me feel like I matter. Ya even cared enough to let me get dese toys and let me play sum video games.

BUMBLEBEE

(with a smile)
Of course, that’s what friends are for, after all.

Both BUMBLEBEE and RATTRAP head back to the base. Later, RATTRAP is talking to RODIMUS.

RATTRAP

I’m not goin’ back ta my time. I found people here, people dat make me feel happy ‘bout myself, peeps dat don’t judge me for my condition. Of course, I might not be a team player, but...

RODIMUS

And that’s fine. We won’t force you to be one if you don’t want to be. Rattrap, one thing I’ve learned over the years is that not everyone is alike in every respect. You fight your way, I fight my way, Nautica and Bumblebee fight their own way. It’s what makes us unique and stand apart from each other. Same with our personalities. No matter how much someone tries to, nobody can change who or what you are. You have a certain set of skills and abilities that are yours and yours alone, cherish them, because they’re what makes you… well, you.

RATTRAP

Yeh... At least ya judge me fairly.

RODIMUS nods and then sighs.

RODIMUS

So... you’re gonna kill me now, huh? Not that I don’t deserve it…

RATTRAP shakes his head.

RATTRAP

(shaking his head)
Nah. Not anymo’. I wouldn’t dream of hurting da first beings in da universe I ever met dat I truly consider friends. Family.

RODIMUS stands up and hugs RATTRAP. The small Maximal hugs his great uncle back, finally feeling appreciated for what he is. Once the hug is released, RODIMUS pats RATTRAP’s shoulder.

RODIMUS

(with a welcoming tone)
Welcome to the Autobots, kid.

RATTRAP hops and then heads out happily. NIGHTBEAT comes into the room as RATTRAP heads out and smiles.

NIGHTBEAT
See? He just needed someone to go to. You provided him with something very important: friends and family.

RODIMUS smiles and nods.

RODIMUS

This is a rare feeling... to know that for once, I did some good for someone.

NIGHTBEAT looks at him.

NIGHTBEAT

You’ve done a lot more good for others than you realize. Someday, you will see that this is not the only good thing you’ve done. You’ve been here for all of us, which is why we are all part of the same team, because we feel like we owe you and we want to help you overcome your obstacles. It’s mutual help. You help us overcome our obstacles, we return the favor.

NIGHTBEAT pats RODIMUS’ shoulder and then walks out. Meanwhile, RATTRAP heads towards BUMBLEBEE’s room. There, we see NAUTICA communicating with WHEELJACK and the Canadian kids while BUMBLEBEE plays with his cars.

WHEELJACK

(through communicator)
I’m heading back to the base. I finished fixing Wendell’s yard.

NAUTICA

Copy that, Jackie. See you later.

WENDELL
(through communicator)
Hey, Nautica. Drop in any time you want, the other kids have started asking me when you and Minerva will come back.

MARIE

Yeah, they really thought that it was getting good before everything… well… blew up.

NAUTICA

(with a smile)
Awesome! Just call me to the party and I’ll be there any time. Bye.

NAUTICA turns her communicator off and looks at RATTRAP.

NAUTICA

There you are.

(rubbing her hands together)

So, we’re gonna play with some cars?

RATTRAP
Ya know it.

NAUTICA
AWRIGHT!!!

Then, RATTRAP and NAUTICA join BUMBLEBEE and play with their cars. As they play happily, the screen fades to black.

THE END

END OF ACT THREE