THE TRANSFORMERS: REGENERATION ONE

“Death in the Family, Part 1”

CAST LIST (speaking parts only)

AUTOBOTS:

Rodimus Prime

Nightbeat

Arcee

Wheeljack

Minerva  
Smokescreen

Drift

Nautica

Daytonus

Breakaway

Windblade

Wreck-Gar

Strongarm

Siren

Pyra Magna

Rust Dust

Dustup

Jumpstream  
Stormclash

Skyburst

Evac

CAST LIST (speaking parts only) (continued)

DECEPTICONS:  
Shockwave

Starscream

Runabout

Runamuck

Thunderhoof

Knock Out

Tankor

Sky-Byte

Quake

Deluge

Blitzwing

Piranacon

Snaptrap

Nautilator

Overbite

Seawing

Skalor

Tentakil

NARRATION:

Ancient Voice

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PRE-OPENING SEQUENCE

FADE IN

CYBERTRON – THE PAST

We are at a Cybertronian Park, with a fountain in the center. We see the words “CYBERTRON: YEARS AGO” on the screen for a moment before the text fades out. We see a robot approaching two figures standing beside the fountain. One of them is DELUGE, the other is THUNDERHOOF, who is acting as his bodyguard.

DELUGE

(getting upset)

You kept me vaiting. Vhy?!!! To upset me?!!!!  
  
EVAC

(with sarcasm)

Good evening.  
  
DELUGE

(annoyed)

I am not one to be mocked!!! You vill behave... do you hearr me?!!!  
  
EVAC

(getting upset)

Don't give me any scrap about my behavior, not after everything you've been pulling.  
  
DELUGE

I have done nozzink.  
  
EVAC

You mean to tell me that the deaths of those innocent civilians weren't your doing?  
  
DELUGE

I don't know vhat you'rre talking about!!!  
  
EVAC

(with a sour tone)

I’ve turned a blind optic to your experiments for a long time since the Guard thought they were harmless at first and I had other matters to attend to, but civilians, for Prima's sake, did you have to kill them?!!!!

DELUGE

It vas nozzink.  
  
EVAC

(with a sour tone)

It was a violation of the law. We do not involve innocent beings, we never involve innocents when we deal with scientists like you.  
  
DELUGE

Think of it as a varrning, nozzink morre.

EVAC smacks DELUGE in the face. DELUGE falls to the ground.

EVAC

(with a threatening tone)

Think of *that* as a warning, and nothing more.  
  
DELUGE

(standing up)

You'd like to fight, vouldn't you?!!! It vill not happen!!! I'm much too old and much too smarrt forr zat… and I have gotten quite a lot of help frrom yourr prrecious Guarrd as is. But ve must talk. Trruthfully. Arre you to be trrusted?!!!  
  
EVAC

No.  
  
DELUGE

Is zat ze trruth, orr are you trrying to upset me again?  
  
EVAC

(defiantly)

You never could trust me. You only had to since you had no choice, but you breached our trust by involving civilians in your experiments. I should’ve done something about it sooner…  
  
DELUGE

Ve'rre talking about my safety!!!  
  
EVAC

May I be candid?

DELUGE

Yes.

EVAC

I couldn't give a slag about you—

(getting stabbed)

AAGGGKKK!!!!

DELUGE stabs EVAC in the abdomen with his concealed wrist blade. We see that he's grabbing EVAC by the shoulder while stabbing him repeatedly. He lets go of EVAC, who falls to the ground with a horrified expression of pain on his face.

DELUGE

At zis point, I cannot let you interferre… I have come too farr… Auf Wiedersehen, mein freund.

With that, DELUGE and THUNDERHOOF leave. We see that he's trying to get up, despite the pain he’s going through. We transition to sometime later, at MINERVA’s apartment. MINERVA has just come back from her medicine workshop. We see that she looks a bit younger than she does now, but not by that much. She's heading to her bathroom to take an oil bath. However, she sees someone opening the door.

MINERVA

(horrified)

AAAAAAAAAAAH!!!!!!!

MINERVA sees that her visitor is EVAC, his abdomen is completely drenched in oil and his face looks ghastly pale.

MINERVA

(horrified)

EVAC!!!!!

EVAC takes a few more steps before collapsing in MINERVA's arms. MINERVA gently takes him in her arms and is about to put him down when EVAC tries to tell her something.

EVAC

(groaning)

Minerva...  
  
MINERVA

What?

EVAC

(groaning)

Minerva...

MINERVA

(concerned)

What? I can't hear ya!!!

EVAC dies in his sister's arms. MINERVA cries without hope. As this happens, we transition to the opening sequence.

END OF PRE-OPENING SEQUENCE

ACT ONE

FADE IN

DECEPTICON SHIP – BLITZWING’S QUARTERS

We see BLITZWING listening to some copies he has made of the audio logs stored in SHOCKWAVE’s laboratory.

SHOCKWAVE  
(audio log recording)

...if all else fails, I still have my ultimate scheme in order to finally gain control over all of Cybertron, Earth, and then, the universe.

The audio log ends. BLITZWING grabs another copy of an audio log and prepares to play it.

BLITZWING

What is his plan? It must be in one of these audio logs.

Suddenly, TANKOR knocks on BLITZWING’s door.

BLITZWING

(startled)  
DAAAGH!!! WHAT DO YOU WANT, YOU BRAINLESS HUNK OF TIN?!!!

TANKOR  
BOSSBOT WANTS TRIPLEBOT FOR BRIEFING!!!

BLITZWING

I’ll be there in a moment.

TANKOR heads off to the throne room. BLITZWING puts all of his audio log copies in a secret box.

BLITZWING  
I can’t let anyone find out that I’ve copied Shockwave’s audio logs.

After hiding his copies, he heads for the briefing room and sees all of the Decepticons there: STARSCREAM, The Battlechargers, THUNDERHOOF, KNOCK OUT, TANKOR, SKY-BYTE, QUAKE and DELUGE. SHOCKWAVE is addressing them.

SHOCKWAVE

My fellow Decepticons... it is time to start operation “Death in the Family”.

QUAKE  
(startled)  
Wha?

STARSCREAM  
Whose family is gonna lose someone, Shockwave?

SHOCKWAVE  
Believe me, Starscream... there already has been a particular loss in an Autobot family of interest.

(turning to DELUGE)  
Deluge? Will you enlighten them?

DELUGE stands beside SHOCKWAVE and explains the plan.

DELUGE

(with pride)

Yearrs ago, I ended the life of an Elite Guardsman for not allowing me to carrry out my experriments. However, who vould have known that this death vould give us an advantage? The Guardsman, Evac, vas the son of one of the legendarry Torchbearers, a group of Camien Autobots endowed vith the power of combination. And, morre imporrtantly, his sisterr is none otherr than the nurrse... Minerva.

RUNABOUT

Tha girly gurl?

RUNAMUCK

WHOA!!!

KNOCK OUT  
That’s a nice piece of info, but how will it help us?

DELUGE

Simple... you see, every yearr, therre comes a time vhen the nurrse and herr rrelatives go visit Evac’s grrave. Ve can use this to ourr advantage.

THUNDERHOOF

I don’t follow.

DELUGE

Once Minerva is heading out to Cybertron... ve’ll capture herr. This vill make herr motherr act impulsively and head off to rrescue herr. She vill no doubt take the Torchbearer who vas going to become Evac’s lifebond parrtnerr vith herr. Vhile they trry to rrescue the nurrse, ve’ll have a strrike team rready to rrelease some allies that vill serrve ourr agenda quite vell. The Torchbearers arre tasked vith guarrding one of the most powerrful Combiners everr. And vith two of theirr memberrs out, ve’ll be able to deal vith the rrest easily and rrelease this Combiner to aid us in ourr quest forr total domination.

QUAKE  
OOOOOOOOOOH... I don’t get it.

SKY-BYTE

(to QUAKE)

You idiot!!!

(turning to SHOCKWAVE)  
Commander Shockwave... allow me the honor to lead the strike team to release this glorious weapon for our army.

SHOCKWAVE  
I could not think of a more logical choice. Take Starscream, Blitzwing, Tankor and the Battlechargers with you. And take some drones, you will need them.

SKY-BYTE

(bowing)  
At once, my lord.

SKY-BYTE runs off in a rather dramatic fashion, followed by STARSCREAM, TANKOR, BLITZWING and the Battlechargers.

STARSCREAM

(to BLITZWING)  
Back when I was second-in-command, I would have been in charge of the whole thing, not Sky-Byte…

BLITZWING quietly listens to STARSCREAM but chooses not to reply. Once they are all gone, SHOCKWAVE looks at KNOCK OUT.

SHOCKWAVE  
Knock Out, you will be tasked with homing in on the Autobot nurse’s craft once it takes off.

KNOCK OUT salutes his commander and goes to check the monitors.

TRANSITION TO

AUTOBOT HEADQUARTERS – HANGAR

We see MINERVA talking to STRONGARM and WHEELJACK before she enters a small craft.

STRONGARM  
You sure you don’t want to wait for Stratosphere?

MINERVA  
Sorry, Strongarm, but I have to go now. I dunno when Stratosphere’s mission will end, but I gotta be prompt.

WHEELJACK

Well, take care, lil’ gal. We’ll be waiting for ya.

MINERVA smiles and waves at them before going in. The craft takes off and heads for Cybertron. While this happens, KNOCK OUT has detected it on the monitor.

KNOCK OUT  
The brat has taken off.

SHOCKWAVE  
(coldly)  
Good... activate the tractor beam.

The Decepticon Ship’s tractor beam is activated and locked on to the craft’s coordinates. Suddenly, MINERVA’s craft stops moving.

MINERVA  
What?!!! What’s happening?!!!

She tries to activate a communicator, but all she gets is KNOCK OUT’s smug grin on the monitor.

KNOCK OUT

(with his typical irreverent tone)  
Oh, sorry, the Autobots are not present at the moment. Would you like to leave a message?!!!

MINERVA  
(shocked)  
KNOCK OUT!!!

KNOCK OUT

(with his typical smug grin)  
Time for you to come to our parlor.

The craft is pulled towards the Decepticon Ship. Then, once the craft lands, QUAKE and THUNDERHOOF head for it. QUAKE rips the door of the craft open. THUNDERHOOF goes in and grabs MINERVA.

MINERVA

(flailing her arms around, trying to punch THUNDERHOOF)  
LET GO OF ME!!! LET GO!!!

DELUGE walks in and MINERVA gasps with shock.

MINERVA  
(shocked)  
YOU!!!

DELUGE  
Aaaah... I’m glad to see that you rrememberr me. It has been quite a long time, young Minerva.

MINERVA  
(with tears in her eyes)  
YOU KILLED MY BROTHER!!!

DELUGE

And I prromise the same fate for you and yourr motherr.

(to QUAKE and THUNDERHOOF)

Take herr to the torrturre chamberr.

QUAKE and THUNDERHOOF grab MINERVA by the arms and take her away.

QUAKE  
(taking MINERVA away)  
Let’s go, pequeña.

MINERVA

(desperately)  
NO!!! LEMME GO!!! LEMME GO!!!

DELUGE looks at this with a rather devious grin.

DELUGE

(smugly)

Phase one is complete... now, to commence phase two.

DELUGE heads to the torture chamber. As he heads off, we fade to black.

END OF ACT ONE

ACT TWO

FADE IN

CYBERTRON – NEAR A CEMETERY

At a Cybertronian cemetery, we see two rather exotic looking females waiting for someone. Although their appearances differ from each other, we see that their color scheme is predominantly green and red. One of them speaks up.

JUMPSTREAM  
(concerned)  
I’m worried, Dustup. Minerva should have been here some time ago…

DUSTUP  
There’s always a first time for everything, Jumpstream. Maybe she saw someone getting stuck in a meteor shower and went to help them out. Just like her mother, she cares more about the safety of others than her own.

Suddenly, a satellite flies in and a monitor comes out of it. DELUGE appears on the screen.

DELUGE

(smugly)  
Vhy, Jumpstream and Dustup, vhat a pleasant surrprrise...

JUMPSTREAM  
(disgusted)  
Deluge...

DUSTUP

(losing her cool)  
WHY YOU--!!! YOU’VE GOT A LOTTA GUTS SHOWING YOUR FACE AROUND HERE, ESPECIALLY AFTER KILLING THE MAN I LOVED!!!

DELUGE  
Sparre me yourr theatrrics. I have Minerva, she is safe for now... but the longerr it takes you to rrescue herr, the morre she’ll sufferr.

He shows a picture of MINERVA bound to an operating table, being guarded by QUAKE and THUNDERHOOF.

JUMPSTREAM

(frightened)  
Minnie...

DUSTUP  
(to JUMPSTREAM)  
But what about the others? They’ll need us around in case Piranacon tries to escape!!!

DELUGE  
Indeed, my impetuous lady. But rrememberr, if you even darre to go back to yourr frriends in the Cybertronian colony of Argon, I vill instantly rrip out Minerva’s sparrk. So I guess it is checkmate forr me. On one hand, you get Minerva, but Piranacon is frreed frrom his prrison. But on the otherr hand, you aid yourr frriends in keeping Piranacon contained and Minerva dies. Eitherr vay... ve Decepticons vill end up being the vinnerrs. DAHAHAHAHAHAHAHAHA!!!!

The transmission ends and DUSTUP looks at JUMPSTREAM.

DUSTUP

What do we do? We can’t abandon our friends and yet... if we even think about going to them, then Minerva is...

JUMPSTREAM  
(nervously)  
I know... I... I... I don’t know what to do... I don’t want to be selfish and yet... I must save my daughter. She doesn’t deserve to suffer like this. And the only way to help her and my fellow Torchbearers is to go to the one person no Cybertronian would go to unless they want to be branded as traitors.

We transition to Earth, where we see JUMPSTREAM and DUSTUP with RODIMUS PRIME, NIGHTBEAT, ARCEE, BUMBLEBEE, WHEELJACK, SMOKESCREEN, DRIFT, NAUTICA, DAYTONUS, BREAKAWAY, WINDBLADE, RATTRAP, WRECK-GAR, STRONGARM and SIREN.

JUMPSTREAM  
(with desperation)  
...I know you took my daughter under your wing, Rodimus, but I still was hesitant to come to you because I did not want to risk the wrath of the people of Cybertron. But now I have no choice... I must get my daughter back, and yet, I need people to go to Argon to help my fellow Torchbearers in containing Piranacon.

DAYTONUS

Scrap.

DRIFT

(disgusted)  
Unforgivable.

NAUTICA  
(extremely worried)  
Minnie!!!

ARCEE  
You made the right choice, Jumpstream. We’ll help you.

RODIMUS PRIME doesn’t waste any time and immediately splits the Autobots into teams.

RODIMUS

Nightbeat, you go with Arcee, Jumpstream, Dustup, Bumblebee, Nautica and Rattrap to rescue Minerva.

NIGHTBEAT

You got it, Roddy.

ARCEE  
Let’s go find the Decepticons!!!

NAUTICA  
Frag the ‘cons, I wanna make sure Minnie’s not hurt.

NIGHTBEAT

(determined)

She won’t be. Not on my watch.

NIGHTBEAT, ARCEE, BUMBLEBEE, NAUTICA, RATTRAP, JUMPSTREAM and DUSTUP transform into their vehicle modes and drive off.

RODIMUS

(turning to the other Autobots)  
Smokescreen, Breakaway, Windblade, Siren and Wreck-Gar, you’re coming with me to Argon.

WINDBLADE

(with a sardonic attitude)

Fine by me... after all, I need the vacation.

WRECK-GAR

(imitating GEORGE REEVES)  
This is a job for Superman... I mean, I’ve got to find him!!!

RODIMUS

(turning to the rest)  
You guys stay here in case any trouble occurs while we’re away.

DAYTONUS  
‘Ey, you got it, Roddy.

DRIFT  
Good luck.

RODIMUS, BREAKAWAY, WINDBLADE, SMOKESCREEN, SIREN and WRECK-GAR go towards one of the spacecrafts and head inside.

SIREN

A fine tahm for Stratosphere to be out on a mission!!!

SMOKESCREEN

(patting the control panel)  
Give it a rest, jarhead. At least we have these babies.

BREAKAWAY  
Take off in three... two... one...

The craft takes off and heads for Argon.

WRECK-GAR  
(imitating a baby mumbling and laughing)  
WHEEEEEEEEEEEEE!!! ABABABEMA!!! AHAHAHAHAHAHAHA!!!

As the craft flies into space, we fade to black.

END OF ACT TWO

ACT THREE

FADE IN

SPACE – DECEPTICON CRAFT TRAVELLING TO ARGON

We see a Decepticon craft arriving at Argon. Once it lands, we see BLITZWING, SKY-BYTE, STARSCREAM, TANKOR and the Battlechargers coming out of it along with some JET DRONES and CAR DRONES. SKY-BYTE transforms into shark mode and leads the charge.

SKY-BYTE

FORWARD, DECEPTICONS!!! LET US RELEASE THE WEAPON THAT SHOCKWAVE NEEDS TO CONQUER OUR ENEMIES!!!

The Battlechargers and the CAR DRONES transform into their car modes, TANKOR transforms into tank mode and BLITZWING, STARSCREAM and the JET DRONES transform into their jet modes. As he has starts to doubt SHOCKWAVE and his mental stability due to some of the recent discoveries he has made, BLITZWING decides to take a risk and deploys a very small camera from his fuselage. He starts recording everything and sending it to another place while the rest of the Decepticons are focused on moving ahead. While this happens, another spacecraft is heading towards Argon, carrying RODIMUS, SMOKESCREEN, WINDBLADE, SIREN, BREAKAWAY and WRECK-GAR inside. Then, they get to see the footage that BLITZWING is recording.

BREAKAWAY

(noticing the footage)  
Hey!!!

SMOKESCREEN  
It’s the ‘cons!!!

WINDBLADE

But who the heck is getting this?

RODIMUS

Siren, save this footage. Once we arrive, we’ll make sure to count every non-drone Decepticon there and after all of this is over, we’ll narrow it down and determine who most likely sent us the footage.

SIREN

Okay... but ah dunno whah ya want to know who the perpetrator is.

RODIMUS

Well, anything we can get from this perpetrator would be valuable.

WINDBLADE  
(doubting this plan)  
And if you’re wrong?

RODIMUS

(accepting whatever fate this brings to his allies)  
Then I only have myself to blame. Now hurry, they are entering the citadel gates!!!

As the Autobots arrive on Argon, we see that the Decepticons have already arrived at a citadel. Inside the citadel, we see four female robots holding a gigantic teal robot with incredibly powerful laser chains. There is also a weapon chained to the wall that looks like the gigantic robot’s primary weapon. The four smaller robots have the same coloration and exotic aura as JUMPSTREAM and DUSTUP, but once again, their appearances vary from one another. There is also a robot smaller than the others and another one, possibly the leader, who is considerably taller than the rest. She seems to be slightly taller than RODIMUS, but shorter than SHOCKWAVE. The other two seem to be twins, as they look like mirror images of each other, but one of them is wearing a visor. They try to grab hold of the chains with all of the strength they can muster up, but the ambush is enough to distract them. The gigantic teal robot is roaring at the top of his lungs, looking incredibly menacing.

PIRANACON

(roaring with anger)  
RAAAAAAAAAAARRRRRRRRAAAAAAAAAAAARRRRGH!!!

We hear the smallest robot speaking up, followed by one of the twins.

RUST DUST

(almost being hit by a blast)  
DAAAIIIGGGH!!! SKYBURST!!! IT’S HOPELESS!!! WE CAN’T HOLD PIRANACON AND FIRE AT THESE INVADERS AT THE SAME TIME!!!

SKYBURST

I KNOW, RUST DUST!!! BUT WE CAN’T LET PIRANACON LOOSE!!!

STORMCLASH

(holding one of the chains with all of her strength)  
FAMOUS LAST WORDS, SIS!!!

PYRA MAGNA

(struggling to hold her own laser chain)  
DON’T LET GO OF YOUR CHAIN, STORMCLASH!!!

STORMCLASH  
EASIER SAID THAN DONE, PYRA MAGNA!!!

PIRANACON

(with anger)

RELEASE ME NOW FROM THESE LASER CHAINS AND I MIGHT SPARE YOU!!!

Outside, the Autobots have already landed and are heading towards the citadel.

RODIMUS  
(desperately)  
HURRY UP!!! WE MUST STOP THOSE ‘CONS BEFORE THEY CAN RELEASE THAT BEAST!!!

BREAKAWAY  
Rodimus... I don’t want to sound ignorant, but who is this Piranacon exactly?

As RODIMUS tells this tale, we see images of the events he is describing.

RODIMUS  
He is a creature formed by the Seacons, a group of brutal hunters, pirates and trackers whose origins are lost to the mists of time. They were first heard of when the war was just starting. Snaptrap, their king, took over the Cybertronian Seas for himself, and allowed his five followers to destroy everyone that opposed his rule. Snaptrap’s followers were all loyal to him, and just as dangerous as he was. Then came the discovery of the Enigma of Combination. The Seacons wanted to keep the Enigma for themselves, but six brave warriors who originated from Nautica’s planet of Caminus got in their way. In the end, the Enigma was activated and created two combiners. Victorion, the Torchbearer combiner, and Piranacon, the Seacon combiner. As for the Enigma, it was permanently fused into Victorion’s weapon, a sword made out of all the weapons of the individual Torchbearers. Hope and despair were both created in one day, Victorion, much like her Torchbearer components and true to her name, lives to light the way to victory, while Piranacon only lives to destroy everything, to ravage worlds and to satisfy his bloodlust.

We fade back into the present.

RODIMUS

And now, without Jumpstream and Dustup to combine into Victorion, the Torchbearers are vulnerable, an ambush right now would be catastrophic.

WINDBLADE  
How the frag do you know all this?

RODIMUS

Optimus Prime. During the time he started supervising us, he told me a lot of stories in order to prepare me for my role as a leader and bearer of the Matrix, this being one of them. Now let’s not waste time, we’re almost there.

Once the Autobots arrive, they immediately open fire on the Decepticons. The Battlechargers turn around, noticing them.

RUNABOUT, RUNAMUCK

(in unison, being blasted)  
AUTOBOT—DAAAAGH!!!

TANKOR turns around and is also blasted. SKY-BYTE flies in and barks an order.

SKY-BYTE  
BLITZWING!!! STARSCREAM!!! TAKE THE TORCHBEARERS DOWN!!!

BLITZWING and STARSCREAM fly in, doing barrel rolls before firing rockets at the Torchbearers, causing them to fly off. The Torchbearers land on the ground and the laser chains around PIRANACON start getting loose. PIRANACON flexes his arms and breaks the chains.

PIRANACON  
(bellowing victoriously)  
I’M FREE AND SHALL BE FOREVER!!! SEACONS, SEPARATE!!!

PIRANACON separates into five individual Seacons. He releases his weapon, which transforms into NAUTILATOR, the sixth Seacon. SNAPTRAP, the leader of the Seacons, transforms into robot mode and lands on his feet, followed by his fellow Seacons.

SKALOR

(with joy)

SKALOR FREE!!! SKALOR FREE!!!

SEAWING

(in a rather theatrical manner)  
Seawing is free as well!!! Free and flying!!!

OVERBITE  
Now, let the world feel the strength of Overbite’s jaw!!!

TENTAKIL  
That is still nothing compared to Tentakil’s grip!!!

NAUTILATOR

(landing on his own face)

Or the scavengin’ skill of... DAAAAUGH!!!

(after landing on his face)  
Nautilator.

SKY-BYTE

SKY-BYTE, TERRORIZE!!!

SNAPTRAP sees SKY-BYTE transforming and landing before him. Although ruthless in nature, SNAPTRAP shows a very strong sense of honor.

SNAPTRAP  
Fellow sea creature, I am Snaptrap, ruler of the Seacons. Do we owe our salvation to you?

SKY-BYTE

(bowing before SNAPTRAP)  
Yes, o majestic Seacon ruler. For you see, we have a mutual enemy… the Autobots!!!

SKY-BYTE points at the Autobots. SNAPTRAP glares angrily at them.

SNAPTRAP  
Then allow my people to destroy them.

(giving the order)  
SEACONS!!! ATTACK!!!

NAUTILATOR

(with excitement)  
A FIGHT!!! A FIGHT!!!

TENTAKIL

(with a devious tone)  
I shall bear hug them to death, NYEHEHEHEHEHEHAHAHAHAHAHAHAHAAAAAA!!!

SEAWING

AND I SHALL BLAST THEM OUT OF THE SKY!!!

The Seacons transform into their beast modes. NAUTILATOR turns into a lobster, TENTAKIL into a walking squid, SEAWING into a manta ray with flight capabilities, OVERBITE into a shark with arms and legs, SKALOR into a coelacanth with arms and legs and SNAPTRAP into a snapping turtle. Then, they head towards the Autobots.

SMOKESCREEN  
Oh, great... where’s Aquaman when we need him?!!!

SIREN looks at SMOKESCREEN and raises an eyebrow with disbelief. We cut to the Seacons roaring and charging towards the Autobots as the words “TO BE CONTINUED” appear at the bottom of the screen. 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 exciting chapter of the Transformers, Shockwave sends the Seacons to Quebec in order to test their abilities.

SNAPTRAP

(recording from the next episode)

Seacons, it is time to lay waste to this city!!! ADVANCE!!!

ANCIENT VOICE  
(narrating, with a rather dramatic tone)

Meanwhile, the rescue team led by Nightbeat soon arrives at the Decepticon ship in order to rescue Minerva, but the Decepticons are waiting for them.

QUAKE

(recording from the next episode)  
Oh, I dunno... I think the fiesta has just begun.

ANCIENT VOICE  
(narrating, with a rather dramatic tone)

Excitement, thrills and action: all in the next installment of The Transformers – Regeneration One!!!

TO BE CONTINUED