THE TRANSFORMERS: REGENERATION ONE

“Death in the Family, Part 2”

CAST LIST (speaking parts only)

AUTOBOTS:

Rodimus Prime

Nightbeat

Arcee

Bumblebee

Minerva

Drift

Nautica

Daytonus

Windblade

Rattrap

Wreck-Gar

Strongarm

Pyra Magna

Rust Dust

Dustup

Jumpstream  
Stormclash

Skyburst

DECEPTICONS:

Shockwave

Thunderhoof

Knock Out

Sky-Byte

Quake

Deluge

Piranacon

Snaptrap

Nautilator

Overbite

Seawing

Skalor

Tentakil

CAST LIST (speaking parts only) (continued)

HUMANS:

Marie Benson

Nicky Archer

Wendell Clarkson

Stella Harris

Principal Benson

Inspector Shayne

Debbie Shayne

Stickstein

O’Callaghan

NARRATION:

Ancient Voice

THE TRANSFORMERS: REGENERATION ONE

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LAST EPISODE RECAP

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

ANCIENT VOICE  
(narrating, with a rather dramatic tone)

Last episode, Shockwave, the cold-hearted ruler of the Decepticons, decided to initiate operation “Death in the Family”. The purpose of this mission was to wait until two members of the legendary team known as the Torchbearers visited the grave of Elite Guardsman Evac, son of Torchbearer Jumpstream and brother of Minerva. They took advantage of this distraction as Minerva headed to Cybertron, for she was captured by the Decepticons. When Torchbearers Jumpstream and Dustup received a taunting message from Deluge, they decided to contact Rodimus Prime’s team on Earth. Splitting into three teams, the Autobots covered all their bases, with Nightbeat leading a team to rescue Minerva, Rodimus taking charge of the team heading to Argon in order to aid the Torchbearers and Daytonus staying behind on Earth to prevent any other catastrophe from happening. The space team received a surveillance video of the Decepticon’s progress from Blitzwing, who has started to doubt the sanity of his own leader Shockwave. However, despite the video, the Autobots arrived too late. Piranacon, an evil creature made out of the most resourceful pirates and trackers in the galaxy, was released, making Shockwave’s strategy a complete success.

PIRANACON  
(recording from previous episode)  
I’M FREE AND SHALL BE FOREVER!!!

ANCIENT VOICE  
(narrating, with a rather dramatic tone)

After being greeted by Sky-Byte, the Seacons immediately attacked the Autobots. And now, we resume part two of Death in the Family.

END OF LAST EPISODE RECAP

ACT ONE

FADE IN

ARGON – THE CITADEL

The Seacons are advancing towards the Autobots. SNAPTRAP rams into RODIMUS while OVERBITE and SKALOR fire at SMOKESCREEN and SIREN. TENTAKIL grabs WINDBLADE with his squid arms and starts squeezing her.

WINDBLADE

(being squeezed)  
DAAAAAGH!!! LISTEN, I’M NORMALLY ALL FOR A BEAR HUG, BUT THIS IS RIDICULOUS!!!

TENTAKIL

(grinning)

Too bad... I always love a good squeeze myself, NYEHEHEHEHAHAHAHAHAHAAAA!!!

SEAWING is flying around, tailing BREAKAWAY.

SEAWING  
(firing his lasers)  
MWAHAHAHAHAHAHAHAHAAAA!!! It’s time to take you out of circulation!!!

NAUTILATOR is fighting against WRECK-GAR.

WRECK-GAR

(imitating GREGORY PECK’S AHAB)  
WITH MY LAST BREATH, I STAB AT THEE!!!

WRECK-GAR swings his axe around, but NAUTILATOR, just by sheer luck, is evading it.

NAUTILATOR  
HEY!!! WHOA!!! STOP DAT!!!

NAUTILATOR rears back as WRECK-GAR is about to hit him, but NAUTILATOR trips and falls on his back, making WRECK-GAR narrowly miss him and crash into a wall.

WRECK-GAR  
(imitating the WILHELM scream)  
AAAAAAAAAAAAAAGH!!!

NAUTILATOR looks at WRECK-GAR getting stuck and scratches the back of his head in confusion. SNAPTRAP and RODIMUS are both struggling against each other. Even in turtle mode, SNAPTRAP is quite a skilled fighter and a considerable threat. SNAPTRAP fires the two cannons mounted on his back, hitting RODIMUS in the chest and sending him flying through a wall.

RODIMUS

(getting hit)  
AAAAIIIIIIGH!!!

SNAPTRAP  
Pathetic. You Autobots are nothing against the power of the Seacons!!!

SEAWING shoots down BREAKAWAY. BREAKAWAY transforms into robot mode as he crashes down and falls flat on his face. The four Torchbearers wake up after getting knocked unconscious from the many blasts fired by the Decepticons and start firing at the Seacons. The sea beasts react to this, turning towards their eternal enemies. TENTAKIL lets go of WINDBLADE and groans with frustration as he turns around.

NAUTILATOR

(turning around)  
DA TORCHBEARERS!!!

OVERBITE

Let’s waste them!!!

SKALOR  
YEAH!!! YEAH!!!

SKY-BYTE

(flying in)  
No!!! You have proven yourselves to us and we can’t waste time. You have to meet with Shockwave. Besides, there is a lot more havoc to cause on Earth!!!

SEAWING

Hmmmm, sounds good.

TENTAKIL

Yeah, good for hugging!!!

SNAPTRAP

(transforming to robot mode)  
Very well, noble ally.

(turning to the other Seacons)

SEACONS, PULL OUT!!!

SNAPTRAP heads out of the citadel, followed obediently by his Seacons. SKY-BYTE, TANKOR, BLITZWING, STARSCREAM, the Battlechargers and the Vehicon drones also follow them. The Torchbearers run after them, but they are too late, as the Seacons and Decepticons take off and leave the planet.

RUST DUST  
FRAG!!! WE LOST THEM!!!

SKYBURST

If only Jumpstream and Dustup had been here, we could have stood a chance.

STORMCLASH

(ticked off)

Yeah? Well, guess what? They shoulda been here moments before these guys ever came in!!!

PYRA MAGNA

Stormclash... stand down. Jumpstream and Dustup would never be late unless it was important.

WINDBLADE stands up and walks up to them.

WINDBLADE  
The large and in charge lady is right... your two friends came to us so we could help you. Minerva has been captured.

STORMCLASH

(shocked)  
Whoa...

SKYBURST

(shocked)

Jumpstream’s daughter?

PYRA MAGNA  
This is indeed very disturbing. It means that the enemy knew what to use against us in order to assure the success of their mission, as well as ensuring Piranacon’s loyalty.

RUST DUST

(to WINDBLADE)  
We’ll help you.

WINDBLADE  
Thanks, then... but we have to go to Earth. You don’t just have to find your allies, we also have to take my guys back for repairs and stop Piranacon.

WINDBLADE heads to the Autobot craft along with the Torchbearers, taking the downed Autobots with them. WRECK-GAR follows them, wearing a collar made out of a chunk of the wall he ran into. Once inside, they take off and head to Earth. We transition to the Decepticon ship, where SHOCKWAVE is greeting the new arrivals.

SHOCKWAVE

Ah, Seacons... welcome to Earth. I am Shockwave, leader of the Decepticons and the one responsible for your liberation.

The Seacons bow respectfully before SHOCKWAVE.

SNAPTRAP

We owe you our lives, Shockwave. Alas, the only thing that we can give you is our eternal gratitude and loyalty.

SHOCKWAVE

Your loyalty is payment enough. Now, I want to test your prowess and destructive skills.

SHOCKWAVE heads to a computer console and starts pulling switches and pressing buttons.

NAUTILATOR  
And what is gonna be da test target?

An image of Quebec is shown on the screen.

SHOCKWAVE  
Quebec. It might seem unusual, but from what we’ve got from the satellite probe, some of the Autobots have allies there. Destroy as much as you can, and do not hold back on the casualty rate.

SNAPTRAP

We shall not disappoint you, Shockwave.

SNAPTRAP turns towards his Seacons.

SNAPTRAP

(with authority)

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

SHOCKWAVE opens a portal and the Seacons go through it, arriving at Quebec instantly. Meanwhile, at Quebec High, we see Principal OSGOOD BENSON at his desk. He is reading a message he received from one of the teachers regarding some of the more troublesome students. However, he starts hearing incredibly loud noises and feeling some strange tremors which upsets him.

BENSON  
(with frustration)  
WHAT NOW?!!!

BENSON stands up in a huff and heads out. We see all the students heading out in an orderly fashion while BENSON angrily stomps ahead. MARIE notices her father going off and catches up to him.

MARIE  
Daddy, what are you doing?  
  
BENSON  
I am going to find out whoever the wise guy is that’s daring to interrupt me while I am in the middle of some important work!!! I was trying to read a nasty report on some children that I am tempted to expel, for crying out loud.

As BENSON heads out, he is about to chew out whoever is causing such trouble.

BENSON  
(angry)  
Now, listen you... I’ve had enough of all this...

(looking up and noticing the height of the troublemaker)

Oh, dear... I guess I should have stayed inside.

We see that he is looking up at NAUTILATOR, who just glares at him.

NAUTILATOR  
Pesky lil’ fleshy insect!!!

Then, we cut to the interior as the kids are heading out and we see BENSON comically running in, screaming his head off.

BENSON  
(scared out of his wits)  
AAAAAAAAAAAAAAAAAAAAAAAAAHHHHHHH!!!

NICKY and MARIE both look at BENSON running back into his office.

NICKY  
What could have frightened him?

NICKY and MARIE head out and see NAUTILATOR.

MARIE  
(shocked)  
OH, GOD!!!

NICKY

(scared out of his wits)

YIKES!!!

NAUTILATOR  
MORE PESKY HUMANS!!! LET’S SEE HOW THEY LIKE MY STRONG GRIP!!!

NAUTILATOR raises his hand and is about to grab the two youngsters.

MARIE  
(with fright)  
LET’S GET OUTTA HERE!!!

MARIE grabs NICKY’s hand and runs off with him, with NAUTILATOR following them. As this happens, we fade to black.

END OF ACT ONE

ACT TWO

FADE IN

AUTOBOT HEADQUARTERS – REPAIR BAY

RODIMUS, SMOKESCREEN, SIREN and BREAKAWAY are lying down on repair tables while WRECK-GAR, WINDBLADE, RUST DUST, PYRA MAGNA, STORMCLASH, SKYBURST, DAYTONUS, DRIFT, WHEELJACK and STRONGARM all watch over them.

STRONGARM

Unfortunately, without Minerva around, we can’t repair them.

Suddenly, an alarm goes off.

STORMCLASH

What’s that?

DRIFT

A distress signal.

The Autobots and Torchbearers go to the briefing room and DRIFT switches on the monitor. We see Inspector SHAYNE on the screen. However, instead of the Portland Police badge he had before, we see that he has a new Quebec Police badge.

DRIFT

What is it, Inspector?

SHAYNE

Trouble at Quebec. Some... things are attacking the city!!!

DAYTONUS  
Decepticons?  
  
SHAYNE  
If they were, I would recognize them.

PYRA MAGNA  
It’s them... the Seacons.

DAYTONUS

(to SHAYNE)  
We’ll be dere in a bit, Inspector.

SHAYNE

I’m going to take my guys as well, we must protect the city.

DAYTONUS

Roger. Over and out.

STORMCLASH  
(getting ticked off)  
Great... just wonderful!!! These people need our help and we can’t even merge together to form Victorion!!!

STRONGARM

I don’t want to be that guy, but I think it’s better that you stay here until your allies come back. In the meantime, we’ll try to keep the Seacons at bay.

STRONGARM turns towards the other Autobots.

STRONGARM

Wheeljack, Drift and Daytonus, you’re coming with me.

(turning towards WINDBLADE and WRECK-GAR)

You two stay here and take care of our guys.

STRONGARM, WHEELJACK, DRIFT and DAYTONUS transform into their vehicle modes.

STRONGARM

(to the Torchbearers)

Once the others come back with Minerva, ask one of them to take you to the Blackrock Industries Headquarters. Mr. Blackrock has a warp gate that can take you to any place you desire as long as you give him a name or some coordinates.

(driving off)  
AUTOBOTS, ROLL OUT!!!

STRONGARM leads the three transformed Autobots away.

STORMCLASH  
(pissed)  
Jeez... I hate being benched.

We transition to the desert, near the Decepticon ship. We focus on a nearby hill, where NIGHTBEAT, BUMBLEBEE, RATTRAP, NAUTICA, ARCEE, JUMPSTREAM and DUSTUP are looking at the ship.

NIGHTBEAT

That’s the place.

DUSTUP

(losing her patience)

Then what are we waiting for? Let’s go!!!

RATTRAP  
Hold it right dere!!!

DUSTUP  
WHY?!!! We’re just wasting time staying here!!!

RATTRAP nonchalantly grabs a rock and tosses it at a particular point at the ground around the ship. Once the rock hits the ground, an explosion goes off. Everyone else is startled by this, but RATTRAP doesn’t have any reaction to this.

NAUTICA  
(to RATTRAP)  
How the heck did you know the place was mined?

RATTRAP  
One of da many criminal enterprises I wus involved with wus explosives. I could build some pretty rad babies and sniff ‘em out whenever I entered into enemy territory. Dese ones are different, though. Whereas da ones I used ta deal wit’ were against all targets, dese are designed to blast only foreign units and intruders, so dey won’t blow up on da ‘cons.

ARCEE  
That’s all well and good, but how are we going to get past the mines?

RATTRAP transforms into his Stealth Force mode, with rocket launchers coming out of the sides of his small car mode.

RATTRAP

Imma use Stealt’ Force on dese fraggers.

RATTRAP speeds on ahead, blasting mines and causing them to explode, creating a path out of the remaining debris.

NAUTICA  
(whistle) A regular bomb sniffing rat.

Once RATTRAP gets to the other side, he transforms into robot mode and waves at the Autobots, signaling for them to go through the path he made.

NIGHTBEAT

Okay, bots, it’s time to go ahead.

The Autobots transform into their vehicle modes and head to the other side. Meanwhile, inside DELUGE’s lab, we see the maniacal scientist torturing MINERVA, who is tied to a rack. DELUGE smiles sadistically as he slowly moves the ratchet mechanism in order to make MINERVA feel her limbs extend and break slowly.

MINERVA

(with pain)  
Nnnnffff... agh... you beast...

DELUGE

Oh, believe me, my young, beautiful angel... you vill thank me forr rreuniting you vith yourr late brrotherr.

MINERVA tears up. She never thought that her end would come so soon, but the fact that the one responsible for this was the same person who killed her brother disturbs her even more. As she despairs while trying to endure the torture as much as she can, the other Autobots sneak on board the ship and are slowly walking around a corridor.

NIGHTBEAT

(quietly)  
We gotta try to find Deluge’s laboratory.

As they move ahead, JUMPSTREAM is trembling nervously. NAUTICA and ARCEE look at her and hold her by her arms, knowing what she is going through.

NAUTICA  
(softly)  
Easy, Jumpstream... we’ll bring Minnie back in one piece... we swear.

JUMPSTREAM

(nervous)  
It’s just that... she is the only one I have left... my lifebond partner died in the war, my son Evac was killed, and now, just thinking about the only family I have left in my life being taken from me... it’s breaking me apart.

ARCEE  
Not on our watch... we won’t let that happen.

Then, a very bright light illuminates all of the Autobots.

NAUTICA  
Uh-oh... I guess the party is over, dudes!!!

We cut to the source of these lights and see QUAKE and two TANK DRONES behind him. The drones have the lights on the side of their heads on.

QUAKE

(with a grin)  
Oh, I dunno... I think the fiesta has just begun.

(letting out his rather odd flamboyant laugh)

HOHOHOHOHOHOOOOO!!! Heheh-HOHOOOHOHOHOHOOOOO!!! Heheh-OOOOOHOHOHOHOOOO!!!

As QUAKE laughs, we fade to black.

END OF ACT TWO

ACT THREE

FADE IN

DECEPTICON SHIP – CORRIDOR

We see the Autobots running around the corridor, being pursued by QUAKE and the TANK DRONES. As they keep moving ahead, they see KNOCK OUT and THUNDERHOOF. The two ‘cons are on guard duty as they see the group of Autobots.

KNOCK OUT

AUTOBOTS!!!

THUNDERHOOF  
LET’S WASTE ‘EM!!!

DUSTUP  
OH NO, YA DON’T!!!

DUSTUP transforms into car mode and rams the two Decepticons at top speed.

THUNDERHOOF, KNOCK OUT

(rammed, flying off)  
EH-OOOOOOOOOOOOOH!!!!  
WHOOOOOOOOOOAAAAAAAAAAAAAAAOOOWWWW!!!

After DUSTUP has dealt with THUNDERHOOF and KNOCK OUT, JUMPSTREAM looks back and sees QUAKE and the TANK DRONES coming in. JUMPSTREAM retracts her hand and a blaster comes out of the socket. She aims it at QUAKE.

JUMPSTREAM

(angrily)  
This is for taking my daughter away!!!

JUMPSTREAM shoots QUAKE in the chest. QUAKE is hit and falls back into the two TANK DRONES behind him. The Autobots run off to find DELUGE’s laboratory. As they do, QUAKE stands up and sees that he is still in one piece.

QUAKE  
(surprised)

Well, whaddya know... I didn’t fall apart!!!

(raising his arms victoriously)  
I AM INVINCIBLE!!!

QUAKE grins widely as he raises his arms, but then immediately starts falling apart. As his head lands on the floor, we see that the wide grin is still drawn on his face. NIGHTBEAT then hears something.

MINERVA  
(muffled, in pain)  
DAAAAAGH!!!

NIGHTBEAT

It’s Minnie!!!

NAUTICA

(lowering her visor)

I heard her too.

(scanning for the direction of the sound)

I detect that she is right...

(turning her wrench into a cannon and firing at a wall)

...HERE!!!

One of the walls of DELUGE’s lab is blown apart. NIGHTBEAT goes in. DELUGE jumps on him, but NIGHTBEAT grabs him and effortlessly throws him through another wall. BUMBLEBEE goes in as well and starts releasing MINERVA.

BUMBLEBEE

Don’t worry, Minnie... you’re safe.

MINERVA  
(with tears in her eyes, in pain)  
Thank... goodness...

NIGHTBEAT grabs MINERVA and carries her in his arms. DELUGE stands up and yells at the Autobots.

DELUGE  
(with manic intensity)  
YOU FOOLS!!! EVEN IF YOU RRESCUED THE BRRAT, VE STILL VON!!! DAHAHAHAHAHAHAHAHAHAAAAAA!!!

NIGHTBEAT takes MINERVA to the others. JUMPSTREAM sees her daughter in pain.

JUMPSTREAM

(scared)  
MINNIE!!! Oh, Minnie...

MINERVA

(groaning)  
Mom...

JUMPSTREAM hugs MINERVA tightly and cries. DELUGE has hurt the one person alive that she cherishes the most: her daughter, the only special person remaining in her life. The Autobots head out and run through the path made by RATTRAP. Once out of harm’s way, JUMPSTREAM starts fixing MINERVA up. NAUTICA looks back at the direction they came from.

NAUTICA

(worried)

I hate to say it, but I think Deluge might be right about the ‘cons winning this one.

BUMBLEBEE

What do you mean?

NAUTICA  
Simply put... even if we win this fight, the ‘cons still achieved their goal. Minnie was a distraction. They took advantage of the fact that we all care about her, and because of that, that Piranacon thing must have been let loose by now.

DUSTUP

They didn’t even give us a fraggin’ choice... they really cornered us this time.

Meanwhile, back at Quebec High, we see the Autobots and some members of the Quebec Police, led by Inspector SHAYNE, blasting at the Seacons. SNAPTRAP gives out an order.

SNAPTRAP

(authoritatively)

SEACONS, COMBINE!!!

The six Seacons merge together to become PIRANACON, with NAUTILATOR becoming the giant’s weapon. The police and the Autobots are shocked and astonished after witnessing this combination. Inspector SHAYNE is piloting a chopper above.

PIRANACON

(roaring victoriously)  
RAAAAAAAAAAAAAAAAAAAAAAAARRRRRRRRRRRRGH!!!

SHAYNE

Holy Hannah!!!

STRONGARM, DRIFT, WHEELJACK and DAYTONUS also react with shock.

DAYTONUS

(shocked)  
Whooooooaaaaaaaaa...

SHAYNE

(talking to a communicator)  
Debbie!!! Take Stickstein and try to use the rocket launchers on that thing!!!

DEBBIE SHAYNE and Officer STICKSTEIN fire their rocket launchers at PIRANACON. But they see that they have no effect.

STICKSTEIN

(shocked)

What the--?

DEBBIE

Oh, great... not even these upgraded Decepti-bustin’ launchers can beat this guy!!!

STICKSTEIN

(yelling to O’CALLAGHAN)  
YO, O’CALLAGHAN!!! GET THE KIDS AND TEACHERS OUTTA THE SCHOOL FAST!!!

O’CALLAGHAN  
(leading the kids and teachers away from the battle)

C’mon, boyos and lassies. We need to get outta here.

Among the many students and teachers, we see MARIE, NICKY, WENDELL CLARKSON, STELLA HARRIS and Principal BENSON.

MARIE

(to her classmates)  
C’mon, guys... as much as I’d like to help, I don’t think we’re able to do anything this time around.

WENDELL

You can say that again. Just lookit the size of that thing!!!

STELLA

(tripping)

Yeah, it’s one giant piece of--- YAAAAIIIII!!!

MARIE grabs her, breaking her fall.

MARIE  
Whoa!!! Easy Stella!!!

WENDELL

I wonder how the Autobots are gonna get outta this one?

MARIE  
Beats the heck outta me.

STELLA

(pointing up)

Look, it’s gonna shoot that chopper down!!!

PIRANACON aims the gun mode of NAUTILATOR towards Inspector SHAYNE’s chopper. STRONGARM sees this and reacts with horror.

STRONGARM  
(scared)  
INSPECTOR!!!

PIRANACON  
PERISH, FLESHSLUG!!!

PIRANACON fires NAUTILATOR and strikes SHAYNE’s chopper. MARIE, NICKY, WENDELL and STELLA look at this with horror. Then, we see DEBBIE looking helplessly from below.

DEBBIE  
(yelling desperately)  
DAAAAAAAAAAAAAAAAAAAAAAAAAAAD!!!

PIRANACON

(laughing)  
HAHAHAAAA!!! HAHAHAHAHAHAHAHAHAHAAAAA!!!

We cut to a rather detailed shot of SHAYNE trying to control the chopper. We see that he is sweating profusely and his eyebrows are twitching as he tries to attempt an emergency landing. As this happens, we see the words “TO BE CONTINUED” at the bottom of the screen. The screen fades 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, the Decepticons are about to achieve total victory thanks to Piranacon. The Autobots are in a desperate situation, but despite the odds against them, the tide will be turned in their favor by the Torchbearers, who finally reveal their ultimate weapon – the Combiner warrior known as Victorion. But who will win the most breathtaking and epic battle that the Earth has ever seen? Find out in the next installment of The Transformers – Regeneration One!!!

TO BE CONTINUED