



TRANSFORMERS MOVIE

CHARACTERS AND OUTLINE

Decepticons/have some name for
essence as Autobots -

- New name -

Flame

Storm Spiritual at end

REVISED 3/28/85

salvation flies in one piece -

(save the injected Autobots)

HOT ROD - reckless, headstrong, short tempered and cocky. He thinks he knows more than the old timers, even Optimus Prime. He is the hero of this movie and must grow from boyhood to manhood both physically and mentally, eventually becoming the new leader of the Autobots. *Tougher/reckless/mickey Rooney-*

w/ Arcee ↗
↘

KUP - gruff old timer who loves to tell war stories. Everything reminds him of some battle in the distant past. Hot Rod usually doesn't want to hear about it, but the Dinobots love to listen to his war stories and sometimes ask Kup to tell them about the battle of such and such. In a way, Kup is Hot Rod's mentor, although Hot Rod would never admit it. He rides Hot Rod hard because he sees greatness in the lad. Maybe Kup also complains about his various and numerous war wounds: "The old trick axle's acting up again."

↓

DINBOTS - We know you know what them Dinobots sound like.

- w/ Springer
- savage/serious/Horatio Hornblower

ULTRA MAGNUS - As he says about himself, "I'm just a soldier." Magnus is serious and practical. He says what he means even if it hurts somebody's feelings. He is neither particularly bright nor charismatic. He is just a soldier trying valiantly but unsuccessfully to take the place of a great leader: Optimus Prime.

(he's interested in Arcee in
a brotherly way)
- he is Rusty Steel -

SPRINGER - He has a dry, sarcastic sense of humor and manages to see the ridiculous side of every situation, no matter how bleak. Ultra Magnus is his straight man, and even though he gives Ultra Magnus a hard time, Springer would die for him.

BLURR - a fast, fast mover and fast, fast talker. He is a very hyper, nervous character who can't sit down even for a second. Once he starts talking, he won't stop until someone shuts him up. He talks faster than he thinks. *MAKES EVERYBODY NERVOUS -*

*DONT DO
SUCK
BECAUSE* →

w/ ultra Magnus / Springer -

PERCEPTOR - brilliant but at times a little absent minded. He's a bit of an intellectual snob and uses lots of fifty dollar words and science and computer jargon. No one fully understands what the heck he's saying, and whenever Springer tries to translate his words into plain English, Perceptor gets a little miffed and says something like: "Why must you always insist on simplification." *Crude but accurate*

ARCEE - a sweet, kind friend to her fellow Autobots, but a lethal warrior to the Decepticons. She takes Daniel under her protection and becomes a big sister of sorts. She and Hot Rod are obviously attracted to each other, but neither of them is

willing to openly admit their affection, and so they have a bantering relationship like Duke and Scarlett in GI Joe.

DANIEL - foolishly brave because he is simply unaware of the danger. He is a classic American 12 year old kid: stubborn, mischievous, compassionate, smart, adventuresome. He worships all the Autobots. They are his heroes. *TOM SANDER*

- Dinobot Friend
WHEELIE - a feral kid, a wild boy. The Sharkticons have never been able to capture him. He talks in a sing song manner: "Quintessons lie. Your friends die. If you don't try. Your friends die." *or Smiley*

BLASTER - a black rock D.J. He is hip and funny, hotter and louder than the oh so cool Jazzz. *- JAZZIER*

Freeway Close & Kivabe, Language
JUNKIONS - Their speech is a strange and wonderful collection verbal junk. It is a mixture of alien lingo: "bzzz frip!"; latin phrases: "E pluribus unum."; TV talk: "Or your money back! Operators are standing by."; cliches: "Have a nice day. A rolling stone gathers no moss."; etc.

GALVATRON - A deadlier version of Megatron. Less bluster, more ruthless action.

ENTITY - mysterious, horrifying. Softspoken at the beginning, god-like at the end when he transforms into a robot. Since a talking planet is somewhat of a stretch to begin with, please try and keep his talking to a minimum - let Megatron/Galvatron carry the bulk of the dialogue. ***NOTE: the Entity needs new name.

Voice grows →
*We might try to cast Orson Welles. ABSORBER · UNITRON ·
THE AMALGAMATOR · AMALGAMON · INGESTOR · MASTICAR ·

LEADER OF THE SWEEPS - mafia hit man, Nazi SS trooper. *make him NAME*
SCOURGE → GALVATRON'S friend a

LEADER OF THE NEW DECEPTICONS PLANES - ***NOTE: He needs to be developed. *will be converted essence -*

SHARKTICONS - They speak a harsh metallic crunching language that only they can understand. *Like sensors but - more sophisticated*

QUINTESSONS - They are not just two-faced, they're five faced, and each face has a different personality. There is a friendly face, a stern face, an evil face, (a face of your choosing) and a face of Death that the Jury shows when they sentence the

prisoners to their doom. All the faces mask the weak, insecure
evil they represent.

Smile face to deathhead for
sentencing

TRANSFORMERS MOVIE OUTLINE

REVISED 3/28/85

INTRO - It is five years later. ¹ In preparation for the retaking of their home planet, the Autobots have set up manufacturing plants on the moons of Cybertron which supply the Autobot freedom fighters with badly needed weapons and energy.

Start

1. EARTH - AUTOBOT CITY - "Life as usual." Introduce Daniel. Decepticons attack. City transforms into fortress. Introduce major new characters: Hot Rod, Kup, Arcee, Blurr, Perceptor, Springer, and Ultra Magnus. Blaster radios Prime: "Get a move on! We're eating rays!" (No where?)

***NOTE: Somewhere in the opening battle please try to include the following.

A swarm of Insecticons (including Shrapnel, Bombshell Kickback) tries to eat their way through the Autobot defenses. Soundwave and his cassettes (Rumble, Frenzy Ravage and bat) take on Blaster and his cassettes (lion, tiger, scorpion and robot).

Blitzwing takes on Powerglide and Warpath.

The Constructicons (Scrapper, Bonecrusher, Scavenger,

Hook, Long Haul and Mixmaster) form Devestator and take
on the Anibots (lion, tiger, eagle, buffalo and
rhinoceros) who also come together to form a huge
robot.

pp for it →

Use other characters (Inferno, Smokescreen, Tracks,
Red Alert, Grapple, Hoist, Beachcomber, Ramjet, Dirge
and Thrust) as needed in background.

***NOTE: you can kill off the following robots: Gears, Huffer,
Windcharger, Sunstreaker, Sideswipe, Hound,
Trailbreaker, Ironhide, Ratchet, Prowl, Brawn, Mirage,
Wheeljack, Bluestreak, Thundercracker, Skywarp and
Shockwave.

2. FIRST AUTOBOT MOON OF CYBERTRON - Establish Jazz and
Cliffjumper in charge of station. Dinobots load supplies into
space shuttle. Prime, Bumblebee and Dinobots take off in shuttle
and head for Earth. They are attacked by Astrotrain.

***NOTE: This scene could be a good place for opening credits
title song.

3. EARTH - AUTOBOT CITY - The Autobots continue to battle the Decepticons. The Autobots begin to lose ground. They're running out of supplies. At the last second, Prime shows up and the battle turns in the Autobots' favor. Hot Rod gets too cocky and does something reckless. Prime bails him out of trouble, but as a result, ends up in a fight to the death with Megatron. Both leaders are mortally wounded.

SIMILAR to what I have

4. SPACE - INSIDE ASTROTRAIN - The Decepticons (Starscream, Ramjet, Thrust, Dirge, the Constructicons, Soundwave and his cassettes), squabbling over who will be the next leader, take the fallen Megatron back to the Decepticon Hall of Heroes on Cybertron.

SIMILAR

the cry at level → UNTIL ALL ARE ONE - reflect as chant MATRIX

5. EARTH - BATTLEFIELD OUTSIDE AUTOBOT CITY - Prime passes the essence of leadership to Ultra Magnus and then dies. ***NOTE: Explore other possible names for "essence of leadership."

SIMILAR

6. CYBERTRON - HALL OF HEROES - The Decepticons continue to squabble, smashing the essence urns of past leaders. The essences, including Megatron's, float up through the hole in the ceiling and out into space. They hear a voice calling to them.

7. UNICRON - Megatron makes a pact with the Entity. The Entity will revive him and his fellow Decepticon essences and give them powerful bodies and also help them destroy the Autobots and the essence of leadership if Megatron will provide the Entity with vast amounts of energy. Megatron agrees and the Entity creates Galvatron and the new Decepticon warriors (Sweeps and Planes).

INTRO NEW DECEPTICONS

8. CYBERTRON - HALL OF HEROES - Starscream elects himself the new leader. Galvatron returns and orders the old Decepticons to load up the new Decepticons with energon cubes. Starscream challenges Galvatron's authority. Galvatron transforms into cannon mode and blasts Starscream to smithereens. No one else dares challenge his authority.

- BEING CROWNED

9. UNICRON - The Decepticons provide ("feed") the Entity with energon cubes. The whole planet seems to "awaken" and Unicron leaves its orbit and heads for the first Autobot moon of Cybertron. The Entity demands more energy. But that was all the Decepticons had on Cybertron. More! Galvatron orders the Decepticons to Earth.

Starscream

SIMILAR TO WHAT JANE ARE

(TAKE ENERGOON BACK TO UNICRON)

there is now no Megatron

10. EARTH - AUTOBOT CITY - The Autobots are rebuilding their city. Blaster receives a distress signal from the first Autobot moon of Cybertron.

Galvatron *- Calley*
11. FIRST AUTOBOT MOON OF CYBERTRON - Jazz and Cliffjumper watch in horror as the entire moon is drawn into the fiery interior of Unicron.

12. EARTH - AUTOBOT CITY - The Autobots are about to take off and investigate, when the Decepticons arrive and attack. In the confusion, Daniel stows aboard one of the ships. The Autobots fight valiantly, *(going to save other moon on Cybertron) ???*

No Conf -
Two of the ships manage to escape. Galvatron orders the old Decepticons to drain the Earth dry of energy and keep the Entity "well fed," while he and the new Decepticons pursue the escaping Autobot ships. ***NOTE: Hot Rod, Kup, Grimlock, Swoop, Slag and Sludge are on one ship. Ultra Magnus, Perceptor, Springer, Blurr, Arcee, and Daniel are on the other ship. Blaster and his cassettes (as well as many other Autobots) remain on Earth.

similar - 12 A Blaster in quindels
action

13. SPACE - Galvatron's forces catch up to the Autobot ships. A space battle ensues. Hot Rod's ship is shot down and crashes into a sea of liquid energy on the planet of Quintesson.

AS my on board

14. SPACE - Galvatron's forces chase after Ultra Magnus's ship. Like a surgeon who knows where to stab himself, Ultra Magnus blows up a section of his ship. There is a blinding light, and when the light fades the Autobot ship is gone. Galvatron, thinking he has destroyed the Autobots and the essence of leadership decides to pay the Entity a visit and gloat.

Must repair
Submarine
Planet

15. EARTH - AUTOBOT CITY - Blaster is unable to make contact with either ship. He's very worried, but he's also got problems of his own: the Decepticons are still seiging the city and elsewhere they're draining the Earth of energy.

Case here ~

asteroid name

16. QUINTESSON - SEA OF ENERGY - Hot Rod recovers and rebuilds Kup. The Dinobots are nowhere to be found. Hot Rod and Kup set off in search of them. They encounter the Sharkticons in robot mode and try the Universal Greeting. It fails and the Sharkticons transform into beast mode and attack them. The Autobots are captured and thrown into prison where they witness the Quintessons sentencing innocent robots and the Sharkticons carrying out their gruesome sentence: death by devouring.

similar

17. JUNKION - Ultra Magnus's ship lands - but just barely. The Autobots start to repair their ship with the ubiquitous junk. Arcee builds an exosuit for Daniel. At first he has trouble controlling it with comic results. The Autobots are being watched, but we don't know by what.

why not let Quinobots taste lazy

18. QUINTESSON - OUTSIDE CASTLE - The Dinobots come to the front gate and ask the Sharkticon guards if they've seen their friends. The Sharkticons don't understand them, and they don't understand the Sharkticons. A quintesson appears and with his friendly face graciously tells the Dinobots that their friends are not inside, perhaps they are wandering the countryside. The Dinobots thank him and leave.

19. QUINTESSON - DUNGEON - Hot Rod and Kup are brought before the Quintesson Judge and Jury. Hot Rod stalls their sentencing by pleading guilty not only to trespassing but also to espionage, etc. Kup is baffled. Hot Rod explains they only had two minutes to live. Now maybe they have four. He's doubled their life expectancy.

20. UNICRON - Galvatron arrives and is shocked at the increased size of Unicron. He fears that the Entity is growing too powerful and might pose a threat to Cybertron itself. Galvatron refuses to supply him with more energy, gloating that he no longer needs him, having already destroyed the Autobots and the essence of leadership. But then the Entity informs Galvatron that Ultra Magnus is still alive on Junkion. Galvatron "feeds" the Entity. Unicron absorbs the second Autobot moon of Cybertron. Galvatron departs to fulfill his mission.

Wild boy - movie

60 70 19 here

9 moons of Cybertron -

21. QUINTESSON - OUTSIDE CASTLE - The Dinobots meet Wheelie and learn the truth about their friends. They get mad and storm the castle walls.

~~60 70~~

22. QUINTESSON - INSIDE CASTLE - Hot Rod and Kup are both sentenced to death, and thrown into the Sharkticon pit where they desperately fight for their lives. It looks helpless, when all of a sudden, Swoop flies down and carries them to safety. The other Dinobots release the rest of the prisoners, and in the ensuing riot, the Quintessons are devoured by their own Sharkticons. The Autobots, Dinobots, Wheelie and the ex-prisoners commander ships and blast off.

*Hot Rod recovers galactic
learns Universal
Greeting*

23. JUNKION - The Decepticons attack the Autobots. One of the Autobots sends out a distress signal. Ultra Magnus sacrifices himself so that the others can get away. Galvatron defeats Ultra Magnus and snatches the essence of leadership. The Decepticons depart in triumph. The Autobots come out of hiding only to be attacked by Junkions. Hot Rod and the others arrive and join the fray, but the Junkions are indestructable (one Junkion is a rider - another is a motorcycle - during the battle they exchange roles with the motorcycle becoming the rider and the rider becoming the motorcycle.) The Autobots are about to be wiped out when Hot Rod remembers the Universal Greeting. The Junkions turn out to be "friendly," and team up with the Autobots. They even help put Ultra Magnus back together again. No longer possessing the essence of leadership, Magnus feels he is not fit to lead. He's just a common soldier. There is a disagreement as to who should lead. Some say Magnus because Prime chose him. Some say Kup because he's the oldest, or Perceptor because he's the smartest, or Springer because he's the strongest. But it is Hot Rod, more mature now but still as headstrong as ever, who assumes command and leads the motely crew to Cybertron. The Junkions take off in a huge ship made of junk.

*rolls thru junk
and is reborn*

24. UNICRON - Galvatron, deciding that the Entity is too dangerous, tries to blow him up with a bomb. Ironically, the exploding bomb is the last source of energy the Entity needs.

And he transforms into an immense planet-sized robot. The Entity in robot mode captures Galvatron and then begins to tear Cybertron apart. The Decepticons attempt to stop him, but they are mercilessly slaughtered.

The Autobots arrive and attack the Entity as well. Hot Rod ventures alone into the Entity in a heroic effort to destroy him from within - somehow! The Entity orders Galvatron to follow and kill Hot Rod as the only way he can save his own measly life. Galvatron and Hot Rod fight along the highways and byways of the Entity's internal structure. As Hot Rod is about to be killed, he grabs the essence of leadership vial away from Galvatron. Holding the vial dramatically aloft, Hot Rod transforms into the fully mature Rodimus Prime.

Meanwhile, the battle rages on outside the Entity. Many Autobots are pulverized. Daniel, in his exosuit, manages to save some Autobots, but it looks bleak for all our favorite characters.

Galvatron and Rodimus Prime continue to fight. The vial changes hands several times, but finally, it gets smashed, releasing the essence which spreads throughout the internal structure of the Entity. There is a tremendous, apocalyptic, spiritual storm of light. The Entity rips himself apart, feverously trying to get the essence out. Galvatron is flung into the far reaches of space. The Entity is about to blow up. Rodimus starts to escape, but hears the cries of the trapped Autobots from the

moons of Cybertron and goes back inside the Entity to rescue them. The Entity explodes. Silence. Rodimus crawls out of the burnt ruins of the Entity, leading the other Autobots. Rodimus is all aglow with the essence of leadership.

*only leaders have
essences*

25. CYBERTRON - The Autobots begin to rebuild their home planet.