

# WRITING TRANSFORMERS 6

## NOTES

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**Disclaimer:** These notes are a brainstorming document, not a formal outline. Expect half-baked ideas, meta commentary, abandoned concepts, and ideas that may contradict each other. You're free to follow them, remix them, or ignore them entirely for your own rewrites.

- **Trailer Song:** In a hypothetical trailer for this final film in the *Transformers* saga, this cover of “Don’t Fear the Reaper” by The Spiritual Machines could be used as the song that plays over the trailer. <https://www.youtube.com/watch?v=JlwucYMkuc>
- **The Heralds of Unicron:** Unicron will generate his own soldiers to fight the Cybertronians and these foot soldiers will be referred to as the Heralds of Unicron.
- **Carly’s Hair:** Since Carly dyed her hair brown in the *Transformers 4* rewrite to help her remain in disguise as a fugitive, her character will experience a similar phenomenon as Natasha Romanoff in *Avengers: Infinity War* and *Endgame*, where the dye in her hair starts to wear off and we see her original hair color returning as Carly is sporting half-brown, half-blonde hair. By the time we reach the epilogue in *Transformers 6*, Carly’s hair will have fully grown back to normal-length and revert back to being fully blonde.
- **Optimus’ New Trailer:** (Credit goes to MuchMuch for this idea.) When Optimus provides Perceptor with the schematics for the battle station trailer that Wheeljack designed for him in the *Transformers 3* rewrite, Perceptor will not only build a new trailer for Optimus. He’ll also improve it. This battle trailer will now have the capability to be summoned and fly over to Optimus just like how Tony is able to summon his Iron Man suit in the *Avengers* and *Iron Man 3* films. The trailer will transform into a hovercraft complete with jet thrusters and wings to help it navigate through the air. The trailer will also come equipped with a little drone known as Roller.
- **Artifacts of the Primes:**
  - **Prima:** The Matrix of Leadership.
  - **Vector Prime:** The Blades of Time
  - **Mortilus Prime:** ??
  - **Quintus Prime:** ???
  - **Alpha Trion:** The Covenant of Primus
  - **Liege Maximo/The Fallen:** The Requiem Staff.
  - **Solus Prime:** The Forge.
  - **Onyx Prime:** The Totem.
  - **Alchemist Prime:** The Lenses.
  - **Micronus Prime:** The Emberstone.
  - **Nexus Prime:** The Skyboom Shield.
  - **Sentinel Prime:** The Star Saber.
  - **Optimus Prime:** The Apex Axe.

- **Prologue:** The prologue is identical to the opening scene in 1986's *Transformers: The Movie*. Unicron comes upon the planet of Nebulos aka New Quintessa, and the Nebulons panic as the Quintessons flee the planet, abandoning their Nebulon slaves and allowing both them and their homeworld to be consumed by Unicron. Several ships attempt to escape, but it is a futile effort. A distress signal is sent out to the stars before the final ship is sucked into Unicron's clutches.
- **Decepticon War Council:** Once he's established on Cybertron, Shockwave opens multiple space bridges to all of the solar systems that Megatron deployed his fleets to search for the AllSpark back when Optimus first launched it off Cybertron during the civil war. Shockwave sends emissaries with reservoirs filled with Energon to each of the fleets so the soldiers can awaken and return to Cybertron. The Decepticon generals of each of these fleets will make cameo appearances in war councils with Shockwave. These Decepticons will be Menasor, Sixshot, Airachnid and a few others (perhaps Astrotrain??).
- **Fall of the Moonbases:** First battle with Unicron will take place on Moonbase One (Cybertron's first moon), the first line of defense for the Autobots and Decepticons. After Moonbase One falls, Moonbase Two will quickly follow in its footsteps. Draw on the Battle of Menae from *Mass Effect 3*. The Fall of Moonbase One will be the climax of Act 1. It will also be where Shockwave dies, and the loss of their chief tactician cripples the Cybertronian war effort.
- **Ironhide's Death:** Ironhide will make a last stand where he goes all out against the Heralds of Unicron. He'll utilize every single weapon in his arsenal and in this moment, the soundtrack "Precious Cargo" from *Transformers 2* will play over Ironhide's death.
- **Optimus Primal Cameo:** Using Onyx's Totem, Megatron will use the Artifact to temporarily grant himself a beast mode, turning into a great metallic and sinister-looking dragon. Megatron will then throw the Totem over to Optimus, resulting in Prime transforming into a giant gorilla and allows him to carve a path through the enemies blocking his and Megatron's way to Vector Sigma. This moment will be a nod to Optimus Primal from the *Beast Wars* cartoon.
- **Autobot Colony:** On the planet of Junkion, a colony of Autobot refugees have settled there in the decades following the exodus of Cybertron. The leader of this colony is Wreck-Gar, while the rest of the colonists consist of Springer, Kup, the Aerialbots (minus Skydive), and Blaster. The majority of the colonists are civilians and mechanics with little to no combat experience. Kup is the only veteran among them, but even he is a bit too old and senile to be out in the field. Whereas the Aerialbots – who are able to combine into Superion – remain incomplete due to the death of their teammate Skydive, who served as the left arm of Superion. So now, Superion – the first line of defense for the colonists – possesses only a single arm to defend the Autobots of Junkion.
- **New Primes:** The Matrix of Leadership will do something completely unexpected that has never been done before. It will choose a new Prime. It will take an ordinary Cybertronian and lift them up to the holy status of Prime, bestowing upon this worthy candidate magnificent wisdom and power. For the first time in history, the Matrix will choose someone who is not of the original 13 Primes to be its bearer. It will not do this once, but twice. Bumblebee and Hot Rod are both chosen by the Matrix of Leadership

and transformed into Primes. Bee becomes known as Volantus Prime, and Hot Rod becomes Rodimus Prime. Alternate names for Bumblebee are Vespus Prime, Vesp Prime (“wasp” in Latin), Volucris Prime (“third declension, bird, flying insect/creature” in Latin). Sictus Prime (Sictus pulls from “ictus” which means “tap, blow, stroke, lunge, sting” in Latin). Volantus Prime (Volantus pulls from “Volant” which means “fly” in Latin). Aculeus Prime (“sting, thorn, prickle” in Latin).

- Pull inspiration for the space battle with Unicron from the final battle with the Reapers in *Mass Effect 3*.
- **E.D.C. Reinforcements:** Autobot Spike and Lennox, along with a handful of Autobot sympathizers (like Marissa Faireborn/Dr. Alcazar), convince Earth Defense Command to teleport to Cybertron and provide reinforcements against Unicron. The Witwickies and all of the EDC troops will be outfitted in their Mech suits as their ships pass through the space bridge and they join the battle. The Witwickies will link up with their respective Autobot partners to form the Targetmasters while Lennox and the rest of his men will fight the Heralds in space with their jetpacks and blasters.
- **Optimus' Dilemma:** In the climax of the film, Optimus will find himself in a position to decide the fate of Cybertron. It will be before the supercomputer Vector Sigma, that Optimus encounters Teletraan 1, the artificial intelligence that operates and manages Vector Sigma. Vector Sigma and Teletraan 1 will be the Cybertronian counterparts of the Crucible and the Catalyst from *Mass Effect 3*. Teletraan 1 will provide Optimus with compromising options, forcing Prime to make a really tough call on how he wants to resolve the war with Unicron. All of the options will come with a heavy price, and irreversible loss will be required to save the galaxy from Unicron. Ultimately, Optimus will decide to sacrifice the Matrix of Leadership, ending the age of Primes forever. Volantus Prime and Rodimus Prime will revert back to Bumblebee and Hot Rod. Which means, Optimus too will die in exchange for the preservation of Cybertron and its people. The Last Prime made the ultimate sacrifice to bring about the end of Unicron the Chaos-Bringer.
- **Grimlock's Ending:** All of the Dinobots die except for Grimlock. In the Resolution, Daniel will approach his mom and tell her that he is worried about Grimlock. For weeks, the Dinobot has been sitting in a slouched position in front of the Autobot memorial, depressed. Daniel gave Grimlock space like Carly instructed him too. But now, Grimlock is gone. His sword has been plunged into the ground before the memorial, but Grimlock himself is missing. Perceptor will track Grimlock's energy signature down and inform the Witwickies that their comrade is headed for the Sea of Rust. Boarding a shuttle, Perceptor, Carly and Daniel beat Grimlock to the Sea of Rust and they emerge from the ship just as Grimlock appears before them, bounding in his dinosaur form. He's in a dead sprint towards the Sea of Rust. His tunnel vision blinding him from everything else around him. He doesn't seem to recognize that there is a ship in front of him – even when the Witwickies wave their arms and shout up at him – until Perceptor fires a tranquilizing taser at Grimlock, stopping the lumbering titan in his tracks. Grimlock will regain consciousness to find himself shackled and restrained, sitting before Perceptor and the Witwickies. After questioning the Dinobot's reckless behavior, and insisting that he return home, Grimlock responds with a child-like fit as he moodily shakes his head

and grumbles in a pouty fashion that he doesn't want to go back home. As Grimlock puts it, "Grimlock running away to find new home!". The group realize that Grimlock's depression has reached a new low, as he admits to his friends that he doesn't know who he is anymore. Without the rest of the Dinobots by his side, Grimlock has lost all of his love for combat that once used to burn so strong in his Spark. For the first time in his life cycle, Grimlock has become tired of fighting, and he's decided to hang up his sword. But Grimlock has never been anything *but* a warrior, thus his retirement mixed with his grief has stooped the mighty leader of the Dinobots into an identity crisis. Cybertron is entering a new age, and their world is at peace. But what happens to a soldier who no longer has a war to fight? Nobody needs Grimlock to squish annoying enemies for them anymore, so what's the point of sticking around? Grimlock has decided to run away into the Sea of Rust, where he's hoping he can find a satisfactory death. The Witwickies are moved with compassion for Grimlock, who is really just a child-trapped-in-a-giant's body. Carly will comfort Grimlock and begin caressing his giant foot that is right beside her, as she gives the Dinobot chieftain a pep talk, and reminds Grimlock that he is very *very* strong. Grimlock can use his strength to help build homes for the future generations of Cybertronians. He can lift things that no other person can, and he can help give future families a place to live. Carly acknowledges that it is absolutely heartbreaking to lose just one member of your family, but to lose *everyone* in your family. That's devastating. Soul-crushing, even. The Dinobots were Grimlock's family. But Carly offers to adopt Grimlock and the Witwickies can be his new family. She can tell that her words are having an effect on the hulking brute, but Grimlock isn't completely sold on the idea yet. Carly explains to Grimlock that if he becomes a Witwicky, that means Daniel will become his new brother and they'll be able to play games together when they're done working. And that'll make Carly his new mom and Spike his new dad. This is the ticket. This is what gets Grimlock to budge and like a lost puppy looking for love, Grimlock asks if he can live with the Witwickies, to which Carly says "of course".

- **Epilogue:** A small troupe of humans will choose to colonize Cybertron at the end of the film. The Witwickies, Dr. Alcazar, Lennox and his family are some of the humans to migrate to what is now called New Cybertron. Thanks to some artificial oxygen generators that were invented by Perceptor, it's become possible for humans to live on Cybertron. The human colonists will live in giant domed cities that not only provide them with oxygen, but also solar energy and running water, allowing trees, farms, and cattle to grow in the colony. Whenever the humans wish to leave the domes to travel across Cybertron, they have to wear their repurposed Mech suits in order to do so. Cut to the Witwicky household, where the sun is about to set. Outside on their property, a silo has been built with a giant door. Grimlock – in his dino mode – stomps over to it, making the Witwicky house shake with every step he takes, and he snuggles within the silo like it is a pet dog inside a giant doghouse. He calls out to Spike and Carly as they watch him from the backyard porch, telling them, "Me Grimlock going to power down for a lil' bit if that ok". Smiling warmly, Carly gives Grimlock permission to take his nap before Spike sighs with resignation. "I don't know how I let you talk me into this", he professes. Sitting on Spike's shoulder, Carly grins at her husband and leans over to give him a kiss on the cheek. Autobot Spike becomes the ambassador of the human race on

New Cybertron, while the colonists nominate Lennox as their governor. Bumblebee and Hot Rod make sure to visit the domed cities as much as possible as the rebuilding of New Cybertron is underway. A new peace treaty known as Pax Cybertronia is signed between the Cybertronian leaders and Earth's world leaders, establishing a new intergalactic alliance.

- **Final Shot:** First shot of the first scene on Cybertron will be a pan through the causeway of the Citadel of Light, where the statues of the Thirteen Primes stand tall and proud. The final shot of the film will mirror the original, panning over a new memorial within the Citadel's courtyard that was built for all of the characters who died in the series. It'll be a cluster of statues all posed heroically around a floating statue of the AllSpark. The characters who are immortalized by this memorial will be Ironhide, Jazz, Ratchet, Sideswipe, Sunstreaker, Blurr, Wheeljack, Mirage, Jetfire, the Wreckers, the Dinobots and a bunch of other fallen heroes. What's also impressive about this memorial is that it not only immortalizes Cybertronian heroes, but their human allies as well. The audience will see smaller statues of Chip, Epps, Donnelly, and Burke intermingled with the rest of the Autobot statues. Epps will be standing on Jazz's shoulder with his gun raised above his head. Wheeljack will be kneeling down, holding Chip in the palm of his hand. Donnelly will be standing at Ratchet's feet, pointing outwards as if to call an airstrike. And Burke will be positioned on Ironhide's outstretched arm as both of the warriors are posed with their guns as if they were shooting at some unseen foe. The camera will then pan from the courtyard to the causeway, where we pass by the statues of the Thirteen Primes once again. Except this time, the camera will finally rest on the statue of Optimus Prime. His tribute will be the final sentence in the last chapter of the *Transformers* saga. The music starts to gradually transition from slow and sorrowful to triumphant and victorious. The screen fades to black. The End. "Til All Are One".