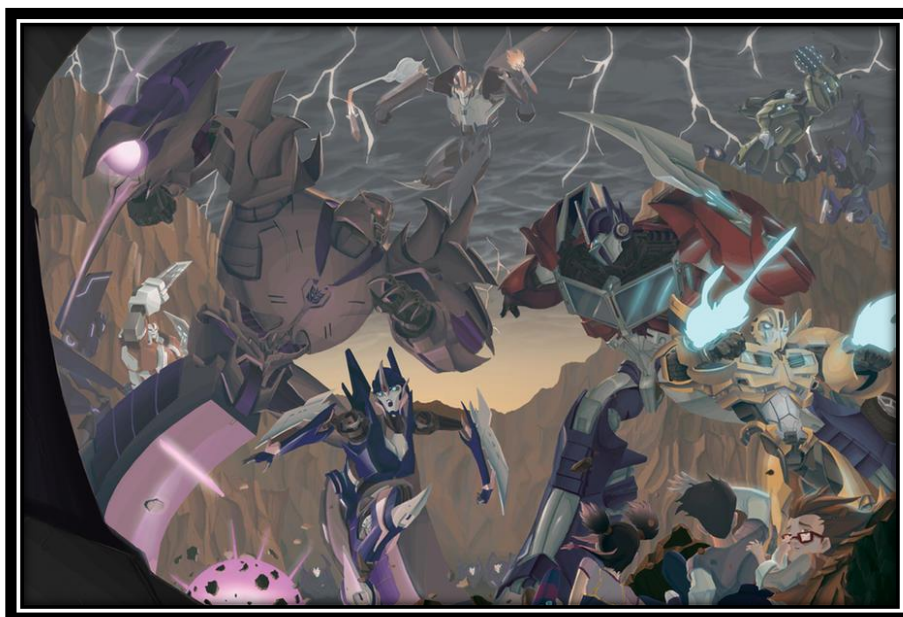


REWRITING *TRANSFORMERS PRIME*

SEASON 2:

Disclaimer: This document is an unfinished work-in-progress and may contain rough ideas, incomplete beats, and abandoned concepts. This Season 2 rewrite includes a finished diagnosis/approach and a partial rewrite (*Orion Pax Part 1*), followed by empty episode headings for the rest of the season. You are free to follow it, remix it, or ignore it entirely. Treat this as a prompt and a roadmap, not as a strict rulebook.

INTRO: Welcome back to our rewrite for *Transformers Prime*! Today, we're going to be diving into season 2. As a quick disclaimer, if you haven't read our rewrite for *Transformers Prime* season 1 then click [here](#) to read it, and then come back and read this doc.



DIAGNOSIS & TREATMENT: Much like season 1, season 2 shares a lot of the same pitfalls. But where season 1 is guilty of relying on filler episodes and fetch quests, season 2 seems to almost forego filler altogether. Which is a great step in the right direction. But season 2 seems to shoot itself in the foot by doubling down on the fetch quests. It's like the show took 1 step forward but 3 steps back. We also mentioned in the season 1 rewrite how the heavy amount of studio interference crippled the creative team's efforts to make a distinct and unique *Transformers* story. The writers were trying to go one way, but the studio forced them to go the opposite way. All because the studio executives were obsessed with sticking to the status quo. Season 2 highlights this issue more than season 1.

Our goal for this rewrite is very similar to what we did with our season 1 rewrite. We are going to cut out any filler episodes, minimize the fetch quests, maintain the lack of plot armor and unglue ourselves from the show's restrictive status quo. Even though the original version of season

1 ended on a cliffhanger with Optimus losing his memories and reverting back to Orion Pax, our rewritten version of the season 1 finale took this distortion of the status quo a few steps further. By adding the death of Raf, the court-martialing of Agent Fowler, and the exposure of the Cybertronians' existence to the public of Earth, we've placed our protagonists in a very problematic yet compelling position at the beginning of our season 2 rewrite. Since *Transformers Prime* ran for three seasons, we are going to be treating each season of the show as a single act within the 3-Act Structure, with all of season 2 serving as our Act 2 for the big picture story of the entire show. Season 1 is where we established the characters, the setting, and the conflict. Season 2 is where we are going to ramp up the tension, raise the stakes, and throw everything we have at the heroes in an attempt to break them. By the end of season 2, our heroes should be metaphorically crippled and knocked down to their lowest low, setting them up for their inevitable comeback in season 3. The ending of season 2 should be the bleakest and most dire out of all three seasons. Also, as a quick side note, just like how the subtitle for season 1 was *Alliances*, our subtitle for season 2 will either be *Homeward*, *Rebirth*, *Restoration*, or something else along those lines that refers to the renewal of Cybertron and the Autobots return to their homeworld. We'll touch more on that later.

Again, please do not see this rewrite as us knocking this show down or hating on it. In our eyes, the original *Transformers Prime* show was a healthy 7/10. This rewrite aims to elevate the show to a vigorous 9/10, if not rather ambitiously, a 10/10. It is our intention to be as respectful as possible to the original writers and their work not only because we are huge fans of it but because we genuinely do not see ourselves as more qualified or more professional writers than they are. We are by no means any better than Rik Alvarez, Duane Capizzi, and the rest of *Prime's* writing team. We are reimagining this series as if the creative team had been given the full amount of time and creative freedom required to bring their original vision for the show to life. Through these rewrites, we are trying to elevate *Transformers Prime* to the same status as classic kids action shows from the 90's and 2000's like *Gargoyles*, *Batman the Animated Series*, and *Avatar: The Last Airbender*. But at the end of the day, this rewrite is just a subjective piece of fan fiction that was written by the fans for the fans. So, if you don't like it, that's fine. You don't have to. But if you do like it, then sit back and enjoy the show!

OUTLINE:

Episode 1: Orion Pax Part 1: The opening scene will remain the same, where Team Prime discusses Optimus' amnesia and what their next steps should be. I'm not sure who the Vector Sigma keyholder should be. A case could be made for Jack to keep the title, for the same reasons as given in the original show. It would definitely make Jack more relevant to the plot, and we'd still be able to keep Jack around for season 2 by having General Bryce reluctantly send Jack home under heavy guard, waiting to call on him until they are able to bridge Jack to Cybertron. Unless the whole point of this season 2 rewrite is to sideline the human children as a consequence of Unit E cracking down on Team Prime. (I like the idea of Jack and Miko being sidelined until the finale when the Decepticons capture them as hostages for ransom). The other option would be to have Optimus entrust his apprentice Bee as his keyholder, in which case all of Jack's lines and

actions would go to Bee for this rewrite. I could see this working as we are building Bee up to be a leader and Optimus' chosen successor. Let me know which one you prefer.



Now that the crisis with the Fallen is averted and the weather is cleared up, General Bryce will have the Darbys and Miko taken back to their homes, and he tells the Unit E agents to remain on standby. Bryce has to report back to the Pentagon and informs the Autobots that he'll be in touch, assuming he doesn't lose his job.

We cut to a few days later. Jack, June and Miko will attend Raf's funeral, and in the distance, we can see Bumblebee, Arcee, Ironhide, and Drift parked in their vehicle modes at the edge of the cemetery. Jack will notice them and pause, eager to go talk to the Autobots. But June will pull her son away and give the Autobots a death stare over her shoulder as she walks Jack to their car. The Autobots will return back to base, where Ratchet will be tinkering away while the news plays on the monitor. We see a reporter discussing the public's reaction to the confirmed existence of aliens. There are controversies all over the place as the world has been taken by storm. Some people think that the robots are here to invade, others think they may be part of a government plot, with some even thinking that the robots are foreign spies working for other countries. Hearing this, Ratchet scoffs to himself as he continues to work and he hears the rest of the Autobots enter. "How was it?", he asks without turning around. Arcee turns to Bee, and realizing that he is too depressed to respond, she speaks up, "it was...nice". She gives a sad little shrug as she wraps her arms around herself, "Listen, I know we're not supposed to be out right now, but I don't think it would've hurt to get some closure". Ratchet pauses as he takes a deep breath, "I don't need closure. I need to be better. So that nothing like this ever happens again." Ironhide will gesture towards Ratchet's work in progress, "I take it this is supposed to help with that".

Ratchet will reveal that in memory of Raf, he's been designing a prototype for a human-sized mech suit. The suit resembles TFP's original design for the Apex Armor, meant to operate in the same manner as the Titan mech suits in *Titanfall*, where the pilot is meant to enter through a latch in the chest that also serves as the cockpit. Not unlike how Silas operated Breakdown's body as a mech in the original version of TFP's season 2. Clearly, any human who piloted this suit would be able to stand toe-to-toe with any Cybertronian in direct combat.

"Ratchet, it wasn't...", Arcee starts reaching her hand out to comfort Ratchet.

But the medic cuts her off as he pulls his arm away, "Please, just let me do this my way", he says quietly, his voice filled with shame.

The Autobots are interrupted as a small army of Unit E soldiers and scientists swarm into the base. They immediately make themselves at home and begin setting up shop as if they own the place, which greatly annoys the Autobots (especially Ratchet). A flock of Unit E scientists will commandeer Ratchet's workstation and begin walking across his keyboard, connecting their own laptops to his drives. The grouchy medic tries shooing the scientists away like they're pests, but

they just merely dodge him and keep on working. The humans are flat out ignoring the Autobots. It isn't until Drift and Ironhide step in front of a group of scientists carrying crates and draw their blasters that the humans start paying attention to them, as they all snap into action – soldiers and scientist alike – and train their guns on the aggressive Autobots. “You *really* think this is going to end well for you?”, Drift will ask confidently.

The standoff is called off as General Bryce walks in and orders everyone to lower their weapons. “What is the meaning of this?!” demands Ratchet. General Bryce informs Team Prime that due to recent events, Unit E has proven that a more disciplined hand is required for efficiency, and with that, he introduces a new character. A man who looks similar to Flint from *G.I. Joe* enters and salutes the Autobots, shouting out, “Colonel Rufus Madison, sir!”. General Bryce informs the Autobots that the Colonel – who is more commonly known as “Mad Dog” due to his ruthless reputation on the battlefield – will be in charge of Team Prime from here on out. (Colonel Mad Dog is a character who existed in the *Transformers Prime* tie-in comics that was the leader of a rival branch in the U.S. government who was always trying to one-up Agent Fowler. Here, Mad Dog will more or less be *Prime's* version of Colonel Lennox, but with a bit of Flint from *G.I. Joe* thrown in there.)

“Where's Agent Fowler?!” demands Ratchet.

“Agent William Fowler is no longer the liaison of this unit,” answers General Bryce. “He's currently being investigated for his more than questionable methods of running this operation. In fact, his poor lack of judgement is partially the reason why we're in this mess. The U.S. government doesn't take kindly to the news of unnecessary civilian casualties, especially when those civilians are children. This battalion's recent inefficiency can be attributed to the clear lack of protocol that is practiced here. We're here now to make sure that doesn't happen again.”

The Wreckers refuse to be bossed around by “a bunch of stinkin' skinjobs”, causing General Bryce to give the Autobots the ultimatum of either falling in line or being decommissioned.

The rest of *Orion Pax Part 1* will play out the same way that it does in the original episode. Except, we'll make it explicitly known that the power source the Decepticons are stealing to power their space bridge is the D.I.N.G.U.S. device from season 1. Just for the sake of adding a little continuity and some setup and payoff to this rewrite. The Autobots will try to stop the theft as they do in the original episode, except Colonel Mad Dog and a squad of Unit E troopers will accompany Team Prime through the ground bridge. But, as usual, the humans' weapons don't affect the Decepticons at all, with Breakdown chuckling about how the bullets tickle him. When it comes to Arcee storming the *Nemesis* in an attempt to single-handedly rescue Orion, there's one of two things that can happen here:

- 1) If Bumblebee is the keyholder for Vector Sigma, then *he* should be the one who goes solo and tries to rescue Orion. (This could be part of Bee's arc in this season where he is trying to avoid accepting the mantle of leadership and is doing everything he can to make sure everything goes back to the way it was, with Optimus back in charge.)
- 2) If Jack is the keyholder for Vector Sigma, then I suppose we can keep Arcee as the Autobot who goes solo and tries to rescue Orion herself.

The argument that follows between Team Prime back at the base can remain the same as it is in the original episode, except Colonel Mad Dog will reprimand the Autobot who went solo (either Bee or Arcee) and reprimand them for their reckless and insubordinate behavior. The Autobot had no authority to disobey direct orders, and this is when Ratchet almost challenges the

humans to do them the favor of blasting the Autobots back into space, just so they don't have to listen to the jabbering of humans ever again.

Episode 2: Orion Pax Part 2:

Episode 3: Orion Pax Part 3:

Episodes 4 – 5: Operation Bumblebee:

Episode 6: Crossfire:

Episode 7: Nemesis Prime:

Episode 8: Armada:

Episode 9: Flying Mind:

Episode 10: Tunnel Vision:

Episode 11: Triangulation:

Episode 12: Triage:

Episode 13: Toxicity:

Episode 14: Hurt:

Episode 15: New Recruit: