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## ***TRANSFORMERS VS G.I. JOE*** **NOTES**

- **All Transformers/G.I. Joe Crossovers:**
  - o Marvel's *G.I. Joe and the Transformers* (1987)
  - o Devil's Due *G.I. Joe vs The Transformers* (2003)
  - o Dreamwave Productions *Transformers/G.I. Joe* (2004)
    - The Line
    - Transformed
    - Trial by Fire
    - Wolves
    - Trenches
  - o Skybound *Energon Universe* (2023)
- **Source Material:** Partially based on the Devil's Due 2004 comic *G.I. Joe vs The Transformers* by Josh Blaylock, as well as the 2023 *Energon Universe* comics by Skybound.
- **Premise:** This *Transformers vs G.I. Joe* crossover for the 80's CU will be split into two films, with Part 1 having more of an emphasis on the G.I. Joes and Part 2 having more of an emphasis on the Cybertronians as the tables of the conflict are turned. Part 1 will focus more on Cobra discovering Cybertronians on Earth, reprogramming them and utilizing them for terrorist campaigns across the globe. A handful of Cybertronians will escape reprogramming and rough it out as "survivors", stumbling across the G.I. Joes and resulting in the first alien encounter between humans and extraterrestrials. Part 2 will focus on the alliance between the Autobots and G.I. Joe as they crusade to liberate the rest of the Autobot brethren from Cobra's control, simultaneously disabling the organization's latest terrorist strike. Meanwhile, the Decepticons are plotting their own retaliation against their Cobra captors, culminating in a climactic clash of wills.
- **Controlling Idea/Main Theme:** "Freedom is not free. Free men are not equal. Equal men are not free." - Richard Cotten. Many of the themes will focus on the dehumanization of slavery, dominance, control, free will, and in general, be very anti-Communist/Fascist.
- **Main Protagonists:** Something I want to do with these 80's CU crossovers is have two main leads in each film. Whether these two characters will be dual protagonists, decoy protagonists, or supporting protagonists will vary from film to film. It really just depends on the film and what works best for the story at hand. In our Masters of the Universe crossover, *Guardians of Grayskull*, He-Man was our Decoy Protagonist while She-Ra was our true main protagonist. But for this particular film, as a crossover between two different franchises, I would like to keep the *Transformers* tradition going of having one Autobot protagonist partnered up with a human protagonist. With G.I. Joe recruit Spirit, being our main human protagonist alongside his Autobot partner Hound.
- **Supporting Cast:** Stalker and Duke will be the supporting human protagonists while Brawn and Warpath will be the supporting Autobot characters.
- **Character Arcs:**
- **Hound < Bumblebee:** Personally, I think Bumblebee is an overused protagonist in *Transformers* media and that he has been hogging the spotlight for the past two decades. There is a plethora of other interesting and compelling Autobot characters who could have their time to shine in more *Transformers* stories (like Mirage in *Rise of the Beasts*) but unfortunately won't get that opportunity because these other lesser-known Autobot heroes are not as popular as the Yellow Camaro, or as Wheelie puts it in the Bayverse, "Big Yellow and his cannons". Just within the first batch of Autobots that make up the crew of the Ark in season 1 of the G1 show, there's 16 other original Autobot characters aside

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from Bumblebee and Optimus who could be the main character and human guardian. That's just counting season 1's roster and not including the Dinobots or any of the extra 30 plus Autobots who get introduced in season 2 of G1. Due to the level of popularity Bumblebee holds over the fanbase (especially children), I don't know if it is possible now to have a *Transformers* movie without Bumblebee in it at all. I know that the fanbase has unanimously agreed that a *Transformers* movie cannot be a real *Transformers* movie if it doesn't have Optimus Prime in it. He's defined the ethos of the franchise for so long that it is impossible to separate him from any future *Transformers* stories. But is the true same for Bumblebee? And if so, was it always that way? Or has it just become an unspoken rule and expectation now for both Optimus and Bumblebee to appear in every single *Transformers* story? If that is true, then that means this new requirement for Bumblebee to appear in every *Transformers* film is because of his big break that came as a result of Bumblebee being a main protagonist in Michael Bays' *Transformers* films, the *Transformers Prime* TV show, its subsequent sequel show *Robots in Disguise*, and most of all, the *Bumblebee* movie itself. Even though in retrospect, Bumblebee - as he is currently written - is not a compelling enough character to hold his title as the main protagonist for such an extensive period of time in a long-form saga. He really seems to just be more of a poster child by now. He hardly ever has any character development, and the few times he is given development, it is usually a recycled character arc that he has experienced before in some other story. That's not to say that Bumblebee *can't* be written to be an interesting and compelling character, it's just that lately he hasn't been utilized in a very creative or original way and has really just been more of an obligatory kid-appeal character at this point. As evidenced by his reduced role in the *Transformers: Rise of the Beasts* film. Bumblebee could have a more original underdog character arcs about self-worth and being the rookie new kid on the block. Or the weak link in the team of experienced Autobots, or maybe even abandoning his immaturity and becoming a leader, or Hell, even overcoming his disability of being mute. That would be a really interesting emotional challenge that none of the recent *Transformers* movies have really tried to tackle. A Bumblebee who is struggling to deal with the traumatic loss of his voice and the emotional and mental toll it has taken on him, making him just as vulnerable, scared, and lost as a human child. Then throughout the story, Bee learns how to find his "voice", not even necessarily through the radio, but through nonverbal communication in general, such as sign language, gestures, dancing, music cues, etc. For being a mute who seemingly never gets a permanent cure, it's weird that Bumblebee never learns sign language. Especially while he's on Earth. The few times Bee seems to undergo any character growth, it's usually just a case of the character retreading familiar paths and reexperiencing similar arcs and inner journeys already previously explored. All of these reasons are why I believe Bumblebee is taking up too much space in the current era of *Transformers* media and deserves to be sidelined for a bit so that other Autobots can have a chance to shine. So, for this *Transformers vs G.I. Joe* two-part crossover, I want Hound to be our main Autobot protagonist. It also makes more sense to focus on Hound for this story specifically considering his vehicle mode is a military jeep and that gives you plenty of cool writing opportunities for Hound to interact with the human military characters in this pitch. (By the way, I actually think that it is really ballsy that Skybound Comics straight up killed off Bumblebee in their first *Transformers* issue, giving his former role as main Autobot protagonist and human guardian over to Cliffjumper instead. It was such a nice and refreshing change of pace, and I really admired the boldness behind such a risky decision.)

- **Freedom the Eagle:** Throughout the crossover, Spirit will have a handful of spiritual encounters with a bald eagle whom he believes to be a spirit of his ancestor sent to guide

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and protect him. By the end of the crossover, Spirit will have given a name to the eagle, calling him "Freedom". The eagle will return occasionally throughout the 80's CU to aid Spirit in his endeavors.

- **Crew of the Ark in G1 Season 1:**

Optimus Prime	Bumblebee	Ratchet
Ironhide	Wheeljack	Jazz
Hound	Prowl	Cliffjumper
Mirage	Sideswipe	Sunstreaker
Trailbreaker	Gears	Huffer
Brawn	Bluestreak	Windcharger

- **New Recruits in G1 Season 1:**

Skyfire/Jetfire	Grimlock	Swoop
Slag/Slug	Sludge	Snarl

- **New Autobots in G1 Season 2:** (Peach = FemBots, Blue = Protectobots, Green = Aerialbots)

Skids	Powerglide	Smokescreen
Moonracer	Chromia	Elita-One
Firestar	Lancer	Greenlight
Perceptor	Warpath	Inferno
Grapple	Red Alert	Hoist
Blaster	Omega Supreme	Alpha Trion
Tracks	First Aid	Groove
Streetwise	Hot Spot	Blades
Silverbolt	Slingshot	Air Raid
Fireflight	Skydive	Beachcomber
Cosmos	Seaspray	Devcon the bounty hunter

- **Discovery:** Cobra will investigate the crash site of the Ark on Sierra Muerte and discover the Cybertronians onboard who went into emergency stasis upon impact. The terrorists are awestruck to not only discover alien life, but just from a quick glance, they also realize the vast potential that the alien's advanced tech could offer them. Destro declares that they must pack up as much as they can and leave a force behind to defend the rest since there is too much to transport all at once. It would be unwise to risk leaving the tech for anyone else to find until they were able to come back and complete the haul. Cobra Commander agrees that there is too much to move but insists that he does not want to risk damaging any of the assets in transit to their base. Especially when there is a better alternative available to them. Cobra Commander calls the Crimson Twins and eagerly orders them to do everything they can to get the island under their legal control. The Commander enlightens Destro that they are going to move their entire base of operations here to the island of Sierra Muerte so that Cobra can dedicate all of its manpower and resources to analyzing the Cybertronian tech. A heavily guarded research camp is assembled around the volcano of Mt. Saint Hilary, with multiple labs being set up inside and around the Ark. The Terror Dome is built nearby, overseeing the compound and serving as Cobra's headquarters on Sierra Muerte, which has been renamed to Cobra Island. Thanks to the help of the Crimson Twins' lawyers, they are able to get the unoccupied island of Sierra Muerte recognized as a sovereign nation by the UN.
- **Teletraan 1 Reactivates the Autobots:** As the Cobra scientists begin working on the Cybertronians and reprogramming them as their slaves, Teletraan 1 inhabits a Roller unit and uses it to reactivate the nearest Autobot before they can be claimed by Cobra. Similar to the beginning of a video game, Hound wakes up from stasis and is urgently briefed on

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the danger he's in before Teletraan 1 rushes him to reactivate the others. Hound is able to bring Brawn and Warpath back online before a team of Cobra agents enter the chamber and the Autobots are forced to make a run for it. At Teletraan 1's instruction, Hound pulls the A.I.'s hard drive out of the Ark's system to ensure it doesn't fall into the human's hands. Using M.A.R.S. Industries' advanced weapons, the Iron Grenadiers attempt to stop the Autobot's rampage, struggling to follow Cobra Commander's orders to not damage the assets. Seeing the devastation that just three Autobots are causing, Destro desperately orders his men to ignore the Commander and bring down the targets. Destro and the Commander get into an argument over intercom, but Destro tells the Commander that he has more than enough Cybertronians to use as test subjects and they can afford to lose 3 of them if it means they get to keep their lives in exchange. Destro hangs up on Cobra Commander and charges into the fray, joining his men in attempting to restrain if not outright kill the Autobots. This forces the Autobots to split up so that they can disorient their pursuers with Hound promising that they will all regroup once they get to safety. This leads to Hound jumping off the edge of a cliff into the ocean before we cut to black.

- **Recruiting Spirit:** On the way to New Mexico, Stalker will brief Cover Girl on their mark, Charlie Iron-Knife. Back during his tour in Afghanistan, Stalker remembers when his unit was led through a treacherous mine field by a guide with a wicked talent for tracking and sensing everything around him. The guide didn't talk much but he did the impossible and got their team through the mine field safely without any casualties when that same field had crippled an entire convoy before. That same guide turned out to be a hell of a sniper too. Everyone called him Spirit for his uncanny tracking abilities...and admittedly because he was also Native American. "Jesus", Cover Girl scoffs lightly. "I know", Stalker nods in acknowledgement. Charlie will be at a powwow when he is approached by Stalker and Cover Girl - both dressed in civilian clothes - to fill in an open spot on the G.I. Joe team. Charlie shows slight hesitation when he learns that his predecessor - Shooter - was killed in action, as Charlie jokes that it took 3 years for him to grow out his hair and now Stalker wants him to reenlist and cut all his hair off again. Stalker banters back that G.I. Joe is considered Special Forces, so Charlie can do whatever he wants to his hair. Charlie is flattered by the offer but politely declines, explaining that he is a man of peace now and has much to live for with his new community. Stalker then appeals to Charlie's patriotism, reminding Charlie that this country originally belonged to his people. This is their land. Charlie found the spirit to fight for it once before when terrorists came knocking on their door during 9/11. Now the time has come to defend their homes again, and Stalker asks if Charlie is ok with doing nothing while Cobra works to steal their freedom. G.I. Joe needs the best of best, and Charlie is the best. It's as simple as that. But Stalker understands the temptation of a soldier enjoying their peace after fighting for it for so long. He envies Charlie to a certain degree and doesn't hold it against him if he chooses to stay retired. Charlie remains silent, and Stalker leaves a card for him to call in case he changes his mind. We can see the hesitation in Charlie's eyes after his guests leave and he picks up the card, as we hear the sounds of war echo in Charlie's mind. Later that night, Charlie will have a nightmare, and this will prompt him to hike up to a sacred mountain the next day and meditate. We see brief flashbacks of Charlie's backstory as Charlie communes with the gods. We see what Charlie's childhood was like, growing up on a Pueblo reservation as an Americanized child with SDD (Sensory Discrimination Dysfunction), and reflects on his past as a recon scout for the military and how his SDD made him an exceptional sniper. Yet all anyone saw of him was his ethnicity, and because of it, Charlie resented his heritage for a while. It wasn't until he retired from the service and returned home to his community that he became more in-tune with his culture, finding peace and healing in it thanks to his local medicine man. Charlie studies his own identity and discerns what path he is being

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called to now in the present. He is visited by a bald eagle and Spirit sighs with relief as he comes to a decision and makes peace with it. Cut to Stalker receiving a call and hearing Charlie's voice saying, "I'm in". Stalker smiles and asks what Charlie wants his codename to be. "As long as it's not Chief, I'm good, man", Charlie answers.

- **Recruiting Dr. Mindbender:** Cobra Commander will confide with the Baroness and tell her, "we are in a race. A race for dominance.", referring to the Cybertronian arms race. Destro and Cobra Commander are subtly waging in an attempt to undermine the other. The Commander cannot allow M.A.R.S. to win this race of conquering and mastering the alien tech. The Commander knows better than to trust any of his allies, admitting that he plans to eventually absorb M.A.R.S Industries and Extensive Enterprises into his own organization. Destro and the Twins are just a means to an end as temporary partners and figureheads. Once Cobra Commander has a permanent hold over their companies, he will remove them from the equation and will install puppet CEOs in their place. That way, Cobra Commander can become the ultimate master pulling all of the strings. But, like Cobra Commander, Destro and the Twins are cleverly ambitious. They will turn on Cobra the first chance they get, and the Commander cannot allow his collaborators to get an advantage over him in any way. The Cybertronians are the key. Whoever has total control of them has control of Cobra. The Commander knows that Destro has the best scientists working for him, secretly trying to crack the code of ultimate mind control over the robots. The Commander needs to find his own mad scientist, someone to replace their recently deceased science officer, who can counter M.A.R.S.'s potential. He needs an expert in robotics and manipulation that he can trust. Someone who will remain loyal to the Commander the day it comes to choose sides. "I assume you have someone in mind", suggests Baroness. Cobra Commander pulls up the dossier on Brian Binder, a Russian black ops surgeon who gained a notorious reputation for his brutal interrogation and torture methods before being exposed, arrested, and thrown into a black site. Cobra Commander assigns the Baroness and Storm Shadow to extract Dr. Binder from this prison, where we can include an Easter egg where the prison guards are all Mooks from the Oktober Guard. Cut to a badass scene where the Baroness and Storm Shadow use their stealth and assassination skills to infiltrate the prison and retrieve Dr. Binder. They find him under the same torture Dr. Binder used to perform on his victims, and the trauma has left him neurotic. When the assassins return to Cobra Island with Dr. Binder and allow him to rest, he appears to be more stable. Dr. Binder will take the opportunity to express his gratitude to his benefactor when the Commander invites him to dinner. As Binder eats his soup, the Commander interviews him and asks him to fill in the gaps of his resume. Binder explains that he used to be an orthodontist, and he developed an electronic brainwave simulator to help relax the anxiety of his patients who hated dental work. The treatment worked and every patient was able to calm their nerves. The Russian government learned about this revolutionary breakthrough and threatened to destroy Dr. Binder along with all of his work unless he agreed to share his secrets with the government. He agreed to become an interrogator, and he used his simulator as a method for extracting information from prisoners and enemies of the state, sometimes even political rivals and civilians. But he very quickly found himself charged with treason and arrested as a conspirator when his commanding officer, who was secretly instigating a coup, was exposed and arrested. Dr. Binder did everything he was told and was punished for it. "Would you consider yourself patriotic, doctor?", the Commander asks, and Dr. Binder replies that he is loyal to only one cause, the advancement of human intelligence. Cobra Commander smiles and says that he believes the doctor will fit right in with their organization. Cut to Cobra Commander giving Dr. Binder a tour of the research facility in Mt. Saint Hilary, coyly introducing their new science officer to Destro, where the arms



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dealer is snidely passive aggressive towards the doctor, sensing the true reason for his presence. The Commander will then show off a demonstration of the Cybertronian war machines to their new recruit. After seeing how unruly and unpredictable the robots are, especially the red one (which is Optimus Prime), Dr. Binder believes that he can modify his simulator to potentially work on mechanical beings and gain mastery over them. So long as their brainwave activity matches that of a human. "I must warn you that you will be working under a very tight deadline, doctor. We need to have these units fit for active service and ready to deploy as soon as possible", orders the Commander. Dr. Binder nods, "Dah. That shouldn't be a problem so long as I have help. I'll need somewhere to work.", states the science officer as he strokes his beard. "You will have everything you need and then some. The entire facility is yours. Welcome to Cobra, Doctor", answers Cobra Commander ominously.

- **Hound Admires Earth:** After Hound escapes from Cobra, he finds himself stunned with the beauty of nature as he observes one of Earth's forests. Speechless, Hound walks around, carefully studying the flora and fauna. A pair of deer are traversing through the woods when they feel Hound's footsteps shaking the ground from afar. One deer bolts with fear while the other freezes, unable to move. The audience watches on in anxiety as Hound obliviously gets nearer and nearer to the immobilized deer until he suddenly stops as he feels a crunch beneath his foot, and he looks down to find the crushed animal. Hound pauses with shock as he stares down at the broken body and gingerly scoops it up in his hands, devastated by the irreversible tragedy of his wanderlust. This is when Hound realizes that he is a titan here on Earth and that he and his people basically have the power of gods amongst these frail mortals.
- **Hound Meets Spirit:** After Spirit introduces himself to Hound, the Autobot pauses for a moment before stating that the Tiwa are the most secretive of the Pueblos tribes and almost never share their secrets with outsiders. Hound hopes that he can one day earn Spirit's trust, but the sniper is focused more on the Autobot's ability to access the internet on command and process it all in seconds. Hound shrugs and admits that is how he learned all of Earth's languages. He downloaded them all from the internet. But despite this technological advantage, Hound confesses that as a mechanical being, he is ironically horrible with numbers and is notoriously terrible with math. When Spirit shares that he has SDD with Hound, the Autobot whistles as he pulls up everything the internet has on SDD and cross references it with Charlie's rap sheet. Hound remarks that Charlie's brain is basically like a targeting computer and how thinking like a machine must feel like a superpower for an organic being. "The military certainly thought so", Spirit replied. Spirit and Hound then bond over being trackers, soldiers, and outcasts as well as sharing a love for their homes. The two later become an unstoppable team of trackers, with Hound using his tech to enhance Spirit's own natural tracking senses.
- **Starscream Allies with Cobra Commander:**
- **A Tale of Two Scientists:** While running tests on the Cybertronians brainwaves, Dr. Binder will be working on Shockwave when the Decepticon suddenly goes online but finds himself trapped and unable to move. Dr. Binder will be astounded to hear the robot's voice speaking to him but once he regains his composure, he informs Shockwave that he has been reprogramming the Cybertronians to serve Cobra's will, and that is why Shockwave doesn't have access to his motor functions. The two will engage in a conversation through the terminal in Dr. Binder's office as the human continues to run his tests. "Do you know who I am?", Dr. Binder will ask. "You are the mind bender", answers Shockwave. This is where Dr. Mindbender gets his name as from here on out, Shockwave will continue to address Dr. Binder as "Mind Bender". A title that Dr. Binder doesn't mind at all and finds it quite amusing. After the introductions are made and Dr. Mindbender

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learns that Shockwave was an unconventional scientist on Cybertron, he informs Shockwave that if the Decepticon just shares with Mindbender the knowledge he seeks, he won't have to dig into his brain to find the answers. Shockwave determines that this is an acceptable compromise and explains how Cybertronian anatomy and processing works. Dr. Mindbender and Shockwave, as coldhearted and logical scientists who are not held back by ethics, will develop a mutual understanding of one another as kindred spirits. Through their conversations, Mindbender realizes that the key to controlling the Cybertronians is artificial intelligence. If they can create an A.I. advanced enough to overcome the Cybertronian's internal firewalls, then Cobra will have complete dominance over their new war machines.

- **TORQ I - II:** Dr. Mindbender summons Cobra's top A.I. experts - Dr. Marks and Dr. Andrews - to his lab and introduces them to Shockwave. As they collaborate on this new plan, Shockwave warns the humans that humankind's version of A.I. is too primitive to pull off this kind of job. As Shockwave clarifies, they will need a Cybertronian A.I. as a sample to start off with. There was a Cybertronian A.I. aboard the *Ark*, but when Mindbender reveals that the *Ark*'s computers have been wiped clean, the scientists conclude that Teletraan 1 must have been removed by Hound and the other Autobots when they escaped. Mindbender makes his report to Cobra Commander, and the extremist assures his science officer that he will dispatch task forces to retrieve Teletraan 1. But in the meantime, he wants Mindbender and his team to start developing Cobra's A.I. as much as they can without Teletraan 1. All the while, Mindbender keeps Shockwave's inclusion in the project a secret. With Shockwave's help, the humans begin designing their new TORQ program, going through two failed iterations known as TORQ 1 and TORQ 2. They will try the two phases of TORQ out on the Cybertronians, performing test runs at the base. The first one fails completely. None of the Cybertronians are able to be reeled in. But TORQ 2 does see some success, where Soundwave is forced to submit to this updated version of the A.I. As the final moment of truth, Drs. Andrews and Marks try TORQ 2 on their most defiant unit, Optimus Prime. Optimus struggles and seems to momentarily submit before lashing out again, causing the scientists to return to the drawing board. Shockwave and Mindbender find themselves on the opposite side of Spirit thematically, with the two scientists agreeing that freedom is an illusion while Spirit believes that free will does exist, but that it comes with a cost. There can be a moment where Spirit/Hound and Shockwave/Dr. Mindbender have a philosophical debate regarding the crossover's main theme concerning freedom. When the scientists are convinced that freedom does exist, they will concur that the cost of freedom is too high since they - as natural survivalists - are too selfish to consider any sort of sacrifice necessary if it is not in the pursuit of science and/or intellectual advancement.
- **Designing the Beastformers:** While Dr. Andrews and Dr. Marks work on their TORQ project, Mindbender and Shockwave will continue to collaborate on Cybertronian evolution. After reprogramming the Cybertronians to serve Cobra and to have alt modes based on Cobra's war vehicles, Dr. Mindbender and Shockwave will decide to test the limits of the Cybertronians' capabilities. For the tests, Shockwave will serve as an interface for Mindbender. They test on Laserbeak and modify his coding to not only scan mechanical matter, but also organic matter as well. The process is quite torturous, as the patient experiences excruciating amounts of pain, but Mindbender and Shockwave deem that this sacrifice is a worthy price to pay for progress. Regardless of the torture, they upload animal physiology and anatomy to the Decepticon's mainframe, successfully altering Laserbeak so that he is able to scan a vulture and then transform into a giant, robotic version of a vulture. Shockwave sees this as an evolutionary breakthrough for his species. Having made a breakthrough in unlocking beast forms for the Cybertronians,

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they decide to take it to the next level. The two scientists turn the rest of Soundwave's spies into animals, like Ravage and Ratbat. Putting them through the same amount of torture as they did with Laserbeak. Shrapnel, Kickback and Hardshell are next, as they are turned into the Insecticons, and the mad scientists also subdue Grimlock and his team into scanning dinosaur fossils, turning them into Dinobots. Unfortunately, the only side effect is that this alteration does reduce the subjects' intelligence, as their anatomy not only becomes bestial, but so does their mentality. Hence why the Cybertronians with beast modes act more animalistic.

- **Cobra's Upgrades:** Thanks to the study of the Cybertronians, Cobra's gear and tech will receive some significant upgrades. This will lead to the development of futuristic firearms like lasers and other Energon-powered weapons, which will be designed by Scrap-Iron. Destro will modify his Warmaster gloves to now shoot sonic blasts, based off of Soundwave's weaponry. Dr. Mindbender will invent the B.A.T. drones and equip them with transformation cogs so that their arms can shapeshift into multiple weapons. He'll also plant swarms of hidden Insecticons into the drone's bodies to use as last-minute traps for enemy soldiers after the drones have been shot down.
- **Raid on the Pit:** Cobra Commander will deploy Storm Shadow, as well as a handful of Red Ninja, to retrieve Teletraan 1's hard drive from the G.I. Joes. The new and improved S.N.A.K.E. drones will be deployed as well, since the Commander agrees with Destro that this mission would be the perfect opportunity for a field test. Alternatively, one of the more compliant Cybertronians can be sent as backup for the ninja. Perhaps one of the Seekers like Skywarp or Thundercracker? Or perhaps even Soundwave and some of his cassettes like Rumble, Frenzy, Ratbat, Laserbeak, or Ravage?
- **Spirit vs Storm Shadow:** Spirit and Storm Shadow will have the same rivalry that they engage with in the original Sunbow TV show, with each of them being spiritual warriors from their own respective cultures. This 80's CU version of the rivalry will begin when Storm Shadow leads the raid on the Pit to retrieve Teletraan 1 and gets into a hand-to-hand fight with Spirit.
- **TORQ III:** After getting their hands on Teletraan 1 and getting a chance to analyze it, Drs. Mindbender, Marks, and Andrews use Shockwave's guidance to develop TORQ 3, the final phase of Cobra's A.I. TORQ 3 proves to be a huge success as it allows Cobra to have total control over all of the Cybertronians, even Optimus. Cobra will then launch the TORQ 3 satellite into the sky to transmit to all of their units, such as the S.N.A.K.E.s. But, unbeknownst to the humans, Shockwave has fooled them all. He's discreetly planted an override key in TORQ 3 that serves as a loophole and allows the Decepticons to override Cobra's programming and retain their individuality. This is what allows the Decepticons to revolt against their new masters and free themselves, which unintentionally also frees the Autobots as well. When Dr. Mindbender realizes this and confronts Shockwave about it, the following conversation can take inspiration from this fan edit of Shockwave, where he reveals his hatred for humanity because of how chaotic and illogical they are to the natural world <https://www.youtube.com/watch?v=ZrzHu1iGtxo>.
- **Underwater Duel:** In homage to his battle with Rumble beneath Sherman Dam in the premiere of the G1 TV show, Hound will engage in an underwater duel with a Decepticon, creating opportunities for creative choreography and combat moves.
- **Optimus is Unshackled:** The liberation of Optimus Prime from the clutches of Cobra Island will perhaps serve as the cliffhanger climax for Part 1 of the crossover.
- **G.I. Joe's Upgrades:** To help even out the playing field, the Autobots will allow Sci-Fi and Flash to study them - as well as provide Energon samples from their own bodies - so that the engineers can develop Energon-powered artillery for Joes. As well as upgrading their current armor and gear with Cybertronian technology. This is how the Joes are able to



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develop laser guns and other futuristic firearms to counter Cobra's own advanced weapons.

- **Epilogue:** By the end of the crossover, Hound, Brawn and Warpath will request leave from Optimus Prime to stay with the G.I. Joes and continue to aid them in their campaign against Cobra while the rest of the Autobots focus on the Decepticons. Optimus approves of the reassignment and designates the trio as Team Valkyrie (working title). Hound, Brawn and Warpath will receive new paint jobs for their respective V.A.M.P., H.A.V.O.C., and M.O.B.A.T. alt modes.