

REWRITING *TRANSFORMERS 5*

OUTLINE

Disclaimer: This outline is an unfinished work-in-progress, so some character moments and plot beats remain undeveloped or only roughly sketched. This outline shows where I originally planned to take my version of Episode 2. 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.

ACT 1

- **Opening Scene:** While the battle rages between King Arthur and the Saxons, Merlin takes one of Arthur's ships to the island of Avalon to seek the help of the Primes. Crewing the ship are a group of hooded acolytes that serve as Merlin's apprentices. The island of Avalon is in actuality the ship of the lost Primes that has been floating in the ocean for so long that over the years enough dirt has accumulated onto the hull of the ship for plants to grow. The name of the Primes' ship is *The Avalon*. Entire jungles and forests have sprouted from ship's hull, masking the vessel and concealing the island's true identity. Once his ship reaches the edge of the island, Merlin ventures alone onto *Avalon* with his pet owl Archimedes. The ship's corridors look like massive subterranean tunnels overgrown with moss and rust. Merlin utters a spell to light up his staff and illuminate his way through the corridors. Just like in the original film, we can tell that Merlin's staff is of Cybertronian design, yet to the medieval mind, it appears to be infused with strange magic. The old mage comes to the bridge of the ship, where the lost Primes slumber in stasis. Climbing onto the bridge's control panels, Merlin awakens the lost titans. He tells them that he has kept his word and refrained from sharing the location of *The Avalon* with anyone, and he thanks the Primes for all of the wisdom and knowledge that they have passed on to him. But his country is in sore need of aid, and his people will surely face extinction at the hands of the Saxons if Merlin does not return with reinforcements. The lost Primes tell Merlin that they have been stranded on Earth for millennia and have used up almost all of their Energon reserves. They're practically running on fumes right now. If they leave the ship to go join the battle, it will surely be their last act before they power down. Such a sacrifice would destroy any chance the Primes have of returning home to Cybertron. Merlin recites the Code of Chivalry to the lost Primes and reminds them of their honor and what it means to be a Prime. Motivated by the wizard's words, the five Primes stand and transform as they make their way back to Britain, with Merlin riding on Onyx Prime in his dragon form. Solus Prime, Alchemist Prime, Micronus Prime, Onyx Prime and Nexus Prime decimate the Saxon army and save the few broken survivors of Camelot's military. Immediately after the Saxon's retreat, the lost Primes collapse and shut down. All of the Energon within them has been used up. With his last breath, Alchemist tells Merlin, "no sacrifice, no victory". To commemorate their fallen saviors, King Arthur and Merlin erect Stonehenge around the bodies of the Primes as a sort of memorial. With time, Stonehenge fell apart and grassy hills grew over the bodies of the lost Primes.

- **Optimus' Visions:** Optimus suffers from visions at the beginning of the film. He keeps on seeing images of himself turning against his friends, of his old enemies the Quintessons, and of Unicron consuming Cybertron. Optimus believes that these visions are warnings of the future that the Matrix of Leadership is giving him. The Autobots are preparing to leave Earth and return to Cybertron now that they have both the AllSpark and a ship to take them home. But first, they owe it to the Witwickies to ensure that they are kept in a safe place before the Autobots leave them. Heeding Lennox's advice, the heroes seek out Headmaster, who turns out to be a former Hybrid Technologies scientist named Dr. Alcazar, who is stationed in Cuba. Dr. Alcazar has been covertly assisting the Autobots for years in hopes of atoning for his misdeeds against them. He welcomes the Witwickies to his home in Cuba and offers to provide them with sanctuary so that the Autobots can return to Cybertron.
- **Dr. Alcazar:** Dr. Alcazar will replace Sir Edmund Burton's role in the film. In the G1 show, Chip had a colleague named Dr. Alcazar who helped him work on anti-matter formulas, but in this rewrite, Dr. Alcazar will be a former colleague of Chip's who secretly operates as a sort of spymaster under the alias "Headmaster". Dr. Alcazar had been a pioneer in the field of robotics for his work on artificial intelligence. He had initially been hired by Hybrid Technologies alongside Dr. Fujiyama to create an army of man-made Transformers for Earth Defense Command. Alcazar had been led to believe that these creations of theirs would be put to use in defending Earth from the Decepticons, but once it became evident that Earth Defense Command were hunting down and slaying innocent Autobots as well, Alcazar confronted Hybrid Technologies CEO Mark Morgan. When Morgan revealed his bigotry for all Cybertronians and blamed them for the death of his daughter during the Battle of Chicago, Alcazar resigned from Hybrid Technologies and returned to his home in Cuba, where he covertly began working on behalf of the persecuted Autobots and their human allies. Alcazar orchestrated a small rebel cell with the intent of thwarting EDC's efforts. Under the codename "Headmaster", Alcazar remained in contact with Chip (codenamed "Perceptor") and was kept informed on the status of the Witwickies. He was also able to locate Epps, Burke and a handful of other NEST defectors and helped them evade Earth Defense Command. Alcazar recruited Epps and Burke as agents under the codenames "Peacemaker" and "Rocksteady" and would send them out on stealth missions to sabotage the hunting squads Earth Defense Command sent after the Autobots in hiding. Alcazar also began putting his research in artificial intelligence to good use by building his own Transformers to aid him in his life's mission of undoing the wrongs humanity had delivered upon the Autobots. But without the multimillion dollar resources of Hybrid Technologies, it took Alcazar considerably longer to construct his own bots. He had been successful in crafting 2 bots. One of them was a triple-changer, master hacker, mathematician and chemist in the form of Perceptor, and he named the bot after Chip's codename in memory of his fallen friend. Alcazar had also forged Wheelie (triple changer RC car/aerial drone) to work for him as a spy and as his personal assistant in the lab. Alcazar is also the inventor of Project Targetmaster.
- **Targetmaster:** The Targetmaster technology is a combat program created by Dr. Alcazar to give the Autobots and their human allies an edge on the battlefield. This is accomplished by partnering up a human with a Cybertronian and combining both of their minds through bioengineering. The human partner is required to wear an exo-suit of

armor that can transform around them to form an armored backpack. The Cybertronian will then grab the backpack and latch it to their own back, allowing both the human and Transformer to be synced up and become a Targetmaster. Upon symbiosis, the backpack will activate its weapon systems, and each Targetmaster possesses a different set of weapons that can be controlled by the human partner. Whether it be a set of blasters, blades, tentacles or missile launchers, the human partner acts like a gunner or co-pilot on an aircraft or tank and covers their partner's back when in action while also offering an extra set of hands to fight with. All Targetmaster backpacks come equipped with force fields that can be brought up to protect both the human and their Cybertronian partner. Thanks to the bioengineering, the human and Cybertronian partners can mentally communicate with each other during battle and offer strategies and suggestions to one another, contributing their different perspectives to one another to become an unstoppable fighting force. Spike is partnered up with Bumblebee, Carly with Arcee, Daniel with Hot Rod and Epps with Perceptor. Wheelie will self-proclaim himself to be Grimlock's partner, despite the latter's refusal.

- **Daniel's Quiz:** Spike and Carly will quiz Daniel on how to heal a Cybertronian by practicing on Hot Rod. The perfect opportunity comes when Hot Rod experienced a minor injury thanks to the Dinobots' clumsiness, requiring the Witwickies to patch him up. This scene will be pulled from the pop quiz Cade gives to Izabella in the original film. This is a part of Daniel's training from his parents.
- **Quintesson Invitation:** When the Quintessons attempt to contact Lockdown to get a status report, the Nebulon crew members will answer the call aboard Omega Supreme and report Lockdown's death at the hands of their new master, Optimus Prime. With their emissary dead, the Quintessons decide that it is time to meet with Optimus in person. As the Autobots are bidding farewell to the Witwickies, they detect a distress call from an Autobot frequency at an abandoned town. Optimus leads the Autobots to the desolate town, hoping to find another Autobot refugee. Instead, they run into Megatron and his Decepticons. Megatron reveals that he arrived at the town because he had received the same distress call as well but heard that it was from a Decepticon. Both Autobots and Decepticons are confused by this puzzling mystery, when a Quintesson ship suddenly appears in the sky. The ship hovers over the barren streets and a Quintesson exits the vessel, being escorted by Sharkticons. Optimus is baffled to see that there are still living Quintessons. The Quintesson introduces itself to the Cybertronians and informs them that he and his people have been attempting to get into contact with the Cybertronian leaders for some time. They reveal that they had sent Lockdown to summon Optimus back to Cybertron, but when that failed, they sent out the distress call to lure both Autobots and Decepticons out of their hiding places. The Quintesson relays to Optimus and Megatron that the Quintesson Court requests an audience with them, but that they must come alone, and leave their followers behind. Optimus and Megatron are both put off by this, but agree to the terms, nonetheless. Optimus takes a moment to say goodbye to his comrades. Pulling them off to the side, Optimus shares his visions with the Witwickies and the Autobots, and senses that something cataclysmic is coming, and that the fate of both of their worlds remains shrouded in uncertainty. Optimus must uncover the truth and ensure that Cybertron is safe to return to before they leave Earth. He doesn't trust the Quintessons at all, but he needs answers. Optimus speaks to Bumblebee privately and divulges the vision he saw of himself betraying the Autobots. As a security measure,

Optimus gives Bumblebee the Matrix of Leadership to hold onto for safekeeping until he returns. If he does not return, Optimus nominates Bumblebee as his successor. Optimus will take a moment to reassure the nervous Bumblebee by telling him that Bee reminds him of his old ally, Micronus Prime. He was the smallest of them yet had the greatest Spark and the strongest will than even the mightiest of warriors. They both embody true valor and Optimus feels safe leaving the Matrix in Bee's hands, knowing that the sergeant will do everything in his power to keep it safe. Bumblebee is worried for Optimus and tells his leader to take care of himself before both Optimus and Megatron board the Quintesson ship and leave for Cybertron (The Quintessons have access to space bridge technology and are able to immediately travel to Cybertron).

- **Ultra Magnus' Arrival:** Keep the scene with the dying Knight of Iacon crashing his ship at the ruins of Chicago, except replace the knight with any Autobot character. It doesn't really matter who it is. It could be Kup, Springer, Prowl or Ultra Magnus. For this rewrite, I'm just going to go with the Autobot I prefer the most, and that's Ultra Magnus. After Optimus and Megatron leave for Cybertron, the Autobots pick up Ultra Magnus' ship's signal and fly over to investigate. Spike and Bumblebee go on ahead while the rest of the Autobots remain hidden with Omega Supreme (Lockdown's ship). A squad of EDC Mechs fly down from the sky and converge on the crashed ship with their weapons drawn. Spike dons on his Autobot Mech suit and both he and Bumblebee ambush the EDC troops. Once their enemies are disabled, the partners break open the hatch to the ship, revealing Ultra Magnus, who has been impaled with shrapnel and is too weak to move. Spike immediately gets to work trying to heal him, while Bumblebee briefly explains to Spike that Ultra Magnus was a veteran and a legendary general back on Cybertron during the war. He's almost as old as Optimus. Ultra Magnus reports to Bumblebee that he escaped imprisonment from the Quintessons, stole a ship, and when he entered the Milky Way Galaxy, he picked up the false beacon set up by EDC and believed it to be Optimus' call for all Autobots to meet him on Earth. But once Ultra Magnus entered the planet's atmosphere, he was shot down by a squadron of EDC jets. Ultra Magnus gives Bee a cryptic warning of Unicron's coming and dies before he can answer any of Bee's questions about the Quintessons or Unicron. Bee admits to Spike that he's never heard of Quintessons or of Unicron, and once they bring the intel back to their allies, the rest of the Autobots and Decepticons are also clueless as to who or what the Quintessons and Unicron are.
- **Quintesson Court:** On Cybertron, Optimus and Shockwave are brought before the Quintesson court, who have recently taken up residence in the Citadel of Light, the ancestral home of the Thirteen Primes. They've already begun to repair some of the damage done by the civil war, but they are rebuilding Cybertron in their image. Optimus is fueled with anger as he sees his former oppressors occupying his home that he fought so hard to protect. Shockwave not only sympathizes with Prime, but fans the flames of his hatred as well. The Quintessons are hosting gladiator matches between their Sharkticons and Inquisitors, and both Optimus and Shockwave are disgusted by the Quintessons defiling their home world. The Quintessons reveal to the two leaders that their ancient enemy Unicron has broken free of his prison in another dimension, and is now on a rampage throughout the cosmos, consuming any planet that comes in his path. The Quintessons have been tracking his movements and have deduced that Cybertron and Earth will be his next targets if they do not stop him soon. The Quintessons are willing to

let bygones be bygones if it means that they can forge an alliance to stop Unicron once and for all. The Quintessons already lost Cybertron once before, and they refuse to do so again, so that is why they are demanding Optimus and Shockwave to support them in their campaign to destroy the Chaos-Bringer. Optimus and Shockwave point out that the Quintessons are to blame for creating Unicron in the first place, and that it was only thanks to the combined efforts of the Thirteen Primes that the Chaos-Bringer was vanquished the first time around. The Quintessons order Optimus and Shockwave to hand over the Artifacts of the Primes so that they can use them to beat Unicron themselves. But Optimus reveals that all of the Artifacts have either been destroyed or lost with their owners. The only remaining Artifact is the Matrix of Leadership, and Optimus left the Matrix on Earth. This enrages the Quintessons and they accuse the two Cybertronians of being useless traitors. Optimus and Shockwave are taken captive and the Quintessons intend on brainwashing the two leaders into serving them as their slaves once again. But Prime and Shockwave manage to break free and as they fight their way to a ship, they reminisce on their old friendship and on their past experiences as brothers-in-arms. As Optimus boards the ship, Shockwave is overtaken but before he can be brainwashed, Optimus jumps out of the ship to save Shockwave. Optimus ensures Shockwave's escape by covering for him and knowing that he is about to be overwhelmed, Optimus bids Shockwave to return to Earth and help prepare their followers for Unicron's arrival. Shockwave complies with Optimus' last wish just as Optimus' mind is taken over by the Quintessons. Their slave once again, Optimus' eyes turn purple as he is rechristened as Nemesis Prime by the Quintesson court.

- **Autobot/Decepticon Football:** To help pass the time while they wait for Optimus and Megatron, Spike proposes that they play some football to let off some steam. He briefly teaches the Autobots and Decepticons how to play the game, and this can lead to a humorous scene when Grimlock transforms into his beast mode in the middle of the game and the opposing team accuses him of cheating. (This game is an homage to the G1 episode "Atlantis, Arise!"). Hot Rod will sneak out of the lab to participate in a drag race, taking Daniel along for the ride. (We can have a cameo of Raol as the racer competing against Hot Rod). This foolishness allows an EDC agent to spot Hot Rod and place a tracker on him. After winning the race, Hot Rod and Daniel return to the hideout only to get reprimanded and grounded by Bumblebee for endangering their sanctuary. Thanks to the tracker, EDC is able to stage an ambush on the laboratory and they manage to capture all of the Autobots and humans. Shockwave arrives just in time to save the Cybertronians and drive off Lennox and his men. Shockwave will then inform the Autobots and Decepticons of Optimus' fate and the impending threat of Unicron. Shockwave will explain Unicron's origins and the history of the Quintesson Rebellion to the rest of the characters since he is the only Cybertronian present who is old enough to have been alive during the Rebellion.
- **Quintesson Rebellion:** The original inhabitants of the planet Cybertron were a technologically advanced species known as the Quintessons. Using their skills in mechanics, the Quintessons created a utopia for themselves on Cybertron. They created a species of robots to serve them as slaves while the Quintessons grew fat and wealthy off of the labor of their servants. Eventually, the robot slaves overcame their programming and rebelled against their tyrannical overlords. The leaders of this rebellion were the Quintessons' gladiator slaves whom they forced to fight and die for their own personal

entertainment. These gladiators would go on to become the Thirteen Primes and they were victorious in rallying their people to stand up against the Quintessons and drive them off of Cybertron. But that wasn't enough. Years and years of hatred had swelled up within the former slaves, and the Thirteen Primes orchestrated inquisitions to hunt down and eliminate any and all Quintessons throughout the galaxy. They would not settle for anything less than extinction. In a last-ditch effort to save themselves, the Quintessons created a superweapon so powerful that they themselves could not control it. It was a giant planet-sized warrior known as Unicron, that was designed to eradicate entire planets and ruin civilizations. The Thirteen Primes managed to deceive Unicron and turn him against the Quintessons, and they watched as the Chaos-Bringer consumed the Quintesson's last haven – their home world of Quintessa. With their combined strength, the Thirteen Primes defeated Unicron and banished him to another dimension. This legendary victory won the Primes the endearing love of their people and they were hailed as divine demigods by the rest of the Cybertronians. Believing themselves to have committed genocide, the Thirteen Primes took measures to erase all mention of the Quintessons from Cybertron's history. They wanted to create a new era of peace for their people, and in doing so, they tried to bury their past as much as they could. They hoped that the new generations of Cybertronians would develop into a peaceful and prosperous race if they were never exposed to violence or slavery. This is why the Thirteen are held up to such a renowned standard, because so much of their history is sheltered in mystery that it led to others fabricating legends and fables around the Primes, automatically elevating them to a mythical status. In the eyes of their people, the Primes were like benevolent guardian angels.

ACT 2

- **Quest for the Artifacts:** Despite their checkered past, Shockwave proposes an alliance with the Autobots against Unicron, quoting that their struggle to revive Cybertron will mean nothing if they allow Unicron to consume it. Reluctantly, Bumblebee agrees to the proposal. Since it took the combined might of the Thirteen Primes to defeat Unicron last time, Shockwave remains unconvinced that the Matrix of Leadership will be enough to stop the Chaos-Bringer's advance. He recounts the legend of the missing Primes, a story which all of the Autobots are familiar with. During the Prime War, the five Primes were on a mission of utmost importance when they mysteriously vanished along with their ship. Shockwave concludes that the ship was on Earth when it disappeared, and if they could find it, they might be able to find the relics of those missing Primes and give them a fighting chance against Unicron. Before they leave, Dr. Alcazar outfits the Autobots and the Witwickies with Targetmaster tech.
- Nemesis Prime is sent back to Earth to retrieve the Matrix and the other missing Artifacts. The Quintessons provide him with a ship and a crew to aid him in his endeavor.
- Shockwave will betray the Autobots (maybe kill Epps??) and seize the Artifacts, along with the AllSpark, to resurrect Cybertron and fend off Unicron on his own. Because of this lack of honor, Cyclonus will forfeit sully his own Spark by continuing to follow a leader as disgraceful as Shockwave. Cyclonus then convinces the rest of the Decepticons to defect with him, and Shockwave finds himself holding off the Decepticons in a mutiny before he is quickly forced to retreat.

NOTES

Disclaimer: Everything beyond this point are notes that I used for brainstorming. 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.

- **Quintessa and Nebulos:** After being driven from Cybertron and having their homeworld of Quintessa be consumed by Unicron, the Quintessons roamed the galaxy as fugitives before discovering the jungle planet of Nebulos and its primitive native species of organic humanoids called Nebulons. Using their advanced technology, the Quintessons easily conquered Nebulos and enslaved the Nebulons, establishing the planet as their new home when they renamed the world to New Quintessa. It was the Quintessons who supplied Lockdown with his crew of Nebulon slaves after his own crew had been slain as collateral while completing previous contracts. Over time, the Nebulons learned from the Quintessons and became a technologically inclined species, essentially becoming an entire race of the Smart Guy archetypes.
- **Dr. Alcazar and His Earthbots:** As their creator, Dr. Alcazar has a unique relationship with each of the man-made Cybertronians he has designed and brought to life. With Wheelie, the little Mini-Con shares a Pinocchio/Geppetto relationship with him, often referring to the scientist as “Father”, and consistently earning himself lectures and reminders to correct his childlike behavior and mischievous manners. Meanwhile, Perceptor’s relationship with the doctor is more akin to the dynamic between Abe Sapien and Professor Broom, calling Alcazar by his title of “Doctor”, and being much more formal, polite, and overall, more of a bookworm personality type. Like his father and creator, Perceptor has a fascination with science and technology, exploring each of its layers of complexities and discoveries with a scholarly passion and genuine excitement.
- **Ending:** With *Transformers 5* serving as Act 2 of our sequel trilogy, that means the end of the film will be the Dark Night of the Soul for the overarching story. This is where the Bad Guys Close In. The end of *Transformers 5* will see the Decepticons betraying the Autobots and stealing all of the Artifacts for themselves. Shockwave will return to Cybertron with his prizes and begins restoring the planet and preparing it for the inevitable battle with Unicron. Cyclonus will remain conflicted as his honor and integrity makes him question his loyalty to liars and oath breakers such as the Decepticons. Meanwhile, the Autobots will be left stranded with Team Goldbug being murdered, Spike being mutated into Autobot Spike, Volantus Prime being fatally wounded, the five missing Primes are reactivated, and Optimus regains control of his mind, but at the cost of losing his Apex Axe and being depowered. All hope is lost as the heroes fall into despair. The Witwicky family is shaken by the mutilation of Spike and between both Hot Rod and Grimlock, the weight of the Autobot’s defeat weighs heavily on their Sparks as they blame themselves for the misery they all find themselves in. The rest of the Autobots, Arcee, Ironhide, Perceptor, Wheelie, and the Dinobots are crushed with discouragement.
- **X2: X-Men United:** This film will draw inspiration from *X2: X-Men United* where the plot revolves around two rival factions of heroes and villains forming a temporary alliance against a greater existential threat. The truce between the Autobots and the Decepticons will parallel the allegiance between the X-Men and the Brotherhood in *X2*.

- **Knight Motif/Five Missing Primes:** Michael Bay really seemed to like the concept of medieval knights being incorporated with the second Transformers trilogy, and I don't blame him. Knight are badass, regardless of what context you give them. And I think having a group of knights in a *Transformers* movie could work if given the proper context. So, I'm going to maintain Michael Bay's original knight motif by giving it to the Thirteen Primes. So far in this rewrite series we've been introduced to 8 of the 13 Primes, and I mentioned in my *Transformers 2* rewrite that during the Prime War, 10 of the 13 Primes were either killed or went missing in action. I followed up on that by confirming the deaths of Prima, Quintus Prime, Vector Prime, Mortilus Prime and Alpha Trion in my *Transformers 2* rewrite. But there are still 5 Primes unaccounted for. I've been saving them for this rewrite. And so, in this *Transformers 5* rewrite, we're going to complete the full Thirteen Prime roster by introducing the 5 Primes that have been missing in action, and they're going to replace the Knights of Iacon from the original film. But these Primes are going to be designed to resemble sci-fi knights rather than medieval knights from Earth. To further enhance this knight motif, I want the Primes to look more divine than the rest of the Cybertronian characters, to help maintain that demigod status that the Primes hold over the rest of the cast. I figured this was the right time to introduce the rest of the Primes since my rewrite for the second trilogy is focusing heavily on the lore of the Thirteen Primes and Cybertron's origin. The five missing Primes will be Alchemist Prime, the genius scientist whose inventions straddle the line between science and magic. Micronus Prime, the first Mini-Con. Mini-Cons are basically just human-sized Cybertronians but compared to the height of a regular Autobot or Decepticon, these dwarves are referred to as Mini-Cons. But being a Mini-Con isn't what makes Micronus special. Solus Prime, the keeper of creation who is a master smith and can craft practically anything with her most precious Artifact, a magical hammer simply known as the Forge. Onyx Prime, the first Cybertronian capable of taking on a bestial form as an alt mode. Even though he is capable of transforming into a car or a ship, Onyx uses an Artifact known as the Totem to transform into whatever beast can come to mind. His various beast modes include a griffin, a leviathan, and a chimera. But his favorite and most preferred mode is that of a three-headed dragon. And finally, there's Nexus Prime, the first Combiner. Through collaboration with Alchemist Prime, Nexus had been able to unlock the ability of separating himself into five individual bodies so that he could keep himself company whenever he became bored. These five Transformers that can combine to become Nexus Prime are called Clocker, Mainspring, Chainedrive, Pinion and Cannonspring. Nexus' Artifacts is the Skyboom Shield.
- **Inspiration:** The original film drew inspiration from the G1 episode, "A Decepticon Raider in King Arthur's Court", and the three-part story arc "One Shall Rise" from the *Transformers Prime* TV Show. The G1 episodes that I'll be drawing inspiration from for this rewrite will be "War of the Dinobots", and all five episodes of "The Five Faces of Darkness" story arc. The plot of this rewrite will be about the Autobots and Decepticons forging an uneasy alliance as they search for the mystical island of Avalon to recover ancient Cybertronian relics that will aid them against the impending return of Unicron the Chaos-Bringer.
- **Controlling Idea/Main Theme:** Forgiveness and Second Chances. Spike has to learn to forgive everyone who has betrayed him and done him wrong, especially Earth Defense Command. Bumblebee also has to forgive the humans for slaying his friends. Bumblebee

also forgives Grimlock for betraying him. Optimus and Megatron briefly forgive one another for the greater good of their world. And while Optimus chooses to forgive Megatron, he cannot forget all of the pain and misery that Megatron has wrought upon Optimus and all of the people he cares about. The Autobots refuse to forgive the Decepticons and work with them but submit to Bumblebee's command. It was also the Thirteen Primes' refusal to forgive the Quintessons a second chance that resulted in Unicron's creation. Hatred only breeds more hatred. Forgiveness is the true path to growth and ultimately victory. G1 writer Ron Friedman has stated that regardless of what incarnation of *Transformers* you are watching, the franchise has always been about the same thing. *Transformers* has always been about family, about growth, about evolution. It's always been about transforming but transforming for the better. With the help of family (whether they be blood relatives or not) we all have the capacity to transform into better people and contribute more positivity to this world that we all share. I feel like Spike's character arc will definitely reflect this philosophy as we move on with this rewrite.

- **Bumblebee is Rebuilt:** Bumblebee is rebuilt and chosen by the Matrix to become Volantus Prime.
- **Shockwave as an Anti-Villain:** Shockwave will serve as more of an Anti-Villain in this sequel trilogy (which can also be nicknamed as "the Unicron trilogy"). An Anti-Villain is the opposite of an Anti-Hero. They're a character with heroic goals who are ultimately a villain. Their desired ends are mostly good, but their means of getting there range from evil to undesirable. They often reach a kind of critical mass that makes them better than normal villains but not quite heroes, blurring the line between hero and villain the same way an Anti-Hero does, but coming from the opposite direction. And that is what Shockwave is going to be for the rest of this rewrite. He wants to genuinely save his homeworld of Cybertron from Unicron. But his ruthless methods are what makes him an unsavory but necessary ally to our heroes.
- **Decepticon Cast:** The Combaticons/Bruticus and Insecticons are featured in this film as Decepticon survivors of the Hong Kong Uprising alongside Cyclonus and Scourge. The full Decepticon lineup includes Shockwave, Cyclonus, Scourge, Onslaught, Brawl, Swindle, Vortex, Blast Off, Shrapnel, Kickback and Hardshell.
- **Cuba Sanctuary State:** Due to the controversy surrounding the exile of the Cybertronians, and the noble actions of the Autobots during the Hong Kong Uprising, the President of Cuba has publicly announced his borders to be open for all Autobots. Cuba has become a sanctuary state for all Autobots and any fugitives who might be marked by Earth Defense Command for being an Autobot accomplice. Dr. Alcazar, a former colleague of Chip's, has been a progressive advocate for Autobots on Earth, and it was thanks to his influence that the Cuban President decided to revoke his witch hunt on all Cybertronians.
- Take inspiration from *X2: X-Men United* and have the Autobots and Decepticons team up and go on a journey to help prepare for Unicron's coming. Pursuing the Cybertronians will be Earth Defense Command and a crew of Quintessons led by Nemesis Prime.
- **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.

- **Grimlock's Character Development:** Shockwave is impressed with the fighting prowess of the Dinobots and acknowledges that they are his greatest threat amongst the Autobots now that Optimus is gone. He considers them to be, "magnificent". The other Autobots would never stand a chance against Shockwave, but Grimlock seems like he could give the warlord a run for his money. While traveling to Avalon, Shockwave will start to speak with Grimlock and manipulate him to join the Decepticon cause. Shockwave probes the Dinobot leader's mind while conversating with him, deciphering that even though Grimlock respects strength and only follows the strongest warrior, he secretly holds some resentment for not being the leader of the Autobots himself. Shockwave points out to Grimlock that he follows Optimus because he is the strongest, but Optimus is no longer with them. And Bumblebee is not the leader that Optimus is. Playing to Grimlock's arrogance and jealousy, Shockwave convinces Grimlock to turn on Bumblebee. Grimlock and the Dinobots join the Decepticons as they steal the Matrix from Bumblebee and fly off with the relic. Instead of destroying the Prime completely, Grimlock wounds them. Shockwave remarks that even though Grimlock is strong and fierce, he is still compassionate, and that makes him weak. Grimlock doesn't take this well and he engages Shockwave in a fight. During the climax, Grimlock will find himself in danger but Bumblebee will show his forgiveness by saving him. Grimlock realizes the error of his ways and rejoins the Autobots, aiding them in their battle against the true enemy. Once the battle is won and Optimus is restored, Grimlock will apologize to Optimus for his jealousy. Optimus will accept the confession but tells Grimlock that Bumblebee is the one who truly deserves the apology. Ashamed, Grimlock approaches Bee and mumbles his regret to the sergeant.
- **"Did You Forget Who I Am?":** One of the times that Optimus fights against the Quintessons, we'll get this scene from the original film (insert clip of Optimus saying, "did you forget who I am?" and then chopping off 5 heads at once).