

ROBOTIX

A "BEATS" OUTLINE

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BEATS FOR ROBOTIX EPISODES

1. Battle of Titans

The humans' spacecraft crashes on Skalorr. They are then confronted by a volcanic eruption of warring ROBOTIX. The Protectons drive off the Terracors and make contact with the humans who then explain their back story. Zarru plays with Bront's controls and discovers that he can rearrange their parts and converts them into limbs, wheels and weapons. The Terracors pull a surprise attack and look to be thoroughly trouncing the Protectons, when Naja runs off, mid battle. She returns with Exeter at the helm (with enough humans for the other Protecton ROBOTIX) and, with her amazing new fighting capabilities, beats the Terracors. Nemesis concedes only temporary defeat. He will get even.

CLIFF-HANGER: Later, after dark at the humans' camp, from a safe distance away, Nemesis decides to wipe out the humans and take away the Protectons' advantage! The Terracors start blasting away at them and it looks certain that the humans will die!

2. Paradise Lost

In battle-mode the Protectons save the humans. Nemesis realizes that he will have to get a human of his own. Argus relates backstory of the ROBOTIX to the humans: Three million years ago, Skalorr had been inhabited by two groups of lizard like Protosaurs - the Protectons who lived in

Zanadon, a floating city that had been constructed on movable platforms, with multiple pods and the Terracors who lived in a beautiful city of their own - Terracoria. A star near to Skalorr explodes and showers the planet with deadly radiation. Millions die. Terracors and Protectons must work together in order to survive. Nemesis votes for escape aboard his spaceship - the Terrastarr. But he is outvoted, and instead stasis tubes are built for the Protosaurs to sleep in til it is safe. However, Compu-Core discovers they will die from radiation anyways and so takes their "essence" into himself. When it is finally safe, he puts essence into eight ROBOTIX bodies. Nemesis claims to be ruler. Argus objects and fighting breaks out, ending up erupting through surface of Skalorr. Which brings everything up to the present.

CLIFF-HANGER: While the Protectons are surveying the damage in the ruined nearby ruined city, Nemesis sneaks up and grabs Tauron Oxus (the new Human who will interact with Bront). He hoists him aloft like King Kong and threatens to kill him if he won't interface with him. Alone without the Protectons, the humans are helpless.

3. Traitor in our Midst

Tauron resists Nemesis. He cannot be coerced to aid him in evil. As Nemesis is trying to force him into the control capsule, Bront surprises him and rescues Tauron. Nemesis realizes that he must have a willing partner for interface to work. There is a rift among the humans - Exeter says they

should help the Protectons rebuild Skalorr. Kanawk and his few followers just want to get off the planet. Nemesis gets Kanawk as an interface partner. They both see each other as a tool towards their own ends. The Protectons make a ROBOTIX out of left over spare parts and use Compu-Core to help them make a ROBOTIX body out of spare parts and summon up a loyal Protecton essence. Nemesis hears of this and leads an attack on the Protectons, during which he and Kanawk get the new ROBOTIX disabled in a corner of the vast chamber - out of sight of the battling Protectons. Nemesis uses Compu-Core to change the Protecton essence with a Terracor's essence - Venturak. Nemesis instructs him to pretend to be a Protecton. The Terracors withdraw, a spy safely planted in their enemies' camp. His first act of sabotage is to send a message that if the humans' food was stolen, they would be helpless!

CLIFF-HANGER: Goon and Tyrannix stage a raid on the humans' space ship and steal all the remaining food.

4. Abandoned

Exeter says the humans must leave Skalorr to find food. Argus agrees. Kanawk's men are scared that they will be stranded on Skalorr forever but Kanawk pooh-poohs any chance for the human's success. The bad humans stay. Exeter starts to repair the ship. The Terracor's attack the humanless Protectons. For awhile, just by sheer strategy and skill, the Protectons hold their own, but the conclusion of the fight is inevitable. The humans board their patched up spacecraft and

sadly take off. As they take off, their craft is seen by the battling ROBOTIX. The Protectons are constantly betrayed by Venturak who "accidentally" trips them up whenever they gain a momentary advantage. The humans are kicking themselves for leaving the Protectons. Naja sends up a radio signal of farewell, wishing the humans good fortune. That tears it! To a man, they agree to return and take their chances.

CLIFF-HANGER: The humans come back but their approach-reading instruments are faulty and they come in for an amazing crash - just yards away from the ROBOTIX!

5. Quest for Food

The humans survive the crash and crawl from the wreckage. The Protectons dash over to the spacecraft and link up with humans. Together they defeat the Terracors. But now says Exeter, the humans must find food on Skalorr or die! Argus uses Compu-Core's topographical displays to find an oasis. Tyrannix overhears this and Nemesis dispatches him and Goon to intervene. Compu-Core checks whether the terrain has changed after three million years erosion by dispatching some mechanical droids which sense the ground for water. Compu-Core gets some new co-ordinates and the Protectons take the humans towards the oasis. Argus and Venturak (both without humans) remain behind in the stasis chamber to guard Compu-Core. Nemesis secretly signals Venturak to create a distraction (the writer's choice - and it had better be good!) and Argus is drawn out of the stasis chamber - leaving

Venturak to guard Compu-Core. Meanwhile, Tyrannix and Goon realize they must have the wrong co-ordinates, and use Tyrannix's listening shields to confirm their fear. They race off to catch the Protectons at the oasis. There is an enormous battle with both sides stacking processed food in drums as they fight. Goon destroys the Protectons' food time after time so they hide their food while at the same time setting up a decoy stash which he then destroys. The Terracors leave, assuming they have destroyed all the good guys' food.

CLIFF-HANGER: Nemesis is in the stasis chamber taking Compu-Core when Argus returns. Venturak show his true colors and helps overpower Argus. Nemesis zaps Argus into Compu-Core.

6. Captured!

Bront races back from the oasis, (reacting to a last minute S.O.S. signal from Argus) far outdistancing Naja and Jerrok who are moving slowly with the now fed humans. But Argus is gone - his essence captured by Nemesis and replaced with a Terracor presence. Argus (in both forms) is taken over an incredible variety of terrain (chemical rivers, bubbling swamps, mineral deserts, as visually far out as we can get) all the time heading towards where Nemesis thinks he will find what is left of Terracoria and his spaceship the Terrastarr. Now that he has Compu-Core, nothing stands in his way. But Bront follows in a wild chase after the Terracors. There is a major battle in which Bront is astonished to be

attacked by his own leader Argus (now with a Terracor's essence) Although badly damaged in the fighting, Bront does manage to grab Compu-Core and get away with him. He in turn is chased back over the varied hills, dales and deserts in his vain hope to reach the other Protectons in time.

CLIFF-HANGER: His circuits down, exhausted, and now cornered Bront faces his last stand. Looming around his on all sides are his pursuers, the Terracors. They close in for the kill, smashing at him with everything they've got!

7. Tyrannix Takes Control

Bront and Jerrok show up at the last possible second and help Naja fend off the Terracors. They regain Compu-Core and trap the traitorous Argus and re-zap him into his old personality. Compu-Core finds out that Zanadon, the Protectons' floating city, still exists. The Protectons head for it. Meanwhile, Nemesis leads his troops to Terracoria. But, the poles of Skalorr have shifted and they find their city lying in frozen, ice-covered ruins. And, worse, the Terrastarr is now covered by a massive glacier. Tyrannix is fed up with Nemesis's leadership and decides to take over. A battle breaks out during which Tyrannix beats his superior leader by cheating. Nemesis is driven off, followed by a loyal Stegorr. The Protectons find Zanadon, a multi-leveled floating fortress. Compu-Core says the only hope for reconstructing the city is to start the Turboflow Generator. Bront and Jerrok take Compu-Core down and get it going, Now the automatic weapons around the city's floating walls can be

activated. Exeter, Tauron and Zarru go to fix their space ship. Tyrannix hears the generator's hum and leads his troops towards Zanadon.

CLIFF-HANGER: Bront and Jerrok have botched the start up job. The Core is going to melt down and take everybody with it! Explosions rack the city, platforms are tilting out of control. It looks like Bront and Jerrok have been incinerated that everybody else is next! A mega-explosion is building!

8. Fighting Fire with Fire

Naja rushes down to the Turboflow Generator and rechannels the energy up into different parts of Zanadon. The melt down countdown stops. Bront and Jerrok are alive but severely damaged. But while the city's weapons are still down, Tyrannix, Venturak and Goon attack, swooping into the city. Hot on their tail are Nemesis and Stegorr, hoping to take advantage of the chaos and grab Compu-Core. Power returns just in time and Argus uses the city's power-fueled weapons to blast at the Terracors who unite against a common enemy but their strength is useless against the weapons of Zanadon. The Terracors have their control capsule's blown open and the humans are sent flying. The Terracors flee the city and the humans are imprisoned. Nemesis gets the idea to make a huge power blaster of his own. But how? He sees Exeter testing his spaceship's engine and sees how powerful it is. That will do, but he will need a human to interface with to

make a power ray - the Destructor!

CLIFF-HANGER: There is a diversionary raid on Zanadon which is a cover so that Venturak can sneak out Kanawk out for interface. All the humans are broken out of prison. As the Venturak is retreating, he leaves a trail of delayed-time bombs. As the Protectons follow, the bombs go off all around them and structures collapse upon them! Destruction is everywhere!

9. Sleight of Hand

While the Protectons are rescuing each other from the wreckage, Nemesis gets Kanawk in the control capsule and they set off to get the engine. The Protectons build a huge new ROBOTIX - Boltar, by using the energy from the Generator Core. Exeter, at the spaceship, sees the Terracors approaching and signals for help. Boltar is quickly completed and left to guard Compu-Core. Argus leads the Protectons to the humans' spaceship. They arrive just in time. There is a fight, during which Tyrannix grabs Tauron and all the Terracors take off, drawing the Protectons after them. But it is a ruse, and Nemesis is right back to dismantle the engine. Argus finally sees that the Nemesis is not ahead with the rest of the Terracors and he returns to the ship to see Nemesis with the engine already dismantled. They square off. The Terracors are finally caught by the Protectons who battle the Terracors into submission and then rescue Tauron. Victorious, the Protectons head back to the spaceship.

CLIFF-HANGER: They return to find Argus torn to pieces.

He is lying in a heap with an battered Exeter half out of the control capsule! They both look like they could be dead!

10. The Deception

Exeter recovers and Argus is saved by several mechanical "organ transplants". But he is still several limbs short and Naja signals Compu-Core to find a metal dump nearby. Tyrannix overhears this and Nemesis orders him to prevent Argus from being rebuilt. Naja takes Argus back to Zanadon. Meanwhile, Nemesis and Kanawk find a destroyed laboratory in Terracoria and start creating the Devastator. Zarru wanders off, trying to tail Nemesis. The Terracors set up a trap for the Protectons while they scavenge for parts. Nemesis goads Kanawk to work faster at his controls. Finally, it is too much for Kanawk, abused, fed up with Nemesis's gigantic ego and he converts Nemesis - by performing several, subtle operative maneuvers, tricking Nemesis into a more and more convoluted shape until he is beyond any control. Finally, Nemesis is no more a lump of cumbersome metal parts. Kanawk leaves. Nemesis crawls along like a giant tortoise desperately looking for a human to interface with. He meets Zarru whom he tries to convince that he is a long lost ally of the Protectons. Still a little dubious, Zarru transforms Nemesis back into fine shape. Nemesis proves that he is a good guy by finding, tormenting and trashing Kanawk. Then Nemesis tells Zarru he needs some help with a powerful Devastator to fight the Terracors.

CLIFF-HANGER: The Terracors push the avalanche of metal on top of the Protectons. Not only are they trapped, but their humans will die from lack of oxygen!

11. Naja is Zapped

In Zanadon, Naja is just imprisoning the battered Kanawk who has shown up to steal some food, when she receives a signal from the trapped Protectons. Exeter takes the huge Boltar to go dig them out. In Terracoria at the lab, Zarru and Nemesis finish the Devastator. Now he will need to "borrow" Compu-Core. Zarru volunteers to get it. Meanwhile, at the dump Boltar is extricating the Protectons. Nemesis approaches the walled city and Naja opens fire. Zarru protests to Naja and Argus that Nemesis is a good guy. They realize they can't shoot at Nemesis without hurting Zarru. Helpless, they watch as Nemesis blasts his way into the city with the Devastator. Zarru is horrified and in the commotion he jumps free, but from his cell, Kanawk has seen the power the Devastator and he will team up again with Nemesis as partners. Naja tries to stop this, but Nemesis is too much for her and succeeds from getting Kanawk into his control capsule. At the dump, Bront and Jerrok are finally freed and the Protectons race back to Zanadon.

CLIFF-HANGER: In their struggle, Nemesis gets Naja near the Compu-Core and zaps her into lifelessness! Then he grabs her body and Compu-Core and rushes off, leaving the incapacitated Argus.

12. Naja's Betrayal

The Protectons arrive back at Zanadon just minutes too late. Argus sends Bront and Jerrok after Nemesis. Boltar will make some new limbs for him. Nemesis links up with the other Terracors who are surprised when the "buried" Bront and Jerrok charge at them. The terracors fight them off while Nemesis uses Compu-Core to release a Terracor essence (with a Terracor name) into Naja's body. ("False Naja" for now) Then, Nemesis allows False Naja to "escape" to rejoin the Protectons. Then he takes off with Compu-Core towards the glacier which holds the Terrastarr. The Terracors finally retreat from Bront, Jerrok and False Naja. The newly reconstructed Argus and Boltar show up. United now, they must get Compu-Core and stop Nemesis. False Naja leads them towards Nemesis's trap. At the glacier site, waiting for them are the Terracors. Nemesis has the Devastator and he is aiming it at the glacier.

CLIFF-HANGER: The Protectons arrive at the base of the glacier. Nemesis blasts the glacier with a huge scorching beam. The glacier melts in a torrent of water, which sweeps over the Protectons, completely engulfing them!

13. The Big Flood

Nemesis's dream has come true. For, as the glacier melts away, flushing away the helpless Protectons, the mighty Terrastarr is slowly revealed. Meanwhile, the Protectons are swept along under the rampaging torrent of melted ice, their

bodies crashing along the rocky valley floor. Their ROBOTIX bodies were not built to resist water and they must get out soon! (This expositional dialogue should kept to a few terse exclamations) The water does subside and they emerge, dragging themselves from the water, with half their functions missing, and their humans a complete mess. The Protectons are immediately confronted with a row of grinning Terracors. A battle starts up, splashing in and out of the shallows. Nemesis sits on a rise watching with Compu-Core. One by one the Protectons are breaking down, seizing up, and blowing circuits. Each fallen Protecton is dragged up to Nemesis who changes them into a Terracor. The humans who are unwilling to change sides for the worse are imprisoned. Soon it is only Argus who is left.

CLIFF-HANGER: Argus keels over as if finished. He is dragged up to Nemesis and while he is gloating over him, Argus grabs Compu-Core and makes his escape!

14. And Then There was One

Nemesis needs Compu-Core to launch the Terrastarr. Half his troops go after Argus, and half load the damaged Protecton/Terracors onto the Terrastarr! (They can be repaired once they have launched the Terrastarr). In his flight, with Exeter aboard, Argus runs into Zarru who has escaped from the Terracors. Argus scoops him up and they try to put some distance between themselves and their pursuers. Argus is still partially disabled when Tyrannix and Goon catch up with him. Quickly, he puts Zarru inside the computer, telling him

that he is going to surrender Compu-Core to the Terracors. Zarru must do what he can from inside the computer. Then Argus deserts Compu-Core and takes off in land-speeder mode. The Terracors take Compu-Core back to the Terrastarr and Nemesis says it is just as well. He will strafe Argus from the air. The mighty ship takes off and once it is up, it starts to sweep over the surface of Skalorr searching for its prey - the last Protecton!

CLIFF-HANGER: Argus is trying to make for a strange mountain peak that has a peculiar overhanging outcropping. The Terrastarr sees him and swings down real low on him and then blasts away with huge searing rockets that come bursting down right at him!

15. The Ultimate Conflict

At the last possible second, the Terrastarr swerves away from Argus and the rockets miss. He continues his climb to the outcropping. Inside the Terrastarr, Nemesis is furious. He finds that Zarru is controlling the ship. He starts to disengage Compu-Core, but Zarru turns the ship back towards the outcropping. Argus just manages to get onto the rocky shelf. Nemesis yanks out Compu-Core and Zarru's control is gone. But he is too close and Argus leaps on top of the passing Terrastarr. He hangs on despite the fact that Nemesis tries every trick in the book to shake him off. Nemesis is furious and puts Goon at the controls. He, Stegorr and Tyrannix go out through a cargo hatch door to knock Argus

off. While the fight for life rages on the ship's wings and back, Zarru sneaks out of Compu-Core. He sees the disabled body of Bront standing nearby, apparently out of commission like the other Protecton/Terracors. He uses Compu-Core's droids to pull the computer across the flight deck and make the connection. Bront's essence is released into his ROBOTIX form and he successfully ambushes Goon and takes control of the ship. Flying very skillfully into a grand canyon, he maneuvers the Terrastarr so that just as the Terracors are about to finish off Argus, he smashes them off against the rocky sides of the canyon. One by one, the Terracors are dispatched. The damaged Protecton/Terracors are restored to their original selves. The smashed up Terracors are picked up and law and order prevails. And an appropriate ending will be devised.