

Transformers Episode Guide V1.89a

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Introduction

I would ask that anyone with a copy of a prior version of this guide on his or her website please download this version or link here (although I can't guarantee how long this site will be available). Most "corrections" I seem to get to the guide have long since been fixed. Thank you.

Also, if you are looking for copies of any the episodes, do NOT e-mail me. I don't have copies of all the episodes, or the time to be making copies even if I did. Your best bet is to look for people selling copies in alt.toys.transformers ([Dejanews](#) is a good way to do a search).

The guide was compiled from some original tapes, from various other listings I've collected, and quite a bit of information provided by others. I have tried to list the episodes in their original order, however this task is more difficult than it would first appear. The episodes were apparently produced in a different order than they were shown, and airdates for the bulk of second and third season episodes seem to vary depending on the local stations (although the order is preserved). There also appear to be a few order discrepancies between different cities which I have tried to note.

Just to make things even more complicated, certain episodes have to take place after events seen in episodes that weren't produced and/or shown until later. Again, I have tried to note this.

Episodes are listed in the closest original airing order I can determine. The numbers are in reference to production order, which is what I believe the SF channel used (although they did pull most of the episodes out of their run as the G2 series took over the rights for those episodes.

Anyone with more airdate information, please contact me ASAP so I can try and incorporate it. I am

guessing that first season episodes had definite airdates, but have yet to see any info on what they are.

The guide is available at <http://www.cs.rit.edu/~abm4111/tfepgd.txt> or in html form (nothing fancy, though) at <http://www.cs.rit.edu/~abm4111/tfepgd.html>

Season 1

(1984-1985, 16 episodes) shown weekly, no titles on screen

The original title sequence used for these episodes can be most commonly seen on the f.h.e. home video releases.

Production Order		Airing Order	
Prod. #	Episode Title	Prod. #	Episode Title
1	More Than Meets the Eye Part 1	1	More Than Meets the Eye Part 1
2	More Than Meets the Eye Part 2	2	More Than Meets the Eye Part 2
3	More Than Meets the Eye Part 3	3	More Than Meets the Eye Part 3
4	Transport to Oblivion	4	Transport to Oblivion
5	Roll For It	5	Roll For It
6	Divide and Conquer	6	Divide and Conquer
7	Fire in the Sky	7	Fire in the Sky
8	SOS Dinobots	8	SOS Dinobots
9	Fire on the Mountain	9	Fire on the Mountain
10	War of the Dinobots	10	War of the Dinobots
11	The Ultimate Doom Part 1	11	The Ultimate Doom Part 1
12	The Ultimate Doom Part 2	12	The Ultimate Doom Part 2
13	The Ultimate Doom Part 3	13	The Ultimate Doom Part 3
14	Countdown to Extinction	14	Countdown to Extinction
15	A Plague of Insecticons	15	A Plague of Insecticons
16	Heavy Metal War	16	Heavy Metal War

More Than Meets The Eye Part 1

by George Arthur Bloom

(released on video in the US by f.h.e. Home Video as Volume 1)

With their energy reserves dwindling, the Autobots set out to find new reserves in their ship but are followed by the Decepticons who attack inside a meteor shower. They board the Autobot ship, and in the battle which ensues, the ship is damaged and thrown off course to crash land on Earth. Several million years later, an eruption of a volcano causes the computer to reactivate and its repair program kicks in, repairing the closest Transformer to the specifications on Earth vehicles gathered by a probe. That Transformer happens to be **Skywarp** who moves his fellow 'cons into the repair beam. They leave the Autobots behind and prepare to raid the world's resources, but **Starscream** unwittingly causes the Autobots to be reactivated. Some Autobots track down the Decepticons' base, but are discovered and barely escape. The 'cons attack an oil rig manned by humans Spike and Sparkplug Witwicky, and when the Autobots arrive, they and the humans are caught up in the destruction of the platform.

More Than Meets The Eye Part 2

by George Arthur Bloom

(released on video in the US by f.h.e. Home Video as Volume 1)

The Autobots escape from the rubble and save the humans. Spike and Sparkplug return to Autobot HQ with them to help them in their battle. The Decepticons continue to plunder Earth's resources and make Energon cubes, planning on returning to Cybertron with enough energy to lead the Decepticons to victory. The Autobots intervene, but are not able to stop the 'cons plot. In an attempt to trap the 'cons in the cave they are mining in, **Bumblebee** and Sparkplug go in to set an explosive device. They run into problems and **Prime** send Roller in to help. The device goes off, trapping **Bumblebee** and Sparkplug and injuring **Prime** through Roller.

More Than Meets The Eye Part 3

by George Arthur Bloom

(released on video in the US by f.h.e. Home Video as Volume 1)

Bumblebee and Sparkplug are quickly rescued, but the Decepticons are able to blast their way out. **Hound** and **Prime** come up with a plan to trick the 'cons. The captured **Ravage** is allowed to escape, having overheard the (false) location of a rocket base. The Autobots await the Decepticons attack at a holographic rocket base generated by **Hound**. The 'cons arrive, but **Megatron** has anticipated the plot and the 'cons are actually dummies, with the real 'cons attacking the real site. The Decepticons have built a new ship to take them back to Cybertron. **Prime** and the Autobots make every attempt to stop them and fail, but the Decepticon ship sabotaged by **Mirage** who has unbeknownst to his fellow Autobots stowed away on the ship. The Decepticon ship crashes into the ocean.

Transport to Oblivion

(released on video in the US by f.h.e. Home Video as Volume 7)

The Decepticons, working out of an undersea base created from their crashed ship, create a "space bridge" back to Cybertron. **Bumblebee** and Spike are caught spying and are to be used to test the device which has already failed to work once. **Bumblebee** is reprogrammed to lead the Autobots into a trap, but **Megatron** must call off his assault on them since the space bridge is reactivated and must be used within a short period of time. Spike is saved by **Bumblebee**, and the Energon being transported is detonated, throwing **Megatron** into the bridge as it is activated.

Roll For It

by George Arthur Bloom

(released on video in the US by f.h.e. Home Video as Volume 6)

The Decepticons, now led by **Starscream**, continue to attack targets on Earth, but are easily Thwarted by the Autobots. **Prime** sends **Prowl** and **Bluestreak** after the Decepticon attack force, but they bite off more than they can chew. A very much alive **Megatron** contacts the Earth-bound Decepticons and returns via space bridge. Meanwhile, **Bumblebee**, Spike, and wheelchair-bound computer-whiz friend Chip Chase visit a human project to develop an anti-matter formula. A backup is given to Chip for safe-keeping. At home, Chip receives a distress call from **Prowl** and assumes control of him, enabling him and **Bluestreak** to overcome the Decepticons they have tracked down. **Megatron** and the Decepticons attempt to steal the anti-matter formula, but the scientist is able to delete it from the computer. **Megatron** is quickly able to extract the location of the backup from the scientist and has Chip kidnapped. The Decepticons take over the anti-matter project compound and hold Chip hostage. **Hound** and **Mirage** manage to infiltrate the compound using their unique skills and get Chip out. The Autobots attack, but anti-matter powered **Megatron** is too powerful. Eventually, the anti-matter becomes too unstable and **Megatron** must jettison it and retreat.

Divide and Conquer

(released on video in the US by f.h.e. Home Video as Volume 5)

The Decepticon jets badly damage **Optimus Prime** in an attack on a power plant. A group of Autobots must go to **Wheeljack's** lab on Cybertron to obtain a part needed to repair **Optimus**. The Decepticons attack while the Autobots are thus weakened, but **Prime** is repaired at the last minute and answers **Megatron's** challenge for a one-on-one combat. The 'cons are defeated and retreat.

Fire in the Sky

(released on video in the US by f.h.e. Home Video as Volume 4)

The Decepticons are plotting to drain the Earth's energy through a crystal at the North Pole. They discover a Transformer, **Skyfire**, buried in the ice and revive him. **Skyfire**, a scientist, crash-landed on Earth before the Autobot ship crashed during a survey mission with **Starscream**. He allies himself with the Decepticons because of **Starscream**, and takes Spike and Sparkplug prisoner, being too powerful for the Autobots to stop. However, when he sees how **Megatron** treats his human prisoners, he changes sides. The Decepticons are defeated, but only at the cost of **Skyfire**, who ends up frozen in the ice once again.

SOS Dinobots

(released on video in the US by f.h.e. Home Video as Volume 3)

The Autobots discover fossilized dinosaurs in their cave and it leads them to creating three Dinobots, **Grimlock**, **Slag**, and **Sludge** to help them. They are, however mentally unstable, and **Prime** orders them deactivated. When all the Autobots are captured by **Megatron**, **Wheeljack** violates **Prime**'s previous orders and reactivates the Dinobots. They save the others, thereby proving their worth, and **Prime** allows them to stay activated.

Fire on the Mountain

(released on video in the US by f.h.e. Home Video as Volume 8)

The Decepticons plan to use an ancient crystal as an energy source for their new weapon. After the Autobots detect the energy source, the newly-unthawed **Skyfire** is dispatched with **Windcharger** and **Brawn** to survey the area. They discover Decepticon activity and the entire Autobot force comes in to restore the crystal to its rightful place.

War of the Dinobots

(released on video in the US by f.h.e. Home Video as Volume 9)

The three Dinobots get out of the Autobots' control and ally themselves with the Decepticons. The Autobots design two more Dinobots to bring the others back under their control.

The Ultimate Doom Part 1

(released on video in the US by f.h.e. Home Video on Volume 2)

The Autobots learn that an attack on the Maharaja was nothing more than a diversion by the Decepticons to leave the Ark unguarded. The Decepticon tapes get inside the Ark and manage to capture Sparkplug in the middle of the commotion. Sparkplug is taken to the Decepticons' underwater base where a hypno-chip is put in him in order to turn him into a mindless slave. The hypno-chip was designed by Megatron's new human ally, Dr. Arkeville, in order to create an army of human slaves to build a giant and more powerful Space Bridge that could transport Cybertron itself into Earth's orbit. The energy released by this act would be converted into Energon and easily transported to Cybertron. Sparkplug is rescued by the Autobots who take him back to the Ark, unaware that he is under Arkeville's control. The Autobots are attacked by the Decepticons, who got inside the Ark due to the controlled Sparkplug sabotaging Teletran 1. Spike is able to repair Teletran, forcing the Decepticons to make their escape. The Autobots find the location of the new Space Bridge and attack, but **Optimus Prime** is forced to open the Space Bridge or the already-approaching Cybertron would be destroyed. As Cybertron passes through the Space Bridge, the Earth's weather begins to turn violent.

The Ultimate Doom Part 2

(released on video in the US by f.h.e. Home Video on Volume 2)

As the Autobots battle the elements and the Decepticons, **Megatron's** slaves are lost, prompting the Decepticons to return to their base to capture more. The Autobots send out the Dinobots to handle the raging tidal waves, floods, and earthquakes while they form a plan, but the volcano housing the Ark erupts, forcing Ironhide to plug it to prevent the loss of their base. When **Optimus Prime** finds out that Sparkplug has been taken to Cybertron, he sends **Skyfire**, **Trailbreaker**, **Wheeljack**, **Brawn**, **Bumblebee**, and Spike to their home planet to rescue him. **Brawn**, **Bumblebee**, and Spike fall into a trap that leads right to the Decepticon lab, where they learn the truth about the hypno-chips. Sparkplug is located within the lab, and the hypno-chip is activated, forcing Sparkplug to sound the alarm and alert the Decepticons of the Autobot presence.

The Ultimate Doom Part 3

(released on video in the US by f.h.e. Home Video on Volume 2)

The Autobots manage to escape, but have no choice but to leave Sparkplug behind. They hide in **Wheeljack's** lab, where they began to build a device that would free the slaves from the hypno-chip's control. On Earth, **Optimus Prime** and the rest of the Autobots arrive at **Megatron's** energy-generating base as they await the oncoming tidal waves. On Cybertron, **Wheeljack** is able to use his device to free Sparkplug and escape back to Earth. The Autobots follow **Megatron** to his island outpost as the slaves load his starcruiser with the newly created Energon cubes. **Megatron** discovers **Starscream's** deceit once more as he tries to develop his own way of creating Energon. He escapes **Megatron's** wrath as the Autobots attack. **Wheeljack** frees the remaining slaves with his device while the Autobots defeat the

Decepticons. **Megatron** makes a last ditch attempt to escape on his starcruiser, but is shot down by the Autobots, with the Energon on board exploding and forcing Cybertron back out into orbit. The Autobots recover as **Megatron** floats through space awaiting his revenge.

[Roger M. Wilcox notes that this three parter is very similar to the five part *GoBots* premiere, "Battle for Gobotron," in plot]

Countdown to Extinction

(released on video in the US by f.h.e. Home Video as Volume 11)

Both the Autobots and Decepticons recover from the aftermath of Cybertron's proximity to Earth. **Megatron** returns to lead the Decepticons. **Starscream** breaks into Dr. Arkeville's lab, and connects the exponential generator there on a timer, which will cause it to explode and destroy Earth. He then travels to Cybertron, where he will collect the released energy. **Megatron** and **Prime**, warned by **Shockwave**, team up to stop the explosion; **Starscream** returns to find out what went wrong, and is dragged away by a none-too-pleased **Megatron**.

A Plague of Insecticons

(released on video in the US by f.h.e. Home Video on Volume 12)

Both the Autobots and Decepticons move to investigate the appearance of several new Transformers, the Insecticons. The first battle is between **Skyfire** and the Insecticons. The Decepticons form an alliance with them, and steal oil from a refinery. The Autobots intervene, but are seriously damaged by the lightning bolts shot at them by one of the Insecticons. They realize that if they transform they are insulated from the electricity with their rubber tires and defeat the Insecticons. The Decepticons and Insecticons end up turning against one another.

Heavy Metal War

(released on video in the US by f.h.e. Home Video as Volume 10)

Megatron has built the Constructicons to create a machine capable of transferring all the Decepticons' special powers over to him. He then challenges **Prime** to a fight which he must accept by a code of honor. **Megatron** defeats **Prime**, and the Autobots must keep their side of the bargain and abandon Earth. Meanwhile, the Constructicons have broken into Autobot headquarters to deactivate Teletran 1 before it can reveal that **Megatron** has cheated. They are confronted by the Dinobots and, even as **Devastator**, are defeated by the Autobots once they discover the truth. The Decepticons are all driven into a chasm.

Season 2

(1985-1986, 49 new episodes, with the 16 first season episodes randomly scattered through the run for a total of 65 episodes)

New opening titles and closing credits were used for the second season, featuring some of the second year characters, and a new version of the opening music was used for them. The second season titles and credits replaced the first season ones when the first season episodes were run.

Episodes ran weekdays, beginning in September 1985

[Buzzsaw and Frenzy make occasional appearances in episodes 17-26, but no other new characters are introduced until episode 27, when second year characters begin to appear without explanation (and don't ask why #28 is first year characters only. My best guess is some sort of production delay)]

Production Order		Airing Order	
Prod. #	Episode Title	Prod. #	Episode Title
17	Autobot Spike	17	Autobot Spike
18	Changing Gears	22	The Immobilizer
19	City of Steel	30	Dinobot Island Part 1
20	Attack of the Autobots	31	Dinobot Island Part 2
21	Traitor	21	Traitor
22	The Immobilizer	26	Enter the Nightbird
23	The Autobot Run	18	Changing Gears
24	Atlantis Arise	27	A Prime Problem
25	Day of the Machines	24	Atlantis Arise
26	Enter the Nightbird	20	Attack of the Autobots
27	A Prime Problem	32	The Master Builders
28	The Core	34	Microbots
29	The Insecticon Syndrome	29	The Insecticon Syndrome
30	Dinobot Island Part 1	25	Day of the Machines
31	Dinobot Island Part 2	35	Megatron's Master Plan Part 1
32	The Master Builders	36	Megatron's Master Plan Part 2
33	Auto Berserk	33	Auto Berserk
34	Microbots	19	City of Steel
35	Megatron's Master Plan Part 1	37	Desertion of the Dinobots Part 1

36	<u>Megatron's Master Plan Part 2</u>	38	<u>Desertion of the Dinobots Part 2</u>
37	<u>Desertion of the Dinobots Part 1</u>	40	<u>A Decepticon Raider in King Arthur's Court</u>
38	<u>Desertion of the Dinobots Part 2</u>	42	<u>The God Gambit</u>
39	<u>Blaster Blues</u>	28	<u>The Core</u>
40	<u>A Decepticon Raider in King Arthur's Court</u>	43	<u>Make Tracks</u>
41	<u>The Golden Lagoon</u>	39	<u>Blaster Blues</u>
42	<u>The God Gambit</u>	23	<u>The Autobot Run</u>
43	<u>Make Tracks</u>	41	<u>The Golden Lagoon</u>
44	<u>Child's Play</u>	45	<u>Quest For Survival</u>
45	<u>Quest For Survival</u>	46	<u>The Secret of Omega Supreme</u>
46	<u>The Secret of Omega Supreme</u>	44	<u>Child's Play</u>
47	<u>The Gambler</u>	47	<u>The Gambler</u>
48	<u>Kremzeek!</u>	53	<u>The Search for Alpha Trion</u>
49	<u>Sea Change</u>	52	<u>Auto-Bop</u>
50	<u>Triple Takeover</u>	51	<u>Prime Target</u>
51	<u>Prime Target</u>	54	<u>The Girl Who Loved Powerglide</u>
52	<u>Auto-Bop</u>	50	<u>Triple Takeover</u>
53	<u>The Search for Alpha Trion</u>	49	<u>Sea Change</u>
54	<u>The Girl Who Loved Powerglide</u>	55	<u>Hoist Goes Hollywood</u>

[Starting with episode #56, airing sometime around late November/early December, the special teams are introduced, starting with the Aerialbots/Stunticons. This seems to be in synch with toy releases, which would have been in time for the holidays.]

55	<u>Hoist Goes Hollywood</u>	56	<u>The Key to Vector Sigma Part 1</u>
56	<u>The Key to Vector Sigma Part 1</u>	57	<u>The Key to Vector Sigma Part 2</u>
57	<u>The Key to Vector Sigma Part 2</u>	64	<u>Masquerade</u>

58	<u>Aerial Assault</u>	58	<u>Aerial Assault</u>
59	<u>War Dawn</u>	60	<u>Trans-Europe Express</u>
60	<u>Trans-Europe Express</u>	61	<u>Cosmic Rust</u>
61	<u>Cosmic Rust</u>	59	<u>War Dawn</u>
62	<u>Starscream's Brigade</u>	62	<u>Starscream's Brigade</u>
63	<u>The Revenge of Bruticus</u>	63	<u>The Revenge of Bruticus</u>
64	<u>Masquerade</u>	65	<u>B.O.T.</u>
65	<u>B.O.T.</u>	48	<u>Kremzeek!</u>

Autobot Spike

by Donald F. Glut

Sparkplug creates Autobot X out of spare parts. The robot goes crazy during its first test and is put into storage. Later, Spike gets badly injured in a firefight with the Decepticons. To save his life, the Autobots transfer his mind into Autobot X so the doctors can operate on his body. With an unstable mind and **Megatron's** goading, Autobot Spike turns against the Autobots, but relents when he nearly kills Sparkplug. Spike's body makes it through the operation, and Spike's mind is returned to it.

The Immobilizer

by Earl Kress

[This episode was probably aired second to introduce Carly to the audience]

Wheeljack has created the Immobilizer, a new weapon that can temporarily stop any Transformer in its tracks. The Decepticons manage to steal it partly due to Carly (first appearance) distracting Ironhide from his lookout post. During the battle which follows, Ironhide rescues Carly from the Decepticons, but they have made the Immobilizer's affect permanent and start immobilizing Autobots left and right. With the assistance of **Brawn** and **Jazz**, Spike and Carly manage to reverse the effects of the Immobilizer and save the Autobots. The Immobilizer is then destroyed.

Dinobot Island Part 1

by Donald F. Glut

[This episode was probably aired to introduce many of the second year characters to the audience (particularly due to the stilted introductory lines by many of them)]

Powerglide and **Bumblebee** discover a prehistoric island filled with dinosaurs. The Dinobots destructive

fighting tactics end up causing harm and havoc to the Autobots during a demonstration. As a result, **Prime** orders the Dinobots to be secluded on an island where they will train to better control themselves in combat, and to be able to work better as a group when they fight. The Decepticons find out about the island and want to tap the many natural resources for power. **Megatron** eventually learns of this, and then discovers that the island is rich in energy. The Decepticons arrive on the island and proceed to turn the energy into energon cubes. They confronted by the Dinobots, and **Megatron** stampedes some dinosaurs to force the Dinobots into a tar pit, trapping them.

Dinobot Island Part 2

by Donald F. Glut

As the Deceps steal energy from the island to fill energon-cubes, it disrupts the time-space continuity, causing other timewarps to appear at random across the world. The Autobots have to send mammoths, cowboys and other historic relics back through the timewarps before they are trapped in modern day. The Autobots eventually figure out the cause of the timewarps, and send a force to stop the Deceps on Dinobot Island. They arrive on the island, but are taken out rather handily. All does not look well until the Dinobots revive and stop the Deceps. **Prime** sees they have learned to function better as a group and allows them to return to the Autobots.

Traitor

by George Hampton & Mike Moore

The Decepticons capture an unstable power source (electrocells) and seek to exploit them, with the Insecticons' help. **Mirage's** plan to turn the Insecticons and Decepticons against one another backfires when he is mind-controlled by **Bombshell**. Under the Insecticon's influence he leads the Autobots into a trap. **Ratchet** removes **Bombshell's** cerebro shell and learns the truth, however. In a final battle with **Megatron**, the electrocells are destroyed.

Enter the Nightbird

by Sylvia Wilson & Richard Milton

The Decepticons, working out of a desert base, steal an experimental female ninja robot named Nightbird, and use her to steal the Autobots' computer chip containing information on the world's energy sources. She succeeds in stealing the chip from Autobot headquarters, but is confronted and trapped by the Autobots. The Decepticons come to her aid, but she is ambushed by the jealous **Starscream**. The Decepticons chase after the fleeing **Starscream**, leaving Nightbird and the chip with the Autobots.

Changing Gears

by Larry Parr

Normally grouchy **Gears** is abducted by the Decepticons and **Megatron** steals his personality cartridge to use in his latest plot, making **Gears** friendly to them. The Autobots must stop the Decepticons from using a space needle from penetrating and destroying Earth's sun and they retrieve **Gears'** component, but nobody is particularly happy.

A Prime Problem

by Dick Robbins & Bryce Malek

The Decepticons discover a chasm full of crystals that destroy machinery, and they create a machine that can duplicate Transformers. The Decepticons duplicate **Optimus Prime** and confuse the Autobots as to who is the real Prime. The Autobots and Decepticons fight near the chasm, and the duplicated **Prime** destroys a duplicated **Starscream** to further confuse the Autobots. The Autobots are just about ready to follow the fake **Prime** into the chasm when he (controlled by **Megatron**) breaks the masquerade by not showing any concern for Spike's welfare. The Autobots knock the fake **Prime** into the chasm, and the fake **Prime** is destroyed. The Decepticons abandon their desert base in this episode.

Atlantis Arise

by Douglas Booth

Atlantis is raised from the ocean by the Decepticons and the inhabitants plan to take over the Transformers and Washington, D.C.

Attack of the Autobots

by David Wise

Megatron alters the Autobots' rechargers to change the Autobots to evil. **Jazz** and **Bumblebee** (who did not recharge) and Sparkplug, work to restore the Autobots and prevent **Megatron** from stealing a solar power satellite. After restoring the Autobots to good, **Jazz** shatters the Decepticons' escape rocket with a musical sonic boom, and their plot to return to Cybertron with the satellite is thwarted.

The Master Builders

by David N. Gottlieb & Herb Engelhardt

Grapple has designed a solar energy-collecting tower, but **Prime** won't allow its construction on the

grounds that it's too difficult to defend, and the consequences would be too great should **Megatron** take it over. **Hoist** and **Grapple** go to sulk in the desert, and the Constructicons dupe them into believing that they've deserted. They build the tower, supposedly for the sake of building it, but after it is finished the Constructicons turn it over to their leader and the Autobots are forced to destroy it.

Microbots

by David Wise

Megatron has obtained a new super energy component, the "Heart of Cybertron," from the crashed Decepticon ship. It is violently unstable, and could explode catastrophically at any time. **Perceptor**, **Brawn** and **Bumblebee** are shrunk to micro size to sneak into **Megatron's** body (he's "drunk" at the time) and retrieve the component. The search is difficult, given **Megatron's** immune system, and the argument between **Perceptor** and **Brawn** of mind over power, but **Perceptor** finally earns **Brawn's** respect as the trio finds the component and manages to escape **Megatron** and shoot the self-destructing component just in time.

The Insecticon Syndrome

by Douglas Booth

The Autobots and the Insecticons engage in battle in a forest where the Insecticons are eating the trees. After beating the Autobots, the Insecticons along with the Decepticons go to a base containing a power source which the Insecticons feed on which turns them into big bugs, also making them very unstable. In the process, they kidnap **Soundwave** and turn him into their slave (thanks to one of **Bombshell's** cerebro shells) and badly damage **Wheeljack** and **Ironhide**, which forces the Autobots to retreat. Soon **Megatron** and **Starscream** realize that **Soundwave** and all the other Decepticons are under Insecticon control. **Bombshell** launches two cerebro shells, one hits **Starscream** and he becomes controlled, but **Megatron** crushes the other one before it hits him. **Prime** warns **Megatron** that any blast that hits one of the Insecticons could destroy them all. The Autobots create three antidotes to prevent this from happening. **Megatron** is forced to work with the Autobots and transforms to fire the antidotes. **Bombshell** and **Kickback** are saved and return to normal size, but **Shrapnel** explodes before the antidote put in him by Spike can work. The Decepticons are freed from Insecticon control and **Bombshell** reassembles **Shrapnel**. The Insecticons retreat with the Decepticons chasing them.

Day of the Machines

by David Wise

Megatron reprograms Torq III, a supercomputer, to obey him. He uses it to control oil tankers, and direct them to a platform under his control. **Optimus Prime** destroys the computer; the Autobots attack the platform, and escape as it self-destructs.

Megatron's Master Plan Part 1

by Donald F. Glut

Megatron's Master Plan Part 2

by Donald F. Glut

Megatron conspires with a human politician and sets up the Autobots so it appears that they are not acting in Earth's best interest. The Autobots are put into a ship and sent back to Cybertron, but discover **Megatron** has reset the course to take them into the sun. Meanwhile, Spike discovers the truth on Earth. The Autobots return to Earth low on energon, but they are still able to defeat the Decepticons.

Auto Berserk

by Antoni Zalewski

Red Alert has always been a little jittery, but he is pushed over the edge when an explosion jolts his circuitry while he is helping guard a deadly tank. He thinks **Prime** is out to replace him, and runs away scared. **Starscream** is once again kicked out of the Deceps and strikes out to take the tank himself. Eventually, **Red** forms an alliance with **Starscream** and the Autobots have to retrieve the tank and repair **Red's** circuits before he self-destructs, with **Inferno** in charge of the rescue of his old friend.

City of Steel

by Douglas Booth

New York City is rebuild by **Megatron** into a steel city. **Optimus Prime** is captured and disassembled. The Autobots locate his pieces scattered throughout the city.

Desertion of the Dinobots Part 1

by Earl Kress

Desertion of the Dinobots Part 2

by Earl Kress

The Transformers begin to suffer the effects of the decay of a rare element, Cybertronium, which does not exist on Earth. The Earth-built Dinobots are not affected, but - disenchanted with always doing the Autobot's dirty work - have left for Cybertron. The Decepticons get their supply from the Space Bridge, but the Autobots need the Dinobots to get them their supply. Carly and Spike pursue them to Cybertron

and team up with **Swoop** who is the only Dinobot to escape capture. Together the three rescue the others and after a brief history lesson, the Dinobots are convinced to return to Earth with the Cybertronium for the Autobots.

A Decepticon Raider in King Arthur's Court

by Douglas Booth

Warpath, **Hoist**, and **Spike** are fighting **Starscream**, **Ravage**, **Rumble**, and **Ramjet** when the Decepticons go in a cave to escape, pursued by the Autobots, and all are transported back to medieval times. The Decepticons hook up with one Lord, while the Autobots hook up with another knight whose daughter **Spike** is attracted to. **Spike** gets a full suit of armor and rides **Warpath** in a joust against **Rumble** and **Ramjet**. The joust is not spectacular, because the Transformers are low on fuel. The Decepticons kidnap the knight's daughter, and are able to repel the Autobots because their human ally provided them with an energy source (right before they betrayed him, of course). They also have an advantage because they have made a primitive gunpowder. The Autobots eventually win, the daughter agrees to marry her kidnapper, and the Transformers go back to the cave with a wizard who promises to send them home. The action is not over yet, because the Transformers must duck a dragon to get to the cave. They find themselves back in the middle of the major battle they started out in.

The God Gambit

by Buzz Dixon

Cosmos discovers an energy source on Titan (a moon of Saturn), but is pursued and disabled by **Astrotrain**. **Astrotrain** persuades Titan's inhabitants to worship him as a god, and to help him mine the energy crystals. **Omega Supreme**, with **Perceptor** and **Jazz** aboard, arrives and eventually drives off the Decepticons.

The Core

by Dennis Marks

Megatron constructs a drill to reach the center of the Earth and tap the energy there, despite **Starscream's** warnings that this will destroy the planet. The Autobots, meanwhile, have come up with a way to control **Devastator**. In their attack on the drill, however, **Megatron** activates a countermeasure. The conflicting signals cause **Devastator** to go berserk; only by cooperating are the Autobots and Decepticons able to control him again. **Devastator** destroys the drill, and the earth is safe.

Make Tracks

by David Wise

Tracks is stolen by a human and his abilities to talk and transform are lost. Once reconnected, he reveals who he really is and the two work together to discover that the Decepticons have hired humans to steal a total of 500 cars which they are converting. The Decepticon-controlled cars are unleashed and the Autobots spread out over the city to stop them. They are highly outnumbered, though, when the cars all turn into Decepticons drones. They are finally stopped by **Blaster** disrupting their remote control signals.

Blaster Blues

by Larry Strauss

Blaster feels unappreciated for his ability to pound out the tunes, but other tunes are overwhelming earth, as **Megatron** uses a radio-jamming device on the moon to disrupt all radio signals. The Autobots assist the radio-less humans anyway they can, while **Cosmos** and **Blaster** try to stop the Deceps. They are captured, but **Blaster** uses his own music to jam the Deceps' radio jammer. Meanwhile, **Omega Supreme** and **Astrotrain** duke it out for control of the jamming base.

The Autobot Run

by Donald F. Glut

The Autobots participate in a stunt show and race for charity, but the Decepticons employ a device to lock them into their vehicle modes. Alerted by **Hound**, the few Autobots not present at the charity race work to free their friends.

The Golden Lagoon

by Dennis Marks

A group of Autobots end up in a firefight with **Megatron** and several Decepticons. **Beachcomber** and **Thrust** become separated in the conflict and end up in a forested area. **Beachcomber** finds a hidden lagoon with a pool of electrum. Unfortunately, **Thrust** discovers that if one coats oneself with this electrum, one becomes invulnerable. The Decepticons coat themselves with the electrum and trash the Autobots. Eventually, the Autobots figure out what is going on, find the pool, and coat themselves with electrum. **Megatron** wishes to destroy the pond before this can occur. The Autobots arrive just before the Decepticons and bathe in the liquid. What follows is a standoff in the secret lagoon. Eventually, the Decepticons' coating of electrum wears off and they flee, but before retreating, **Megatron** destroys the electrum pool and the resulting explosion destroys all life in the area. The once beautiful lagoon is now wasteland and **Beachcomber** is horrified at the fighting he has brought to the peaceful forest.

Quest for Survival

by Reed Robbins & Peter Salas

Cosmos, Spike, and **Bumblebee** are bringing robotic insecticide to Earth to stop the Insecticons when they are caught by robotic plants called Morphobots. They manage to escape, but carry the plants with them unwittingly. **Cosmos** goes down and the Morphobots multiply quickly. The Decepticons discover what is going on and try to claim the insecticide for themselves. The Autobots get through the Morphobots by using **Blaster's** music, but the insecticide is destroyed. The Insecticons try to feed on the Morphobots, but instead are eaten by them (except the original **Shrapnel**, **Bombshell**, and **Kickback** who escape). The Autobots shoot the Morphobots back into space in a rocket.

The Secret of Omega Supreme

by David Wise

(released on video in the US by f.h.e. Home Video on Volume 12)

Omega Supreme tells his story to **Optimus Prime** of how he was guardian of Crystal City on Cybertron. There he was friends with the Constructicons until **Megatron** changed them and they destroyed the city. Now he seeks revenge and has pursued them to Earth.

Child's Play

by Beth Bornstein

Through a freak accident with the space bridge, a group of Autobots and Decepticons find themselves transported to another world where they are the size of toys. A child helps the Autobots, but the other aliens believe they are dangerous and want them dissected. They finally escape using a toy rocket modified by **Perceptor**.

The Gambler

by Michael Charles Hill

(chronologically comes immediately after Child's Play)

En route to Earth from the planet of giants, the Autobots are captured and de-energized by a gambler and con-man. **Smokescreen** is unaffected and teams up with the being to win - via gambling - enough energon to restore the ship and the Autobots. The Decepticons **Astrotrain**, **Dirge**, and **Ramjet** attempt to interfere, but are driven off with the help of another Autobot, Defcon.

The Search for Alpha Trion

by Beth Bornstein

Shockwave discovers that "female" Autobots have been raiding the Decepticon energon stockpiles. **Megatron** sends **Starscream** and a few other Decepticons to capture their leader, Elita-1. They do so and blackmail **Prime** into coming to Cybertron to rescue her. He is captured and is executed by **Starscream**. Elita-1 uses her time-freezing ability and saves **Prime**, but it nearly costs her her life. Only Alpha Trion can save her. Meanwhile, **Powerglide**, **Inferno** and **Ironhide** have come looking for **Prime** and they join forces with the other females to fight off the Deceps. It is also implied in this episode that Alpha Trion created **Optimus Prime** and Elita-1.

Auto-Bop

by David Wise

Megatron is using a dance club to play hypnotic music, which he uses to force humans to help him construct buildings. **Tracks** and **Blaster** infiltrate the place with the help of **Tracks'** pal Raul and his buddies. Raul discovers the best cure: a splash of water. **Tracks** frees the humans while **Blaster** has a one-on-one battle with **Soundwave**--"all talk, no shock".

Prime Target

by Flint Dille & Buzz Dixon

A (stereotypical) British hunter wants to get the ultimate prize, the head of **Optimus Prime**, mounted over his fireplace. So, he manages to lay several clever traps for other Autobots including **Grapple**, **Inferno**, **Beachcomber**, and **Blaster**, and takes them hostage in his castle. He then challenges **Prime** to come and release them. **Prime** works his way past many other complex traps, and naturally frees his comrades and escapes with his head.

The Girl Who Loved Powerglide

by David Wise

A spoiled, rich teenage girl gets attacked at a carnival in honor of her birthday by the Decepticons. **Powerglide** saves her, and she falls for him. She tries to tag along with him. The Decepticons want her because they believe she has the secret of her father's last invention. The Decepticons capture her and try to suck the info out of her brain, but she is too much. **Powerglide** has severely been beaten up. She looks at the locket that her dad said never to take off, which she also knows contains the invention's secret, and throws it into some machinery, saving **Powerglide**. **Powerglide** opens his chestplate, and there is an outline of a glowing heart.

Triple Takeover

by Larry Strauss

Blitzwing and **Astrotrain** are dissatisfied with the Decep ranks and take off on their own. They dupe **Starscream** into leading himself and **Megatron** into a trap. **Blitzwing** takes over a stadium and abducts a football coach, believing him to be a strategic genius. The Constructicons build a fortress and maze around the stadium, and build four Autobots into a throne after they fall. Meanwhile, **Astrotrain** makes an "army" of subway trains and uses them to collect power. **Megatron** eventually gets loose, and brings down the rebellion.

Sea Change

by Douglas Booth

Seaspray falls for a girl on another planet. She is a resistance fighter against a robot called Deceptitran. There is a pool that changes beings into anything they want. The girl and **Seaspray** change into merpeople and go to the underwater base of the rebels. In the process, **Rumble** is tricked into becoming a tree.

Hoist Goes Hollywood

by Earl Kress

Hoist saves some stuntmen in a Hollywood movie and is asked to star himself. He is quickly joined by **Tracks**, **Warpath**, **Sunstreaker**, and **Powerglide** who all want in on the movie business. They unwittingly stumble upon the Decepticons as they try to rescue **Dirge** and a machine stolen from **Wheeljack**'s workshop on Cybertron which have crashed at the studio. The Decepticons are stopped and **Wheeljack** reveals that the machine never really worked anyway.

The Key to Vector Sigma Part 1

by David Wise

The Key to Vector Sigma Part 2

by David Wise

The Decepticons seek out Vector Sigma in order to give their new warriors, the Stunticons, life (so they can have an advantage on the ground). The Autobots pursue on Cybertron. The Decepticons get the key to Vector Sigma, and they manage to successfully gain access and give the Stunticons life. The Decepticons also accidentally discover that the Key has the power to transmute organic material into machinery and **Megatron** plots to make Earth into a second Cybertron. In order to stop them, the

Autobots create the Aerialbots, but the cost is Alpha Trion's life. The Aerialbot leader, **Silverbolt**, must overcome his fear of heights in order to successfully defeat the Stunticons.

Masquerade

by Donald F. Glut

After several skirmishes with the Stunticons, the Autobots finally manage to capture them as they are trying to steal mysterious mechanical parts. The Autobots place them in special cells so they can't form **Menasor**. **Wheeljack** then comes up with a special camouflage paint to allow the Autobots to disguise themselves as the Stunticons, thereby sneaking close to **Megatron** without him knowing it. **Sideswipe**, **Prime**, **Mirage**, **Windcharger**, and **Jazz** disguise themselves as **Breakdown**, **Motormaster**, **Dragstrip**, **Wildrider** and **Dead End** to find out what the spare parts are for. The gambit succeeds, and they find out the part are for a super laser, but **Breakdown** causes his cell to malfunction and he breaks free. He frees the other Stunticons and they return to Decepticon camp to warn **Megatron**. When they arrive at camp, **Megatron** cannot distinguish between the two groups of Stunticons. As a test, he commands them to form **Menasor**, and whoever cannot will be destroyed. Surprisingly, both groups do. **Prime** has **Windcharger** use his magnet beam to hold the Autobots together while **Mirage** creates an illusion of **Menasor**. The real **Menasor** hits the fake one, however, and the fake one comes apart. The charade discovered, the Autobots manage to destroy the laser barely get away from the Decepticons.

Aerial Assault

by Douglas Booth

Somewhere in the Mideast, the Deceps and an arms smuggler have kicked the local prince out of his palace and are using his resources to steal airplane parts; the planes are disassembled, built into harmless looking vehicles for transport, and then taken apart to be used to build an air fortress. The Aerialbots are sent to investigate, and **Sky Dive** and **Slingshot** go undercover. They are partially taken apart, and befriend a teenager named Hassan who helps them reconstruct themselves. **Slingshot** is still without a weapons console as the other Aerialbots fight the Combaticons and the new air fortress. He and Hassan make the repairs just in time to form **Superion** to defeat **Bruticus**. Everyone is surprised to find Hassan is the ousted prince.

Trans-Europe Express

by David Wise

A million dollars will be given to the select charity of a trans-Europe race, where several Autobots participate. The race is actually set up by the Deceps, who are searching for the weather-controlling Pearl of Bahoudin and need a metal from the race car of snobbish driver Augie Canay to contain it. The Stunticons trash most of the Autobots during the race, leaving only **Bluestreak**, **Tracks** and **Bumblebee** to retrieve the pearl and Augie's car. Augie sacrifices his car to defeat **Menasor**, while the others destroy

the pearl once it has been released from its protective shell.

Cosmic Rust

by Paul Davids

Decepticons are dying of the Cosmic Rust that **Megatron** picked up on a lost robot colony. They kidnap **Perceptor** to diagnose it and come up with a cure. **Perceptor** says the cure is element X, which the Autobots used to coat the Statue of Liberty. The Decepticons get the element to cure themselves, and infect **Perceptor** when he is rescued, the rest of the Autobots. **Blaster** radios from **Cosmos** in space that there is no more element X to be found. The Autobots do battle with the Decepticons at the Statue of Liberty so they can scrape off some element X. The Autobots win and go back to Autobot headquarters, and use the element to cure themselves.

War Dawn

by David Wise

(released on video in the US by f.h.e. Home Video on Volume 12)

The Autobots and Aerialbots travel to Cybertron on **Omega Supreme** to stop **Megatron's** latest plan. The gullible Aerialbots are tricked by the Decepticons and sent back to the beginning of time, but due to the timely intervention of the Autobots, are only transported back by in time a few million years where they observe how Transformer Orion Pax and his friends were recreated by Alpha Trion into **Optimus Prime** and others and became leaders of the Autobots on Cybertron against the forces of **Megatron**.

Starscream's Brigade

by Michael Charles Hill

Starscream is banished by **Megatron** to an island where he discovers the remains of several WWII vehicles. He masterminds a plot in which he steals five personality components from Cybertron and installs them in the vehicles, reforming them into his forces, the Combaticons. He then uses them to take out his revenge on **Megatron**, who cannot stop the Combaticons as **Bruticus**, even with the help of **Devastator**. The **Stunticons** arrive at the last minute and defeat **Bruticus** as **Menasor** and **Starscream** and the Combaticons are banished to an asteroid.

The Revenge of Bruticus

by Larry Strauss

Starscream travels to Cybertron where he continues his plots against **Megatron**. Earth is driven into the

sun via the space bridge, and the Protectobots evacuate humans from dangerous situations. **Megatron** and **Prime** team up to stop **Bruticus**, who is out of control on Cybertron. **Starscream** volunteers the information on **Bruticus'** weak points and he is seemingly defeated. In reality, **Megatron** has gained control of the Combaticons and **Prime** has been fooled.

B.O.T.

by Earl Kress

Three college students are forced to build something as a science project, and they end up creating B.O.T. Meanwhile, the Protectobots end up fighting the Combaticons, who are trying to upgrade themselves without **Megatron's** knowledge. They end up destroying all the Combaticons except **Swindle**, who escapes. **Swindle** sells the spare parts of his comrades for money, but when he tells **Megatron** what happened, **Megatron** gets angry and has a bomb placed in **Swindle's** head that will blow up in a set amount of time if **Swindle** fails to rebuild the Combaticons. In the meantime, the three students need a computer board to make their robot work. They think they find what they need when they pick up **Brawl's** personality board. After inserting the board into the robot, the robot goes berserk and rampages through the city. **Swindle** rebuilds the Combaticons, but without **Brawl's** personality board they can't form **Bruticus**. **Swindle** finds B.O.T. and restores **Brawl's** brain, and **Megatron** orders the Decepticons to Autobot headquarters. **Megatron** has a new weapon, that when fired, will obliterate the crashed ship and the Autobots. The Protectobots are called to the scene, and they merge to form **Defensor**, who puts up a shield to buy time. The college kids eventually get their robot online who saves the day by getting close enough to the cannon and self-destructing.

Kremzeek!

by David Wise

[The airdate I have for this is blatantly after all the other episodes aired and the episode seems out of sequence. I can only assume that either 1) There was a prior airing that I do not have not documented or 2) The episode was delayed for unknown reasons.]

Somehow, an energy being is created who is small compared to the Autobots, and runs around yelling Kremzeek! Kremzeek! He goes into the electrical lines and ends up in Japan. At some point, a Japanese scientist helps the Autobots. An army of little Kremzeeks becomes a very big Kremzeek but the Autobots transmit it into the Decepticon base using the 'cons energy magnet.

Season 3

(1986-1987, 30 new episodes, with 65 previous eps for total of 95 eps)

The new episodes for the third season take place after movie. Episodes were shown on weekdays starting in September 1986. New episodes were usually shown on Mondays and Tuesdays, with older episodes

running the rest of the week.

Another new title sequence was used for the third season, updating to the third year characters. Another new version of the music was used. The first and second season episodes retained the second season opening titles and closing credits, but the new music was dubbed over them, and that is how they have continued to air, even on the SF channel. The Five Faces of Darkness miniseries that opened the season had its own opening titles, adapting some of the scenes. It used the standard season 3 music.

Production Order		Airing Order	
Prod. #	Episode Title	Prod. #	Episode Title
66	Five Faces of Darkness Part 1	66	Five Faces of Darkness Part 1
67	Five Faces of Darkness Part 2	67	Five Faces of Darkness Part 2
68	Five Faces of Darkness Part 3	68	Five Faces of Darkness Part 3
69	Five Faces of Darkness Part 4	69	Five Faces of Darkness Part 4
70	Five Faces of Darkness Part 5	70	Five Faces of Darkness Part 5

[It appears in several sources that there was a week in which no new episodes aired between #70 and #71]

71	The Killing Jar	71	The Killing Jar
72	Chaos	72	Chaos
73	Dark Awakening	73	Dark Awakening
74	Forever is a Long Time Coming	75	Starscream's Ghost
75	Starscream's Ghost	76	Thief in the Night
76	Thief in the Night	74	Forever is a Long Time Coming
77	Surprise Party	77	Surprise Party
78	Madman's Paradise	78	Madman's Paradise
79	Nightmare Planet	82	Carnage in C-Minor
80	Ghost in the Machine	86	Fight or Flee
81	Web World	81	Web World
82	Carnage in C-Minor	80	Ghost in the Machine
83	The Quintesson Journal	87	The Dweller in the Depths

[Episodes 79 and 84 may have been flip-flopped in different areas]

84	The Ultimate Weapon	79	Nightmare Planet
85	The Big Broadcast of 2006	84	The Ultimate Weapon
86	Fight or Flee	83	The Quintesson Journal

87	The Dweller in the Depths	85	The Big Broadcast of 2006
88	Only Human	89	Money is Everything
89	Money is Everything	88	Only Human
[This was the last new episode of the calendar year, with a rerun break during December and January. New episodes again began in February, probably for sweeps. Maybe this gave animators time to do such a good job with Call of the Primitives?]			
90	Grimlock's New Brain	90	Grimlock's New Brain
91	Call of the Primitives	91	Call of the Primitives
92	Face of the Nijika	92	Face of the Nijika
93	The Burden Hardest to Bear	93	The Burden Hardest to Bear
[Dark Awakening is shown with a slightly redubbed ending on February 23, 1987 as a prelude to the next episodes]			
94	The Return of Optimus Prime Part 1	94	The Return of Optimus Prime Part 1
95	The Return of Optimus Prime Part 2	95	The Return of Optimus Prime Part 2

Five Faces of Darkness Part 1

by Flint Dille

In the midst of celebrations over Unicron's defeat, **Wheelie** and **Blurr** are sent to Earth with a new transformation cog for **Metroplex**, and Spike, **Magnus** and **Kup** are kidnapped by mysterious captors. **Arcee**, **Grimlock**, **Rodimus Prime** and **Springer** capture an alien who claims the Deceps are behind the plot, so they go to Charr (the new Decep base) to investigate, but the Deceps are in bad condition, low in energy, and **Cyclonus** and **Scourge** are off looking for the missing-presumed-dead **Galvatron**. Although they decide the kidnappers must be someone else, **Grimlock** and **Rod** have their cover blown and are in for a major trashing.

Five Faces of Darkness Part 2

by Flint Dille

Arcee and **Springer** rescue **Rod** and **Grimlock** from Charr, but **Rod** appears dead. He is actually making a subconscious journey into the Matrix, where he is shown that the Quintessons are the real kidnappers. He wakes up and prepares for a rescue on Quintessa. Meanwhile, **Scourge** and **Cyclonus** find **Galvatron**, who is fully recovered and ready to resume the fight with the Autobots. The Quintessons are about to feed **Kup**, Spike, and **Magnus** to the Sharkticons for an unspecified crime when the others show up and pull them out, but the Quints decide to destroy Quintessa if it will mean killing the Autobots....

Five Faces of Darkness Part 3

by Flint Dille

The exploding Quintessa sends the Autobots to the trash dump Goo, where a garbage scow dismembers **Springer**. **Wheelie** and **Blurr** are stranded on a distant planet, plagued by Decep attacks, space storms and mechanical bats. Marissa Fairborne of Earth Defense Command (first appearance) answers their distress call, but her ship is also blown up. The Quints have made a deal with the decrepit Deceps, and offer them energy in return for destroying the Autobots; all except **Blitzwing** accept and follow the Quints to Goo, where they open fire on the stuck Autobots.

Five Faces of Darkness Part 4

by Flint Dille

Galvatron and the others find **Blitzwing**, who is still on Charr and who tells them their comrades are on Goo. **Galvatron** calls off the fight to conference with their suspicious new allies, the Quintessons. The Quints secure an alliance with **Galvatron** by suggesting that there is a Decepticon Matrix to be found. The Junkions give the Autobots a lift and repair **Springer**. **Rod** is curious about the Quint's motives, and journeys into the Matrix once more to get a final answer. It turns out the Quints are the original creators of all Transformers eons ago when the Autobots and Decepticons had not begun to fight. The Transformers revolted and drove the Quints off the factory of Cybertron, and the Quints have been looking for revenge ever since. Knowing this means deep trouble, **Rod** and the others put Cybertron on full alert, but a clever trick destroys Cybertron's power station, allowing the Deceps to literally walk in as an all-out battle begins.

Five Faces of Darkness Part 5

by Flint Dille

As the fighting on Cybertron goes on, back on Earth, the Constructions have created **Trypticon**, who attacks the still transforming cog-less **Metroplex**. **Sky Lynx** is sent to retrieve the cog from **Wheelie** and **Blurr**, and ends up fighting off the new Predacons before making it back to Earth. The cog is given to **Metroplex** during the battle, and he throws Tryptie over the horizon. **Blitzwing** discovers that there is no Decepticon Matrix. On Cybertron, the Quints sneak past the distracted Deceps and Autobots and activate a immobilization device, which they had previously tried unsuccessfully to use to stop the revolt of the Transformers. All Transformers are immobilized, but Spike isn't and manages to reverse the freeze ray. After the Quints escape, the fighting is called off by **Blitzwing**, who forces **Galvatron** to retreat for the time being.

The Killing Jar

by Michael Charles Hill & Joey Kurihara Piedra

The Quintessons are ever expanding their research on living beings, and decide to conduct a study on a new group of subjects. Marissa, **Cyclonus**, **Magnus**, and **Wreck-Gar** are captured and put into cages for study. The Quints toy with them, gaging their interactions, and don't notice the ship is dangerously near a black hole; they are sucked into a negative world. The Quints end up studying how everyone works together as they all cooperate to find a way of pulling the ship out.

Chaos

by Paul Davids

Blast-Off and discovers a wimpy alien using a very powerful cannon: a bazooka-device which shoots green explosive crystals. The crystals are "shed" from the body of Chaos, a giant humanoid monster that **Kup** met ages ago. **Galvatron** goes to Chaos's planet and builds a giant gun (with which he plans to destroy Cybertron). **Kup** and some other Autobots stop him, and **Kup** turns the gun on his old enemy, Chaos.

Dark Awakening

by Antoni Zalewski

The Autobots discover the ship which contains the dead bodies of several Autobots, including **Optimus Prime**. It seems, however, that **Optimus** is not as dead as previously thought, and he reclaims the Matrix from **Rodimus Prime**. The others soon realize that **Optimus** is not acting under his own free will, and it is all a plot by the Quintessons. The Matrix is returned to **Hot Rod** and the others escape, leaving **Optimus** to pilot the ship to his death.

Starscream's Ghost

by Megeen McLaughlin

[takes place after Thief in the Night and Fight or Flee]

Trying to escape from **Galvatron** and the Decepticons who want him destroyed, **Octane** befriends Autobot **Sandstorm**, who gets him asylum. The Decepticons, however, track him down and attack him on Cybertron, where he takes refuge in a Decepticon crypt. He then encounters **Starscream's** ghost, who possesses **Cyclonus** and pretends to torture **Octane**. **Galvatron** discovers the truth at the last minute and blasts **Cyclonus**. **Cyclonus** comes to, with no memory of what happened; meanwhile **Scourge** is possessed by **Starscream**...

Thief in the Night

by Paul Davids

[takes place after Fight or Flee]

After the battle with **Metroplex**, **Trypticon** has been vanquished, but Decepticon **Octane** has found him, and has taken him to an oil-rich country, where they do the king's bidding in exchange for special energon. The Autobots catch on to what's happening after world monuments begin to disappear and the evidence indicates a dinosaur Transformer. The other Decepticons find **Octane** and he convinces **Galvatron** he was scouting resources for him. The Autobots soon arrive with **Metroplex**, and **Trypticon** is once more defeated.

Forever is a Long Time Coming

by Gerry & Carla Conway

The Quintessons build a device which focuses choral energy in an attempt to go back in time, stopping their robots from rebelling. A team of Autobots end up in Cybertron's past, fighting against the Guardians, while a timid robot from the past, A-3, is transported to the 21st century. The time-travel mechanism eventually goes berserk, threatening the entire universe as time begins to lose meaning. Eventually, A-3 is returned to the past, where he deactivates the Guardian robots, and bids the Autobots to return home. Later, an Autobot notes that A can stand for "Alpha" and 3 can stand for "Trion"...

Surprise Party

by Steve Mitchell & Barbara Petty

Following Daniel's surprise birthday party, **Ultra Magnus** saves **Wheelie**'s life. Both Daniel and **Wheelie** want to do something nice for him, so they decide to throw him a surprise party. There's only one problem: no one, including **Ultra Magnus**, knows his birthday. Daniel and **Wheelie** go to the Autobots' records planetoid to learn the info. **Cyclonus** sees this and captures them, setting the planetoid on a collision course with Cybertron. Daniel and **Wheelie** get off the place, and the planetoid is destroyed.

Madman's Paradise

by Craig Rand

Spike Witwicky and his wife Carly host a banquet for a visiting ambassador. Their son Daniel gets impatient and storms off. **Grimlock** follows him, and they find a mystical chamber where Quintessons banished their criminals. They slip through to a world of magic, and fight on the Red Wizard's side, only to find out that he is a Quintesson, and that they must help the Golden One. **Ultra Magnus**, **Blaster**, **Eject**, **Rewind**, **Ramhorn**, and **Steeljaw** show up to help, they go home, and everyone is happy.

Carnage in C-Minor

by Buzz Dixon

[Conflicting sources here, but this is most likely location based on rerun periods]

The Transformers find a planet where sound technology is the norm, and three people use their combined voices as a super weapon. The Deceps convince the soprano female, who is dissatisfied with her society, to join them; **Soundwave** records her voice and wreaks havoc. The Autobots hook up with the alto, her lover, and she rejoins them. The Deceps manage to record the bass voice, and prepare to attack **Metroplex** with the three voices; **Blaster** counters them with the "anti-sound" of the singers.

Fight or Flee

by Tony Cinciripini & Larry Leahy

[This episode may have been aired so early in sequence because of continuity with Starscream's Ghost. Unfortunately, it doesn't look like it was finished early enough to schedule correctly -- or maybe the schedulers were just ignorant]

Sandstorm is the leader of a group of pacifist Autobots on a planet with a rich energy core called Paratron. The Deceps find the planet and take it over; the Autobots on the planet will not fight them, as they have sworn off war to keep their planet peaceful. The other Autobots land on the planet and convince their compatriots that fighting is the only way to get rid of the Deceps. The Deceps decide to blow up the planet if they can't keep it, and all Autobots are evacuated to Cybertron.

Web World

by Len Wein & Diane Duane

Galvatron is brought to a world in order to repair his deranged mind. Psychologists try every treatment that they have to try to cure him, but they all fail. When they run out of options, they decide to use a treatment that would destroy the "damaged" part of **Galvatron's** brain. **Cyclonus** realizes that that would turn his leader into a mental vegetable and puts up a fight. In all the commotion, **Galvatron** breaks free and destroys the planet using the knowledge he gained in his mindmeld.

Ghost in the Machine

by Michael Charles Hill & Joey Kurihara Piedra

Starscream's ghost seeks a new body and, through the body of **Scourge**, reactivates Unicron's head. He is given three tasks to fulfill in order to receive his body. He must first steal **Metroplex's** eyes (but one is

destroyed and one of **Trypticon**'s must be taken), then steal **Trypticon**'s transforming cog, and finally connect Unicron to Cybertron as his new body. **Scourge** cuts out of the deal, and the plan to give Unicron a new body is stopped, but **Starscream** has his body, although he finds himself drifting through space aimlessly.

The Dweller in the Depths

by Paul Dini

In a plot to destroy the Transformers and reclaim Cybertron, the Quintessons convince **Galvatron** and the Decepticons to unleash a half-organic, half-metallic beast located at the center of Cybertron. It attacks the entire planet, forcing the Autobots to eject a newly installed power core to prevent the beast from becoming unstoppable.

Nightmare Planet

by Beth Bornstein

Daniel is having nightmares, and the Autobots find themselves caught up in them with Predacons. They manage to battle through the situations they find themselves in with the help of an unconscious Daniel's imagination. They soon discover that Daniel is the subject of a Quintesson experiment, and rescue him.

The Ultimate Weapon

by Arthur Byron Cover

Galvatron claims to have a new weapon which is capable of mass destruction which he uses as a threat to get what he wants. **First Aid**, a pacifist by nature, leaves his fellow Autobots after failing to stop **Swindle** from stealing Metroplex's transformation cog. **First Aid** is finally persuaded by **Hot Spot** to return, and he steals **Trypticon**'s transformation cog and installs it in **Metroplex**. **Rodimus** realizes **Galvatron** is bluffing about the weapon or he would have already used it, and the Decepticons retreat.

The Quintesson Journal

by Richard Merwin

[takes place after The Big Broadcast of 2006]

Two ancient races are at war. The Quintessons have been aggravating the war for centuries(?) so that they can sell arms to both sides. The Autobots eventually discover a lost Quintesson Journal detailing these activities and display it at a peace conference they set up between the two races. The races call off the war and go their separate ways.

The Big Broadcast of 2006

by Michael Reaves

[adapted in TF comic #43]

The Quintessons transmit subliminal messages over the Junkions' airwaves in an attempt to control them. The Junkions first become hostile and then generous -- a phase in which they decide to share their doctored airwaves with the other races in the galaxy, spreading the subliminal messages even further. **Cyclonus** attempts to convince **Galvatron** of the strategic possibilities of this but he refuses to listen, so **Cyclonus** investigates on his own.

Money is Everything

by Carla & Gerry Conway

[takes place after Grimlock's New Brain]

[New teams are introduced in time for the holidays as with previous year]

The Technobots are patrolling Earth with Marissa Fairborne and capture a smuggler who has been double crossed by the Quintessons. He takes his ship and some of the Technobots to the Quintesson base against the plans of Fairborne. The others follow and are attacked by the Terrorcons, who are being controlled by the Quintessons on timers. The smuggler uses a clever ploy to reenergize the damaged Technobots using the device he smuggled, and **Abominus** and the Quintessons are defeated.

Only Human

by Susan K. Williams

Rodimus, **Magnus**, **Arcee**, and **Springer** are captured by humans led by Cobra Commander and their consciousnesses are removed. They find themselves in human bodies, and barely escape being killed in a trash compactor. Meanwhile, their Transformer bodies are going to be used to infiltrate Autobot City and destroy the remaining Autobots. **Springer** manages to be the pilot of his own body and rescues the other Transformer-humans and then attacks Autobot City straight on to let them know something is wrong. The Autobots are returned to their bodies by **Perceptor**.

Grimlock's New Brain

by Paul Davids

Galvatron attempts to sabotage the Autobots' new power source on Cybertron by introducing particles that cause Transformers to go out of control. The Autobots travel through the subterranean caves of

Cybertron to shut down the malfunctioning power source, and **Grimlock** is charged with the particles, which makes him brilliant. **Galvatron** is determined to find more of the particles and discovers they only exist in Unicron's brain. The Decepticons and Terrorcons travel to Unicron's head and get a new supply, but **Grimlock** has anticipated this and the Autobots counterattack. The Autobots are being defeated by the particles, but Grimlock creates the Technobots to battle the Terrorcons who have formed **Abominus**. **Grimlock**'s incredible knowledge is transferred to **Computron**. The 'cons are defeated and their supply of the particles is destroyed.

Call of the Primitives

by Donald F. Glut

During a huge battle, all of the "primitive" Transformers are summoned to a planet. An energy creature has been unleashed, and it drains the life energy of all the other Transformers. Its creator, Primacron, was also responsible for Unicron and many of the primitives, and his assistant believes that only the instincts of those Transformers can stop the intellect of Primacron. All except **Grimlock** are defeated and he stops the energy being who has betrayed Primacron by throwing the system into reverse.

Face of the Nijika

by Mary Skrenes & Steve Skeates

Long ago, the Quintessons locked up a race of people in some kind of quadrant lock to prevent them from using the light of the stars to do wondrous things which would present a danger to their own power. Running from the Autobots, the Quintessons retreat to that planet, but the Autobots follow and the quadrant lock device becomes damaged. The race trapped on the planet hate both the Quintessons and their robots, causing trouble for the Autobots. **Perceptor** is separated from the others and he is locked in microscope mode. One of the natives carves out his Autobot symbol and a vital component beneath it which he uses to repair a robot astronaut from before the first coming of the Quintessons. **Perceptor** manages to take control of this robot and the two of them become friends. The Quintessons also need **Perceptor**'s component to fix their quadrant lock device so they kidnap **Perceptor**'s friend and force him to give it up. The Autobots attack at that time, defeat the Quintessons, and take the planet out of the quadrant lock.

The Burden Hardest to Bear

by Michael Charles Hill

Rodimus is feeling annoyed at having to be the leader. Coincidentally, he has a run-in with some Decepticon cars and crashes down a mountainside, losing the Matrix. The 'cons bring it to **Galvatron**, who attempts to use it to soup-up his cannon but fails. He orders **Scourge** to destroy it, but **Scourge** takes the Matrix into himself and becomes super-powerful. He rebels against **Galvatron** and attacks Earth. **Hot Rod**, is jubilant over not having to deal with leadership anymore, but ends up defeating **Scourge** and

retakes the Matrix, realizing it is his responsibility.

The Return of Optimus Prime Part 1

by Cherie Wilkerson & Marv Wolfman

(first aired February 24, 1987)

Humans using a new experimental metal pilot their ship into the star in which the ship piloted by **Optimus Prime** is burning up. They rescue the body and bring it back to Earth. One of the scientists has a grudge against **Prime** and Transformers and wants to use him as bait to set the other Autobots up. The scientists discover their ship has been covered in spores that induce hate and plan to use these on the Autobots. Another scientist warns the Autobots of the trap, but she is not informed of the whole plan and the Throttlebots and Aerialbots, as well as many Autobots are infected. The Decepticons arrive, intending to steal the metal, but are themselves infected, except for **Galvatron**. The infected Transformers go on a rampage, infecting Transformers and humans alike. **Rodimus** escapes and shuts down **Metroplex**, but is pursued and infected by **Ultra Magnus**. **Sky Lynx** follows his previous orders and captures a Quintesson to rebuild **Optimus**. They arrive on Earth and **Optimus** is brought back to life.

The Return of Optimus Prime Part 2

by Cherie Wilkerson & Marv Wolfman

(first aired February 25, 1987)

A small force of Autobots who were deactivated by **Superion** rather than infected are rebuilt by the Quintesson. **Bumblebee** is rebuilt into **Goldbug**. The Autobots must get the Matrix from **Rodimus**, and they need the metal **Galvatron** stole to protect **Optimus** from infection. They locate **Galvatron**, but nearly all of the Autobots and **Galvatron** are infected in the process. **Optimus** gets the Matrix from **Rodimus**, but the remaining Autobots are infected. He enters the Matrix and uses it to cure everyone, but the knowledge of the Matrix has been lost in its use.

Season 4

(1987-1988, 3 new episodes added to existing 95 for total of 98)

Another new opening was used for the three new episodes, using a lot of footage from commercials for the year 3 and 4 toys. No new music was introduced, and the first through third season episodes remained in their third season formats.

Production Order		Airing Order	
Prod. #	Episode Title	Prod. #	Episode Title

96	Rebirth Part 1	96	Rebirth Part 1
97	Rebirth Part 2	97	Rebirth Part 2
98	Rebirth Part 3	98	Rebirth Part 3

Rebirth Part 1

by David Wise

In a race on Cybertron, **Hot Rod** manages to defeat the other Autobot cars, including **Blurr** with the help of Spike in the driver's seat. Autobot **Brainstorm** declares that Autobots could be even more efficient with human operators. Meanwhile, The Decepticons attack Autobot City in an attempt to steal the key to the plasma chamber on Cybertron. They succeed and **Punch** is badly damaged. The 'cons then attack Cybertron and try to gain access to the chamber, but, when they try to open it, ten Decepticons (led by **Cyclonus**) and twelve Autobots (led by **Hot Rod**), as well as Spike and Daniel, are propelled to the far away world of Nebulos, along with the key. The planet Nebulos has two factions: the Hive, evil Nebulons who use their mental power to control machines to do their bidding, led by Lord Zarak, and their opponents who hate machinery and just want to live in peace. Each group of Transformers falls in with its respective camp, but the good Nebulons nearly destroy the 'bots, hating machinery. Daniel is severely wounded in battle, and the 'bots decide they need an edge after half their number are captured by the 'cons. They plan to link with four Nebulons (and Spike and Daniel) to become Headmasters. Cerebros, a pacifist, refuses to bond with Spike, but the others successfully complete the operation, with Daniel's bond to **Arcee**, saving his life.

Rebirth Part 2

by David Wise

The 'bots rescue their friends. The 'cons meet up with the evil Nebulons, who mimic the Autobot's Headmaster idea: the five monster 'cons become Headmasters. **Cyclonus** and the other four 'cons have their weapons bonded with evil Nebulons. Another fight ensues, and the 'cons defeat the 'bots, but **Brainstorm** scans a 'con Targetmaster during the fight. The 'bots limp back and duplicate the Targetmaster idea with the remaining five of their number. Meanwhile, the Hive converts their base into **Scorponok**, which attacks just after the 'bots defeat the 'cons and recapture the key. (At some point in this ep, the other Transformers find Nebulos.)

Rebirth Part 3

by David Wise

The 'cons get the key back, and return to Cybertron. **Galvatron** has a giant engine built on Cybertron to move it close to Earth's sun. He then uses Cybertron's plasma chamber to attempt to drive the Earth's sun

nova and capture the energy. **Optimus Prime** arrives on Nebulos after a conference with Alpha Trion, and the Autobots pursue, except for pacifist **Cerebros** and Spike who stay behind. **Cerebros** is convinced by Spike to help rebuild an old Hive city, defended by drones (**Gasket** and **Grommet**). As the Autobots are threatened with defeat on Cybertron, the city arrives (flying through space), with Spike and **Cerebros**. Spike becomes **Cerebros'** head, and in turn, **Cerebros** becomes the head of the transformed city, now **Fortress Maximus** who defeats Scorponok. Spike and the Nebulons use the giant engine to suck the surplus off of the Sun before it novas, and uses the energy to bring about a Golden Age on Cybertron. **Scorponok** and the 'cons flee off into space.

Season 5

(1988-1989, ? eps, including Movie split into 5 parts)

The series went back to a weekend run at this point. The openings and closings were all disposed of and the episodes were introduced and narrated by a Powermaster Optimus Prime puppet (using some stop-animation). Prime would tell the stories to a boy named Tommy Kennedy and would sometimes refer to other fifth year toylines characters.

Transformers: The Movie was aired in five parts in December 1988, with the episodes titled "Transformers: The Movie: Day One" and so forth. The fifth part also included the video of "The Touch." Other episodes known to have aired in this format are:

More Than Meets the Eye Part 1

More Than Meets the Eye Part 2

More Than Meets the Eye Part 3

Dark Awakening

Surprise Party

The Return of Optimus Prime Part 1

The Return of Optimus Prime Part 2

Rebirth Part 1

Rebirth Part 2

Rebirth Part 3

If anyone knows of any other episodes shown in this format, let me know.

Just for the record, that makes a total of 227 different known episodes/variations of episodes during the original run.

Acknowledgements & How You Can Contribute

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And yet another special thanks to Earlwin who helped me locate some additional information for the guide.

I could still use some help in certain areas: I need some of the multiple part episodes broken down into parts and some of the shorter summaries extended. Any more airdate information would also be appreciated (particularly regarding the first season). So if anyone out there has copies of original tapes with the commercials intact and can tell me what date it aired on, please e-mail.

If you have any comments, additions, or corrections, please e-mail me at abm4111@rit.edu.