

nickelodeon
TRANSFORMERS
BIBLE



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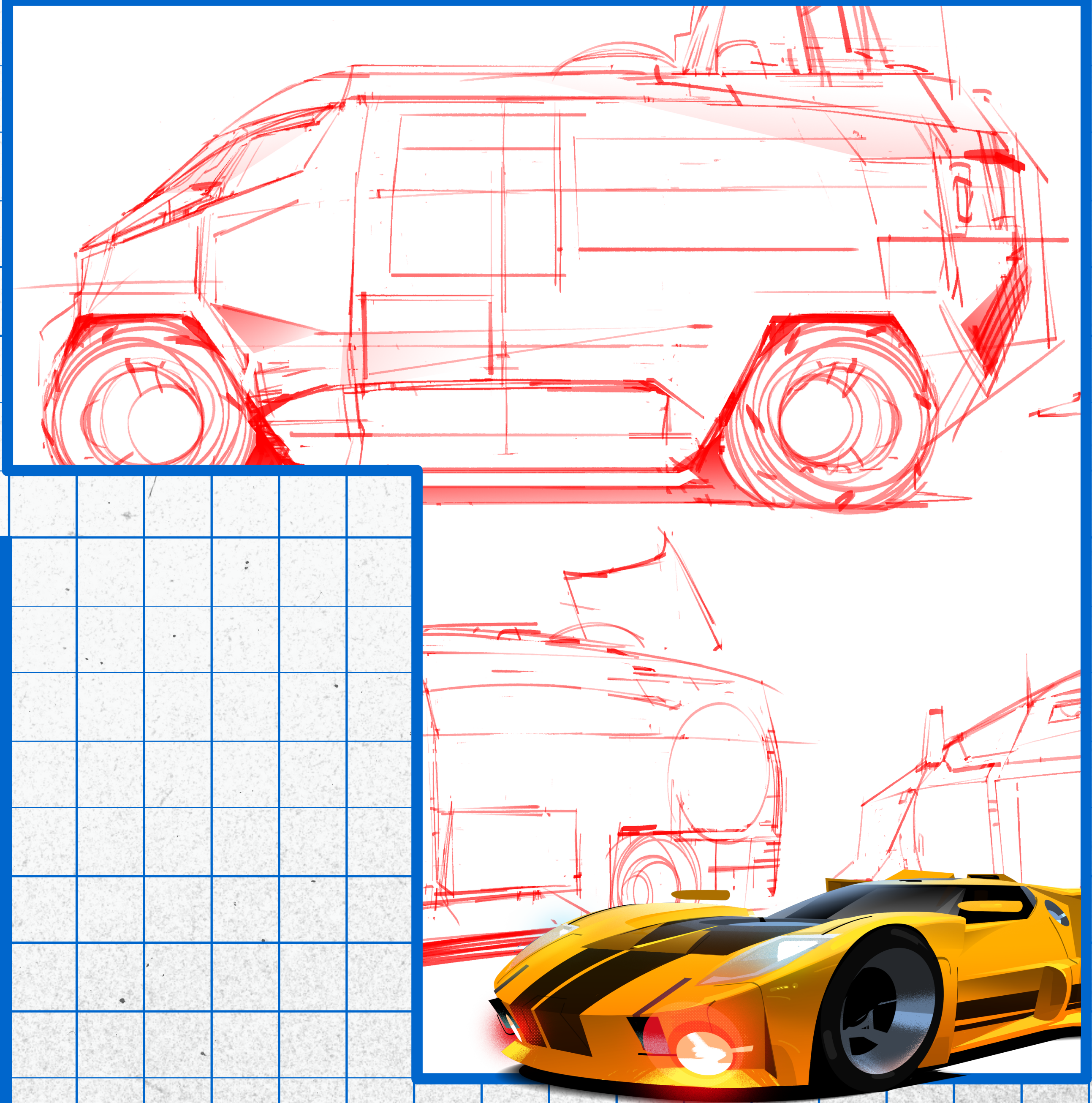
THE IDEA

What if an everyday, human family suddenly found themselves not only caring for, but protecting the very first Transformers born on Earth? Our series explores the adventures, comedy, and ramifications for humans and Cybertronians alike when a new type of Transformer is sparked to life on our planet. These five unique “TERRAN TRANSFORMERS” (TWITCH, THRASH, HASHTAG, JAWBREAKER, and NIGHTSHADE) possess a special techno-organic bond with two young humans, a conduit for emotions and guidance as they grow and find their purpose in the world. While the unexpected origin of the “Terrans” distinguishes them from their Cybertronian kin, these Earth-born bots will forge an alliance between a human family and the legendary Autobots, uniting them all in a shared mission.

Our core heroes are new to the franchise, but they’ll team up with fan favorites like OPTIMUS PRIME, BUMBLEBEE and the AUTOBOTS. Generations collide, sparking friendly competition, unexpected team-ups, and fish-out-of-water comedy. Young, ragtag heroes will rise and join seasoned Legacy Bots in combatting a relentless evil that threatens their family, their world, and the future of the cosmos – all while mastering important human culture, like dance battles.



Like many of our young viewers, the Terrans are figuring out who they want to be and how they fit in. Our show will lean into these questions, exploring the themes of identity, contribution to community, and the idea that **what** you are doesn't define **who** you are. Kids, Transformers and parents are all more than meets the eye, and our blended cast of characters will become a new type of "*Modern Family*." We'll mine humor and emotion from the family dynamics, as each member helps the others navigate relatable challenges of everyday life, explore new surroundings, and face perilous conflicts unique to their journey.





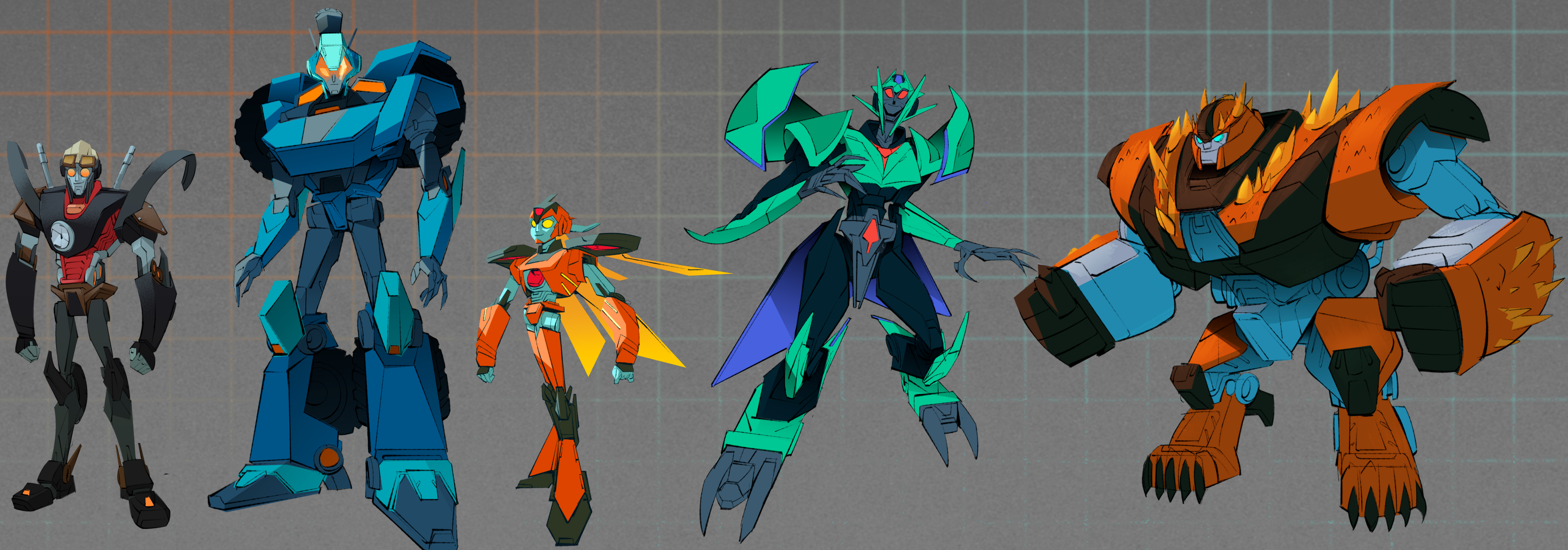
THE WORLD

In a not-too-distant future, the epic Transformers War is finally over! It spanned decades and scarred Earth, but Optimus Prime and his mighty Autobots permanently put the smack down on MEGATRON and his wicked DECEPTICONS, halting their evil agenda. The unfortunate catch is that all remaining Transformers are stranded on our planet and *believe* they're the last of their kind. While the Decepticons have gone into hiding on Earth, leaving most humans to think they're gone, the Autobots agree to work for a government agency called G.H.O.S.T. and discreetly capture all the rogue 'Cons who survive, disguised and dangerous.

THE MALTO FAMILY, our human heroes, relocate to a remote town with the hopes of avoiding any contact with Transformers.

Lieutenant Malto served in the Army Reserves and earned a degree in environmental science before being called to fight beside Optimus and the Autobots in the final years of the Transformers War. Now that the conflict is over, Lt. Malto accepts a park ranger job far away in a sleepy town. The Malto family's uprooting weighs heavily on the kids and threatens the entire household's stability. That is until new Terran Transformers, the first of their kind, are "born" and bond with the Malto kids, figuratively... And literally (thanks to ancient Cybertronian tech)! These Terrans join the Malto family, protecting and learning from their human and Autobot allies, and sometimes, being protected and teaching!





THE

STYLE

Our series captures the empowering fun of an Amblin-influenced adventure/comedy. Building on touchstones like *The Goonies* and *The Iron Giant*, our stories are full of kid wish fulfillment while entertaining the entire family. Action and high stakes are a given with Transformers, but our execution will lean into *Pirates of The Caribbean*-style comedic chaos.

While our show contains the DNA that makes Transformers stories so engaging (the ramifications of the Autobot/Deception conflict, hidden identity, transformation, and new families built from unlikely allies), it introduces several new twists: what it

means to be a young Transformer with both human and Cybertronian roots, and the thrilling possibility that an everyday kid could have a Transformer as a sibling. Both of these set our show up to explore new, funny, and exciting storylines within a treasured mythos.

We'll tell standalone, character-driven adventures while weaving a larger arc through strategically plotted episodes. Between those milestones is the real heartbeat of the show: personal stories that explore the emotions of being a kid, whether you're a human or Transformer, and the ultimate coolness of having Optimus Prime and Bumblebee by your side!

THE HUMANS

Our adventure begins with the **Malto Family**, in the most important and fragile moment of their lives! They've just relocated from bustling Philadelphia to the rural suburb of Witwicky, where animals outnumber people. The family moved here for Mom, who was just offered a job that seemed too-good-to-be-true— Park Ranger in a bucolic setting. And even though s'mores every night sounds tempting, everyone is struggling with new issues caused by the big change.



MALTO



FAMILY

ROBBY MALTO

13

ROBBY MALTO (13) is a brave and fearless kid, but leaving Philly has worn on his plucky spirit. Fortunately, Robby soon finds friends in unexpected places – and species! The birth of the Terrans gives him new friends, “siblings” he’s emotionally linked to thanks to the conduit of a mysterious Cybertronian bio-Energon sleeve. Generated by the same artifact that created the Bots, this permanent physical link can’t be removed, but can retract to the size of a watchband whenever Robby or his sister Mo need to hide it.



ROBBY

CONT.

When the Terrans and Bumblebee move in to Robby's home, he's quickly reinvigorated with his signature sparkle and bravery. Robby is a natural leader, and his charisma inspires others to follow him.

Unfortunately, Robby's a liiiiittle impatient; the type to read the first step of instructions and just wing the rest. You probably shouldn't trust him with your IKEA furniture! Robby loves his family. He likes being the center of attention, often "forgets" his

chores in favor of something he sees as "more important," and has a good sense of humor.

Robby's closest friend among the Terrans is Twitch. Her need to analyze before acting serves as a foil to his irrepressible drive to move forward. He will inspire her to be a better leader, and she will help him learn to read the rest of those instructions before building the cabinet.

9

MORGAN MALTO



MORGAN MALTO (9), goes by “Mo” and is emotionally mature for her age. Being so young, she still has the ability to look at everything with a wide-eyed sense of optimism and hope. Mo admires her brother, who never sidelines her on account of her small size or young age. She loves having her new Terran siblings at home! She may be smaller than them, but Mo feels like their big sister. This special relationship gives her freedom to speak to the Bots with candor. They know whatever Mo says comes from a good place, no matter how she expresses herself.



Mo always wants everyone to get along. She takes great pride in her self-appointed role as ice-breaker/friendship-enforcer/harmonizer. The role can be equally satisfying and exhausting! Among the Terrans, Mo is closest to Thrash, her perfect playmate, because he shares her love of fun and appetite for adventure. Mo is a good counter to Thrash's pure-ID personality because she's deeply in tune to everyone's feelings, an area he could grow in. Meanwhile, Thrash helps Mo take personal time to enjoy herself without worrying about others.

**DOT
MALTO**



**DOROTHY/
DOTTIE/
DOT**

DOROTHY/DOTTIE/DOT MALTO (Mom) would sacrifice anything for her family. They mean the world to her and unconditional love is her superpower. Dot's a strong woman, but she's not afraid to ask for help when she needs it. Her husband, Alex, is a great partner, always willing to step up when necessary, and the two become adoptive parents to the newly born Terrans.

After earning a bachelor degree in environmental science, Dot fought in the Transformer War, where she befriended the recently-defected Decepticon, Megatron. Their surprising bond was founded on a mutual respect for each other's intelligence and Dot's belief that anyone can learn from their mistakes and grow. In the final battle of the Transformer War, Dot was caught in a blast and lost her right leg below the knee. She lives her life the same way as before her prosthetic. She never complains and she's never physically limited – always finding ways to show her kids, human and Terran, strength can be found in anything and anywhere.

ALEX MALTO

ALEX MALTO (Dad) has a PhD in history and is extremely passionate in everything he does. People love being around Alex because he's comically self-aware and rattles off dad jokes like a pro: *"Do you know where the first French Fries were cooked? ...In Greece."* Alex is a big fan of Transformers (especially Bumblebee!) and he's writing his own definitive history of the species. When he meets the Terrans, he's beyond thrilled – now he'll have to pen a whole new volume! He often regales his kids with Transformers tales in the comedic style of *Drunk History*.



ALEX

CONT.

Alex wishes he could spend all his time with family. Health and happiness are his top priorities, and he does his best to supply his family with both. Alex used to be a professor of Human-Transformers Relations at a prestigious Philadelphia university, but he willingly left his dream job to support his wife’s decision to relocate the family. Now, Alex teaches high school history, and though it’s a tiny school, he quickly becomes everyone’s favorite instructor. Alex’s closest friend at his old university was DR. MERIDIAN, a buddy he believed to be lost in the war...But Dr. Meridian will be making a surprising reappearance in the lives of all the Maltos.



THE TERRAN TRANSFORMERS:

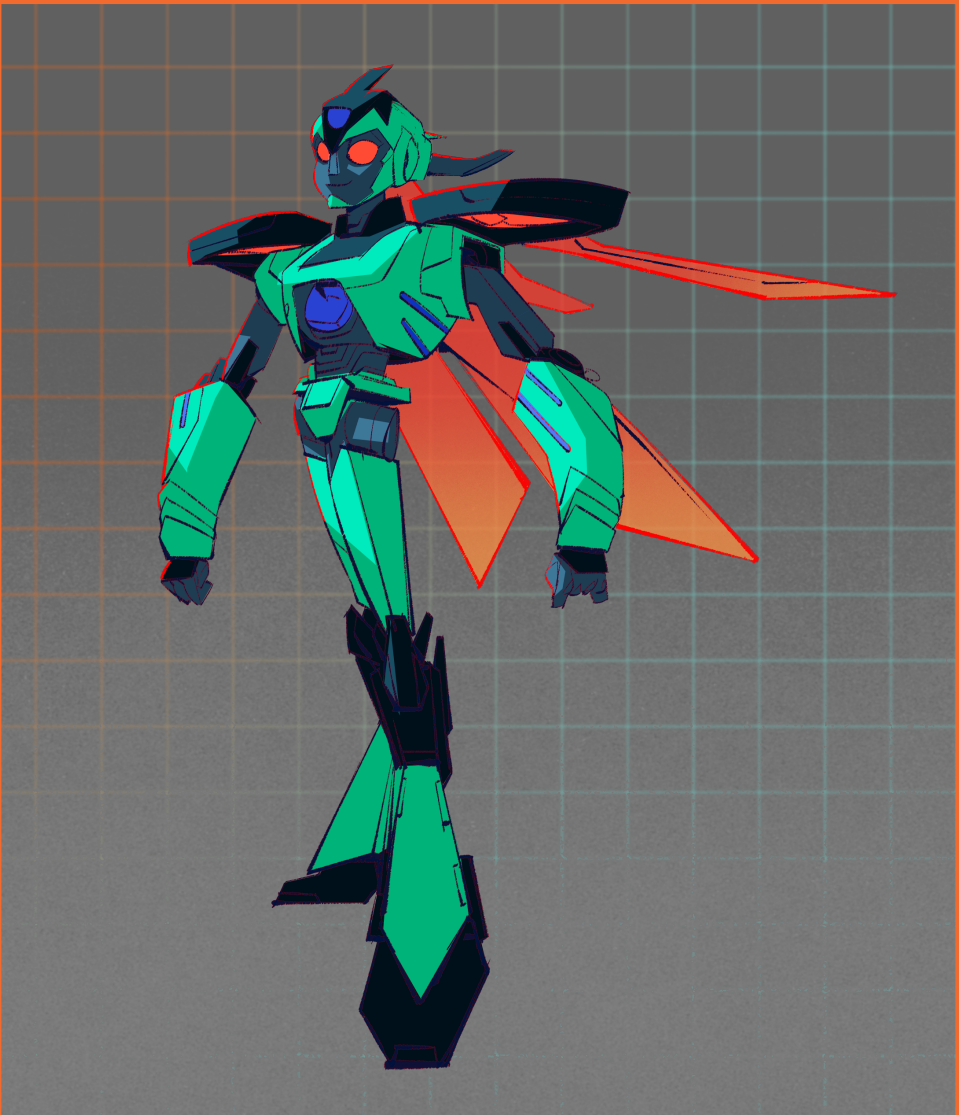
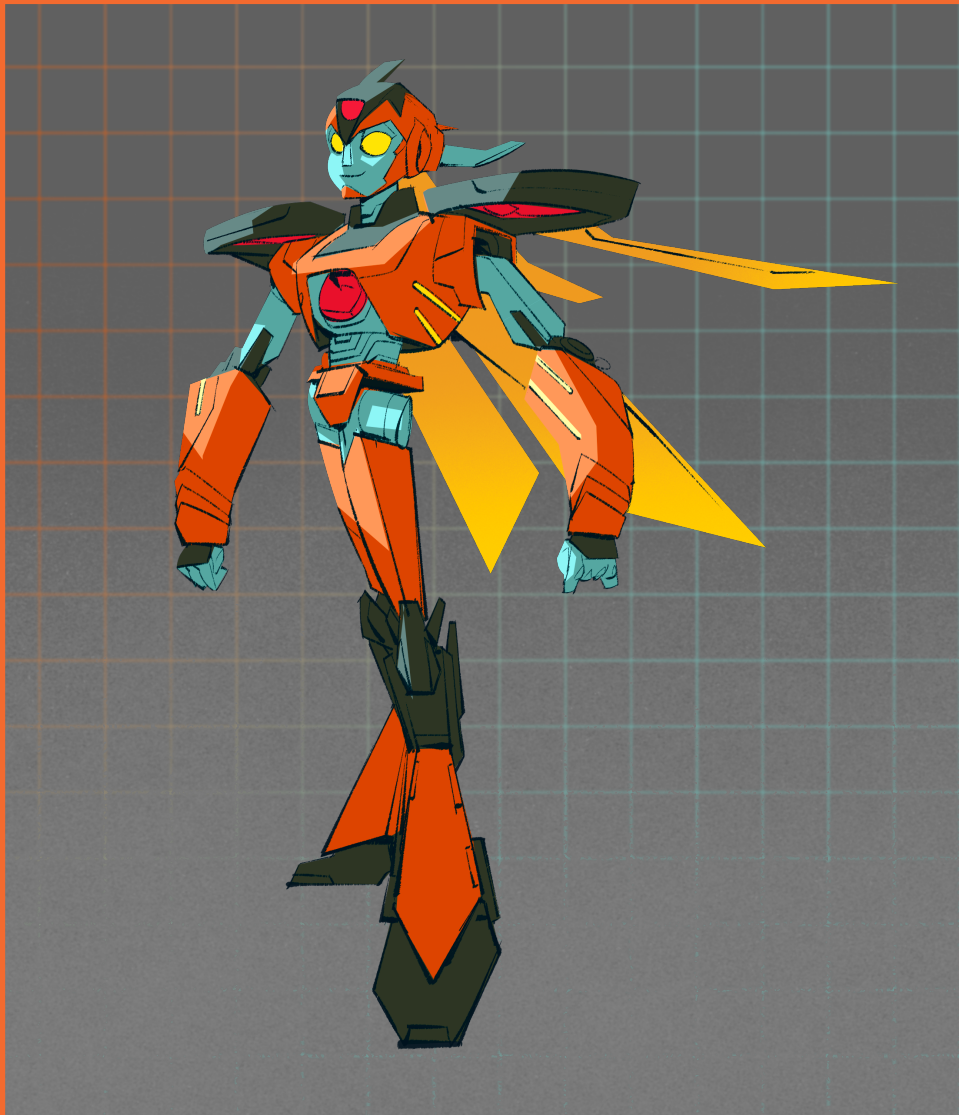
The EMBERSTONE, an ancient Cybertronian artifact, has been sleeping on Earth for billions of years, waiting to fulfill its purpose. Selecting Robby and Mo as the key to uniting Cybertronians and humans, the Emberstone sparks new Transformers to life from Earth's soil – the TERRANS. Linked emotionally to the humans in a cyber-organic bond, these unique Transformers have much to learn about both sides of their history. Our series will follow their growth, sometimes hilarious, sometimes heartbreaking, as they discover their talents and take on responsibilities. TWITCH and THRASH are the first sparked Terrans, with HASHTAG, JAWBREAKER, and NIGHTSHADE born soon after.

TWITCH lives for competition, and she can make anything a game, even if you didn't know you were playing one: *"YES! I saw more birds than you today!"* Her high-octane brain is always working as she analyzes situations and sorts out plans of action and possibilities. Naturally, she's a high-achiever, but Twitch's strength can sometimes be her own weakness, as her drive for perfection can lead to paralysis.

Twitch's logical assessment of any situation helps Robby snap out of his emotional funk and be the confident leader his family needs. In turn, Robby influences Twitch to trust her own talents, encouraging her to step up as the leader of the Terrans. Deep down, Twitch is itching to fight beside the Autobots! Bee and Optimus respect Twitch's verve, but they will show her how they lead with restraint based on their deep

understanding of their teammates and a mission's risks.

Twitch is the first Terran to choose an alt mode and picks one that complements her bird's eye view mentality, a **STEALTH, WEAPONIZED DRONE!** In battle mode, Twitch uses her propeller blades as sabers. Because of her smaller size, she tends to favor fighting in Drone mode.





THRASH



THRASH is a cheeky wild child and bringer of fun and good times. He doesn't mind a little mud on his wheels because he couldn't care less what anyone thinks about him. Pure ID, he's a good-hearted rebel and challenges all the rules restricting his everyday life. His yearbook quote would be, "*why not?*" Thrash isn't rude, he's just testing every limit. The other Terrans find the charming Thrash a blast to be around, but his antics can grow exhausting.

Mo is the one being, Bot or human, that can get Thrash to listen when she says "no." But his plans and adventures are always so fun, why would she want to?! Thrash is stoked to experience life on Earth with Mo as his new little sister. His guileless camaraderie frees Mo allows Mo to revel in the fun of just being a kid. In turn, Mo will help Thrash learn to "read the room," and take a page of out Twitch's book in thinking about possible outcomes of behavior.

When choosing an alt mode, Thrash identifies with a vehicle that embodies his devil-may-care attitude: a stylish CAFÉ RACER BIKE WITH A SIDECAR! In battle mode, Thrash can energize and throw his third wheel like Captain America's shield.

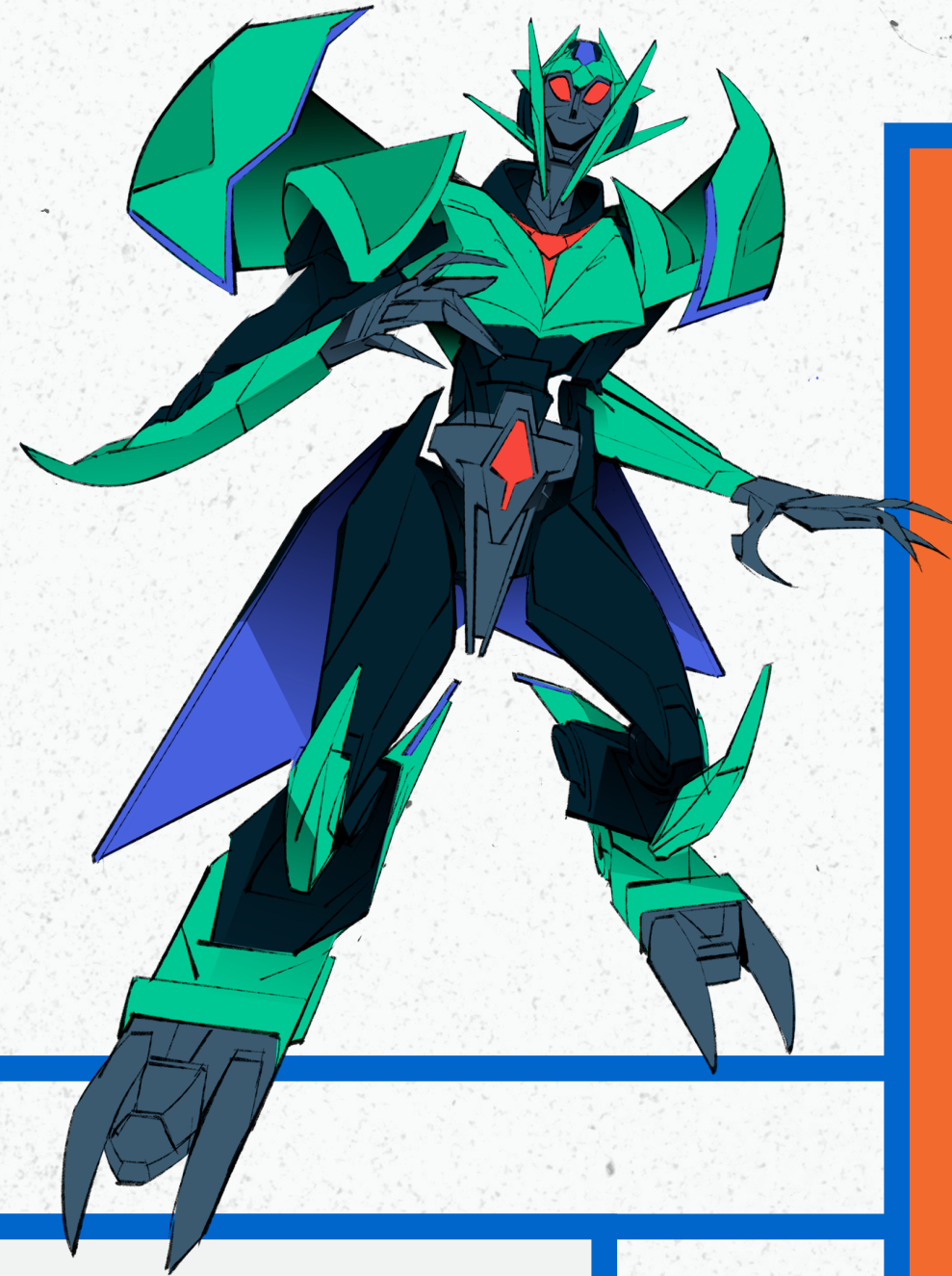
JAWBREAKER

JAWBREAKER is a gentle giant! His rugged, clunky exterior belies a big, sensitive heart underneath. Jawbreaker often forgets his size and strength, which has mixed effects on the family and their property. *“We didn’t need that wall, right?”* quickly becomes a Malto family saying. Of all the Terrans, Jawbreaker’s the most uncomfortable in his own “skin.” Jawbreaker is thrilled to be part of a family because it’s like a team where everyone loves each other! He’s the only Terran to get a nickname – JB – and it makes Jawbreaker feel accepted and special.

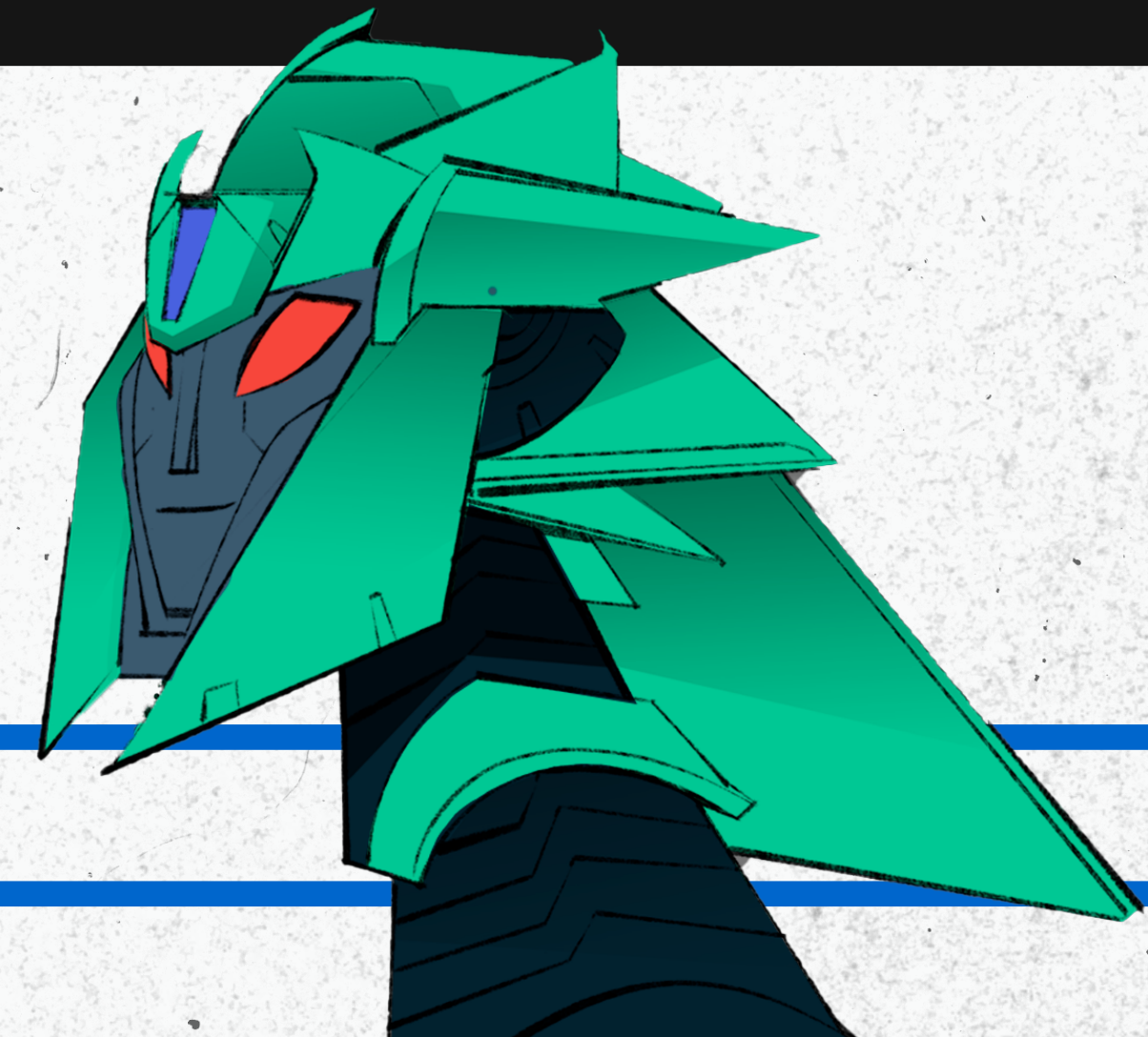
The other Terrans find JB easy to talk to and he’s the most in-tune with everyone’s emotions because he’s driven by his own. JB believes in seeing the best in everyone, and if you can’t see it, you try your hardest to bring it out. Of all the siblings, Jawbreaker is the most curious about the Terrans’ Transformer heritage and what they can learn from it. This can generate conflict, because some Terrans (Hashtag, Nightshade) want to stand apart from their Cybertronian ancestors and forge their own identities. Jawbreaker dreams of being as great as Optimus, and he’s teachers pet when it comes to Cybertronian history.

When choosing an alt mode, Jawbreaker identifies with a peaceful herbivore that thrived in the company of a herd, a bony-headed STYGIMOLOCH aka “Stiggy” (a defensive headbutting dinosaur). And yes, JB will hug his siblings with those tiny T-Rex arms!





NIGHTSHADE



Nightshade's constant tinkering complicates adventures because they're always test-driving something new (with mixed results). Robby and Mo benefit the most from Nightshade's spectacular problem-solving enthusiasm when the Terran "hacks" their cyber-sleeves, helping the siblings learn to control their new sixth sense.

NIGHTSHADE is a kooky scientist, an overzealous "Doc Brown"-type who can get carried away with their imagination. Nightshade is the most excitable and passionate of the Terrans. Science and engineering are Nightshade's artform, and when they're compelled to create, they can't be stopped, not even in the face of grave danger! Nightshade's intellect doesn't alienate them from the family because Nightshade, like Einstein, is fueled by imagination, which the whole family can relate to. Nightshade is the only sibling who identifies as "Terran" and not gender coded, as they are mechanically minded and feel gender serves no function to their identity.

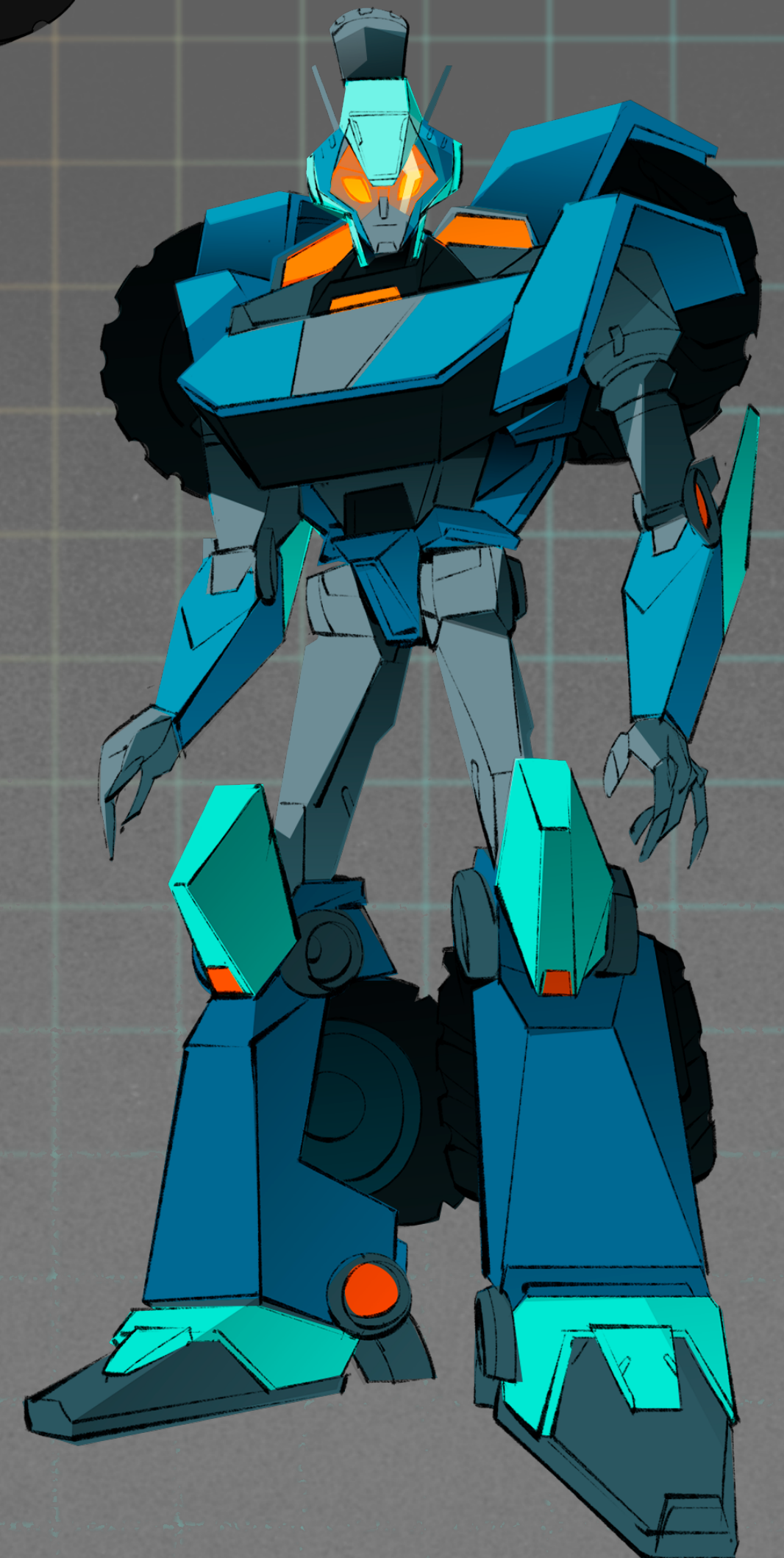
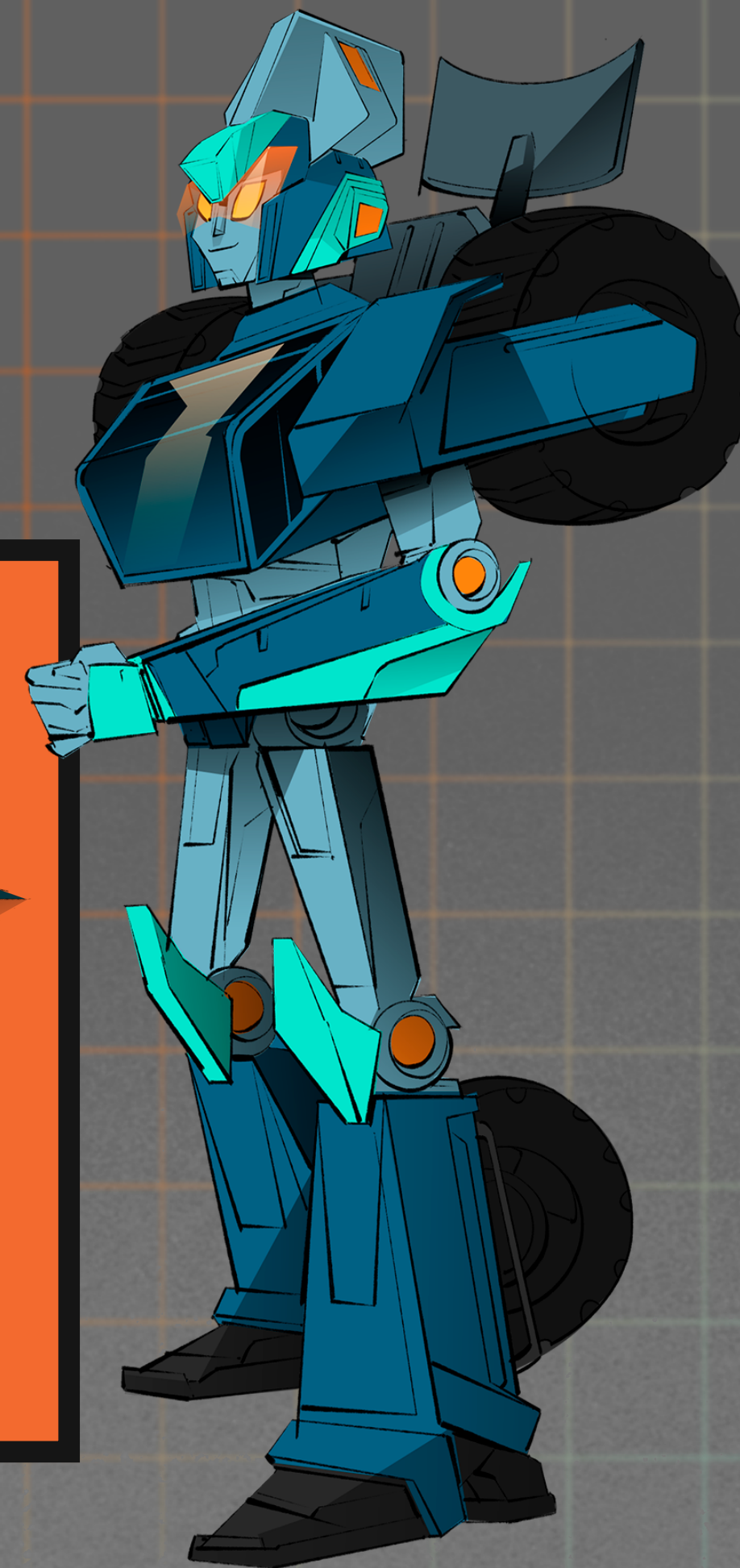
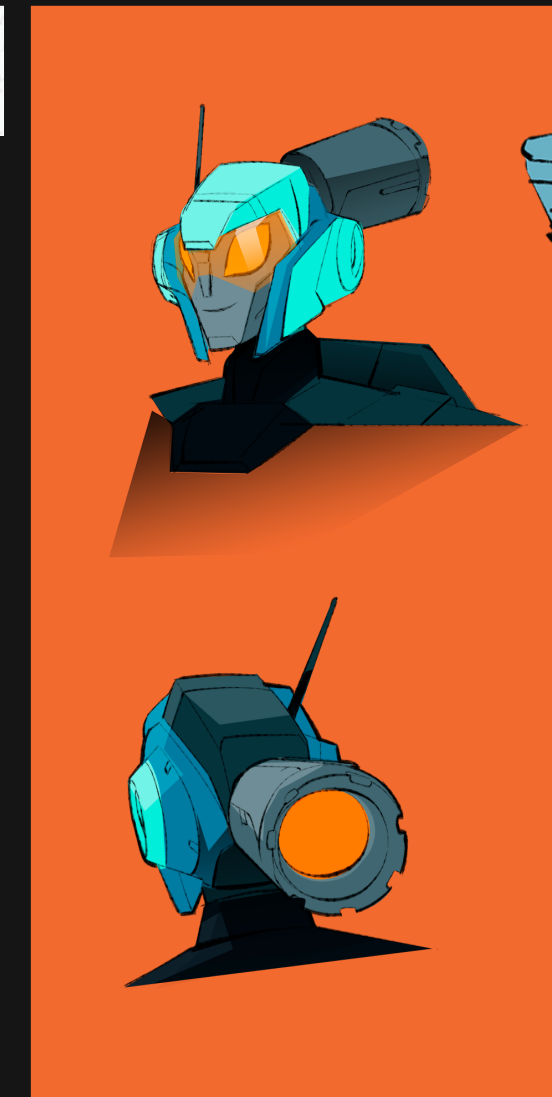
This Bot's whole being revolves around science and technology, so when choosing an alt mode, they zag and pick something mythical and mysterious, a GARGOYLE! In battle mode, Nightshade's graceful agility and devastating war hammer make a formidable combination.

HASHTAG

HASHTAG is a bit like Siri with a sense of humor. She's an Earth nerd and lowkey wants to be human. This manifests in her trying out different personas and versions of what that means, being a cowgirl one day and a hard-boiled detective the next, like a middle-schooler deciding which lunch table to sit at. She's permanently connected to the internet, so she always has her finger on the pulse of the world. Her knack for comedy means she's well-loved on the team.

Hashtag will grow to become the team's source of wisdom, once she learns to weigh what she reads online with multiple sources, research and experience. Hashtag wants equality for her species in a world that isn't quite ready to accept coexistence with Transformers.

When choosing an alt mode, Hashtag picks something that embodies her connection to the world, a tricked-out NEWS VAN! In battle mode, she fights with twin blasters that can fire non-lethal electro-bolts, EMP waves, microwave blasts, and even devastating ion lasers. In Bot mode, her camera lens sits on the back of her head, so don't try anything behind her back!





IF THE TERRANS WERE A WHOLE CONSCIOUSNESS:

Twitch would be the logic, Thrash would be the impulse, Jawbreaker would be the emotion, Nightshade would be the imagination, and Hashtag would be the wisdom (with a side of comedy). It's up to Bumblebee to teach these separate parts to work together and grow into the best team they can be, alongside Mo and Robby.

THE

LEGACY BOTS



After years of battling on Earth, the end of the Transformer War has big ramifications for Autobots and Decepticons alike. With all contact to Cybertron destroyed in one of the final battles, the Bots are resigned to a life on Earth. For Autobots, the victors of the war, that means adapting and working with humans in the form of the government agency GHOST. For the losing Decepticon side, it means going into hiding and dodging GHOST's attempts to contain every last one of them (while the agency keeps their hunt secret from the world at large).

BUMBLEBEE

BUMBLEEBEE has been undercover since the Transformer War, until Optimus places him with the Malto's to become the Terrans' teacher in all things Autobot. At first Bee balks at being a glorified babysitter, but he quickly realizes that these new Earth-born Bots desperately need Cybertronian guidance. Bee has a lot to learn about being a big brother role

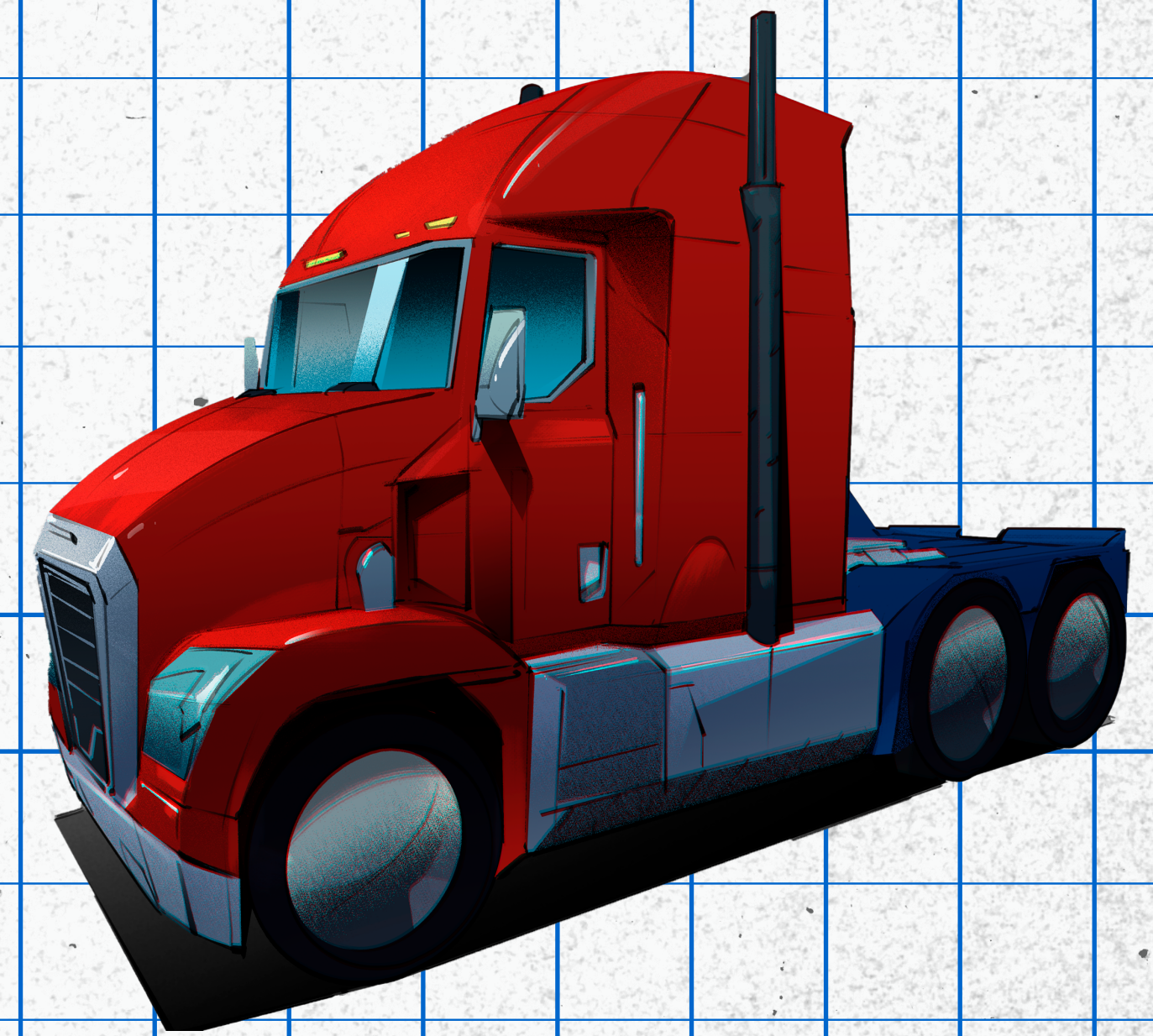
model. After being a scout for many years, he's suddenly in a position of authority, which makes him nervous and afraid to show any cracks. Not to mention he has zero experience with kids. This leads to some funny "new parent" bad decisions – maybe don't give everyone a plasma blaster on day one?

Bee transforms into a yellow GT40 with black racing stripes! In battle mode, he whips out his Stinger cannon and puts the hurt on Decepticons!

OPTIMUS PRIME

OPTIMUS PRIME is a legend among Transformers. The charismatic leader of the Autobots, our version of the revered Prime is a bit like Dwayne “The Rock” Johnson, complete with the ability to speak magnitudes with a raised brow. He still hasn’t quite figured out how to comfortably communicate with humans, and he often overdoes the jocular likeability with thumbs up and “okie dokies.” Dot especially finds this off-putting, and she’s in a strange friendship triangle where she gets along with Megatron, but not his one-time

partner Optimus. Despite this, Dot and Optimus will become united in a goal to keep the Terrans a secret. Optimus works with GHOST to apprehend rogue Decepticons, but he has his own agenda, and the discovery of the powerful Emberstone artifact may herald new hope for Transformer-kind. Optimus has to be careful not to overburden the young Terrans with the weight of destiny.



Optimus transforms into a BIG, RED SEMI TRUCK! In battle mode, Optimus brandishes a powerful ion blaster, or if the situation escalates, an Energon axe or Energon sword!

MEGATRON

MEGATRON never saw himself as vicious, even when he broke from his alliance with Optimus to lead the Decepticons against the Autobots, beginning the Transformer War. Megatron simply believes in making any sacrifice necessary for the survival of Transformers civilization, no matter the cost. In an odd way, this aligns with Dot's point of view when it comes to her family – she'll do whatever it takes to protect them. Megatron defected to the Autobot side when it was clear he wouldn't win the war, and now he works in a tenuous alliance with the other legacy Bots to capture Decepticons for GHOST.

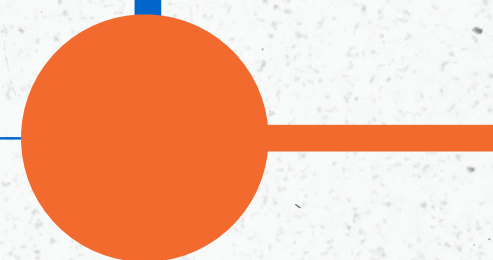
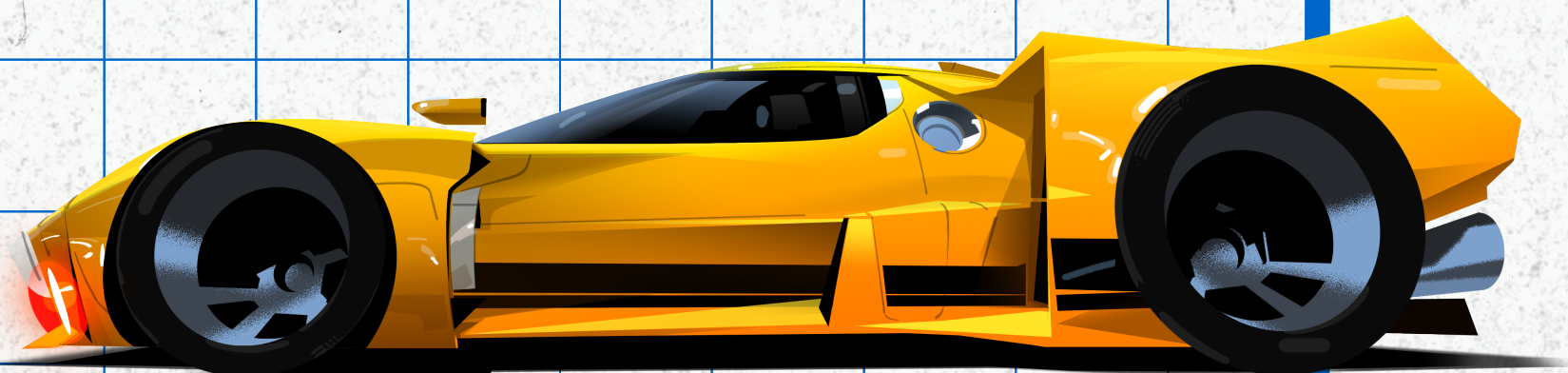
Megatron has a sharp sense of humor and brilliant mind, which naturally always has plans in motion, even it means playing a long game. He is truly reformed, so he makes every effort possible to right the wrongs of his past and show his new and improved self to humans. Despite this, Megatron will eventually discover that Optimus and Dot have been keeping secrets from him. This shattered trust, compounded by the temptation to claim the Emberstone himself to save his species, will make him turn heel once again.

Megatron transforms into his own version of a WEAPONIZED BELL BOEING V-22 OSPREY, as deadly and versatile as Megatron himself! In battle mode, Megatron is nearly indestructible and fights with a fusion cannon, or with an Energon mace in Bot form.

ELITA-1

ELITA-1 Is the confident second-in-command of the Autobots. She’s physically gifted and has all the leadership qualities that rival her longtime teammate, Optimus. She makes being badass look easy, and Twitch looks up to her seemingly-effortless skill. Elita-1 listens to everyone in the room and makes sure all voices are heard when she makes decisions.

*Elita-1 transforms into an ALL-TERRAIN JEEP, adaptable to any mission!
In battle mode, she wields twin ion pistols that transform into an ion rifle.*



As the season progresses, we'll introduce more legacy Transformers, including the dino-bot GRIMLOCK, scientist WHEELJACK, and fearless warrior ARCEE.

THE ADVERSARIES:

Alliances will shift over time, leading to some minor thorns in the side becoming major threats or big bads turning into unexpected partners. For now, keep your eyes on these dangers...

G.H.O.S.T.

(Global Hazard and Ordnance Strike Team) is the top-secret multi-government agency that handles all things Cybertronian. While aligned with the Autobots for obvious reasons, GHOST is always concerned with its own best interests first. This includes, but is not limited to: controlling Cybertronian artifacts, keeping the Autobots under constant surveillance, capturing all remaining Decepticons on Earth, and being prepared should the Transformers turn on humanity one day. The agency fears what they don't understand, and they worry about what Transformers are capable of.

GHOST pulled the strings to bring Dot under their jurisdiction in Witwicky, a town that serves as a façade for their secret underground facility. The Maltos don't trust GHOST and will work hard with the Autobots to keep the Terrans a secret from this inscrutable agency – a task made difficult by the dweeby, promotion-obsessed SPECIAL AGENT SCHLODER, who is always popping up at inopportune times.

A ROGUES GALLERY OF DECEPTICONS

A ROGUES GALLERY OF DECEPTICONS inhabits Earth, scattered and leaderless, but disguised and dangerous! They exist with their own personal motivations, like revenge, the desire to just disappear, reformation, or ruling over tiny kingdoms. While they usually steer clear of Autobots, a few have sensed the activation of a powerful Cybertronian artifact. News spreads quickly, and while the 'Cons know nothing of the Emberstone, they quickly learn of the Earth-born Transformers, a fascinating development that makes the Terrans exploitable prey.

MANDROID

MANDROID is our new, original, and tragic big bad. He's a human/Transformer cyborg on the hunt for the Emberstone! Mandroid was once robotics professor Dr. Meridian (and Alex's colleague) until GHOST recruited him under protest to invent anti-Cybertronian weaponry. During the war's final battle, Dr. Meridian's lab

was hit and collapsed on top of him. Dr. Meridian's few surviving robotic creations rescued him, and saved his life by replacing his damaged tissue with spare steel and servos. So, Dr. Meridian "died" and Mandroid was born – err, assembled! Mandroid blames GHOST and the Transformers for his new, twisted state. He doesn't know or care which side fired the shot that changed his life, vowing to destroy them all.

Mandroid believes humans deserve a protector invested in Earth's survival, and his new cyborg form makes him feel uniquely qualified to be Earth's exclusive guardian – half human to relate to mankind with empathy, and half weaponized robot to combat any invasive alien species. To achieve his goal, Mandroid upgrades his cyborg body with Cybertronian parts and weapons, stripped from Decepticons and Autobots captured by his cabal of SPIDER-BOT servants. Mandroid never sees himself as a villain and therefore acts with a code of morality – twisted as it may be. When he learns of the Terrans, Mandroid will become obsessed with getting his hands on the Emberstone – his best chance to upgrade his body to perfection.



THE 44-MINUTE ADVENTURE

that launches the show.

The MALTO FAMILY has just relocated from bustling Philadelphia to the quiet, rural town of Witwicky, PA. While DOT takes a dream job as a park ranger and ALEX comfortably settles in to teaching high school, ROBBY couldn't be more miserable to be cut off from his friends. His little sister, MO, tries to manage the family peace, but Robby distances himself and closes off. The only thing that brings him joy is the chance to compete in a gaming tournament with his Philly crew. But that dream is dashed when Witwicky is put under emergency weather lockdown.

A teenage mix of over-confidence and stubbornness soon has Robby biking to the tournament anyway. Mo follows, desperately trying to talk sense into her brother. Both Malto siblings are taken by surprise when they encounter others breaking curfew – a huge unmarked convoy that's attacked by a legion of pony-sized mechanical spiders! In an attempt to escape, the kids plunge off a bridge into icy rapids, finally washing up deep in the Witwicky forest. With emotions running high from the adventure, Mo and Robby finally have it out, venting all the feelings they've held bottled up since they left Philly. Mo just wants her brother back to his fun self, and Robby argues he he'll never be happy here.



Their surge of emotion awakens a long-dormant Cybertronian artifact, hidden in a cave. This EMBERSTONE pulses with energy, drawing Robby and Mo's attention. The kids investigate, accidentally knocking the Emberstone from its pedestal. When they touch the stone to return it, several things happen at once. A huge wave of energy blasts from the Emberstone, energizing the primordial muck in the cave to rise into two TERRANS, a totally-new type of Transformer, a hybrid of Earth and Cybertronian heritage. Cyber-sleeves form on Robby and Mo's arms, techno-organic accessories that grant the kids the ability to sense the emotions of the Terrans – and their names: TWITCH and THRASH. The Terrans can also sense the kids' emotions, and move to protect Mo and Robby when a rogue Spider-Bot tries to attack. There's an instant friendship and camaraderie between the four.

Though Robby and Mo take the Terrans home and hide them in the barn, the energy pulse has been detected far and wide, most importantly by the Autobots and GHOST. GHOST senses a Cybertronian signature to the energy, and is concerned it might be related to an attack on their convoy the night before,

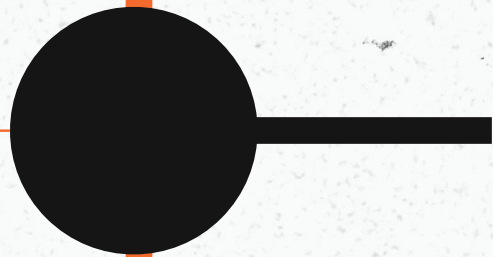
when a Decepticon was stolen from their transport. OPTIMUS PRIME is assigned to meet with GHOST's public liaison and search for leads. That liaison is Dot, and this comes as unwanted news to her; it turns out she was offered this job because of her experience working with both MEGATRON and Optimus during the Transformers War. Unhappy to be pulled back in, especially by a secret government agency, Dot nevertheless does her job and joins the Autobots in searching for escaped Decepticons. If Optimus senses the burst of energy means something greater, he doesn't let on.

Meanwhile, Robby and Mo teach the Terrans everything they can about Transformers and humans, all while keeping the huge Bots hidden and out of trouble the best they can. The Terrans peek through the barn as Alex happily lectures his kids on the great Transformers War, and once "classtime" is over, the Bots join Robby and Mo in pure fun and adventure in the forest – learning what it means to be a human kid.

Twitch is the first to gain her alt-mode, trans-scanning a drone that’s flying overhead. This is beyond-cool to Robby, who immediately wants to race her with his own drone. Thrash wants his own vehicle mode too, so he heads to town with Mo to check out possible prototypes to scan. But the duo doesn’t realize that a gang of Spider-Bots are on their tail, and though they fight valiantly, Thrash and Mo are quickly in trouble. Sensing their friends’ fear through the cyber-sleeve’s emotional bond, Twitch and Robby roll to the rescue and take down the Spider-Bots. Unfortunately, the battle has drawn the attention of the Autobots and Dot. The jig is up and the Terrans are separated from their human friends to be taken to GHOST.

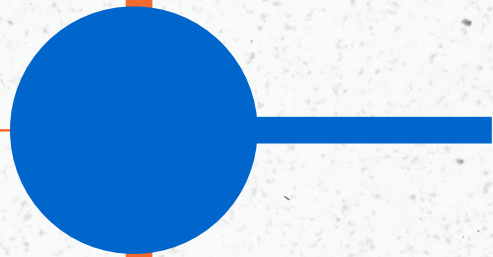
Only they’re not... Unbeknownst to anyone, MANDROID, the cyborg-human who created the spider-bots, has been keeping tabs on the situation, and kidnaps the Terrans. He treats them kindly, finding out as much information as he can. But when the Bots want to leave, Mandroid has other plans – perhaps he can use some of their parts to upgrade his half-robotic side! Mo and Robby feel through their bond that their friends are in danger, and Alex and Dot support their kids, knowing that they have been chosen for something special. The Malto cavalry (along with Optimus, ELITA-1, and Megatron) rush to Mandroid’s lab.

There’s an awesome battle between the Autobots and the Decepticons Mandroid has under his control (he’s been harvesting their parts for his own taking). Thrash and Twitch are freed, and they partner with Mo and Robby to finish the fight. When Alex is in dire trouble, BUMBLEBEE makes a surprise appearance to save the day. Mandroid disappears, and the day is won! Dot stands up to Optimus, telling the Bot that the Terrans are bonded to her children; that makes them family and hers to protect. Optimus agrees that they can have no braver protector. He assigns Bumblebee to be the young Terrans’ tutor in the way of all things Transformer, as it seems Mo and Robby seem to have the Earth teaching under control. The Malto family returns to Witwicky, a place that now feels like home, with a bigger family and the promise of adventure on the horizon.



**THE 44-MINUTE
ADVENTURE**

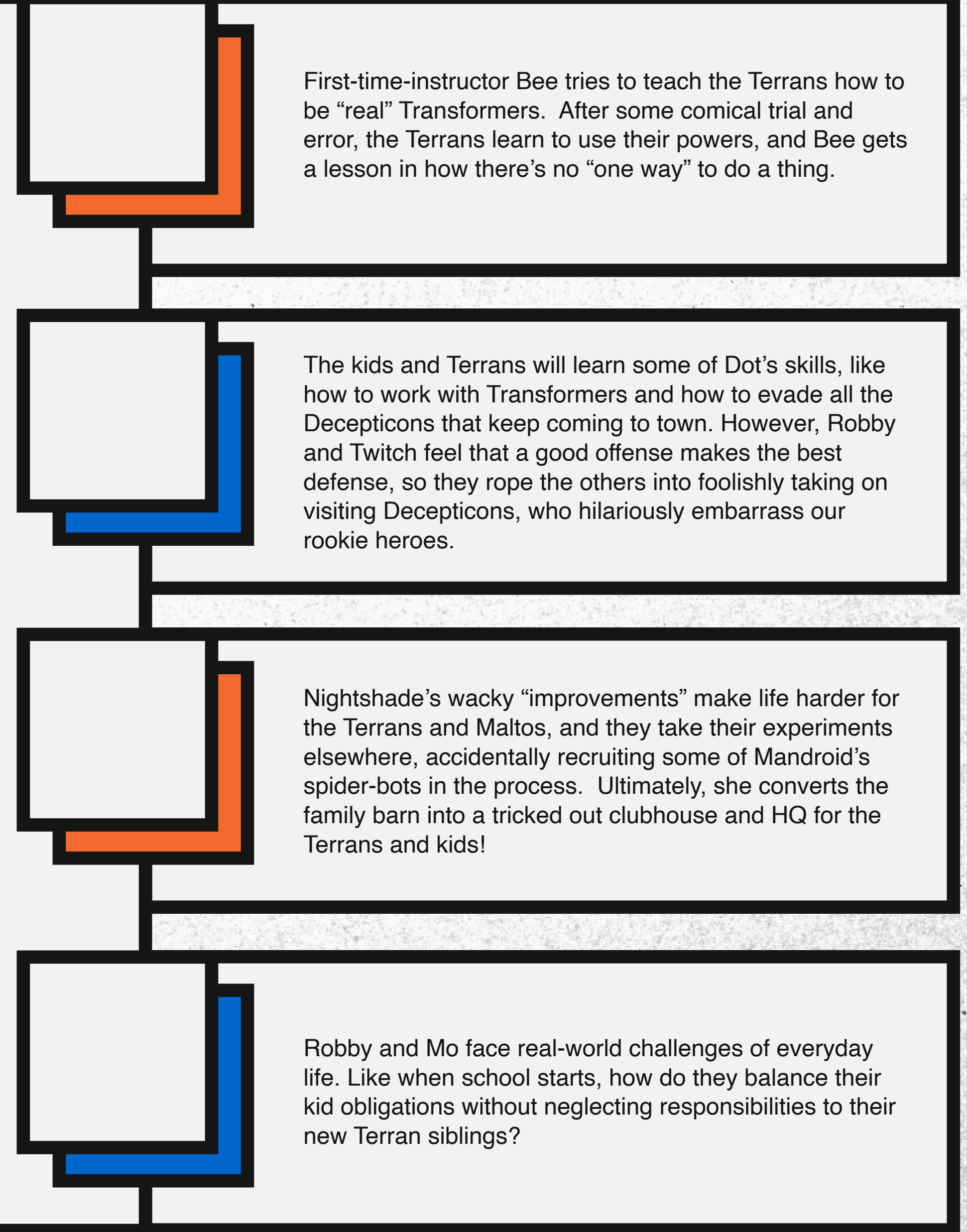
that launches the show.



**THE REST OF
SEASON ONE**

THE REST OF SEASON ONE

In the first half of the season, **THREE MORE TERRAN TRANSFORMERS WILL BE BORN!** HASHTAG, JAWBREAKER, and NIGHTSHADE will join the Malto family as well, shaking up the established status-quo as they find their place on Earth. We'll explore more standalone, character-driven stories like...



Hashtag contributes to an online community / fan club, and when a convention is coming to town, her online friends want to meet her. One problem. She’s a Terran, not the human she’s been posing as online.

We’ll meet more townspeople, revealing how Witwicky itself is more than meets the eye and full of GHOST secrets!

Twitch will shadow Dot in her Ranger job because she secretly loves adorable animals. This will lead to her bringing a dangerous one home, and set her on a path to proving she’s responsible enough for a “real” pet. Of course, everyone has an opinion of what that should be.

Thrash befriends a Decepticon with as much love for fun and dismissal of rules as he has. The Terran is crushed when he finds out the ‘Con is using him for protection against GHOST, and threatens to out the entire family.

Jawbreaker will have a one-on-one training session with Grimlock that goes...Poorly.

Bee will get a series of Autobots to sub in as teachers to the Terrans, starting with Arcee. Her strange methods will not only instruct the kids, but make them eager to get Bumblebee back... Which was Arcee’s plan all along.

Agent Schloder will stay with the Maltos when he “breaks” his leg, really in an attempt to spy on the family. Mo and Robby have their hands full keeping the Terrans from being spotted.

S1 will conclude with an epic confrontation with Mandroid! He’ll goes after the Emberstone with everything he’s got, but it won’t be enough to defeat our young heroes and their allies!

nickelodeon

TRANSFORMERS

BIBLE

