



1126 Hollywood Way in Burbank, home of Wally Burr Recording.
The Tudor façade was at some point removed from the front
of the building, but you can still see a bit of it on the wall next door.



Frank Welker and me working the mic, back in the day.

SHOCKWAVE (VO)
The space bridge will be operable
for a maximum of eleven minutes.

CLOSE ON MEGATRON

He nods, leering INTO CAMERA...

MEGATRON We will be ready.

WIPE TO:

EXT. - DESERT - LONG SHOT

Bumblebee's VW is driving along the desert flatlands.

BUMBLEBEE (VO) We're getting nowhere fast. How are we gonna spy on the Decepticons if we can't find them?

CLOSER (PAN BG)

so we can see Spike riding in the vehicle. He points.

SPIKE
Let's drive down in the river bed-at least we'll be shaded from the sun.

WIDER

Bumblebee makes a turn for the river bed in the distance.

BUMBLEBEE (VO) .

You got it!

UPSHOT AT EDGE OF RIVER BED

Bumblebee's wheels SKID as the VW stops at the edge of the river bed--as if the car reacted to what it saw.

BUMBLEBEE (VO-CONT) (startled whisper) Deceptions!!

ANOTHER ANGLE

Spike leaps out of the car and peers over the edge.

SPIKE

Let's see what they're doing down there!

Bumblebee TRANSFORMS back to his robotic mode and joins him.

A page from the production script for the episode, "Transport to Oblivion," featuring Bumblebee and Spike. Our dialogue sheets did away with the stage directions and each line was numbered for easy reference.

ability to do multiple voices is not necessary.

One of our most difficult casting jobs was finding sound-alikes for all the Wrestlers on "Hulk Hogan's Rock 'n' Wrestling." The actors had to sound exactly like the wrestlers, but their voices had to have a warmer and more feet tall - there was barely room in the studio!

Auditions. Auditions are approached from two directions. On some shows we know exactly what we want (as in "Wrestling"), and we push and prod the actors in that direction. In other shows we several characters, at least 20 minutes per person is scheduled. Actors are given as much information about the characters as possible, including drawings, life history and a scene in which they interact with another character. In order to provide the producer and





lovable quality. They also had to

be better actors. Audio tapes were made of the voices of the characters represented for the series. These tapes were sent to the agents, who then relayed them to their clients with instructions to work on the voice and try to duplicate it. Needless to say, after several sets of call-backs and many sessions of fine tuning, we cast some terrific voices. I used theatrical as well as commercial agents for this venture and met a lot of people that I hadn't previously known. Here again, we did not care about ability to do multiple voices, so in many recording sessions we ended up with 13 people most of whom were over six



Michael McConnobi

know we are looking for until we find it! The latter category of auditions are more fun because the actors have the freedom to experiment, and even create a new character on the spot.

When actors are auditioning for

client with multiple choices, I will submit three different voices for each character while delineating my particular choice for each part.

Blind auditions are held. That means that every actor is assigned a number, their names are not used on the audition tape. This way the clients' or producers' prejudices do not come into play. For "Kissyfur" the director saw hundreds of actors and ended up using a combination of people who do a lot of animation voices like Russi Taylor, Lennie Weinrib, Terry McGovern and Frank Welker, along with people who are relatively new to the business, like Ed Gilbert, who is also an entymologist. He does not accept jobs certain months of the year because he is in the Amazon jungle looking for insects.

The most exhilarating experience on that show, though, was finding the voice of the lead chara bear cub, Kissyfur. It had to be a real little boy, rather than a woman impersonating a child, and he had to have a raspy, froggy quality to his voice. The search for the perfect child had been going on for weeks. Finally late one night, in walks a darling little boy, R.J. Williams, who looked like Kissyfur! He started to speak and I knew we had our bear

cub! The show's creator, Phil Mendez, was introduced and he turned to me and said, "It's Moments like that make for "Jayce and the Wheeled War-riors" was another my job truly rewarding. Casting was another interesting experience. For the lead, Jayce, the voice had to be magical as well as unique. Four sets of auditions were held. A fairly inexperienced young actor was cast to play the lead because his voice combined that youthful innocence, naivete and macho zeal! For the villain, an opera singer was cast who hadn't worked as a voice in ani-mation before. The thousandyear-old wizard was played by a 70-year-old man rather than a younger person trying to sound

Dan Gilvezan

Directing the Show. I learned to direct from Ginny McSwain and our head director, Bernard Deyries. My first directing job was one of the most thrilling experiences of my life. It was not only my first job, but I was directing the biggest name in cartoon voices, well as my childhood hero, Mel Blanc. He was the quintessential professional, a great actor and very supportive. It went smoothly.

Besides casting, auditioning and directing, my department also negotiates talent contracts with agents, we are the liaison to SAG and AFTRA, and we schedule teachers for recording sessions when we use children.

Marsha Goodman is head of the Talent Department at DIC Enterprises. She has both cast and directed voice-recording sessions of over 150 half-hour programs.



Can Be Heard On...

THE LITTLES/Dic · G.I. JOE/Marvel Prod. · HOT SUNDAE/KNBC · ANGEL BUNNY/Mattel NATIONAL LUMBER/Stiller Advertising



ANIMATION SPECIAL REPORT

An article from the Hollywood Reporter's Special Animation Issue, January 17, 1986, featuring the voice actors. Note Dave Hall's ad. Little did he know at the time that years later he would become a regular on the hugely successful CSI television series.



G1 Bumblebee Figures

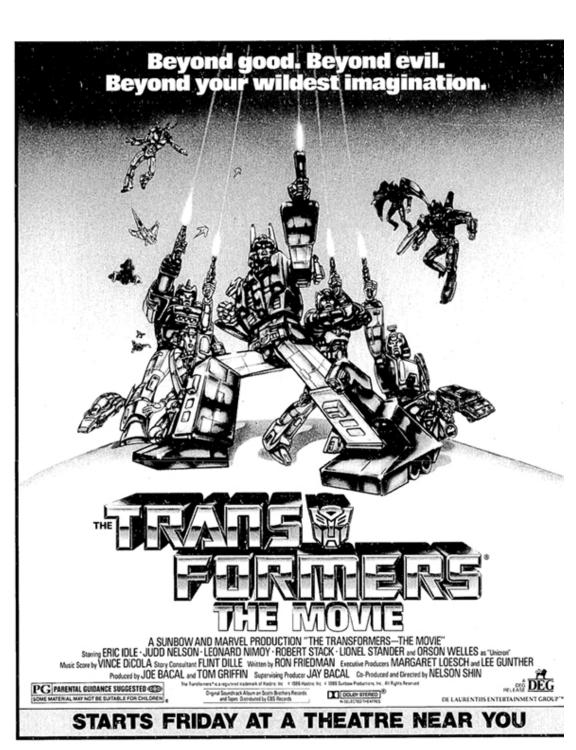




Two of my favorite characters drawn by the great Simon Williams.







Transformers: The Movie newspaper ad.



25th anniversary screening of Transformers: The Movie at the Aero theater in Westwood. (from left to right) Wally Burr, Neil Ross, Gregg Berger, Dan Gilvezan, Paul Eiding and David Mendenhall.



Signing the engine block of a BB Chevy Camaro.



With the team from Hasbro, TFcon 2009.



Bumblebee & Me

CAST LIST

Frank Welker... Megatron / Soundwave / Skywarp / Rumble / Laserbeak / Ravage / Trailbreaker / Mirage / Mixmaster / Sludge / Galvatron / Frenzy / Wheelie / Sweep / Buzzsaw / Sharkticon / Blades / Groove / Additional Voices / Booper / Computer / Cybetronic Narrator / Dr. Victor Frankenstein / Jeff / Nitro / Poplock / Ratbat / Russian News Anchor / Sweeps / Teletraan II (73 episodes, 1984-1987)

Peter Cullen ... Optimus Prime | Ironhide | Streetwise | Nightstick | Slugslinger | C.B. Radio | Frankenstein's Monster | Halonix Maximus - Hound's Hologram | Joe | Tlaloc | Wingspan (69 episodes, 1984-1987)

Chris Latta ... Starscream / Wheeljack / Sparkplug Witwicky / Reflector / Defensor / Dag / Farmer / Furg / Old Snake (Cobra Commander) / Phil Geddis / Spike Witwicky / Viewfinder (63 episodes, 1984-1987)

Jack Angel ... Ultra Magnus / Ramjet / Astrotrain / Smokescreen / Omega Supreme / Cyclonus / Sweep / Death Quintesson / Breakdown / Alien Scientist / Archaeologist / Basso Profundo / Commentator / Judge / Katsu Don / Motormaster / Presenter / Professor Terranova / Reporter / Sentinel Prime / Sir Wulf (62 episodes, 1985-1987)

Corey Burton ... Spike Witwicky / Brawn / Sunstreaker /
Shockwave / Additional Voices / General / Vector Sigma / Alpha
Trion / Announcer / Beorht / Construction Foreman / Dion / Guard /
Harold Edsel / Hook / Motorist / Prime Nova / Rage Quintesson /
Republic Optician / Wideload (58 episodes, 1984-1987)

Michael Bell ... Prowl / Sideswipe / Scrapper / Swoop / Bombshell / First Aid / Brainstorm / Additional Voices / Construction Worker / Dr. Fujiyama / Igor / Possum Brown / Primon (57 episodes, 1984-1987)

John Stephenson ... Thundercracker / Huffer / Windcharger / Kup / Alpha Trion / Additional Voices / Autobot X / Bosch / Coach / Devcon / Dr. Alcazar / Farmer / General / Larry / Oil Refinery Worker / Outpost Officer / Professor Hayley / Traffic Cop / Winston (54 episodes, 1984-1987)

Casey Kasem ... Teletraan I / Cliffjumper / Bluestreak / Teletraan I / Dr. Arkeville / Additional Voices / Clothes Horse (51 episodes, 1984-1986)

Dan Gilvezan ... Bumblebee | Hot Spot | Berger's Guard | Car Thief | Doctor | Football Player | Goldbug | Mr. Robbins | Outback | Scamper | Security Guard | Skids (50 episodes, 1984-1987)

Don Messick ... Ratchet / Gears / Scavenger / Additional Voices / Captain / Executive #1 / Indian Maharaja / Kremzeek / Pirate Captain / Professor (49 episodes, 1984-1986)

Scatman Crothers ... Jazz (33 episodes, 1984-1986)

Ken Sansom ... Hound / Dr. Paul Gates (29 episodes, 1984-1985)

Michael Chain ... *Hoist | Powerglide | Red Alert | Raoul | Sir Wigend du Blackthorne | Skids* (29 episodes, 1985-1986)

Gregg Berger ... *Grimlock / Long Haul / Skyfire / Arab / Barbarian / Sentinel / TORQ III* (28 episodes, 1984-1986)

Neil Ross ... Bonecrusher / Hook / Slag / Springer / Additional Voices / Announcer / Executive #2 / Newscaster / Prima (27 episodes, 1984-1986)

Ed Gilbert ... Thrust / Blitzwing / Superion / Shawn Berger / Ali / Bank Robber / Jero / Man / Trooper Sullivan (24 episodes, 1985-1987)

Alan Oppenheimer ... Warpath / Beachcomber / Breakdown / Seaspray / Mayor / Dinsmore / Director / Robodoctor / Sir Aetheling the Red (23 episodes, 1985-1986)

Bud Davis ... *Dirge | Metroplex | Predaking | Asst. Director | Male audience member | Railway Worker* (21 episodes, 1985-1987)

Michael McConnohie ... *Tracks / Cosmos / Brainwashed Robot / Chac / Jim Geddis* (21 episodes, 1985-1986)

Paul Eiding ... Perceptor / Antillan Autobot / Deceptitran / Indian Reporter / Mok / Monacan Loan Shark / Scrawney (19 episodes, 1985-1986)

Victor Caroli ... Narrator (18 episodes, 1984-1986)

Hal Rayle ... Snarl / Shrapnel / Sweep / Pipes / Skuxxoid (18 episodes, 1984-1986)

Walker Edmiston ... Inferno / Aron's Father / Cowboys gang leader / Dr. Soji Yoshikawa / Lord Gyconi / Ranger Mike (17 episodes, 1985-1986)

Buster Jones ... *Blaster / Chief Turan / TV Dad* (17 episodes, 1985-1986)

Roger C. Carmel ... *Motormaster / Cyclonus / Bruticus / Smiling Quintesson / Abdul Ben-F'aisal / El Presidente / Laughter Quintesson / Rug Merchant / Unicron* (16 episodes, 1985-1986)

Philip L. Clarke ... Dead End / Tantrum / Abdul Fakkadi / Auggie Cahnay / Marty Minkler / Victor Drath / Zeta Prime (12 episodes, 1985-1987)

Michael Horton ... *Chip Chase / Teenager at discotheque* (10 episodes, 1984-1985)

Richard Gautier ... Rodimus Prime | Sweep | Hot Rod | Quintesson Scientist (10 episodes, 1986-1987)

Arthur Burghardt ... *Devastator* (9 episodes, 1984-1986)

Charles Adler ... *Silverbolt / Guardian Prime / Pilot* (9 episodes, 1985-1987)

Laurie Faso ... *Skydive | Orion Pax | Private Dixon | Rampage* (8 episodes, 1985-1987)

Johnny Haymer ... Swindle / Vortex (8 episodes, 1985-1987)

Jeff MacKay ... *Fireflight / Soldier* (8 episodes, 1985-1987)

Rob Paulsen ... *Slingshot / Air Raid / Chase* (8 episodes, 1985-1987)

Susan Blu ... Arcee / Marissa Faireborn / Karen Fishook / Michelle / Production Asst. / Woman (8 episodes, 1985-1986)

Regis Cordic ... Doubt Quintesson / Judge Deliberata / Menasor / Quintesson / Sharkticon (8 episodes, 1985-1986)

Ron Gans ... *Drag Strip* (8 episodes, 1985-1986)

Terence McGovern ... Wildrider / Onslaught (8 episodes, 1985-1986)

Peter Renaday ... *Grapple | Lord Chumley | Professor Green* (8 episodes, 1985-1986)

Stan Jones ... *Scourge / Lord Zarak / Scorponok* (8 episodes, 1986-1987)

Linda Gary ... Alana / Astoria Carton-Ritz / Chromia / Disco Girl #2 / Female Audience Member / Justin / Kid Wearing Deception Costume / Nimue / Talaria (7 episodes, 1985)

John Moschitta Jr. ... *Blurr* (7 episodes, 1986-1987)

Arlene Banas ... *Carly / Carly Witwicky* (6 episodes, 1985-1986)

Wally Burr ... Dancitron Promoter / EDC Officer / Jazz / King Nergill / Ratchet / Reporter / Thundercracker (6 episodes, 1985-1986)

Milt Jamin ... Blast Off / Plane Thief (6 episodes, 1985-1986)

Morgan Lofting ... Dr. Harding / Firestar / Joan the archaeologist / Moonracer / Newscaster / Oktober Guard / Reporter / Spectator (6 episodes, 1985)

Clive Revill ... Kickback (5 episodes, 1984-1986)

Tony St. James ... *Brawl | Blot | Cutthroat* (5 episodes, 1985-1987)

Aron Kincaid ... *Sky Lynx / Dr. Mark Morgan / Quintesson Guard* (5 episodes, 1986-1987)

John Hostetter ... Ramhorn (5 episodes, 1986)

Mona Marshall ... *Aron / Aron's Mother / Grandmother / Hassan / Justin's Mother / Luisa / Marty / Prince Jumal* (4 episodes, 1984-1985)

S. Marc Jordan ... Onslaught / Border Inspector (4 episodes, 1985-1986)

Tony Pope ... Wreck-Gar / Lippo the Clown / Quintesson / Quintesson Judge (4 episodes, 1986-1987)

Denise Mora ... *Reporter / TV Daughter / Woman* (3 episodes, 1985-1986)

Joe Leahy ... Razorclaw (3 episodes, 1986-1987)

Ted Schwartz ... Rodimus Prime / Tailgate (3 episodes, 1986)

Hubert Gagnon ... *Optimus Primus* (2 episodes, 1984-1985)

Samantha Newark ... Ariel / Elise Presser (2 episodes, 1985-1986)

Joy Grdnic ... *Jessica Morgan / Bonnie Carlson* (2 episodes, 1986-1987)

Roger Behr ... Runamuck / Runabout (2 episodes, 1986)

Brad Garrett ... *Trypticon* (2 episodes, 1986)

Jerry Houser ... Sandstorm (2 episodes, 1986)

Bill Martin ... *Broadside* (2 episodes, 1986)

Beau Weaver ... Octane (2 episodes, 1986)

Jered Barclay ... *Dr. Gregory Swafford / Sinnertwin / Wrist Timer* (2 episodes, 1987)

Ron Feinberg ... *Headstrong* (2 episodes, 1987)

Danny Mann ... Freeway / Lightspeed (2 episodes, 1987)

Jason Janson ... Tommy Kennedy (unknown episodes, 1987)

Marshall Efron ... Hun-Grrr (Head No. 2) (unknown episodes)

EPISODE GUIDE

Season 1

Episode 1: More Than Meets the Eye: Part 1

Airdate: 17 September 1984

Written by: George Arthur Bloom

As the Energon supply runs low on the planet Cybertron, the Autobots leave to find a new energy source. Their enemies, the Decepticons, follow. After a vicious battle in space, both of their ships crash land on Earth.

Episode 2: More Than Meets the Eye: Part 2

Airdate: 18 September 1984

Written by: George Arthur Bloom

The Deceptions try to gather every bit of energy that they can from Earth, in order to get back to Cybertron. The Autobots, along with their new human allies, try to stop them.

Episode 3: More Than Meets the Eye: Part 3

Airdate: 19 September 1984

Written by: George Arthur Bloom

The Autobots make one last stand to stop the Deceptions from returning to Cybertron.

Episode 4: Transport to Oblivion

Airdate: 6 October 1984

Written by: Bryce Malick and Dick Robbins

Shockwave creates a new space bridge to transport the Decepticons back to Cybertron. But it's dangerous. To test it out, the Decepticons capture Bumblebee and Spike.

Episode 5: Roll for It Airdate: 13 October 1984 Written by: Douglas Booth

The Decepticons go after an anti-matter formula in order to gain ultimate power. The laboratory scientist sends the formula to a young genius named Chip. The Autobots must keep him and the formula safe.

Episode 6: Divide and Conquer

Airdate: 20 October 1984 Written by: Donald F. Glut

Optimus sacrifices himself to protect the humans. To repair him, the Autobots need an extra cosmatron from Wheeljack's lab on Cybertron. Can they get it before the Decepitcons act on their advantage?

Episode 7: S.O.S. Dinobots Airdate: 27 October 1984 Written by: Donald F. Glut

After finding dinosaur bones hidden near their base, the Autobots decide to create mechanical dinosaurs called the Dinobots.

Episode 8: The Ultimate Doom: Part 1

Airdate: 3 November 1984 Written by: Larry Strauss

The Decepticons have Dr. Archeville create a hypnotic-chip, which they plant into Spike's dad, Sparkplug. With Sparkplug under their control, the Decepticons get ready to create a new space bridge to bring Cybertron to Earth.

Episode 9: The Ultimate Doom: Part 2

Airdate: 10 November 1984 Written by: Earl Kress

With Cybertron inside Earth's orbit, the Earth starts to erupt into chaos. The Decepticons gather more human slaves to prepare to send their Energon cubes to Cybertron. While the Dinobots protect Earth, the Autobots head for Cybertron.

Episode 10: The Ultimate Doom: Part 3

Airdate: 17 November 1984

Written by: Reed Robbins and Peter Salas

Wheeljack creates a gadget with the ability to cancel out the hypnotic-chips. With Sparkplug back, and all other humans free, the Autobots' next problem is getting Cybertron back into space.

Episode 11: War of the Dinobots

Airdate: 24 November 1984 Written by: Earl Kress

A meteor crashes on Earth and the Decepticons want its power. But with the Dinobots guarding it, they can't get to it. Megatron tries to trick the Dinobots to betray the Autobots.

Episode 12: Countdown to Extinction

Airdate: 1 December 1984

Written by: Reed Robbins and Peter Salas

Starscream kidnaps Dr. Archeville and forces him to take him to his secret laboratory. Starscream plans to blow up the lab's ultimate power source in order to destroy Earth and claim the universe's ultimate power for himself.

Episode 13: Fire in the Sky Airdate: 8 December 1984 Written by: Alfred A. Pegal

While draining the Earth of its heat at the Arctic Circle, the Deceptions stumble across an old friend of Starscream's, Skyfire, frozen in the ice. They revive him intending to use him as an ally, but where do Skyfire's loyalties really lie?

Episode 14: Heavy Metal War Airdate: 15 December 1984 Written by: Donald F. Glut

Megatron challenges Optimus to a battle in which the loser and his team are exiled from Earth forever.

Episode 15: Fire on the Mountain

Airdate: 22 December 1984 Written by: Douglas Booth

The Deceptions invade an ancient temple in Peru to locate the Crystal of Power. The Autobots must stop them before the

Deceptions destroy a nearby village.

Episode 16: A Plague of Insecticons

Airdate: 29 December 1984 Written by: Donald F. Glut

Megatron and the Decepticons search for the Insecticons in order to have them devour the power at the nova power plant. But the nova energy makes the Insecticons even more powerful than the Decepticons expected.

Season 2

Episode 17: Autobot Spike Airdate: 23 September 1985 Written by: Donald F. Glut

After a vicious battle with the Decepticons, Spike is seriously injured. The Autobots use Sparkplug's new invention, Autobot X, as a body to contain Spike's mind until his human body can recover. But the side effects prove to be catastrophic.

Episode 18: The Immobilizer Airdate: 24 September 1985 Written by: Earl Kress

Wheeljack's new invention, the immobilizer, freezes anything that it's pointed at. Now Megatron wants it for his own.

Episode 19 Dinobot Island: Part 1 Airdate: 25 September 1985 Written by: Donald F. Glut

The Dinobots are destroying the Autobot base because there is no room for them to train. Bumblebee and Powerglide find a mysterious prehistoric island and believe it will be perfect for the Dinobots.

Episode 20: Dinobot Island: Part 2

Airdate: 26 September 1985 Written by: Donald F. Glut

When the Deceptions begin to steal the energy from Dinobot Island, time warps start to appear all over the world releasing more prehistoric civilizations into modern times.

Episode 21: Traitor

Airdate: 27 September 1985

Written by: George Hampton and Mike Moore

The Deceptions pilfer Electro Cells from a research center intending to use them to create energon cubes. When Mirage tries to stop them on his own, Cliffjumper begins to think that Mirage is a Deception spy.

Episode 22: Enter the Nightbird Airdate: 30 September 1985

Written by: Richard Milton and Sylvia Wilson

Dr. Fujiyama creates a ninja robot called Nightbird. When the Decepticons steal her, the Autobots must try to rescue Nightbird without causing her any harm.

Episode 23: Changing Gears Airdate: 1 October 1985 Written by: Larry Parr

The Decepticons set a trap for the Autobots and kidnap Gears. With Gears as his slave, Megatron creates a solar needle as a means of stealing the sun's energy. But the consequences of his actions could spell disaster for the Earth's inhabitants.

Episode 24: A Prime Problem

Airdate: 2 October 1985

Written by: Bryce Malick and Dick Robbins

The Deceptions create a clone of Optimus Prime who proceeds to lead the Autobots into a mine containing Chromium crystals, a substance lethal to Autobots.

Episode 25: Atlantis, Arise! Airdate: 3 October 1985 Written by: Douglas Booth

The fabled lost continent of Atlantis turns out to be real as Megatron hatches a plan with the underwater kingdom's leader, King Nergill, to enslave the world.

Episode 26: Attack of the Autobots

Airdate: 4 October 1985 Written by: David Wise

A personality destabilizer causes the Autobots to turn evil and it's up to Bumblebee and Spike to put things right.

Episode 27: Microbots Airdate: 7 October 1985 Written by: David Wise

Bumblebee, Brawn and Perceptor go all "Fantastic Voyage" when they're shrunk down to microscopic size, then journey inside Megatron in order to retrieve the powerful Heart of Cybertron.

Episode 28: The Master Builders

Airdate: 8 October 1985

Written by: Herb Englehardt and David N. Gottlieb

The Constructions agree to help Grapple and Hoist build a solar energy collector, but unbeknownst to the trusting Autobots the robotic builders are operating under orders from Megatron to foil the plan.

Episode 29: The Insecticon Syndrome

Airdate: 9 October 1985 Written by: Douglas Booth

The Insecticons soak up energy from an army base's force field, grow to mammoth proportions and cause big trouble for both Autobots and Deceptions.

Episode 30: Day of the Machines

Airdate: 10 October 1985 Written by: David Wise

Megatron reprograms the human-built supercomputer TORQ III with his own personality and has it controlling machines of all types by using Remote Control Circuit Linker cards.

Episode 31: Megatron's Master Plan: Part 1

Airdate: 14 October 1985 Written by: Donald F. Glut

In league with powerful industrialist, Sean Burger, Megatron has the Autobots banished from earth. With the good guys out of the way, the bad guys take over.

Episode 32: Megatron's Master Plan: Part 2

Airdate: 15 October 1985 Written by: Donald F. Glut

Just as the Decepticons are about to achieve domination over the human race, quick thinking from Cosmos and Trailbreaker bring the Autobots back to earth to save the day.

Episode 33: Auto Berserk Airdate: 16 October 1985 Written by: Antoni Zalewski

Autobot Red Alert goes haywire and forms a partnership with Starscream to use the army's new super weapon, Negavator, against his fellow Autobots.

Episode 34: City of Steel Airdate: 17 October 1985 Written by: Douglas Booth

The Deceptions capture Optimus Prime, dismantle him, and use the parts to attempt to bring down the Autobots.

Episode 35: Desertion of the Dinobots: Part 1

Airdate: 21 October 1985 Written by: Earl Kress

Both Autobots and Decepticons are running low on Cybertronium, a substance vital to their survival, so they enlist the Dinobots to procure some, a decision which proves to be problematic.

Episode 36: Desertion of the Dinobots: Part 2

Airdate: 22 October 1985 Written by: Earl Kress

Spike and Carlee come to the rescue, freeing the Dinobots and replenishing the Autobot's precious supply of Cybertronium, just in time.

Episode 37: Blaster Blues Airdate: 23 October 1985 Written by: Larry Straus

Based on the moon, Megatron blocks all radio waves and communication on earth, demanding that all sources of earth's energy be turned over to him. Blaster and Cosmos discover Megatron's secret base and attempt a dangerous mission to stop him.

Episode 38: A Decepticon Raider in King Arthur's Court

Airdate: 24 October 1985 Written by: Douglas Booth

Time travel plays a part in this tale of Deceptions, knights, castles and damsels in distress.

Episode 39: The God Gambit Airdate: 28 October 1985 Written by: Buzz Dixon

The Deceptions crash land on the moon Titan and convince the population that they are gods. It takes an invasion of Autobot forces to convince the Titanites that they've been hoodwinked and free them from slavery.

Episode 40: The Core Airdate: 29 October 1985 Written by: Dennis Marks

The Autobots unleash Devastator to keep Megatron from drilling into the earth's core and destroying the planet. When the Construction giant goes off the rails it takes both Autobots and Deceptions working together to bring him down.

Episode 41: Make Tracks Airdate: 30 October 1985 Written by: David Wise

When Megatron turns all the cars in New York City into an army of Deception drones, it takes some quick thinking by Ratchet and Blaster to halt the mechanized hoard.

Episode 42: The Autobot Run Airdate: 31 October 1985 Written by: Donald F. Glut

When the Autobots decide to participate in a charity road race, Megatron uses a Transfixion ray locking the good guys into their vehicular modes.

Episode 43: Golden Lagoon Airdate: 4 November 1985 Written by: Dennis Marks

Electrum renders both Decepticons and Autobots impervious to laser fire. Existing only in the Golden Lagoon, the substance forms the core of a battle between the forces of good and evil.

Episode 44: Quest for Survival Airdate: 5 November 1985

Written by: Reed Robbins and Peter Salas

The Insecticons find a way to clone themselves into a voracious army of thousands. Cosmos, Bumblebee and Spike search for a solution, but only end up making things worse.

Episode 45: The Secret of Omega Supreme

Airdate: 6 November 1985 Written by: David Wise

Omega Supreme tells a story of long ago when Autobots and Deceptions lived peacefully together. He remembers the friendship he once had with the Constructions, and the fateful day that changed everything.

Episode 46: Child's Play Airdate: 7 November 1985 Written by: Beth Bornstein

A spacebridge malfunction hurls the Autobots and Decepticons into a strange alien world where they are no larger than children's toys. Now common everyday objects become deadly dangers to the teenytiny bots.

Episode 47: The Gambler Airdate: 11 November 1985

Written by: Michael Charles Hill

Smokescreen is drawn into a game of chance, the outcome of which will decide the fate of his fellow Autobots.

Episode 48: The Search for Alpha Trion

Airdate: 12 November 1985 Written by: Beth Bornstein

Megatron uses a female Autobot to lure Optimus Prime into a deadly trap, at the same time revealing a mysterious secret from his past.

Episode 49: Auto-Bop

Airdate: 13 November 1985 Written by: David Wise

When the city's hottest nightclub, Dancitron, opens up, its patrons mysteriously begin aiding the Decepticons. After uncovering the brainwashing scheme, Blaster faces off against Soundwave to save the day.

Episode 50: Prime Target Airdate: 14 November 1985

Written by: Flint Dille and Buzz Dixon

The world's greatest hunter uses the Autobots to lure Optimus Prime into a trap. His object: Prime's head on his trophy wall.

Episode 51: The Girl Who Loved Powerglide

Airdate: 18 November 1985 Written by: David Wise

It's beauty and the beast Transformer's style when female scientist Astoria Carlton Ritz falls for Autobot Powerglide as he battles to stop Megatron from draining earth's energy via a floating space platform.

Episode 52: Triple Take-Over Airdate: 19 November 1985 Written by: Larry Strauss

The Deceptions turn on one another when Astrotrain and Blitzwing use a molecule freezing device to put Megatron and Starscream temporarily out of commission.

Episode 53: Sea Change Airdate: 20 November 1985 Written by: Douglas Booth

Seaspray becomes a hero in this underwater episode revolving around a race of mer-people forced into slave labor by the energyhungry Deceptions.

Episode 54: Hoist Goes Hollywood

Airdate: 21 November 1985 Written by: Earl Kress

In this lighthearted episode the Autobots and Decepticons crash the world of show biz to become stunt vehicles in a big-time Hollywood movie.

Episode 55: The Key to Vector Sigma: Part 1

Airdate: 25 November 1985 Written by: David Wise

Megatron wants to challenge the Autobots on the road, so he builds the Stunticons, but he needs Vector Sigma, the main computer on Cybertron to give them life. Now he must find the Key that will allow him to reactivate Vector Sigma.

Episode 56: The Key to Vector Sigma: Part 2

Airdate: 26 November 1985 Written by: David Wise

In response to the Stunticons, Optimus builds the Aerialbots. But Megatron still has the key to Vector Sigma, and discovers that it has unexpected powers on Earth.

Episode 57: Aerial Assault Airdate: 10 December 1985 Written by: Douglas Booth

The Aerialbots are again featured in this episode as they go after a ring of aircraft thieves working under the direction of who else? Megatron.

Episode 58: Masquerade Airdate: 16 December 1985 Written by: Donald F. Glut

The Autobots pretend to be Stunticons when they attempt to break up Megatron's latest scheme, then have to face Menasor in order to fulfill their mission.

Episode 59: Trans-Europe Express

Airdate: 23 December 1985 Written by: David Wise

Stunticons and Autobots go at it during a road race in an attempt to keep Megatron from getting his hands on a new material vital to his plans for building a doomsday device.

Episode 60: War Dawn Airdate: 25 December 1985 Written by: David Wise

The Aerialbots start to have doubts about their cause, some even begin to admire Megatron and consider switching sides. They get pulled into a time warp and end up on Cybertron before the current war began, where they discover more about Megatron, as well as the origin of one of their own.

Episode 61: Cosmic Rust Airdate: 26 December 1985 Written by: Paul Davids

Megatron gets hit by some meteor fragments that cause him to begin to rust. The Decepticons capture Perceptor to find a cure for their leader, but once cured, Megatron hatches a scheme to infect the Autobots with the deadly Cosmic Rust.

Episode 62: Kremzeek! Airdate: 27 December 1985 Written by: David Wise

The Autobots travel to Japan to battle a Megatron-created electronic menace that threatens the city. His name: Kremzeek!

Episode 63: Starscream's Brigade

Airdate: 7 January 1986

Written by: Michael Charles Hill

Starscream goes for broke as he turns a bunch of WWII army surplus vehicles into Combaticons, in an effort to replace Megatron as Deception leader.

Episode 64: Revenge of Bruticus

Airdate: 8 January 1986 Written by: Larry Strauss

The Constructions unite to form Bruticus, a Transformer so powerful it takes both Autobots and Deceptions working together to bring him down.

Episode 65: B.O.T.

Airdate: 9 January 1986 Written by: Earl Kress

Three high school students' science project goes awry when they

implant Brawl's brain into their metal man.

Season 3

Episode 66: The Five Faces of Darkness: Part 1

Airdate: 15 September 1986 Written by: Flint Dille

A year after assuming leadership of the Autobots, Rodimus Prime hosts an intergalactic sporting event which falls victim to an attack, resulting in the abduction of Spike Witwicky, Kup, and Ultra Magnus.

Episode 67: The Five Faces of Darkness: Part 2

Airdate: 16 September 1986

Written by: Flint Dille

New leader of the Autobots, Rodimus Prime, is drawn to a mysterious race of robotic beings called the Quintessons. But watch out—major trouble is about to erupt from the lava pits of the planet Trull!

Episode 68: The Five Faces of Darkness: Part 3

Airdate: 17 September 1986

Written by: Flint Dille

While marooned on a strange planetoid, the Autobots go about trying to regroup. But their preparations are interrupted by a group of Deceptions now possessing the power of the Quintessons.

Episode 69: The Five Faces of Darkness: Part 4

Airdate: 18 September 1986

Written by: Flint Dille

Rodimus Prime takes another trip into the dream world in order to commune with the Matrix and find a way to deal with the Quintessons.

Episode 70: The Five Faces of Darkness: Part 5

Airdate: 19 September 1986 Written by: Flint Dille

The conclusion of this epic five-part serial has the Autobots in a final climactic battle for their very existence against the evil Quintessons.

Episode 71: The Killing Jar Airdate: 29 September 1986

Written by: Michael Charles Hill and Kurihara Piedra

A Quintesson scientist pits Ultra Magnus, Cyclonus and Wreck-Gar against their fellow Autobots in a battle of both wills and strength.

Episode 72: Chaos

Airdate: 30 September 1986 Written by: Paul Davids

The fight for the ultimate ammunition, Death Crystals, brings the Autobots into contact with Chaos, the keeper of the crystals, as well as a slew of heavily armed Deceptions.

Episode 73: Dark Awakening Airdate: 1 October 1986 Written by: Antoni Zalewski

On a floating space mausoleum, the Autobots discover that Optimus Prime has returned from the dead. Overjoyed, Rodimus Prime hands over the Matrix of Leadership. Only, it this the real Prime or a Deception imposter?

Episode 74: Starscream's Ghost

Airdate: 2 October 1986

Written by: Megeen McLaughlin

The disembodied spirit of Starscream takes over Cyclonus's body in an attempt to unseat Galvatron as leader of the Decepticons. Unfortunately, the ploy doesn't work out as well as Starscream had hoped.

Episode 75: Thief in the Night

Airdate: 6 October 1986 Written by: Paul Davis

Octane strikes a deal with a human dictator to use Trypticon for their own nefarious ends, as the Autobots attempt to stop the duo using Metroplex's help.

Episode 76: Forever Is a Long Time Coming

Airdate: 8 October 1986

Written by: Carla & Gerry Conway

The Autobots travel back in time to prevent the Quintessons from altering the time-stream, while at the same time allowing a mysterious robot known only as A3 to cross over into the present.

Episode 77: Surprise Party Airdate: 9 October 1986

Written by: Steve Mitchell and Barbara Petty

The Autobots host a peace conference as Daniel and Wheelie search for a lost Autobot information bank on a distant asteroid. Their mission turns deadly when a contingent of Deceptions show up unannounced.

Episode 78: Madman's Paradise

Airdate: 13 October 1986 Written by: Craig Rand

Daniel and Grimlock find themselves transported to the world of Minonia, where they become embroiled in a centuries-old battle between a pair of powerful wizards.

Episode 79: Carnage in C-Minor

Airdate: 14 October 1986 Written by: Buzz Dixon

The Decepticons trick a species of beings who use ultrasonic waves as a form of warfare into outfitting Soundwave with the technique, in the hopes of defeating the Autobots once and for all.

Episode 80: Fight or Flee Airdate: 15 October 1986

Written by: Tony Cinciripini and Larry Leary

Scourge and Cyclonus discover a peaceful planet rich in Energon, ruled by an expatriate Cybertronian named Sandstorm. A full scale battle breaks out when the greedy Deceptions decide to steal all the Energon for themselves.

Episode 81: Webworld Airdate: 20 October 1986

Written by: Diane Duane and Len Wein

Worried that Galvatron has been too mentally damaged to be an effective leader, Cyclonus tricks him into receiving therapy on the planet Torqulon, with disastrous results.

Episode 82: Ghost in the Machine

Airdate: 21 October 1986

Written by: Michael Charles Hill and Kurihara Piedra

The ghost of Starscream takes over Scourge's body, then strikes a deal with Unicron's head (the only part of him to have survived) to make war on Cybertron.

Episode 83: The Dweller in the Depths

Airdate: 30 October 1986 Written by: Paul Dini

An ancient underground being called The Dweller that feeds on energy becomes a potent weapon in the hands of the Quintessons.

Episode 84: Nightmare Planet Airdate: 31 October 1986 Written by: Beth Bornstein

The arrival of the Predacons complicate matters even further in this episode, as the Quintessons give form to Daniel's nightmares to aid in their battle the against Autobots.

Episode 85: The Ultimate Weapon

Airdate: 10 November 1986

Written by: Arthur Byron Cover

First Aid, a Protectobot, faces a crisis of conscience when he is enlisted to repair Metroplex's transformation cog.

Episode 86: The Quintesson Journal

Airdate: 11 November 1986 Written by: Richard Merwin

Rodimus Prime attempts to mediate a dispute between two robotic races who have been at war for centuries. When it's discovered that the Quintessons are behind the conflict, things escalate into a potential galactic holocaust.

Episode 87: The Big Broadcast of 2006

Airdate: 12 November 1986 Written by Michael Reaves

The Junkions turn nasty after the Quintessons zap them with a jamming signal. When the signal gets altered the chaos spreads, threatening the wellbeing of the entire galaxy.

Episode 88: Only Human Airdate: 13 November 1986 Written by: Susan K. Williams

Criminals get help from a mysterious person called Snake who has a device which transfers the personalities of Rodimus, Springer, and Arcee into human bodies. The criminals then take the Transformer's bodies on a crime spree, and it's up to the now humanized Autobots to stop them.

Episode 89: Grimlock's New Brain

Airdate: 14 November 1986 Written by: Paul Davis

While fighting the Deceptions, feedback boosts Grimlock's intelligence. Grimlock builds the Technobots, and makes a sacrifice so that his new creations will be better suited to fight the Terrorcons.

Episode 90: Money Is Everything

Airdate: 17 November 1986

Written by: Carla & Gerry Conway

Conman Dirk Mannis gets outsmarted by the Quintessons when he tries to involve Captain Marissa Fairbourne in an underhanded money-making scheme.

Episode 91: Call of the Primitives

Airdate: 18 November 1986 Written by: Donald F. Glut

When an energy-hungry life form known as Tornitron drains the power from both Autobots and Deceptions, it's up to the animal-bots to save the day.

Episode 92: The Burden Hardest to Bear

Airdate: 19 November 1986

Written by: Michael Charles Hill

Caught in a moment of self-doubt, Rodimus Prime is relieved of the Matrix by the Deceptions. Then, in the form of Hot Rod, he must decide whether or not he's still fit to lead.

Episode 93: The Face of Nijika Airdate: 20 November 1986

Written by: Steve Skeates and Mary Skrenes

The Autobots get stuck in limbo as Perceptor, their only hope for rescue, struggles to transform from microscope back to his robot configuration.

Episode 94: The Return of Optimus Prime: Part 1

Airdate: 2 March 1987

Written by: Michael Charles Hill, Cherie Wilkerson and Marv Wolfman

Scientists discover the body of Optimus Prime, bring it back to earth then have to decide whether or not to revive the fallen leader.

Episode 95: The Return of Optimus Prime: Part 2

Airdate: 3 March 1987

Written by: Michael Charles Hill, Cherie Wilkerson and Marv

Wolfman

Returned to life, Optimus Prime must battle his successor, Rodimus Prime, who has been infected with a hate virus, for possession of the Matrix of Leadership.

Season 4

Episode 96: The Rebirth: Part 1

Airdate: 9 November 1987 Written by: David Wise

Teaming up with a group of Nebulon rebels, the Autobots develop Headmaster technology in order to deal with a new Deception threat.

Episode 97: The Rebirth: Part 2 Airdate: 10 November 1987 Written by: David Wise

Cyclonus allows the HIVE to modify the heads of the animal Deceptions, so they can become Headmasters. The remaining Deceptions offer their weapons to become Targetmasters. After they face the Autobots, the rescued Autobots become Targetmasters.

Episode 98: The Rebirth: Part 3 Airdate: 11 November 1987 Written by: David Wise

In this final episode of the G1 series, Spike saves the day when his new creation, Fortress Maximus, triumphs over all-powerful Scorponok. Then the Autobot's first and best human ally teams up with the Nebulons to restore order to the universe using the precious Plasma Energy Key.



ABOUT THE AUTHOR

DAN GILVEZAN has been a working actor in Los Angeles for over thirty years. During that time he has appeared in scores of television series, commercials, movies and stage plays. His first book, *Drowned in the Grenadine*, a novel based on his experiences as an actor in Hollywood, was well received and became an Amazon bestseller. In addition to this trade paperback edition, both *Drowned in the Grenadine* and *Bumblebee & Me* are available in ebook and audiobook formats.

A must-read for any Transformers fan.

Ryan Yzquierdo, Seibertron.com - The Ultimate Transformers Resource

In the spring of 1984 Dan Gilvezan walked into an audition for a half-hour animated TV series and walked out an hour later with a role in a show that would change the landscape of television in the late '80s: A show called *The Transformers*. As the voice of Bumblebee, the little yellow Volkswagen, Gilvezan was there from the very beginning, witness to the birth of an entertainment industry phenomenon that continues to surprise and delight audiences to this very day.

Bumblebee & Me takes you behind the scenes of the original Transformers television series for a first-hand look at the making of a classic. Experience the controlled chaos of the recording sessions, learn the secrets behind creating a character voice, get to know the members of the cast close up and personal. Chock full of stories, reminiscences, anecdotes and never-before-seen photographs, Bumblebee & Me is sure to satisfy even the most knowledgeable and discerning Transformers fan.

Includes a complete cast list and G1 episode guide.

DAN GILVEZAN has been a working actor in Los Angeles for over thirty years. He currently resides in the San Fernando Valley with his wife, Joselle, his daughter, Allison, and several houseplants. In addition to *Bumblebee & Me*, Dan is also the author of *Drowned in the Grenadine*, a novel based on his experiences working as an actor in Hollywood. Both are also available in ebook and audiobook formats.



For more about the author, go to: http://www.dangilvezan.com