

TRANSFORMERS™

BRAND



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ATARI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

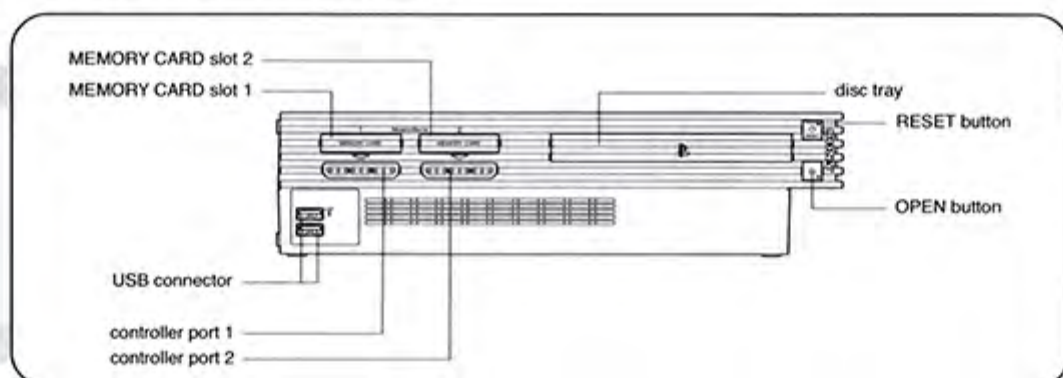
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *TRANSFORMERS™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

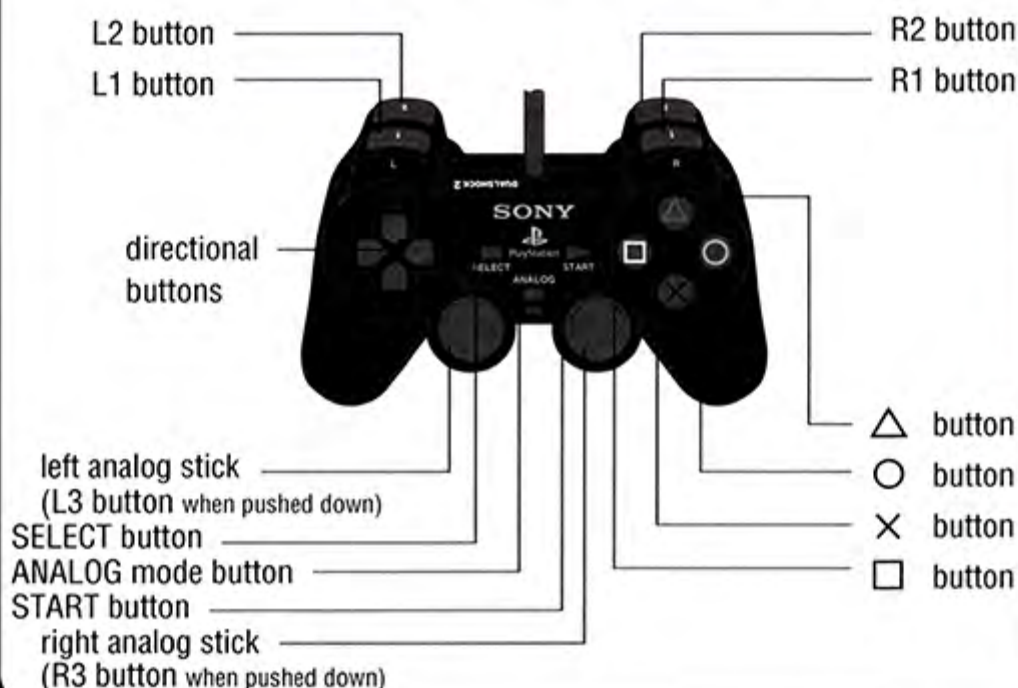
Note: The *TRANSFORMERS* game supports DUALSHOCK®2 analog controllers. Digital controllers are not supported.

Dolby® Pro Logic® II Audio (optional)

This game is presented in Dolby Pro Logic II. Connect your PlayStation®2 console to a sound system with Dolby Pro Logic, Dolby Pro Logic II or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select "Surround" from the Options Menu (see "Options" on page 6 for details).

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

CONTROL	ACTION
left analog stick or directional buttons	Highlight menu item or option
✕ button	Select / Accept changes
▲ button	Go back / Cancel changes

Robot Mode Controls

CONTROL	ACTION
left analog stick	Move / Strafe
right analog stick	Move camera / Aim
R1 button	Fire primary weapon / Melee attack
R2 button	Activate ability MINI-CON™ (when available)
L1 button	Jump / Double-tap to activate glide MINI-CON (when available)
L2 button	Activate ability MINI-CON (when available)
✕ button	Perform action / Confirm HQ comm.
■ button	Activate / Deactivate Powerlinx mode (when available)
▲ button	Convert to vehicle mode
● button	Repeat HQ comm.
START button	Pause Menu
SELECT button	Respond to HQ comm.

Vehicle Mode Controls

CONTROL	ACTION
left analog stick	Steer
right analog stick	Move camera
R1 button or  button	Accelerate
L1 button or  button	Brake / Reverse
R3 button	Chase view
 button	Convert to robot mode
START button	Pause Menu
SELECT button	Respond to HQ comm.

Recon Mode Controls

CONTROL	ACTION
R3 button or  button	Activate Recon mode
left analog stick	Move
right analog stick	Aim
R3 button or up directional button	Zoom in camera
left or right directional button	High-speed pan camera
down directional button	Zoom out camera
L1 button (press and hold) + left analog stick	Sidestep left and right / Crouch / Pop up
L3 button or  button	Deactivate Recon mode

SAVING AND LOADING

The *TRANSFORMERS*™ game automatically saves ("autosaves") your progress if you have a memory card (8MB) (for PlayStation®2) with at least 49 KB of free space inserted into MEMORY CARD slot 1. **Note:** The game does not support MEMORY CARD slot 2.

The game autosaves in the following situations:

- When you change game options or settings (see "Options" on page 8)
- When you rescue a MINI-CON™ (see "Finding a MINI-CON" on page 10)
- When you activate a warp gate (see "Using Warp Gates" on page 13)
- When you collect a DATA-CON (see "Finding a DATA-CON" on page 13)
- When you encounter a DECEPTICON™ (see "DECEPTICONS" on page 19)
- When you complete a level

To load a previously saved *TRANSFORMERS* game, highlight the Continue Game option at the Main Menu (see "Main Menu" on page 6) and press the  button to select. Highlight a saved game profile, then press the  button to resume play.

THE STORY



One Million Years Ago...

Cybertron is a world at war, locked in a struggle between the heroic AUTOBOTS™ and the evil DECEPTICONS™. Caught up in the endless conflict between the two warring factions is a race of tiny "smart-tool" TRANSFORMERS™ known as the MINI-CON™ robots. These robots have the power to combine with larger TRANSFORMERS, greatly enhancing the larger robots' combat capabilities.

Before their war-ravaged planet is destroyed, the MINI-CON robots take matters into their own hands and secretly assemble an evacuation ark. Once onboard, they power down, seal themselves in stasis panels, and flee Cybertron in search of a new home. Only a few MINI-CON robots remain active to crew the ark into the depths of interstellar space.

After uncounted years of searching, a rogue meteor collides with the ark, destroying its guidance systems. The ship plunges through an obscure solar system and skips off a rocky planet's huge and lifeless moon, breaking apart in the process.

Many of the ill-fated ark's fragments continue on a lonely journey through space, their precious MINI-CON cargo locked in suspended animation forever. However, some of the fragments fall toward the nearby blue-green planet. Dozens of MINI-CON panels strike the surface and scatter to remote locations. They are buried, lost and forgotten, until a chance discovery a million years later awakens a small group of MINI-CON robots, and activates an ancient distress beacon.

Now.

For the first time in the long history of the war, AUTOBOT leader OPTIMUS PRIME™ is not confident of victory. His arch-nemesis, MEGATRON™, has driven an immense and unmatched robot army deep into the heart of AUTOBOT territory.

As the two mighty foes clash, perhaps for the last time, a distress signal rips across the skies of Cybertron. It is a call from the MINI-CON robots, the long lost TRANSFORMERS race. Knowing that the MINI-CON robots will tip the balance of power, the AUTOBOTS and DECEPTICONS trace the signal to its origin, and speed off to a tiny planet at the edge of the galaxy — a planet called Earth.



MAIN MENU

Highlight one of the following options and press the **X** button to make a selection:

New Game

Roll out and begin a new *TRANSFORMERS™* game.

Saved Game Slot

Choose a saved game slot for saving your game. **Note:** If you save to a slot which already contains a game, the existing game will be overwritten.

Difficulty Level

Select Recruit, Veteran or Commander (Commander is the most challenging).

Continue Game

Continue the current game or select from one of three saved game slots.

Options

You can configure the following audio and video settings, as needed:

Sound Mode

Select Mono, Stereo or Surround audio.

Widescreen

Turn widescreen (16:9) video mode ON / OFF.

Screen Position

Use this feature to center the game screen. When finished, press the **X** button to accept the change, or the press the **▲** button to exit without changes.

Extras

Access all of your unlocked game extras (see "Extras" on page 23 for details).



AUTOBOT™ HQ

AUTOBOT HQ appears after you begin a new game or continue a saved game. It is the rebuilt control room of the wrecked MINI-CON™ ark ship and will function as your base of operations while on Earth.

During the game, unless you're battling a DECEPTICON™, you can use warp gates to return to HQ (see "Using Warp Gates" on page 13).



AUTOBOTS™

Highlight the AUTOBOT you wish to use — OPTIMUS PRIME™, RED ALERT™ or HOT SHOT™ — and press the **X** button to select.

During the game, even in the middle of a mission, you can switch to another AUTOBOT by returning to HQ and making another selection.

MINI-CON™ Robots

MINI-CON robots can combine with AUTOBOTS to enable a variety of powerful weapons and abilities.

Loadout Display

The loadout display shows your currently equipped MINI-CON robots. There are four loadout slots, each assigned to a different button on your DUALSHOCK®2 analog controller:

- **R1 button:** primary weapon
- **R2 button:** ability
- **L1 button:** movement / protection
- **L2 button:** ability

Equipping a MINI-CON

The first time you select an AUTOBOT, no MINI-CON robots are equipped. To equip a MINI-CON, use either the **left analog stick** or **directional buttons** to select a loadout slot (you can also press the **R1 button**, **R2 button**, **L1 button** or **L2 button** to select a slot) and press the **X** button. Then, use either the **left analog stick** or **left and right directional buttons** to cycle through the available MINI-CON robots, and press the **X** button to make a selection. Press the **●** button at any time to see more information. **Note:** You will not lose your loadout configuration when you switch to another AUTOBOT.

Power Capacity

Each AUTOBOT can carry a MINI-CON loadout that falls within its power capacity. However, if you equip your AUTOBOT with too many high-powered MINI-CON robots, the menu displays an overload prompt. To reduce your power usage, replace one or more of the high-powered MINI-CON robots with others that require less energy. (See "AUTOBOTS" on pages 14-16 for AUTOBOT power capacity data.)

Unequipping a MINI-CON

To unequip a MINI-CON, select a loadout slot and press the **■** button. **Note:** MINI-CON robots are shared — you do not need to unequip a MINI-CON for it to be available to another AUTOBOT.



Drop Zones

Select Drop Zone

Use the **left analog stick** or **left** and **right directional buttons** to cycle between drop zones.

You can choose the current drop zone or any drop zone you have visited previously. Press the **X button** to make a selection.

Spacebridge Portal

The Spacebridge Portal lists all of the warp gates unlocked at the current drop zone. Cycle between the warp gates, then press the **X button** to make a selection and begin the mission.



Options

As needed, use the **left analog stick** or **left** and **right directional buttons** to adjust gameplay settings. When finished, press the **X button** to return to the previous screen.

Audio Settings

Adjust the music volume or sound effects volume.

Controller Settings

View the game controls layout, or adjust the following settings:

Invert Y-Axis: Configure how you look up and down using the **right analog stick**. YES is the default setting.

Vibration: Turn DUALSHOCK®2 analog controller vibration ON / OFF. ON is the default setting.

Look Spring: Turn the camera-centering feature ON / OFF. When you are not using the **right analog stick** to control the camera, this feature automatically re-centers the camera view as you move around. ON is the default setting.

Recon on R3 button: Turn use of the **R3 button** to activate or deactivate Recon mode ON / OFF. ON is the default setting.

Quit

Select Quit to end the current game. When prompted, highlight YES, then press the **X button** to exit and return to the Main Menu.

PAUSE MENU

Press the **START button** to pause the game and display the following options:

Resume

Return to the game.

Show Objective

Replay the most recent HQ comm. and view your current objective.

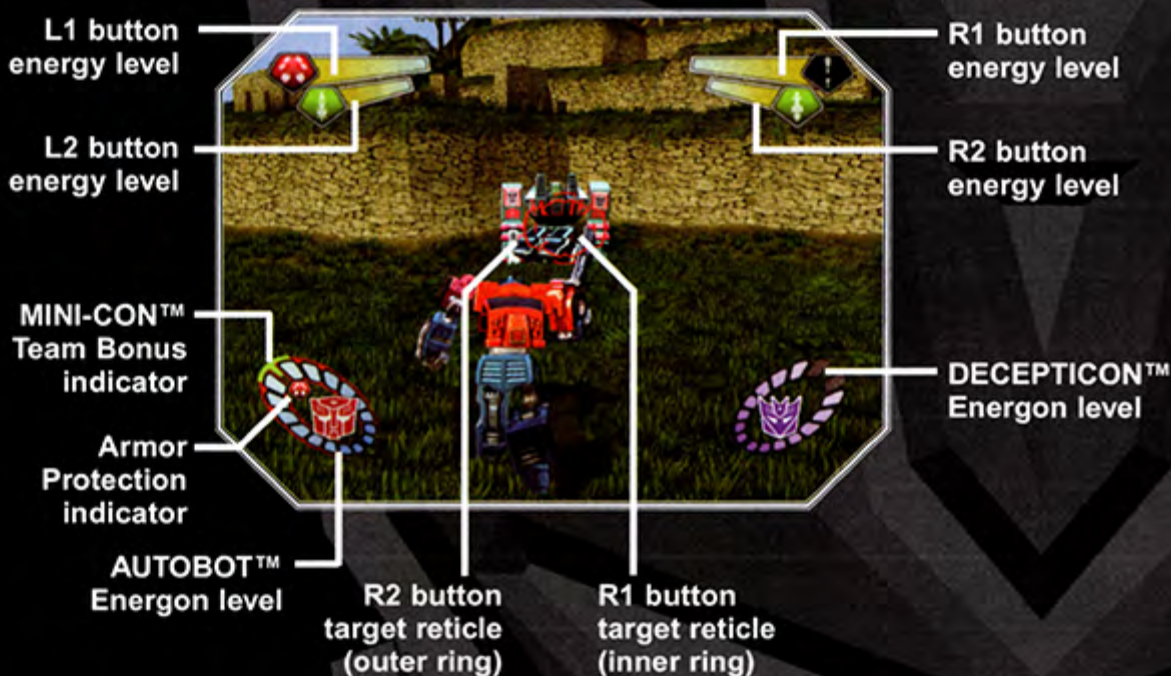
Options

During the game, you can adjust the music volume or sound effects volume as well as the following settings: Invert Y-Axis, Vibration and Look Spring (see previous page for details).

Quit Game

Quit the current game.

HEADS-UP DISPLAY



PLAYING THE GAME

Movement

Use the **left analog stick** to move around.

- **Push up**: move forwards
- **Pull back**: move backwards
- **Push left**: strafe left
- **Push right**: strafe right

Push a little in the desired direction to walk. Push all the way to run.

Looking Around

Use the **right analog stick** to look around.

- **Push up**: look down
- **Pull back**: look up
- **Push left**: pan left
- **Push right**: pan right

Jumping

Press the **L1 button** to jump.



Changing to Robot Mode / Vehicle Mode

Press the **▲ button** to rapidly switch between robot mode and vehicle mode. You can change modes at any time — while moving, in the middle of combat, while jumping... any time!

Recon Mode

Press the **● button** or the **R3 button** to enter Recon mode. Recon mode enables you to move quietly and slowly, reducing the likelihood that a nearby enemy will hear you.

Recon mode also enables you to use AUTOBOT™ optics for zooming in on distant objects. Press the **R3 button** or the **up directional button** to zoom in on objects at 2x magnification, and press again for 3x magnification.

You can use the following controls while in Recon mode:

- **left analog stick up and down:** move forwards and backwards
- **left analog stick left and right:** slow strafe left and right
- **L1 button + left analog stick left and right:** sidestep left and right
- **L1 button + left analog stick up:** pop up
- **L1 button + left analog stick down:** crouch
- **R1 button:** fire primary weapon
- **L2 button or R2 button:** use an ability MINI-CON™

To exit Recon mode, press the **● button** or the **L3 button**.

Finding a MINI-CON

MINI-CON robots are hidden throughout each drop zone, still locked in their stasis panels. When you find a MINI-CON panel, activate it to free the robot inside.

After you have reviewed its abilities, you can either equip the MINI-CON immediately or transport it to the safety of HQ.

Note: If there is a DECEPTICON™ in the area, it can temporarily disrupt access to a MINI-CON panel.



Firing Primary Weapons and Using R2 button Abilities

Press the **R1 button** to fire your primary weapon. Primary weapons are usually lighter, rapid-fire arms such as the assault blaster.

Press the **R2 button** to use a heavy weapons ability MINI-CON™ (when equipped). Heavy weapons MINI-CON robots tend to be more powerful armaments such as homing missiles, grenades and mines.

Using Movement and Protection MINI-CON Robots

Press the **L1 button** to use a movement MINI-CON (when equipped). Movement MINI-CON robots provide new ways to explore each drop zone, including flight.

Protection MINI-CON robots, such as armor (when equipped), are always active. You don't have to press a button to activate them.

Using L2 button Abilities

Press the **L2 button** to use a tactical ability MINI-CON (when equipped). Tactical MINI-CON robots enable defensive shielding, melee boosters, enhanced optics capabilities and more. Some tactical MINI-CON robots are always active. **Note:** As needed, you can attach certain tactical MINI-CON robots to the **R2 button** slot (the slot normally used for heavy weapons).

Melee Combat

To strike an opponent, move in to close range and press the **R1 button**. Hit your opponent three or four times in quick succession to increase the effectiveness of your attack. **Note:** Some MINI-CON robots can boost the power of your melee attack.

Powerlink Mode

Press the **■ button** to activate Powerlink mode and create an uplink to your MINI-CON partner (when available, see page 18). Your combined strength and speed will increase, as will your reaction time. Press the **■ button** again to deactivate the Powerlink.

While in Powerlink mode, the world around you appears in slow-motion, giving you a distinct advantage in battle. Be careful though — when active, the Powerlink temporarily depletes your Energon level (see next page), and only half of the Energon lost in this way will be restored once you deactivate Powerlink mode.

Should your Energon level approach zero, your AUTOBOT™ systems will automatically exit Powerlink mode before you go into Stasis Lock (see next page). **Note:** If your Energon reserves are low, you cannot remain in Powerlink mode.



HQ Communications

AUTOBOT™ HQ uses a secure communication channel to inform you of each mission objective. Press the **SELECT** button to answer an incoming HQ comm.

If you are in the heat of battle and cannot answer an incoming comm., don't worry — you can display a menu containing your current objective when the action subsides. To do so, select Show Objective from the Pause Menu (see "Pause Menu" on page 8).

- When you play as OPTIMUS PRIME™, RED ALERT™ is your contact at HQ.
- When you play as RED ALERT or HOT SHOT™, OPTIMUS PRIME is your HQ contact.



Picking Up Energon

Energon sustains the life of all TRANSFORMERS™. An AUTOBOT loses Energon each time it takes damage.

Every destroyed enemy releases one or more spheres of Energon. To absorb Energon and restore your AUTOBOT health, move over the spheres. **Note:** On Earth, Energon spheres only remain stable for a short time before they dissipate into the atmosphere.



Stasis Lock

If a robot's Energon level reaches zero, its systems power down and cease functioning. When this occurs, the game displays the following options:

Continue

Continue from the last warp gate you activated, with full health and current MINI-CON™ loadout.

Return to HQ

Transport back to AUTOBOT HQ. Returning to HQ restores full health.

Quit Game

Quit and exit to the Main Menu.

Using Warp Gates

Use warp gates to autosave your progress in the game. You can also use warp gates to return to AUTOBOT™ HQ, where you can switch to another AUTOBOT, modify your MINI-CON™ loadout, or transport to another mission area.

- To activate a warp gate and autosave, walk up to it and press the **X** button.
- To transport back to HQ, walk through the open portal. Otherwise, step away from the gate and continue your current mission.

When you activate a warp gate, the gate's location is added to your list of known warp gates. You will be able to return to that particular warp gate (and any other known warp gates) thereafter via AUTOBOT HQ. **Note:** If a DECEPTICON™ is in the area, it can temporarily disrupt a warp gate, making the gate inoperable.

Finding a DATA-CON

DATA-CONS are disc-shaped information modules scattered across the Earth, and they are stored in caches that look like MINI-CON stasis panels. Each time you collect a DATA-CON, you will automatically unlock a new section of the game's Extras archives (see page 23 for details).

There are over 60 DATA-CONS to find, and some are well hidden.

Exploring

Make sure you explore each drop zone thoroughly — MINI-CON robots and DATA-CONS could be anywhere. Also, keep in mind that once you've visited a drop zone, you can go back at any time. A newly acquired MINI-CON may help you explore otherwise-inaccessible terrain when you return.



AUTOBOTS™

HQ has supplied the following data and technical specifications regarding the AUTOBOT soldiers:

OPTIMUS PRIME™



Leader of the AUTOBOTS, his strength, wisdom and courage make OPTIMUS PRIME well-suited to deal with the DECEPTICON™ menace.

OPTIMUS PRIME is a true champion who uses every resource at his command to find peaceful solutions to conflicts. However, when the battle lines are drawn, he is a powerful warrior committed to achieving total victory.

His nemesis is MEGATRON™, the DECEPTICON leader. They have battled each other countless times without result. If MEGATRON locates the MINI-CON™ robots first, the DECEPTICONS may become unstoppable.

Of all the AUTOBOTS, OPTIMUS PRIME has the greatest capacity to equip powerful MINI-CON combinations. In vehicle mode, his truck form plows through enemy squads with devastating impact. He is the heaviest AUTOBOT, and not quite as agile as the younger members of the team. OPTIMUS PRIME makes up for this with sheer power.

GENERAL INFORMATION

Mass	18,960 lbs
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MINI-CON power capacity	100 units
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ROBOT MODE

Height	22' 11"
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Top speed	31 mph
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VEHICLE MODE

Type	Heavy-duty semi truck
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Height	8' 3"
--------	-------

Top speed	125 mph
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Power	700 hp @ 2500 rpm
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Favored terrain	Flat, downhill surfaces
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RED ALERT™

Second-in-command of the AUTOBOT™ mission to Earth, RED ALERT is a seasoned veteran of many battles against the DECEPTICONS™.

He and OPTIMUS PRIME™ have been comrades since the earliest days of the Cybertronian Wars. RED ALERT was once a fierce and overly aggressive warrior, until he was seriously wounded in battle. Now he is a specialist in defensive techniques, who prefers to find alternatives to headlong confrontation.

RED ALERT is an excellent all-around soldier, with strong armor and quick reflexes. His vehicle mode, an emergency SUV, can negotiate even difficult terrain. He is readily adaptable and well-suited to all missions.



GENERAL INFORMATION

Mass 3,858 lbs

MINI-CON™ power capacity 80 units

ROBOT MODE

Height 19' 8"

Top speed 37 mph

VEHICLE MODE

Type Emergency SUV

Height 7' 3"

Top speed 155 mph

Power 450 hp @ 6600 rpm

Favored terrain Off-road (slippery, rough) surfaces

HOT SHOT™



Although he is the least-experienced member of the AUTOBOT™ mission, HOT SHOT has shown great promise as a warrior and as a leader.

His speed and dexterity make him perfect for scouting missions, and his courage in the heat of battle is unquestioned. But, his often reckless attitude places him in greater danger than he realizes.

HOT SHOT carries the lightest armor of the AUTOBOTS, but he is also the most agile, with the quickest turning radius. As a sports car, he can outrun most enemies. HOT SHOT is well-suited to reconnaissance.

GENERAL INFORMATION

Mass	3,109 lbs
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MINI-CON™ power capacity	80 units
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ROBOT MODE

Height	16' 5"
--------	--------

Top speed	50 mph
-----------	--------

VEHICLE MODE

Type	Sports car
------	------------

Height	5' 11"
--------	--------

Top speed	186 mph
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Power	400 hp @ 8000 rpm
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Favored terrain	Road (dirt tracks, paths, sealed) surfaces
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MINI-CON™ ROBOTS



The MINI-CON robots are a tiny race of TRANSFORMERS™ who fled from Cybertron over a million years ago. They are now scattered across Earth, still locked in stasis, waiting for someone to find them. It is the duty of the AUTO-BOTS™ to rescue MINI-CON robots before the DECEPTICONS™ discover and enslave them.

The following MINI-CON robots are known to have been on the ark ship that fled Cybertron:

LOCK-ON

LOCK-ON converts into a missile launcher, which can be equipped as a secondary weapon. LOCK-ON fires missiles that will home in on an enemy's Energon signatures — this feature comes in handy when you're trying to evade incoming fire while simultaneously attacking the enemy.

SAFEGUARD

SAFEGUARD converts into additional armor protection, which defends against all types of attacks. Once equipped, the protection abilities automatically stay in effect.

PRESSUREPOINT

PRESSUREPOINT enhances AUTOBOT melee combat abilities by providing a new attack style and by increasing the amount of damage inflicted.

SLIPSTREAM

SLIPSTREAM is a glide (flying) MINI-CON that equips an AUTOBOT with wings. With SLIPSTREAM attached, you can fully explore terrain and reach distant areas.

There are many other MINI-CON robots scattered across Earth, each with its own unique abilities.

MINI-CON™ Teams

The MINI-CON robots belong to separate factions, or "teams". When you equip two or more MINI-CON robots from the same team, your AUTOBOT™ receives unique enhancements in the form of a Team Bonus. You can easily determine a MINI-CON robot's team designation by its color. **Note:** When a Team Bonus is active, a small indicator appears on the HUD (see page 9).

MINI-CON Team Bonus

Simultaneously equip two or more MINI-CON robots from the same team to receive the following enhancements:

- Two team members boost Energon maximum level
- Three team members boost Energon maximum level and Powerlinx duration
- Four team members boost Energon maximum level, Powerlinx duration and MINI-CON recharge rate

Notice that different color teams provide different levels of boost. Also, some teams are common, and others are rare.

MINI-CON Partners

During the war, certain MINI-CON robots fought alongside the AUTOBOTS as partners, acting as advanced weaponry and ability boosters, as well as warriors in their own right. Now, in the effort to defeat MEGATRON™, the following MINI-CON partners are ready to fight alongside their teammates once again:

SPARKPLUG™



LONGARM™



JOLT™



Powerlinx Mode

When you locate a MINI-CON partner, your AUTOBOT gains the ability to uplink to that partner via the Powerlinx system. While in Powerlinx mode, the world around you appears in slow-motion, providing a distinct advantage in battle (see page 11 for details).

DECEPTICONS™

Intelligence reports have provided the following data concerning the enemy:

MEGATRON™

MEGATRON commands the DECEPTICONS™ with strength, cunning and terror. He has remained in control despite several unsuccessful attempts by his own lieutenants to overthrow him.

MEGATRON will not rest until he becomes the unchallenged ruler of the Universe.

But, to achieve supremacy, he must first destroy OPTIMUS PRIME™ and eliminate the AUTOBOTS™.

To accomplish this goal, he has constructed the DECEPTICLONE™ army, a massive force of non-sentient robots built for war.

Finding and enslaving the MINI-CON™ robots will give MEGATRON the unimaginable power he needs. He will not stop until he has them!



HEIGHT: 22' 11" (8' 3" vehicle mode)

WEIGHT: 106,925 lbs

POWER: 1,600 hp

VEHICLE TYPE: Battle tank

VEHICLE TOP SPEED: 50 mph

STARSCREAM™



STARSCREAM is a jet fighter who uses his unmatched speed and maneuverability to launch aerial attacks on the AUTOBOTS™.

As the second in command of the DECEPTICON™ mission, he appears loyal to MEGATRON™.

However, it is rumored that the devious STARSCREAM is looking for an opportunity to seize control from his leader.

HEIGHT: 19' 7" (15' 1" vehicle mode)

WEIGHT: 22,050 lbs

THRUST: 28,000 lbs

VEHICLE MODE: Jet fighter

VEHICLE TOP SPEED: Mach 2.7

CYCLONUS™

CYCLONUS is so reckless that even his own DECEPTICON allies don't trust him. MEGATRON likes to let CYCLONUS loose because he is so dangerous in battle. However, MEGATRON has trouble stopping CYCLONUS once he gets started. Despite his faults, this DECEPTICON can wreak havoc from the air.

HEIGHT: 19' 7" (17' 1" vehicle mode)

WEIGHT: 16,550 lbs

POWER: 1800 shaft horsepower

VEHICLE MODE: Attack helicopter

VEHICLE TOP SPEED: 190 mph



DECEPTICLONES™

Intelligence reports have provided the following data concerning the advancing robot army:

Light Unit

Light Units are the standard infantry of the DECEPTICLONE army. Although vulnerable in small numbers, they pose considerable threat when organized in squads, or when under a more intelligent unit's command.



Medium Unit

Medium Units are the workhorses of the DECEPTICLONE army — they are tough, intelligent and resourceful. Medium Units will often send a runner to summon reinforcements when facing heavy fire. Do not underestimate these robotic warriors. **Note:** According to recent intelligence, other, more advanced forms of medium units have been sighted.



Heavy Unit

Little is known about these fearsome units, except that they are massive and typically equip a sophisticated arsenal. In close combat, they have been known to use a ground-shaking stomp attack — approach these units with caution.



Spider Tank

The Spider Tank is a heavy-weapons DECEPTICLONE™ that can crawl over difficult terrain and bring its twin cannons to bear with deadly accuracy. It may also combine both of its barrels into a focused, high-energy blast attack. The Spider Tank's legs are heavily armored and deflect regular blaster fire.



Dropship

Dropships are all-purpose transport ships used to shuttle DECEPTICLONE units between rallying points and battle zones. However, intelligence suggests that they may carry limited armor, relying on speed and maneuverability to avoid attack. It may be possible to board a Dropship, but there are no records of a successful attempt.



Command Unit

< No data at the present time >



EXTRAS

Viewing Extras

Select Extras from the Main Menu to view all of the items you have unlocked.

Whenever a section includes something you haven't seen before, it will display a "New" icon. If no extras are available yet, it will display a "question mark" icon.

Note: Your saved game profile stores the extras you have unlocked — if you delete or overwrite an existing saved game, you will no longer be able to access your saved extras.

There are two ways to unlock extras:

- When you complete the main objectives for a drop zone, you automatically unlock the mission's soundtrack music and movie clips.
- Each time you discover a DATA-CON, you unlock a new section of the archives, showcasing character art, music, animation clips and much more.

Note: To unlock some of the extras in the game, you will need to play with difficulty level set to Commander (see "New Game" on page 6 for details).

Movies

Select this section to view the movies you have unlocked in the current game. Press the **X button** to launch a movie. To cancel a movie, press the **START button** or the **X button**. **Note:** Once you unlock a movie while playing as one character, you can then watch other versions of it starring the other two characters.

The Play All feature enables you to stream all of the currently unlocked movies in a continuous sequence. While viewing, press the **left directional button** to return to a previous movie in the sequence. Press the **right directional button**, **START button** or **X button** to skip ahead to the next movie. Press the **▲ button** at any time to cancel the sequence.

Soundtrack

You can access the soundtracks for each drop zone. Press the **X button** to start a soundtrack. While you are listening, press the **up directional button** to increase the intensity of the music, and press the **down directional button** to decrease the intensity (when available). Playback always begins at the lowest intensity setting. Press the **X button** to stop the music and return to the main Extras menu.

Art Archives

There are many unique visual items in the art archives. Press the **X button** to load an art archive, and then press the **left** or **right directional button** to scroll through the images. When finished, press the **▲ button** to return to the main Extras menu.



TIPS & HINTS

- Each AUTOBOT™ has unique strengths and weaknesses. Be sure to experiment with all three and use the one that best suits the current mission.
- Some weapons fire a single shot or a short burst, while others fire a continuous stream of energy. Try out each weapon and get a feel for its characteristics.
- Experiment with the MINI-CON™ robots you discover — different combinations may produce surprising results.
- Equip MINI-CON robots of the same team (the same color) whenever possible. Equipping even two members of the same team will enhance your AUTOBOT abilities (see "MINI-CON Team Bonus" on page 18).
- Some MINI-CON robots will upgrade your AUTOBOT optics system, enabling you to see distant objects or locate items that are normally hidden from view.
- A certain MINI-CON enables you to fire at the weak spot of each enemy — some enemies can be destroyed with a single shot when hit in this location.
- You can only access some out-of-reach places when certain movement MINI-CON robots are equipped. Once you have discovered new ways to move around, return to the drop zones you have already visited — you will be able to rescue more MINI-CON robots and collect more DATA-CONS.
- Some types of terrain may limit a MINI-CON robot's effectiveness. For example, a MINI-CON best suited for close-quarters combat may be relatively ineffective in an open environment.
- During combat, use available cover whenever you can. Enemies typically need time to spot you from a distance.
- Use Recon mode to zoom in and take out enemies before they see you. If enemies can hear you, but cannot see you, they will only know your approximate position.
- Once enemies see you, they will call in reinforcements.
- Try to lure enemies into ambush points where you can pick them off easily.
- Some enemy robots are susceptible to melee combat. If you have trouble destroying a robot from a distance, try closing in and pummeling them!
- Movement in Recon mode is very quiet. Recon mode allows you to get very close to enemies.
- Heavy weapons make lots of noise and are easily spotted. Lighter weapons make less sound, and aren't as easy to see. If you are trying to sneak up on enemies, choose your MINI-CON loadout accordingly.
- When confronted with a group of enemies out in the open, try changing to vehicle mode, and then just run them down. But, be careful not to get caught in the middle of the pack — keep moving!

- Some DECEPTICLONE™ units are more effective when led by a Command Unit. Try to identify commanders and neutralize them first.
- DECEPTICLONE reinforcements are often shipped to drop zones to replace the losses you have caused. Even after you have destroyed DECEPTICLONE units and left an area, be prepared to engage their replacements should you return later.
- Energon dropped by enemies fades away over time — absorb it while you can!
- Expect heavy combat when you encounter a DECEPTICON™ leader. If you are quickly defeated, consider trying a different MINI-CON loadout. As needed, try searching for more MINI-CON robots before attacking again.
- DECEPTICONS can temporarily disrupt warp gates and MINI-CON stasis panels.
- When the Energon level of an AUTOBOT™ reaches zero, it enters a state called "Stasis Lock." Each AUTOBOT has a warp transponder that is designed to automatically transport them to AUTOBOT HQ should this occur. Once there, the other members of the team can restore an AUTOBOT to full health.
- Listen to HQ communications — they can provide important clues about your mission objectives.
- If you forget your current mission objective, open the Pause Menu (see "Pause Menu" on page 8) and select Show Objective.

NOTES

This image shows a single page of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

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