

## Customer Support

*Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.*

**Internet:** <http://www.activision.com/support>

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

**Note:** Internet support is handled in English only.

**Note:** The multiplayer components of Activision games are handled only through Internet support.

**Phone:** (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

Please see the Limited Warranty contained within our Software License Agreement for warranty replacements. **We recommend that you first contact an Activision Technical Support Representative by phone or internet before sending your product to us.** In many cases, a replacement is not necessary to resolve your problem. Our support representatives will help you determine if a replacement is necessary. If a replacement is appropriate we can issue you an RMA (Return Materials Authorization) number to help process your replacement. Non-warranty game returns/refunds should be dealt with by the retailer or online site where you purchased the product.

**Register your product online at [www.register.activision.com](http://www.register.activision.com) so we can enter you in our monthly drawing for a fabulous Activision prize.**

**To view a full length manual, including credits, visit [www.activision.com/en\\_US/manuals](http://www.activision.com/en_US/manuals)**

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XBOX  
LIVE





**WARNING** Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support.

### Important Health Warning About Playing Video Games

#### Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

#### ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit [www.ESRB.org](http://www.ESRB.org)

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**VIEW UNLOCKABLES** – There are various rewards you can unlock throughout the course of the game. Here you can view the different challenges that must be completed in order to unlock these items. Once a specific challenge has been completed, you will be able to view the unlockable to the corresponding challenge by pressing **A**. Remember to check out some of the challenges before going into battle.

**OPTIONS MENU** – Pressing **START** while in the War Room will allow you to access the SP leaderboards and all the normal Pause Menu options such as camera, controls, audio, display and game. The option "Quit Campaign" will allow you to quit the campaign and exit to the Main Menu of the game.

## MULTIPLAYER

Take the battle for Earth's survival online and face off against DECEPTICONS™ and AUTOBOTS™ from across the world. To join or create a Multiplayer match, select **Xbox LIVE** from the Multiplayer menu, then choose one of the following options:

- **Ranked Match** – Quickly find a ranked match based on the search criteria you input. If no match can be found you will automatically host one.
- **Player Match** – Choose to host a match with custom settings, or quick match a match based on your search criteria. If no quick match can be found, you'll be given the option to host a match.

*Note: Stats are not tracked in Player Matches. Only Ranked Matches track your stats and get uploaded to the Leaderboards.*

*Note: Not all characters will be available for selection once a Ranked or Player match has started.*

- **Leaderboards** – View the online leaderboards for TRANSFORMERS™: REVENGE OF THE FALLEN™ Multiplayer.
- **MP Stats** – View Multiplayer Statistical information.

When hosting or creating a match, the following options are available for you:

**MODE** – Type of match you would like to create. Choose from any of the following match types: DeathMatch, Team DeathMatch, One Shall Stand, Control Points and Battle for the Shards

**MAPS** – Where your match will take place. Choose from any of the following maps: Bridge, Downtown, Train Yard, Construction Pit and Freeway

**PRIVATE SLOTS** – Set number of private slots.

**ROUNDS TO WIN** – Set score limit for match.

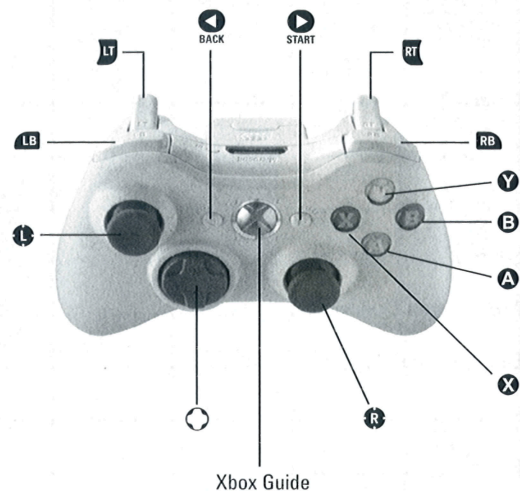
**TIME LIMIT** – Set time limit for match.

**RESTRICT FACTION** – Toggle Faction mode off or on for match. When faction lock is on, you will only be able to pick TRANSFORMERS™ characters that are members of the same faction as your team.

## TABLE OF CONTENTS

Game Controls .....	2
Xbox LIVE® .....	2
Story .....	3
Control Modes .....	3
Advanced Maneuvers Overview .....	5
Heads-Up Display (HUD) .....	5
Pause Screen .....	6
The War Room .....	7
Multiplayer .....	8
Software License Agreement .....	Inside Back Cover
Customer Support .....	Back Cover

## GAME CONTROLS



## XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

### CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live/countries](http://www.xbox.com/live/countries).

### FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

**Global Stats** – Displays Global Statistical Information.

**Camera** – Changes Camera Settings.

**Controls** – Displays Controls.

**Audio** – Changes Audio Settings.

**Display** – Changes Display Settings.

**Game** – Changes Game Settings such as Aim Assist and Aiming Sensitivity.

**Restart Mission** – Restarts Current Mission.

**Quit Mission** – Quits Mission and returns you to the War Room.

## THE WAR ROOM

The War Room is the headquarters from where you deploy to your missions. Here you're given mission updates and news regarding the global conflict between the AUTOBOTS™ and the DECEPTICONS™. In addition to these updates, you're provided with critical information related to your performance.

As the War Room is your tool for mission deployment, there are various elements you can access from the Global Interface. You can cycle through the Global Interface tabs by pulling **LT** or **RT**.

**SELECT ZONE** – This is the focal point of the Global Interface. From here you can cycle through the various zones across each location around the world. Critical information regarding the zone is displayed as each zone is viewed. Once the desired zone is found, press **A** to select the zone.

**SELECT MISSION** – This displays information regarding the currently selected mission within the zone. Here you can see a brief description of the mission, as well as stats on your personal best time, score, and the number of campaign points earned. If you are connected to Xbox LIVE, you can also see the best time and score for the overall leaderboards. Use **L** to cycle through the available missions. To select a mission, press **A**.

**CHARACTER SELECT** – After a mission has been selected, you can select any of the current available characters to deploy into the mission. As missions and characters are unlocked, you can replay some missions with other characters available. Use the **L** to cycle through the available characters. Press **A** to select and deploy the desired character.

**TEAM UPGRADES** – You can use energon collected throughout the missions to upgrade various skills, stats and special abilities for your team. Once the desired upgrade is located, press **A** to fill the upgrade bar using the energon collected. Keep an eye out on the upgrade cost and don't forget to use your energon collected during the missions. Upgrading your team can make the difference in battle.



### 3. RADAR CLUSTER

**Radar** – Displays enemies, allies and objectives along with your position.

**Health Bar** – Displays remaining health. Health regenerates after a few seconds unless you are in Weapon/Vehicle mode or taking damage.

**Special Ability Indicator** – Displays the Cooldown on the Special Ability.

**Turbo Indicator** – Displays the Cooldown on the Turbo Boost.

4. **RETICLE** – When an enemy is targeted, the reticle color will change to red. The reticle also displays the Overheat meter for the Primary and Secondary Weapons. When a weapon overheats it is unavailable for use until a short cool down period has passed.

5. **HIT INDICATOR** – Tells you when you are taking damage. The indicator also informs you where the damage is coming from.

6. **OVERDRIVE METER** – Fill this meter by using advanced maneuvers to eliminate enemies. Use **LB** to activate Overdrive and increase your rate of fire and weapon damage, reduce the damage you take, and stop your weapons from overheating.

7. **INFORMATION TICKER** – The ticker at the bottom of the screen will display critical information that will aid you during your mission. It will also provide you with information while in the War Room.

8. **OBJECTIVE HEALTH METER** – Displays the amount of health for objectives that must be protected or destroyed.

9. **COMMUNICATION WINDOW** – Displays video communication received from allies throughout each mission.

## PAUSE SCREEN

Pressing **START** at any point during a mission will pause the game and bring up the Information Screen. Here you can view various types of information.

**Main Objective** – Displays information on the main objective you must complete for the current mission.

**Bonus Objectives** – Displays information on the bonus objectives for the current mission.

**Zone** – Displays the name of the zone the current mission is in.

**Mission** – Displays the name of the current mission.

**Medal Times** – Displays the time in which the current mission must be completed in order to obtain the particular medal. You can also view the current time, current score and high score for the mission.

**Score** – Displays your Current Score in a mission as well as your High Score. It also shows you how many Skill Shots you have found.

In addition to this information, you can access various options such as:

## STORY

In the two years since the defeat of their leader MEGATRON™, the DECEPTICONS™ have quietly gathered strength. Despite infighting, they've rallied behind the treacherous, but ambitious STARSCREAM™.

Meanwhile, the AUTOBOTS™ have formed a secret alliance with NEST—a covert human military faction—helping them hold the DECEPTICONS™ at bay and maintain peace.

But now this peace is threatened with a massive DECEPTICON™ attack in Shanghai, China. Well-organized and with powerful new reinforcements, this DECEPTICON™ strike is deadlier than anyone anticipated. AUTOBOT™ and NEST intel suggest the DECEPTICONS™ are motivated by a new master plan—one involving destruction on a truly global scale.

DECEPTICONS™ and AUTOBOTS™ are deadlocked in an epic war across the globe. This stalemate cannot last. One side must win. The fate of humanity and planet Earth hang in the balance.

## CONTROL MODES

### ROBOT MODE

Robot Mode is your default state. Pulling and holding **LT** or **RT** will cause you to exit Robot Mode.

Action	Button
Enter Weapon Mode	Pull and hold <b>LT</b>
Enter Vehicle Mode	Pull and hold <b>RT</b>
Enter Overdrive (when Overdrive meter is full)	<b>LB</b>
Move Character	<b>↑</b>
Move Camera	<b>R</b>
Use Special Ability	<b>Y</b>
Interact / Climb	<b>B</b>
Single Melee Attack	Press <b>X</b>
Combo Attack	Press <b>X</b> (3x)
Charged Attack	Hold <b>X</b>
Air Attack	Press <b>X</b> (while in mid-air)
Ground Pound	Hold <b>X</b> (while in mid-air)
Jump	<b>A</b>
Cycle through camera pre-sets	<b>⬅</b> / <b>➡</b>
Pause / Options Menu	<b>START</b>



## WEAPON MODE

In Weapon Mode, utilize unique and powerful ranged weapons. To maintain Weapon Mode, pull and hold **LT**. Release **LT** to exit Weapon Mode.

Action	Button
Maintain Weapon Mode and Aim	Pull + Hold <b>LT</b>
Fire	Pull <b>RT</b>
Switch Ranged Weapon	<b>RB</b>
Enter Overdrive (when Overdrive Meter is full)	<b>LB</b>
Move Character	<b>LT</b>
Aim/Move Reticle	<b>R</b>
Use Special Ability	<b>Y</b>
Dash in Desired Direction	Tap <b>X</b> (while moving)
Jump	<b>A</b>
Cycle through Camera Pre-sets	<b>LT</b> / <b>RT</b>
Pause / Options Menu	<b>START</b>

## VEHICLE / FLIGHT MODE

You can change into your character's vehicle or flight form by pulling and holding **LT**. Release **LT** to exit Vehicle / Flight Mode.

Action	Button
Powerslide	Pull <b>LT</b> (when driving)
Flight Tilt / Bank	Pull <b>LT</b> (when flying)
Change into Vehicle or Flight Mode	<b>LT</b> (The farther the trigger is held down the faster you will go)
Switch Ranged Weapon (for Weapon Mode)	<b>RB</b>
Decrease Speed (hold to reverse for ground vehicles)	<b>LB</b>
Steer	<b>LT</b>
Move Camera	<b>R</b>
Use Special Ability	<b>Y</b>
Evasive Maneuvers (while in Jet Mode only)	<b>B</b> (while moving up, down, left or right)
Fire	<b>X</b>
Boost	<b>A</b>
Cycle through Camera Pre-sets	<b>LT</b> / <b>RT</b>
Pause / Options Menu	<b>START</b>

## ADVANCED MANEUVERS OVERVIEW

Advanced Maneuvers allow you to jump higher, do more damage, and drain more energon from your enemies. To perform an Advanced Maneuver, press and hold any of the buttons noted below while in Vehicle / Flight Mode, and then release **LT**.

### ADVANCED MANEUVERS

**Super Jump** – Press and hold **A**, then release **LT** to perform this move.

**Hover** – Press and hold the **A** or **LT**, then release **LT** to perform this move.

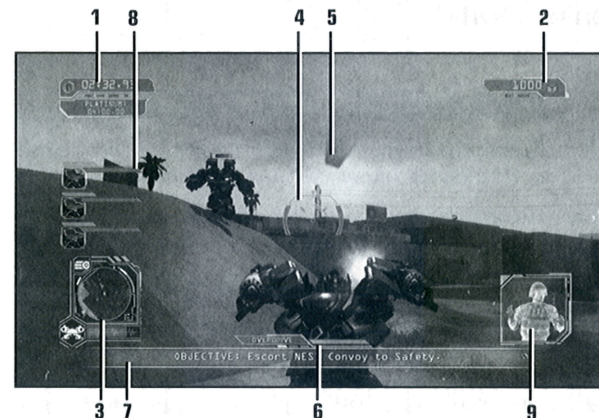
*Note: You can move, dash or fire while hovering.*

### ADVANCED MELEE ATTACKS

**Ground Pound** – Press and hold **B**, then release **LT** to perform this move.

**Melee Attack** – Press and hold **X**, then release **LT** to perform this move.

## HEADS-UP DISPLAY (HUD)



- MISSION TIMER** – Displays the total elapsed time for the current mission. Medal Time displays the time in which the current mission needs to be completed in to collect the corresponding medal.
- ENERGON COUNTER** – Displays the total amount of energon collected for the current mission.