

Transformers: Revenge of the Fallen

Nintendo Wii Reviewer's Guide

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Introduction

The fate of the earth and the survival of the human race hang in the balance in the ***Transformers™: Revenge of the Fallen*** video game for the Wii. Based on Hasbro's legendary TRANSFORMERS property, the game takes players on an action-packed journey that follows a similar storyline to that of the highly anticipated blockbuster film due out on June 24th from Paramount Pictures and DreamWorks Pictures. Playing as both the AUTOBOTS and DECEPTICONS, players are propelled into an adrenaline-pumping battle for supremacy across the globe where every second and every choice makes the difference between mankind's salvation and annihilation.

KEY FEATURES:

- **Recruit a Friend to Join the Battle in Unique Co-op Campaigns** – At any point in the intense single-player campaign, a friend can join in as a “Remote Weapon System,” acting as a floating shield to defend you and as a special weapons system to strengthen the assault.
- **Test Your Skills in the All-New Co-op Arena Mode** – Teamwork is key as players enter the new Arena mode to pick their favorite characters and fight alongside their friends arcade-style against increasing waves of enemies.
- **Combat Variety Across the Globe** – Players tackle 15 action-packed levels set in unique environments that include vehicular sequences, flight-based rail levels and blistering combat chains full of close-ranged melee strikes and projectile missile attacks.
- **Unleash Devastating Fury Using Gesture-Based Combat** – On the Wii, players can utilize full gesture-driven controls to interactively demolish their opponents as their favorite TRANSFORMERS characters. Additionally, each character has a unique special attack that combines both Robot and Vehicle modes to obliterate enemies.

Intense, Heroic Missions – Every second is precious as players drive, fly, fight and blast their way through gripping levels inspired by the film and beyond to determine the ultimate fate of the world.

We hope you enjoy playing *Transformers: Revenge of the Fallen* and encourage you to make ample use of the strategies and insider tips provided in this guide. If you have any questions or require any additional information, please don't hesitate to contact us.

Kelvin Liu, kelvin.liu@activision.com, (310) 255-2213

Playing Transformers: Revenge of the Fallen

Before you dive into the game, take a moment to review the controls detailed on page 10 of this guide. Once you've done that, start up the game. Select one of the three save game slots to save your progress, then highlight **CAMPAIGN** on the Main Menu and press **A**. Select **START CAMPAIGN** from the next menu and then a difficulty level—we suggest you select **NORMAL** your first time through the game. Now sit back, relax, and enjoy the exciting cinematic that launches your epic adventure through ***Transformers: Revenge of the Fallen***.

Move It or Lose It

The most important thing you can do when fighting enemies at range is to keep moving—a static target is an easy target for your enemies. Even if you're forced to move down a fairly straight path, keep moving side to side and use your Evade move to dodge heavy attacks like missiles. It also doesn't hurt to jump unexpectedly once in awhile. Don't worry about losing aim on your target: the targeting reticule is a little "sticky" so as long as you're reasonably steady with the Wii remote, you won't take your guns off your target.

Walkthrough

Optimus Invades

The game starts with a bang as Optimus Prime takes a harrowing freefall skydive toward Earth. You'll be prompted to use the stick on your Nunchuk to move—try it out and get familiar with movement fast since surviving this level depends on your ability to move and dodge obstacles. Soon after this you'll be asked to press **B** to fire your primary weapon. We suggest you point your Wii remote the enemies that show up right after this and blow them out of the sky before they do the same to you. You'll know you've got an enemy locked in your sights when the center of the targeting reticule turns red.

Let's take a look at the HUD indicator in the upper left corner of the screen. The top bar is your health and that last, yellow bit of it represents your shields. Shields will get depleted first when you take damage. The good news is, if you avoid damage for a bit they will recharge automatically. What won't recharge is your health...well, not without your help. The purple bar under your health indicates how much Energy you have. If you press Left on the Wii Remote's directional pad, you'll replenish some of your health. While you'll collect some Energy from every enemy you defeat, there are also a number of Energy power-up barrels in the levels so keep your eyes open for them.

A series of enemies are going to keep attacking the rest of the way down. Try to take them out before they reach you. Look for the rocket trails on missiles to spot them early. Any planes you see approaching are transformed Decepticons so try to blast them before they transform back and start firing on you. Keep moving while you shoot at them to minimize the damage they inflict. If you get down to about 1/3 health, heal yourself.

Eventually, the Decepticons will hack the defensive lasers on Earth and turn them against you. The lasers are powerful but you can dodge them. When the bright orange beam appears, jet to one side of it and then move around the perimeter of the screen. This should keep you out of its blast most of the time.

Eventually an extra-large plane will arrive and transform. That's the level-ending mini-boss. Start firing on him immediately and you'll see his health bar (lower left of the screen) deplete rapidly. While other Decepticons will show up to help him, you should keep the focus of your fire on him. Once he's eliminated the level ends.

Charging Weapons

Did you know you can control the amount of Energy you expend when firing your secondary weapon? Once you've targeted an enemy, hold down the **Z** button on the Nunchuk to charge the weapon. Watch the four quadrants that frame the targeting reticule—starting from the upper right and moving counterclockwise, they'll change color as your weapon charge builds up. This lets you monitor just how much Energy you spend with each shot, giving you more control over your Energy resources so you don't get caught short unexpectedly.

Ironhide vs. Demolisher

Your job in this level is to guide the gung-ho Autobot warrior Ironhide through the brightly lit streets of Shanghai to a climactic showdown with one of the game's brand new Transformers: Demolisher.

From the moment the level starts, you'll be under attack. Try out your secondary weapons by holding **Z** after the prompt. If you fully charge Ironhide's secondary weapon, you'll take out all those

enemies at the end of the street.

Once you've taken care of those initial baddies, backtrack down the street, just past your starting point to grab your first collectible Cybertron key in the game. There are lots of these throughout all the levels in *Transformers: Revenge of the Fallen* and they unlock all sorts of cool stuff. Keep an eye out for them throughout the rest of the game.

Once you've grabbed the collectible key, head back down the street. Another group of enemies will burst through the parking garage on your right. Take them down with some melee fighting. Swing the Wii remote horizontally to perform a Light Attack. After a few of these, move the remote vertically for a more powerful Heavy Attack. Grab the Cybertron key in the garage and move to the next area where you'll discover some of your Autobot brethren taking on some Decepticons on a rooftop. To get to the Decepticons, run towards them and press **A** to jump on the trucks, then press **A** again to jump to the rooftop. Once you've bashed them, collect the key and head to the right and jump down to the street.

There's another key to collect right behind you when you land. You can grab it now or wait until you've taken out the Decepticons that are waiting for you. Head down the street and grab the Energy canister at the top of the broken road. Jump down and get ready for another fight. You'll be introduced to the Shield Bash

move here: just hold down **C** on the Nunchuk and swing the Wii Remote down to bash the Decepticon shields. You'll only need to use this move when they're actually using their shields which will glow red in front of them when in use. Once

Block 'em, Sock 'em Robots

Sure it's a lot of fun to beat up enemy Transformers with your giant robot fists but what isn't so fun? Getting hit by *their* giant robot fists. Happily, there's a solution for you: block the attacks. Simply hold down the **C** button on the Nunchuk to block incoming attacks. This is a great way to avoid taking damage but don't think you can just turtle up and outlast your opponents—they've got Shield Bash moves of their own. Block when you need to, but then move clear of your enemies to get a little distance and some relative safety before you launch your counterattack.

they're gone, turn the corner and prepare for another battle.

Grab the Energy canister on the right side of the street before you face off with the enemies here, you'll need it to make sure you've got enough power for your Special Attack. Run right into the middle of the Decepticons and press down on the directional pad to perform your Special Attack. These super-powerful attacks are one of your most important tools throughout the game...don't be afraid to use it. Mop up any survivors then move on through the streets.

When you reach the next battle, try out your Power Up ability by pressing up on the Wii remote's directional pad. Once you've eliminated the bad guy, grab the Energy canister in the corner of the courtyard before you move on to another courtyard, another fight, and another two Cybertron keys. Keep moving and you'll be taught how to perform a wall jump. Before you climb up the walls, take a moment to notice those faded arrows moving up the walls: you'll see these same arrows throughout the game whenever you can wall jump. When you reach the rooftop, three flying Decepticons will attack you. Shoot them down and use your new Evade move (tilting the Nunchuk while pressing the stick in any direction) to dodge their fire.

Now it's time to take on Demolisher. Grab the Cybertron key in the corner of the arena and wait. When Demolisher winds up for an attack jump or evade out of the way. Your goal here is to get behind Demolisher when he strikes with his arms since he'll expose his vulnerable parts right after the strike. Shoot these blue highlighted targets as long as you can (you'll know you're hitting them if Demolisher flashes red). Attacks with Demolisher's center wheel don't expose his vulnerabilities but they will pound on yours so make sure you get away from these attacks. When you've weakened Demolisher enough, a green halo and a big prominent **A** will appear on one of the platforms beside Demolisher. Jump into the circle and press **A**. Follow the onscreen prompts to attack Demolisher. After this, it's back to hitting his soft spots until the green circle appears on the other platform. Now Demolisher is down to about 1/3 of his health. Dodge his attacks and blast away at his highlighted weak spot—his head—to finish him off. If you've got enough Energy and your health is good, use Power Up to knock him down even faster. When his health is depleted, a final green circle will appear in front of Demolisher. Hop in, press **A**, and follow the prompts to finish the fight.

Pursuit Over Shanghai

In this level you'll guide Bumblebee in his pursuit of Sideways. Head down the road, taking out any enemies on the way (keep your eye open for the Cybertron key along the way). Eventually, the road will become blocked and you'll face a number of enemies. What you need to do here (as the onscreen prompt says) is get to higher ground. Look around the area for arrows that run up the side of a building—that's your cue to wall jump to the top.

When you get to the top, two Decepticons will attack. Jump over to their building and take them out. Jump to the next building on your left. After you defeat five Decepticons, the camera angle will shift as new attackers come in on the radio station roof across the way. Shoot them down as well as the tower on top of the building. Run across the tower to the next building, collecting the Energy canister and Cybertron key that await you. Jump across to the helipad and take out the Decepticons there.

Your next jump is to the building on with the next Energy canister where you'll be attacked again. From here, jump to the building ahead of you. Keep moving left, fighting as you go. When you reach the next building you'll need to make your own path. There are two poles supporting the scaffolding, bathed in blue light (they're right by the Energy canister). Attack the poles to drop a ramp you can climb up. Hop to the Cybertron key on your left, then climb back up the ramp and jump to the platform hanging from the crane. Leap to the next building and, after the fight, jump onto the other suspended platform then onto the water tower. When you jump to the next building, some Autobots will join you to take out the Decepticons that await.

At the end of this building is a wall jump. If you start your jump closer to the edge of the wall sides, you'll catch another Cybertron key. After that, wall jump again but from deep in the recess between the walls. Another rooftop, another fight, and another jump to another building. Knock down the billboard here and jump to the hanging platform and then jump again to the next building. Take out the enemies then head right for another Cybertron key. Backtrack to the left, jump to the platform and then jump to the building. Take out the billboard on the left edge of the roof to clear your way for the next jump. Eliminate the Decepticons and collect the Cybertron key at the bottom end of the building before jumping to the platform and then the next building. Wall jump to the roof then use the platform to reach the helipad. When you've eliminated the enemies here, jump to the ledge

Cover Up

Bravery isn't recklessness. Even gigantic heroes (and villains) like the Transformers can use a little help now and again. As the game progresses you'll face stiffer challenges from your enemies, usually at a distance. Look for cover and use it wherever and whenever you can. Ducking behind something sturdy is a great way to buy time for your shields to regenerate. You can also use cover to tip odds in your favor: engage a nearby enemy and then retreat, luring him behind an obstacle. His friends won't be able to shoot at you and you'll have a much more manageable, one on one melee scrum. **Transformers: Revenge of the Fallen** also lets you grab and use some objects as moving cover. Keep an eye out for these items later in the game and hold down the **C** button to grab them.

of the next building off to the right. Collect the Cybertron key to the left then double back around the ledge. After you cross the catwalk, leap to the next building on the left.

The Decepticons that face you here shouldn't be a problem. When they've gone down, hop to the lower level of the rooftop to collect a Cybertron key. Jump onto the leaning crane to make your way to your next jump. Head left then up, across the platform, to the next building and the end of the level.

Don't Conserve Energy

Transformers are the ultimate green technology—they don't use up Earth's precious resources, they just collect Energy from fallen enemies and random power-ups. So unlike the real world, there's no need to hoard the energy you find in the game; on the contrary, you want to use energy-based abilities as much as possible. Don't worry—there's plenty of Energy in the game, so use it.

And the one you should use most is your Special Attack. This can't be beat for dishing out damage to both soften up and to eliminate enemies. Whenever you're surrounded by multiple enemies executing a Special Attack should be your first response.

Power Up is most useful when fighting bosses and mini-bosses, making these tougher fights blessedly shorter. That said, Power Up is great late in the game when teamed with a Special Attack. Use the Special to soften up enemies then Power Up to finish them off fast.

Sideways Goes to Ground

Finally, a chance to see how the other half lives—your first mission as a Decepticon.

In this level you'll play as Sideways and your goal is to get away from Bumblebee. Take a moment at the start of the mission to get acquainted with the driving controls. The **B** button will accelerate your vehicle while **Z** will brake. You're going to want to stay in vehicle mode as much as you can since you're much faster than you are in robot form.

Once you start racing through the tunnels, a meter will appear at the top of the screen showing how close Bumblebee is to catching up with you. Obviously, you want to keep as much distance between the two of you as

possible. Use the **Z** key to brake slightly around turns. This will give you more control and will actually help you maintain speed. Try to avoid hitting any cars as this will give the Autobots a great chance to catch up. Cybertron keys are scattered throughout this level, usually between lanes of the tunnel so keep an eye out as you race. If you feel you need to stop and fight, press **A** to change to robot form. This is the only form you can fight in. When you're done fighting, press **A** to revert back to auto form and get moving again. Ideally, you can blast through this level without ever fighting. The goal is to reach the end, not beat the enemies. Go as fast as you can, collecting Energy canisters on the way to help heal if you need it. When you reach the end of the last tunnel, the level is over.

Congratulations! You've finished the first act of *Transformers: Revenge of the Fallen*! But don't stop now—there's plenty more metal-crunching action ahead as the Autobots and Decepticons fight to determine the fate of Earth. Good luck!

Five Things You Can't Miss

There's hours more fun to be had in *Transformers: Revenge of the Fallen*. While every mission is packed with high-powered action, these are some of our favorites.

Starscream Strikes

This mission casts you as Starscream, the Decepticons flying war machine. In this level you'll jet through the air as you battle humanity's naval forces, hordes of punishing Autobots, and sturdy defensive guns. One thing in your favor: a secondary weapon that fires a swarm of devastating missiles that can target multiple enemies. This mission is a relentless, high-speed battle from start to finish and even includes some challenging aerial acrobatics as you weave over, under and through enemy forces.

The Devastator

As Optimus Prime it's your duty to take on this vicious Decepticon attack dog. The Devastator is unlike anything seen in any Transformers game: a lumbering behemoth that not only lays waste to everything around it, but sucks up and consumes its enemies as well. Don't be fooled: this is no ordinary boss battle. In this mission you'll pursue Devastator relentlessly, blasting away at him, dropping bridge supports on him, and ultimately outwitting him to secure victory.

Megatron's Onslaught

This level lets you experience what is easily the most devastating of all the playable Transformers: Megatron. As the Decepticons erstwhile leader you'll rip your way deep into a Russian base to secure a vital artifact. You'll face human and Autobot forces all the way as well as a completed unexpected adversary: cunning logic puzzles you'll need to solve in order to unlock barriers in the base.

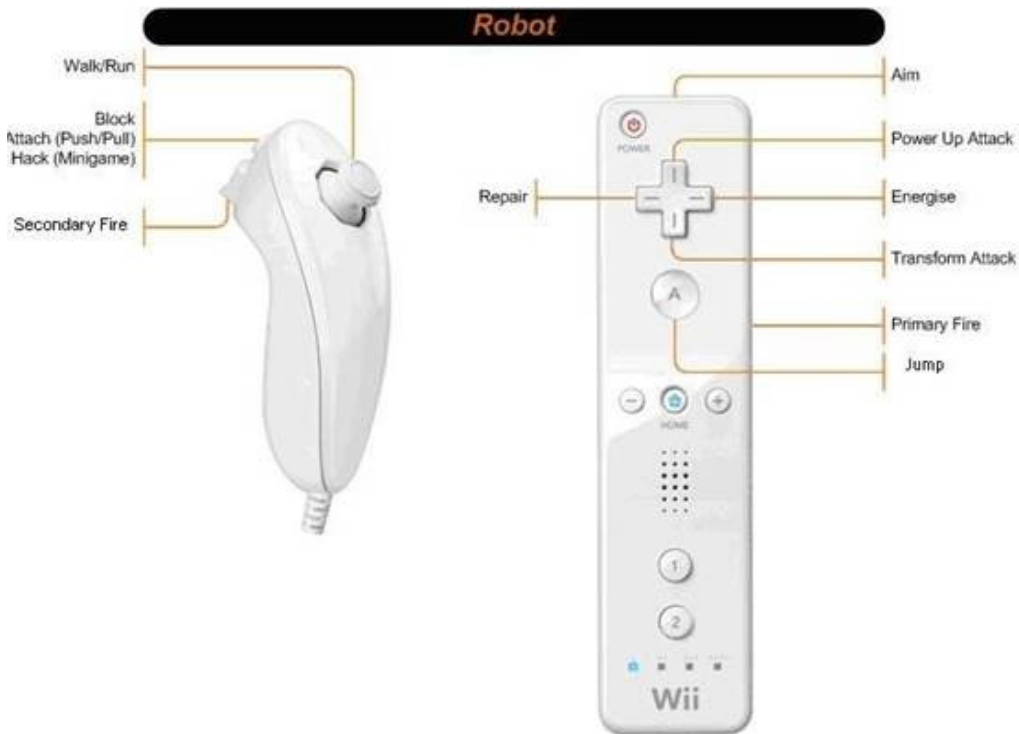
Final Showdown

You'll guide Optimus Prime as he faces off against The Fallen in the ultimate test of your abilities in this, the climactic battle of the game. This epic brawl takes place atop a towering Egyptian pyramid and features some of most inventive challenges you'll face in the game. Do you have what it takes to save the world?

Multiplayer Action

Grab a friend and enjoy *Transformers: Revenge of the Fallen*'s terrific, co-op multiplayer games. In Arena, you and a buddy team up to take on wave after wave of increasingly powerful enemies in the definitive test of your teamwork skills. In Campaign, both players work together to beat the story mode of the game. The second player controls a hovering Mini-Spy robot and utilizes a number of unique attacks and defensive abilities that give the player a completely new and exciting play experience.

Transformers: Revenge of the Fallen Controls

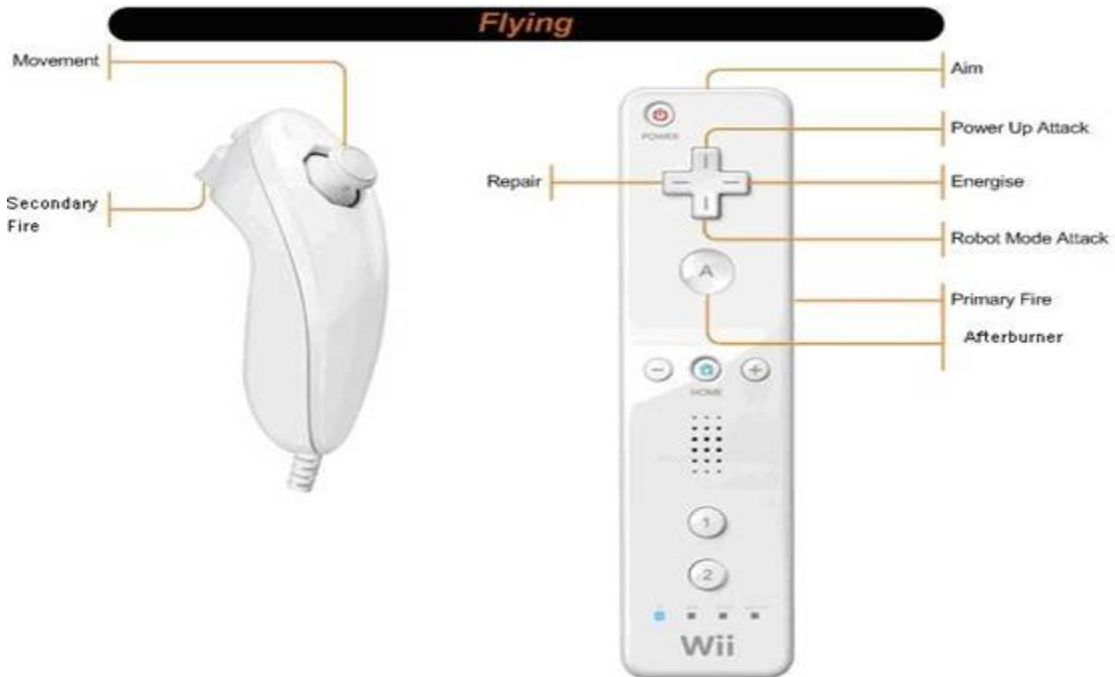


Basic Controls	
Action	Nintendo Wii
Walk/Run	Nunchuk Analog Stick
Block/Attach(Push/Pull)/Hack(Minigame)	C
Secondary Weapon	Z
Aim	Wii Remote
Primary Fire	Wii remote Trigger
Jump	A
Power Up Attack	D-pad Up
Repair	D-Pad Left
Transform Attack	D-Pad Down
Energize	D-Pad Right

Basic Melee Attacks	
Action	Nintendo Wii
Single Light Hit	Horizontal Swing
Light 2 Hit Combo	2 x Horizontal Swing
Light 3 Hit Combo	3 x Horizontal Swing
Single Heavy Hit	Vertical Swing
Heavy 2 hit Combo	2 x Vertical Swing
Heavy 3 Hit Combo	3 x Vertical Swing

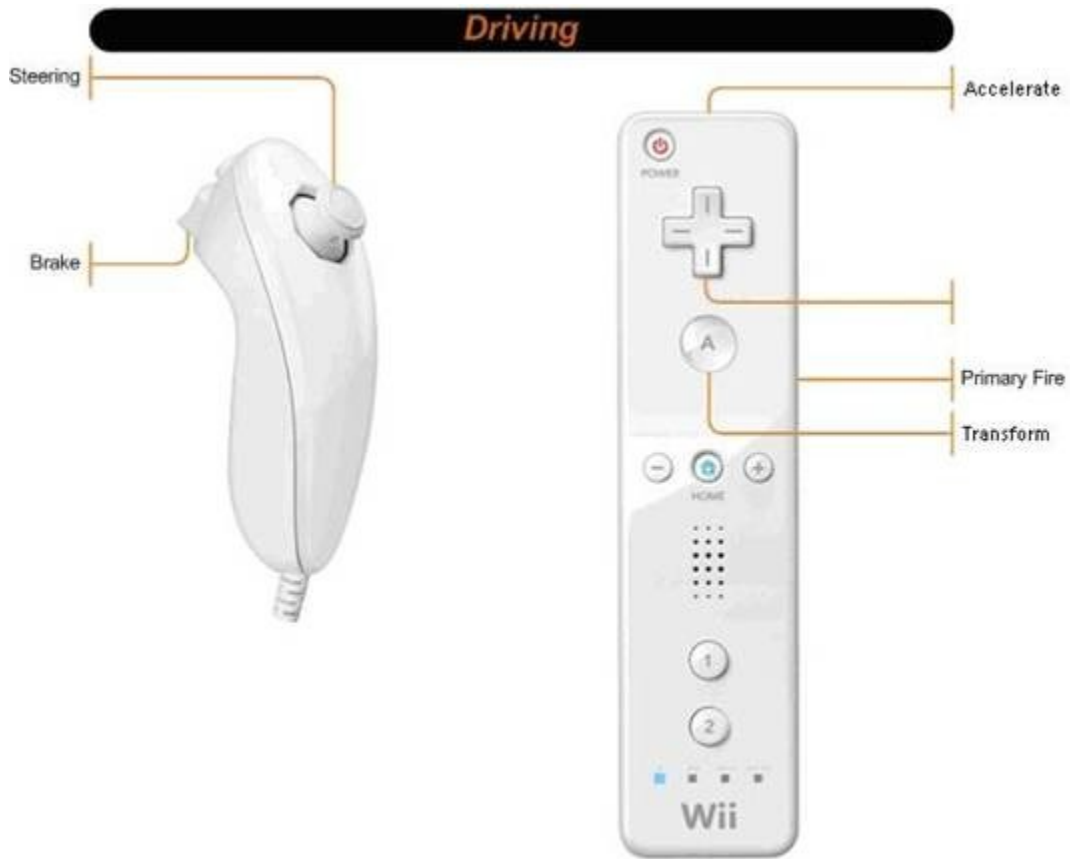
Transformers: Revenge of the Fallen Controls

Advanced Melee Attacks	
Action	Nintendo Wii
Prone Attack	Vertical
Knock Up	C + Up
Shield Break	C + Lunge
Area Attack	C + Left/Right Gesture
Stun	C + Down



Wii Remote Flying Gesture Actions	
Action	Nintendo Wii
Knife Edge Vertical	Twist Wii Remote 90°
Barrel Roll	Wii Remote + Nunchuck Hard Pull Right or Left
Transform Recovery	Wii Remote + Nunchuck Running Gesture

Transformers: Revenge of the Fallen Controls



Wii Remote Driving	
Action	Nintendo Wii
Steering	Nunchuk Analog Stick
Accelerate	B
Brake	Z
Primary Fire (robot form)	B
Temporary Transform	A