

Transformers: Revenge of the Fallen

Xbox 360 Reviewer's Guide

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Introduction

Based on Hasbro's legendary *TRANSFORMERS* property and the highly anticipated blockbuster film from Paramount Pictures and DreamWorks Pictures due out on June 24th, ***Transformers: Revenge of the Fallen*** thrusts players into a battle for supremacy across the globe as either AUTOBOTS or DECEPTICONS to drive, fly, fight and blast their way through intense, pressure-packed levels. Delivering more control than ever before, players can select from an extremely diverse range of playable *TRANSFORMERS* – each with distinct personalities, abilities and weaponry – and jump straight into action as they instantly switch between robot, vehicle and weapon modes to fight for the preservation or annihilation of all mankind. For the first time in the *TRANSFORMERS* universe, players can also fight the epic war between the AUTOBOTS and DECEPTICONS online in explosive, multiplayer combat.

KEY FEATURES:

- **The Choice Is Yours** – Players can take on the role of their favorite AUTOBOTS and DECEPTICONS such as Optimus Prime, Starscream, Bumblebee and Ironhide, along with new characters making their first appearance in a game. With two distinct campaigns that allow players to save or destroy the human race, players can unlock and play missions in any order and with different characters for a whole new experience.
- **Outmaneuver Your Opponents** – Instantaneously convert from a colossal robot to a dynamic land or air vehicle such as a diesel truck, sports car, military chopper or fighter jet. New, ultra-fluid transformations can be performed in-motion anytime and anywhere, allowing players to strategically propel through and decimate hordes of enemies with incredible agility.
- **Take the Battle Online with Friends** – For the first time ever in the *TRANSFORMERS* universe, players can engage in full, multiplayer action, taking the epic war between the AUTOBOTS and DECEPTICONS online to play with friends in a multitude of competitive game modes as they utilize their characters' unique weapons and abilities to lead their teams to victory.
- **Demolish Your Enemies** – Each *TRANSFORMER* can unleash a unique array of assaults on its enemies – ranging from powerful missile attacks and rapid-fire chain guns to explosive energy blasts and visceral melee strikes – allowing players to pick from a variety of weapons and moves in their character's arsenal and experience diverse gameplay in every brutal encounter.

- **Intense, Heroic Missions** – Every second counts as players drive, fly, fight and blast their way through gripping, pulse-pounding levels straight from 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.

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Playing Transformers: Revenge of the Fallen

Before you fire up the game, take a moment to review the controls detailed on page 16 of this guide. After that, fire up the game, select New Game and then choose one of the two campaigns: Autobot or Decepticon.

Autobot Walkthrough

Once you select the Autobot campaign, you'll be taken to the War Room. From here you can choose missions, manage team upgrades, and monitor your progress with unlockable content. The game will zoom you right into the mission selection globe and highlight the only available mission: the Training Zone. Press the **A** button to select this mission, then press **A** once again to start the mission.

The Training Zone

You'll get to play as Bumblebee in this mission. Just follow all the instructions you get over the course of the tutorial to complete the mission. By the end of this mission you'll have a good understanding of all the controls you'll need to master the action in *Transformers: Revenge of the Fallen*.

Easy Money

Why should you replay the Training Zone mission after you've learned all it has to teach you? Platinum medals, that's why. After you've upgraded your Transformers a few times (especially if you've upgraded your Turbo), replaying this mission is a near surefire way to earn a Platinum medal and some spare Campaign Points. Getting the top score in this mission will help take the pressure off of you in more challenging missions like Deep Six and will help ensure you keep progressing in the game.

Once you finish the Training Zone, you'll be presented with a stats breakdown detailing your success in a variety of categories. The most important number on the screen your Mission Score at the bottom which tells you how much Energon you earned. Press **A** to save your progress and return to the War Room.

War Room

You'll return to the War Room after every mission. Once you clear the messages by pressing the **A** button a few times, you'll find yourself at the Team Upgrades screen. From here, you can spend the Energon you earned in the last mission to purchase upgrades in 11 different categories. See the sidebar on the next page for Upgrade Strategies.

Once you've spend your Energon, pull the Right Trigger once to open the View Unlockables screen. Take some time to scroll through the challenges listed here. When you find an unlockable that holds something you want, make a mental note so that you can pursue it over the next few missions.

Upgrade Strategies

There are 11 different types of upgrades you can buy in the Team Upgrades screen...which is best? The answer to that is: it depends.

The key to successful upgrading really depends on the type of player you are so take a moment to assess how you're approaching the missions. Are you spending a lot of time boosting and racing around the map in vehicle form? Then Turbo Cooldown and Turbo Duration are probably good choices for you. Prefer slugging it out toe-to-toe to shooting? Spend your Energon on Melee Damage, Charged Attack Damage, and Advanced Melee Damage.

The truth is, there is no "golden path" when it comes to upgrades. That said, we can tell you this: no one ever went wrong upgrading their Max Health.

Press the Right Trigger one more time to get to the Select Zone screen. The Shanghai Construction location is already highlighted for you. While you could explore the other zones by moving the left analog stick, one of the missions here is the only mission you'll be able to play until you earn more Campaign Points so press **A** to select this zone. There's only one mission available to you at this time: The Battle Begins. Press the **A** button once more to start the mission.

The Battle Begins

You'll play this mission as Ironhide. Take a moment to check out Ironhide's stats. There are similar stat breakdowns for every Transformer in the game so make sure you check out each of their stats before you select them—it'll help you in

the battles ahead. Once you've reviewed the stats, press **A** to select Ironhide and start the mission.

Once the mission commences, hit the **START** button on your controller to see the mission breakdown screen. This screen is invaluable in helping you get the most out of every mission. Aside from the medal times, the most important info here are the Bonus objectives. Meeting these optional goals will earn you bonus Energon for upgrades that will be critical for success late in the game. The Bonus objectives for this mission are pretty straightforward: Find and Destroy all Skill Shot Logos (those blue Autobot symbols that were introduced in Training Zone) and Use Advanced Jump 5 Times. With every mission, you should start pursuing these goals from the moment the mission starts. With that in mind, check out your radar to find the nearest Decepticon, transform to vehicle form, and head that way, performing at least one Advanced Jump on the way. Make sure you do and Advanced Jump every time you drive toward a new enemy and you'll have this Bonus Objective completed in no time. As for the Skill Shot logos, you'll just need to keep your eyes open—they're pretty prominent in this level so you should be able to snag them all if you want. Here's a hint: one of the more hidden logos is right near the first Decepticon that attacks you from on top of a building. One more hint: look up on the buildings throughout the level to find the rest.

Your main goal in this mission is to eliminate all the Decepticons. Fortunately, Ironhide is pretty tough so you don't have to be subtle when it comes to taking out these Decepticons. Go right after single enemies and blast them with your Dual Cannons primary weapon. Don't be afraid of using Ironhide's special ability: a rocket turret. This thing is invaluable at keeping the odds in your favor. Press **Y** to drop it in the middle of any area where more than one Decepticon is attacking you—right in the middle of an intersection is always a good choice. If you're taking too much punishment, transform to vehicle form and get away long enough for your health to regenerate.

After you finish off the initial waves of attackers you'll have to take out Sideways. If you've filled your Overdrive meter, now is the time to use it. Sideways will run away a lot so switch to your secondary weapon by pressing **□** and lob proximity grenades at him—these are more effective at range than Ironhide's primary weapons. Once you defeat Sideways, the mission ends and you're taken back to the War Room.

Campaign Points

In order to progress through the game you'll need to earn Campaign Points. These are awarded based on the medals you earn in each mission. Don't worry, you don't have to score solid Platinum Medals to open all the missions—a steady diet of silvers with the occasional bronze will give you enough points that you never get stopped. In the unlikely event you do find yourself unable to unlock the next mission, simply revisit earlier missions and improve your score to get more points. Even a one step upgrade in medaling can be enough to get you back on track.

Autobot Down

After you get your upgrades go to the Select Zone screen for your next mission. This rescue mission casts you as Ratchet and takes place at the Shanghai Spiral Highway. Ratchet's special ability is Combat Repair which heals both Ratchet and any Autobot nearby—you'll need to make ample use of this to survive the mission. Ratchet's special ability is also key to meeting the Bonus Objectives of this mission: using the ability three times and getting Ironhide to safety with 90% of his health.

Once you take out the initial three Decepticons, go into vehicle form to search the map. Ironhide will eventually show up on your radar. Drive to him then hold down the **B** button to revive him. Once he's revived, Ironhide will start trudging to the exit point on the map. Stick close to him and heal him when necessary (his health is shown on the left of the screen so you can monitor it). If Combat Repair hasn't recharged, don't be shy about ducking behind a building to heal on your own. Ironhide's a big boy that can take care of himself...for awhile, anyway. When enemies start climbing buildings, switch to your secondary weapon and toss sticky grenades in their path—why bother with skill shots when you can just blow them up? Keep healing Ironhide as frequently as you can to give yourself a chance at getting him out at 90% health. After about 5 waves of attackers you'll reach the extraction point and the mission will end.

Overdrive

With the increased damage you dish out and temporary invulnerability that comes from triggering Overdrive, filling up your Overdrive meter needs to be a focus in every mission. Overdrive gives you a definite advantage when you're outnumbered, facing a boss, or need a quick Hail Mary when your health is perilously low—try to save it up for these moments. Of course, you'll have to earn such sterling benefits through special takedowns. Here's a list of takedowns that will help build up Overdrive.

Iced Climber Take out an enemy while they are climbing a building.

Advanced Takedown Use an Advanced Melee or Ground Pound to finish a foe.

Headshots Take out an opponent with a shot to the noggin. This is a great option for characters with sniping weapons.

Jumpshots Eliminate your foe while in the air. With practice, you can become pretty adept at hopping with the **A** button while shooting.

Surface to Air Blow an enemy out of the sky. Wait for flyers to change into their airborne form before finishing them off for this one.

Charged Takedowns Use a Charged Melee attack to finish an enemy. This is a good option for Bumblebee when used with his stunning special ability. Stun your foe then charge up and take him down.

Overload This of this as Overkill—dishing out more damage than you need to finish off a foe. This is a good option for Transformers with charging weapons (Optimus Prime, Long Haul, etc.). Weaken your foe then put them down with a super-charged weapon blast

Vehicle Takedown Take out an enemy while in vehicle form. Whenever you're driving, you should be shooting just to increase the chance of earning one of these.

Demolisher's Prophecy

This mission takes place at the Shanghai Waterfront and it features your first boss fight of the game. Luckily, you'll be taking the toughest Autobot into battle: Optimus Prime. While Demolisher is tough your bonus objectives aren't: you just need to destroy five enemies with your primary weapon and another five with your secondary weapon. Just take out the first five enemies with one weapon then switch weapons for the next five.

Once you eliminate the first ten Decepticons you'll find yourself in a construction pit with Demolisher. Keep your distance and circle around him, firing away. When one weapon overheats, switch to the other. Don't be shy to use Optimus' special ability which shields him—you'll need to use it frequently to survive. When the Missile Warning flashes onscreen, watch for the incoming missiles. Just before they hit, dodge them by pressing **X** and pushing the left analog stick in any direction. More Decepticons will appear to support Demolisher. Take them out if they become a problem or if you're close to filling up your Overdrive but keep your focus on Demolisher. Once you kill him, the mission is over, regardless of any supporting units left alive.

Failure To Communicate

Assuming you're earning gold and silver medals, you'll unlock the first of the West Coast missions about now. But you'll need more Campaign Points to open more of them so let's mop up Shanghai before you start globetrotting. Highlight Shanghai Construction on the

globe then select this, the second mission in this zone.

Your goal here is to repair a number of NEST communication arrays. You can select any Autobot except Bumblebee for this mission so pick your favorite. We're fans of Ironhide's brute force so we suggest you pick him—that rocket turret of his is great at evening the odds when you're racing against the clock like you are in this mission. Your bonus objectives for this mission: defeat 10 enemies and climb 200 meters. Since there are plenty of enemies to defeat and all the NEST arrays are on top of buildings, this shouldn't be too hard.

Race to the first highlighted array on your radar and take out the Decepticons that attack you. Once they're all gone, climb up to the first array—it's marked by the wrench symbol you see on the radar. Stand in the highlighted circle and hold down **B** until the array is fixed.

Now you're racing against the clock. The blue meter at the top center of the screen will start depleting once the first array is repaired—that's how much time you've got to eliminate the next group of Decepticons and repair the array. You need to be aggressive or you'll run out of time so pursue enemies relentlessly. Once the second array is fixed, drive across the map to the third and final array. Once that's online, the mission is over.

Free Roam

It can be tough to really take in the detail and ambience of the levels in *Transformers: Revenge of the Fallen* what with all the shooting and hitting and bombing and such. Happily you can revisit any level in Free Roam mode which allows you to wander the map without a care in the world. Of course, you'll need to unlock it first. To do that, simply earn a medal (any color) in each mission within a given region. Once you do that, you're free to go sightseeing.

Long Haul Lives

Back to the Shanghai Spiral Highway for this mission. You can select either Ratchet or Ironhide but keep since Long Haul is a bruiser we suggest you take Ironhide and his generous supply of hit points into the fray. Ironhide's also a better choice considering one of the bonus objectives: defeating five enemies with melee attacks. The other bonus objective—using your special ability three times—is no problem with either Transformer.

Your first order of business is to take out all Decepticons waiting for you on the map. Since you're trying to take them out with melee, use your Advanced Melee attack as much as you can to avoid getting into a prolonged slugfest with one robot while his friends blast away at you. You'll also want to try to meet this objective early on in the mission since the heavy Transformers that start appearing later in the level have a devastating close range flamethrower attack that makes melee nearly suicidal. Once Long Haul appears, focus your attacks on him, ignoring the support robots if you can (drop your turret if they get close and let it take care of them for you). Once Long Haul goes down, the mission is over.

Methods to Multiplayer Madness

When playing team games, don't just everyone pick their favorite (except maybe in Team Deathmatch which is all about eliminating opponents however you want). Your team will have a better chance of winning if you select Transformers that complement each other. Strategies for specific games:

One Shall Stand Since you've got to keep the leader alive to have a shot at winning this, make sure you've got at least one healer (like Ratchet) in the group. You might actually want two.

Team Deathmatch Again, one healer in the group can make a big difference. Bring a turret-dropper like Ironhide into the mix as well—it's almost like having a fifth team member.

Control Points Since it takes two players to seize a control point, having two fast Transformers—possibly flyers—in your group can give you an edge against slower teams.

Battle for the Shard Since every Transformer is land-bound and slow when carrying a shard, it's important that you pick characters that can escort the shard carriers and keep them safe. Enemies may try to steal shards from your base so having a couple of bruisers (and maybe a turret) to protect your base can be helpful.

Along the Waterfront

Return to the Shanghai Waterfront for your final Shanghai mission. You can select either Ironhide, Ratchet, or—our favorite for this mission—Optimus Prime.

This NEST array mission is just like Failure to Communicate only a bit more challenging thanks to more open battlefields and the presence of those flamethrowing heavy Decepticons. Happily the bonus objectives aren't too tough: defeat seven enemies and use Advanced Jump 5 times. Since there are more than seven Decepticons to defeat and plenty of time and opportunities to perform Advanced Jump, you should earn these with no trouble. You'll have four arrays to bring online this time out. Just follow the strategy that worked for the last NEST array mission: race to the arrays and be aggressive taking out enemies. Stick to those guidelines and you'll have the arrays online in no time.

Congratulations! You've completed all of Shanghai and the first third of the Autobot campaign in ***Transformers: Revenge of the Fallen***. Time to move

on to the West Coast, Cairo, and beyond or...the Decepticon campaign.

Decepticon Walkthrough

Play through the tutorial Training Zone mission to get started on the campaign proper. Just follow all the instructions you get over the course of the tutorial to complete the mission. By the end of this mission you'll have a good understanding of all the controls you'll need to master the action in ***Transformers: Revenge of the Fallen***.

Once you finish the Training Zone, you'll be presented with a stats breakdown detailing your success in a variety of categories. The most important number on the screen your Mission Score at the bottom which tells you how much Energon you earned. Press **A** to save your progress and return to the War Room.

War Room

You'll return to the War Room after every mission. Once you clear the messages by pressing the **A** button a few times, you'll find yourself at the Team Upgrades screen. From here, you can spend the Energon you earned in the last mission to purchase upgrades in 11 different categories (see Upgrade Strategies sidebar on page 6 for more). Once you've spent your Energon, pull the Right Trigger once to open the View Unlockables screen. Take some time to scroll through the

Dash and Smash

While you can just slug and shoot it out through the game, you'll do better if you cultivate some good habits. Lesson Number One: always be on the attack. When you approach a waypoint in vehicle form, lean on your gun to start softening up opponents. Don't let up once you arrive; instead, charge right up to a weakened foe and finish them off with an Advanced Melee Attack (hold **X** while driving then release the Left Trigger when you reach the enemy). This will give you a special Takedown that will help fill your Overdrive meter. Overdrive gives you a huge advantage when fighting so you want to pump this meter up as much as you can in every battle (see page 8 for more on Overdrive).

challenges listed here. When you find an unlockable that holds something you want, make a mental note so that you can pursue it over the next few missions.

Press the Right Trigger one more time to get to the Select Zone screen. The Shanghai Construction location is already highlighted for you. While you could explore the other zones by moving the left analog stick, one of the missions here is the only mission you'll be able to play until you earn more Campaign Points so press **A** to select this zone. There's only one mission available to you at this time: The Battle Begins. Press the **A** button once more to start the mission.

Shanghai Shootout

Your first mission takes place at the Shanghai Construction zone and has you playing as Sideways. Once the mission begins, hit the **START** button on your controller to see the mission breakdown screen. This screen is invaluable in helping you get the most out of every mission. Aside from the medal times, the most important info here are the Bonus objectives. Meeting these optional goals will earn you bonus Energon for upgrades that will be critical for success late in the game. Your goal in this mission is pretty straightforward: eliminate all Autobot forces. Your bonus objectives are similarly direct: collect all the Skill Shot logos (look up—most are on buildings) and kill five enemies with Advanced Melee Attacks.

Sideways has great speed in vehicle form so use it to your advantage. Transform and charge at enemies, firing all the way to weaken them. When you reach them finish them off with an Advanced Melee Attack. Not only will this help you meet your bonus objective, it will finish your foes more quickly and put you in position for a better medal at mission's end. After a few waves, the mission will end.

Bonus Objectives = Winning

While it's tempting to think of bonus objectives as completely optional, these secondary goals are hugely important in beating the game. They help you in a number of different ways:

Energon Completing bonus objectives gets you extra Energon to buy upgrades. This is the most obvious benefit.

Even More Energon The conditions for these extra challenges often set you up with bonus Energon in mission. For example, if you need to take out 5 enemies with Advanced Melee Attacks then you'll find yourself getting at least 5 Advanced Takedowns...which come with bonus Energon.

Overdrive Since so many bonus objectives require various Special Takedowns, you'll be powering up your Overdrive every time you work toward satisfying bonus objectives. These sorts of objectives have the happy side effect of making you more powerful during missions.

Blood and Ironhide

Taking place at Shanghai Spiral Highway, this mission tasks you with eliminating a NEST base before a showdown with Ironhide. You'll be playing as Long Haul which is arguably the most destructive character in the game: his primary charge grenades pack a real punch, his secondary flamethrower is vicious at close range, and his Combat Repair special ability makes him extra tough to kill.

When the mission starts, Autobots will attack almost immediately. Kill them then start heading up the highway. NEST soldiers will have set up roadblocks. While you can easily jump over and past these roadblocks, you want to blast them instead in order to take out the NEST soldiers and meet your bonus objective of eliminating 15 of them (your other bonus objective is using your special ability 3 times—that shouldn't be a

problem). Once all the defenders are taken care of the shields on the base will drop. Use your flamethrowers to take the base down fast. When the base is down, a new base will appear on radar. Head over there, take down the defenders, and burn it down.

When the second base falls, Ironhide makes his entrance. He and his turret are tough but your flamethrower is tougher. Get in close and burn them both. When it gets too hot, Ironhide will run. Chase him down, flambé him, and repeat until he drops. Mission accomplished.

Find and Grind

You'll be driving Sideways in this Shanghai Waterfront escort mission. Since one of your bonus objectives is to kill 10 enemies with your secondary weapon, switch to that when the mission starts and stick with it until you meet the objective. You'll have Autobots attacking you from the moment the mission starts so start plugging away and you'll beat this bonus objective before you even find Grindor.

When Grindor shows up on your radar, race over there and take out the attackers *before* you revive him—this will help a bit in meeting the second bonus goal of getting Grindor to safety with 60% health. Revive Grindor by holding down the **B** button then follow him, helping to repel attackers. To have a shot at

getting Grindor out with 60% health, stick by him in order to identify his attackers. Use your primary weapon—a Sniper rifle—to take those attackers out with headshots. This will not only eliminate them quickly, but will build up your Overdrive as well which you'll need when the waves of attackers get bigger near the end of the mission.

Which Way Do I Go?

On missions where you need to hit a series of waypoints, pay close attention to the waypoint markers. Instructions in the Training Zone and that has to do with the waypoint beacons. Notice how a "tail" of small circles trails off the main waypoint? Those indicate the direction of the next waypoint. Paying attention to these little hints will help speed your way and make those elusive Platinum medals more achievable.

Going Viral

If you've played the Autobot campaign, you're already familiar with the NEST array missions. In the Decepticon version of the mission, you're infecting the arrays with a Decepticon viroid instead of repairing them in this Shanghai Construction mission.

You can play as Grindor, Long Haul, or Sideways in this mission. Since you've

been fairly earthbound so far, let's mix things up a bit and go with Grindor. His flight ability will come in handy in beating the timers between arrays and his birds-eye-view is also handy in meeting one of the bonus objectives: destroying all the Skill Shot logos. The second bonus objective is a snap: defeat 10 enemies. The mission design actually ensures you'll get all 10 so don't worry about it.

Head to the first waypoint on your radar and take out the enemies who attack you. Once they're gone, plant yourself in the highlighted circle by the array and hold down **B** until it's infected. Once you're done infecting it a new array will come up on the radar. Hurry over and take out the defenders. You need to be aggressive because if the bar in the center top of your screen depletes before you infect the next array, you'll have run out of time and have to start over. Grindor's special ability is a turret similar to Ironhide's—don't be shy about using it since it does a great job weakening enemies for you. Once all the arrays are infected, the mission ends.

Hunt the Hunter

Back to the Shanghai Spiral Highway for this mission. To beat this mission you need to track down and destroy an enemy probe, racing through waypoint on the way. The emphasis on speed in this mission makes Sideways the better choice than the sluggish Long Haul. Your bonus goals for this mission: destroy 7 buses and destroy the 2 probe scouts.

Transform into vehicle form and speed down the highway. Shoot at the buses that litter the road to make progress on the bonus objective. You'll be attacked by the probe scouts on the way—shoot them to beat the second bonus objective. Once you blast the probe, the mission ends.

Race to Destruction

The last Shanghai mission takes place on the waterfront. This mission is pretty similar to the last one: track down and destroy a cloaked Autobot probe. Once again, the speedy Sideways is the better choice than the slow-moving Long Haul. Bonus objectives for this mission should be easy: destroy 7 fuel tanks and destroy the 2 probe scouts. The scouts will make themselves known soon enough—shoot them and you're good on that objective. You'll have to try a little harder to destroy the fuel tanks though, since they aren't as conveniently placed as the buses in the last level. Still, keep your eyes open for them and you should be able to blast them as you whip through the waypoints during the mission. Once you find the probe, blast it and the mission will end.

Congratulations! You've completed all of Shanghai and the first third of the Decepticon campaign in ***Transformers: Revenge of the Fallen***. Time to move on to the West Coast, Cairo, and beyond or....the Autobot campaign.

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.

Deep Six

The Decepticons have located Megatron some six miles beneath the surface of the ocean and are racing to raise their fallen leader. As an Autobot, do you have what it takes to stop them and rescue the NEST sailors in the face of swarms of vicious Decepticons? As a Decepticon, do you have what it takes to smash the human defenses, including an entire naval squadron? This mid-game battle is a high point for either campaign and is one that will seriously put your flying skills to the test.

Clash in the Canals

In this West Coast Autobot mission you have to escort a NEST convoy through the dried-out LA riverbed. Dozens of enemies will assault you throughout the mission, attacking from all sides and above you. The action is fast, furious and relentless as you run the Decepticon gauntlet.

Sending a Message

This East Coast mission gets back to the Decepticon basics: wanton destruction. Your malevolent goal here is to stymie the humans by decimating a sprawling power plant and a vital TV station. Stomping through the exploding power plant as power lines snap and transformers explode in blistering fireballs all while flinging missiles at the waves of Autobots trying to stop you...it just doesn't get any better for a Decepticon.

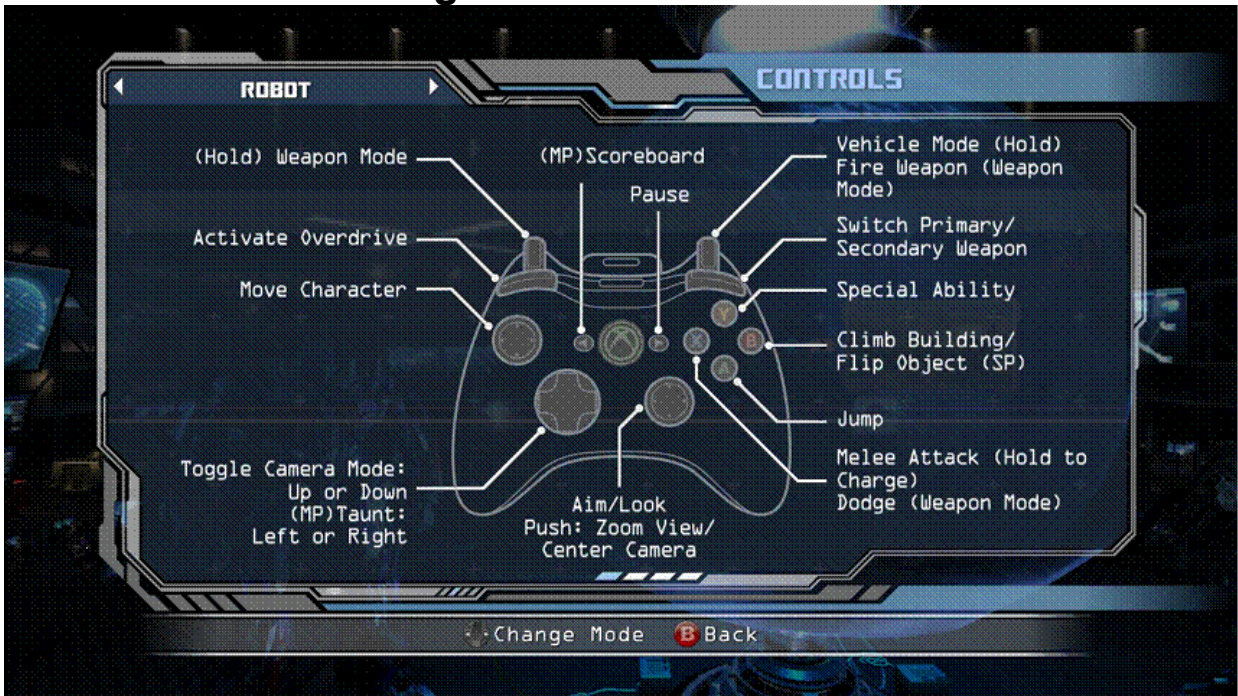
Total Devastation

This mission features one of the (literally) biggest stars of the upcoming movie: Devastator. This towering monstrosity carves a path of utter—you guessed it—devastation through Cairo and it's up to you to as Bumblebee to bring him down. This challenging boss fight is one of the most desperate battles in the game, requiring steady aim and steely nerves as you struggle to make the perfect shot to take this monster out.

Multiplayer Action

You've finished both campaigns, unlocked all the unlockables, beaten all the bonus objectives, and then some. Now what? Take all those hard-won skills online in *Transformers: Revenge of the Fallen*'s ridiculously addictive multiplayer. There are five different games to test both your individual and team skills. Pick your favorite Transformer, connect with friends, and start blasting.

Transformers: Revenge of the Fallen Controls



Universal Controls

Center Camera	□
Toggle Camera Views	1□ or 5□ on directional pad
Toggle between weapons	□
Pause Game	START button

Robot Form Controls

Basic Action	Control
Movement	□
Camera/Aim	□
Jump	□
Climb (when near wall)	□□ to grab wall, □□ to scale wall
Melee Attack	□
Special Ability	□
Enter Weapon Form	□
Transform (hold down to maintain vehicle form)	□
Overdrive (when available)	□

Weapon Form Controls

Basic Action	Control
Movement	⬅
Camera/Aim	⬅
Jump	⬆
Flip Movable Objects	⬆⬆
Evade	⬆⬆and ⬅⬅in any direction
Special Ability	⬆
Maintain Weapon Form	Hold down ⬆⬆
Fire Weapon	⬆
Overdrive (when available)	⬆
Toggle between weapons	⬆

Vehicle Form Controls

Action	Control
Maintain Vehicle Form/Accelerate	Depress ⬆
Steer	⬅
Camera	⬅
Turbo	⬆
Fire Weapon	⬆⬆
Brake	⬆
Toggle between weapons	⬆
Advanced Melee Attack	Hold down ⬆⬆then release ⬆
Advanced Turbo Jump	Hold down ⬆⬆then release ⬆
Advanced Ground Pound	Hold down ⬆⬆then release ⬆

Helicopter Form Controls (Grindor)

Action	Control
Maintain Vehicle Form	Hold down <input type="button" value="↓"/>
Movement	<input type="button" value="←"/> <input type="button" value="→"/>
Altitude	Up and down with <input type="button" value="↑"/> <input type="button" value="↓"/>
Pivot/Aim while hovering in Helicopter Form	Left and right with <input type="button" value="←"/> <input type="button" value="→"/>
Fire Weapon in Helicopter Form	<input type="button" value="F1"/> <input type="button" value="F2"/>
Turbo	<input type="button" value="T"/>
Hover	Hold down <input type="button" value="H"/> then release <input type="button" value="↓"/>
Fire while hovering in Weapon Form	<input type="button" value="F1"/> <input type="button" value="F2"/>
Toggle between weapons	<input type="button" value="W"/>
Advanced Melee Attack	Hold down <input type="button" value="M"/> then release <input type="button" value="↓"/>
Advanced Ground Pound	Hold down <input type="button" value="G"/> then release <input type="button" value="↓"/>

Jet Form Controls (Starscream, Breakaway, Etc.)

Action	Control
Maintain Vehicle Form	Hold down <input type="button" value="↓"/>
Movement	Left and right with <input type="button" value="←"/> <input type="button" value="→"/>
Altitude	Up and down with <input type="button" value="↑"/> <input type="button" value="↓"/>
Bank	Hold <input type="button" value="B"/> while in flight mode
Fire Weapon in Jet Form	<input type="button" value="F1"/> <input type="button" value="F2"/>
Turbo	<input type="button" value="T"/>
Stunt Maneuvers	Press <input type="button" value="S"/> in any direction then press <input type="button" value="↓"/>
Hover in Robot Form	Hold down <input type="button" value="H"/> then release <input type="button" value="↓"/>
Hover in Weapon Form	Hover as above then hold down <input type="button" value="↓"/>
Fire while hovering in Weapon Form	<input type="button" value="F1"/> <input type="button" value="F2"/>
Toggle between weapons	<input type="button" value="W"/>
Advanced Melee Attack	Hold down <input type="button" value="M"/> then release <input type="button" value="↓"/>
Advanced Ground Pound	Hold down <input type="button" value="G"/> then release <input type="button" value="↓"/>