

PSP.



TRANSFORMERS™ THE GAME



ACTIVISION

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

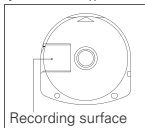
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

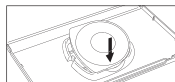


Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

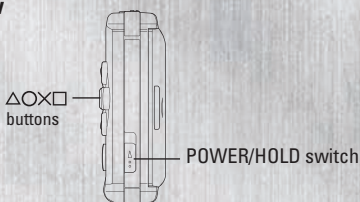


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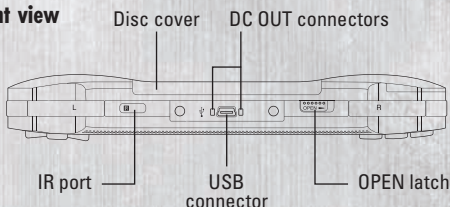
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GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *TRANSFORMERS™ THE GAME* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

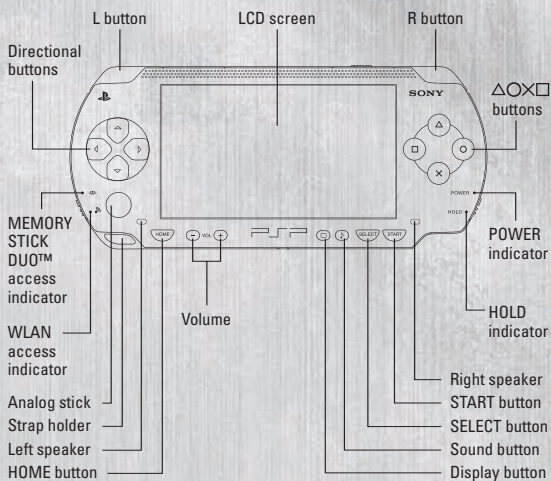
Notice: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident. To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation® Portable) system configuration



CONTROLS

Robot Mode (DEFAULT)

Control	Function
analog U/D	Move Forward / Backward
analog L/R	Look & Turn Left / Right
△ button	Look Down
⊗ button	Look Up
■ button	Selected Weapon Fire (Tap or Hold)
◎ button	Grab / Pickup
R button	Strafe Toggle
L button	Jump (Tap)
L + R buttons	Convert to Vehicle Mode
directional button ↓	Target Tracking (Lock On)
directional button ↑	Super Move
directional button ←	Pickup, Swat, Throw / CSA + Save
directional button →	Weapon Cycle
SELECT button	Map / Objectives Screen
START button	Pause Menu
<i>Note: Strafe Toggle turns left/right on stick to slide left/slide right.</i>	
Melee	
■ button	Attack

Jet Mode (DEFAULT)

Control	Function
analog U/D	Move Down / Move Up
analog L/R	Turn Left / Turn Right
△ button	Slow Down
⊗ button	Speed Up
R button	Selected Weapon Fire (Tap or Hold)
L + R buttons	Convert to Robot Mode
directional button ↓	Target Lock w/ Missiles Only
directional button ↑	None
directional button ←	CSA / Save
directional button →	Weapon Cycle
SELECT button	Map / Objectives Screen
START button	Pause Menu

Driving Mode (DEFAULT)

<i>Control</i>	<i>Function</i>
analog U/D	None
analog L/R	Turn Left / Right
△ button	None
⊗ button	Accelerate
▣ button	Reverse
◎ button	None
R button	Selected Weapon Fire (Tap or Hold)
L button	Convert to Robot Mode
directional button ↓	Target Lock w/ Missile Only
directional button ↑	None
directional button ←	CSA / Save
directional button →	Weapon Cycle
SELECT button	Map / Objectives Screen
START button	Pause Menu

Helicopter Mode (DEFAULT)

<i>Control</i>	<i>Function</i>
analog U/D	Forward / Backward
analog L/R	Slide Left / Slide Right
△ button	Aim Up
⊗ button	Aim Down
▣ button	Turn Left
◎ button	Turn Right
L button + △ button	Move Up
L button + ⊗ button	Move Down
R button	Selected Weapon Fire (Tap or Hold)
L + R buttons	Convert to Robot Mode
directional button ↓	Target Lock w/ Missiles Only
directional button ←	CSA / Save
directional button →	Weapon Cycle
SELECT button	Map / Objectives Screen
START button	Pause Menu

Space Vehicle Mode (DEFAULT)

<i>Control</i>	<i>Function</i>
analog U/D	Move Up / Move Down
analog L/R	Turn Left / Turn Right
△ button	Move Backward
⊗ button	Move Forward
▣ button	Strafe Left
◎ button	Strafe Right
R button	Selected Weapon Fire (Tap or Hold)
directional button →	Weapon Cycle
SELECT button	Map / Objectives Screen
START button	Pause Menu

Alternate Control Schemes

A summary of the alternative control modes offered is shown below:

Basic: Free Look and Strafe Toggle

Standard Robot Mode (ALT 1)

<i>Control</i>	<i>Function</i>
analog U/D	Move Forward / Backward
analog L/R	Look & Turn Left / Right
△ button	Jump (Tap)
⊗ button	Selected Weapon Fire (Tap or Hold)
▣ button	Target Tracking (Lock On)
◎ button	Grab / Pickup
R button	Free Look Toggle
L button	Strafe Toggle
directional button ↓	Transform
directional button ↑	Super Move
directional button ←	Pickup, Swat, Throw / CSA + Save
directional button →	Weapon Cycle

Standard Robot Mode (ALT 1) (continued)

Control	Function
SELECT button	Map / Objectives Screen
START button	Pause Menu
<i>Note: Free Look Toggle turns analog nub into look, player can't move while free-looking.</i>	
<i>Note: Strafe Toggle turns left/right on stick to slide left/slide right.</i>	
Melee	
⊗	Attack

Advanced: Strafe Toggle (Blend)**Standard Robot Mode (ALT 2)**

Control	Function
analog U/D	Move Forward / Backward
analog L/R	Strafe Left / Right
⬆ button	Look Up
⊗ button	Look Down
⬅ button	Turn Left / Look Left
➡ button	Turn Right / Look Right
R button	Selected Weapon Fire (Tap or Hold)
L button	Jump
directional button ↓	Target Tracking (Lock On)
directional button ↑	Super Move
directional button ←	Pickup, Swat, Throw / CSA + Save
directional button →	Weapon Cycle
SELECT button	Map / Objectives Screen
START button	Pause Menu
L + R buttons	Transform
Melee	
R button	Attack

Retro: Face Move

Standard Robot Mode (ALT 3)

<i>Control</i>	<i>Function</i>
analog U/D	Look Up / Down
analog L/R	Look & Turn Left / Right
⬆ button	Forward
⬇ button	Back
⬅ button	Strafe Left
➡ button	Strafe Right
R button	Selected Weapon Fire (Tap or Hold)
L button	Jump (Tap)
L + R buttons	Transform
directional button ↓	Target Tracking (Lock On)
directional button ↑	Super Move
directional button ←	Pickup, Swat, Throw / CSA + Save
directional button →	Weapon Cycle
SELECT button	Map / Objectives Screen
START button	Pause Menu
<i>Melee</i>	
R button	Attack

NAVIGATING THE MAIN MENU

Navigating the menus is done with the use of the ← and → directional buttons, the ⊗ button and the ⊙ button. When you first boot the game, you're presented with the Main Menu and four options: Continue, New Game, Load Game and Credits.

Continue

Selecting **Continue** will resume your currently active single-player game.

New Game

Selecting **New Game** will prompt you to create a new profile.

Load Game

By selecting Load Game, you'll be taken to the PSP® system's Saved Game screen and asked to select a previously created profile to load. Once you've loaded or created a profile, you'll be taken to the Profile menu. From within the Profile menu, you can play the single-player campaign, engage in a Multiplayer battle, or view and unlock rewards.

Credits

View the game credits.

Single Player

Continue with the current mission, or select a previously completed mission and relive it.

Multiplayer

Fight with or against your friends in Death-Match, Team Death-Match, Ascension Rites or Secure the AllSpark game modes.

Rewards

View unlocked rewards or unlock new rewards using points given throughout the single-player campaign.

Options

Modify the volume setting for Music and Sound Effects, or invert the camera's vertical movement.

HUD



1. **Radar** — Located toward the upper right of the HUD, the Scanner Cluster contains information regarding your position and entities within your proximity.
2. **Player Status** — The Player Status Cluster is in the top-left corner of the HUD and contains information regarding the present state of your TRANSFORMER.
3. **Health Meter** — The Health Meter shows how much damage your TRANSFORMER has taken. When the bar becomes shorter, or changes color from green to yellow or red, then your TRANSFORMERS is closer to destruction.
4. **Super Move Meter** — The Super Move Meter displays when the Super Move is charged and available to your TRANSFORMER. This meter will replenish automatically when in Vehicle mode.
5. **Weapons** — Located toward the lower left of the HUD, the Weapons Cluster contains information regarding your available weapons and status.
6. **Melee Indicator** — When in Melee range, a melee “fist” indicator icon will appear on screen.

7. **Pickup Indicator** – When an object can be picked up, an “up arrow indicator” icon will appear on screen.
8. **Reticule** – The Reticule shows you where your attacks will strike.
9. **Objectives Screen** – The objectives screen is accessed by pressing the **SELECT** button.

PAUSE MENU

Activate the Pause menu by pressing the **START** button.

Resume Game – Return to gameplay.

Control Scheme – Change the controller default selection.

Options – Modify the volume setting for Music and Sound Effects, or invert the camera’s vertical movement.

Restart Mission – Lose any progress not saved on the current mission, and return to mission start.

Quit – Quit the mission, and return to the game shell.

MULTIPLAYER

Select **Multiplayer** to battle against other TRANSFORMERS wirelessly via the PSP® system’s Ad-Hoc mode. To join an ad-hoc multiplayer game being hosted by a nearby opponent, select **Join Game**. To host a game, select **Host** and select one of the four available game modes. Once a game mode has been selected you may change Game mode options.

Game Modes

Death-Match – Be the first TRANSFORMER to get the designated number of kills. Number of kills can be changed in the Game mode options.

Team Death-Match – Be the first TRANSFORMER to get the designated number of kills. Number of kills can be changed in the Game mode options.

Ascension Rites – Stay in the zone for the designated amount of time while keeping your enemy out. The amount of time necessary to hold the Zone can be changed in the Game mode options.

Secure the AllSpark – Infiltrate the enemy base to capture their AllSpark and then return it to your home base. Number of AllSpark captures can be changed in the Game mode options.

Game Mode Options

Death-Match & Team Death-Match – Set the number of kills required to win the battle. Choose 5, 10 or 15 Kills.

Ascension Rites – Set the amount of time necessary to hold the zone to win the battle. Choose 15, 30 or 45 seconds.

Secure the AllSpark – Set the number of AllSpark captures needed to win the battle. Choose 3, 6 or 9 AllSpark captures.

Maps – Select from currently available maps. Unlock more maps by completing the single-player missions.

Pre-Game Lobby

Load Out – Select from currently available characters. Unlock more TRANSFORMERS by completing the single-player missions. After selecting characters, choose a variety of weapons to equip your TRANSFORMERS. You may view the information and stat of each weapon.

SAVING

Save checkpoints are located throughout the game. They are indicated by an AUTOBOT or DECEPTICON shield, depending on the mission.

When you complete the game, be sure to RELIVE any mission to save your progress.

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

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

Phone: (310) 255-2050

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