

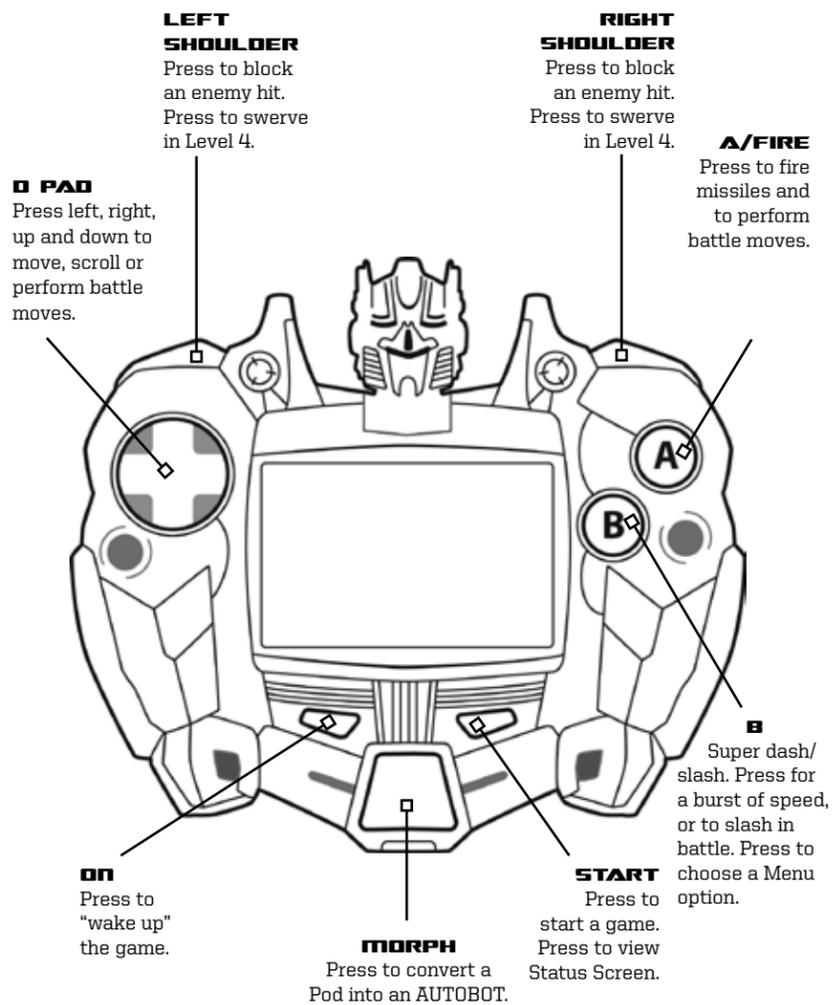
**Electronic Hand-Held**

# TRANSFORMERS™

FOR 1 PLAYER AGES 6+

**IMPORTANT:** If your game malfunctions, push in RESET (on the back of the game) or try fresh batteries.

## A Look at Your Game



**RESET (IN BACK)** Push in if game malfunctions and after changing batteries.

**Contents:** Electronic Hand-Held TRANSFORMERS game unit.

**Object:** Your mission is to find and convert pods into AUTOBOT allies, then travel to the Hoover Dam and defeat MEGATRON for control of the Allspark. To win, survive 10 levels of intense play (5 driving and 5 battling).

## Getting Started

First, insert the batteries (see **Battery Information** on the other side).

Press ON to "wake up" the game. Then press START to begin a game.

### THE MENU SCREEN

Press the D PAD to scroll to an option, then press B to select it. The 3 options are described below.



**New Game:** Begin a new game at Level 1. See *Levels of Play*.

**Continue:** Start the previous game at the same level that you ended.

**Battle Mode:** Practice one-on-one battles against the DECEPTICONS: BARRICADE, SKORPONOK, BONE-CRUSHER, and MEGATRON. Before playing your first game, you may check out the enemy and bone up on your fighting skills.

First, press B to choose a NORMAL or ENDURANCE battle.

**Normal Battles:** Choose any DECEPTICON to battle. Press the D PAD to scroll to the opponent you want to face off against. Press B, and the battle begins!

**Endurance Battles:** Battle every DECEPTICON in the game, one after another. Can you beat them all?

**How to Battle:** To defeat an opponent, win 2 out of 3 rounds. The chart below explains which buttons to press when attacking and defending. Keep practicing to perfect your moves. Can you make up some of your own?

BATTLE MOVES	
Punch	A
Super Dash/Slash	B
Jump	UP
Jump Kick	UP + A
Block	Left/Right Shoulder
Duck	DOWN
Uppercut	DOWN + A

### THE ENERGY METERS

Your energy meter appears at the top left. You start the game with 3 lives. You lose energy with each hit from an enemy, missile or electric zapper. Each time the meter runs out, you lose one life. You also lose one life if you lose a battle or fall off a building. When your 3 lives run out, it's **game over**. So be careful out there!

In battle mode, you and your opponent **both** have energy meters. Keep an eye on them so you'll know who's winning!

### THE STATUS SCREEN

At any time during a game, you may view the Status Screen. This screen shows how many lives you have, and allows you to adjust the sound or end the game. Press the D Pad to scroll to an option.



**Sound:** Press B to make the sound the louder, softer or muted. Then press START.

**End Game:** To end your game, press B. You'll return to the START screen.

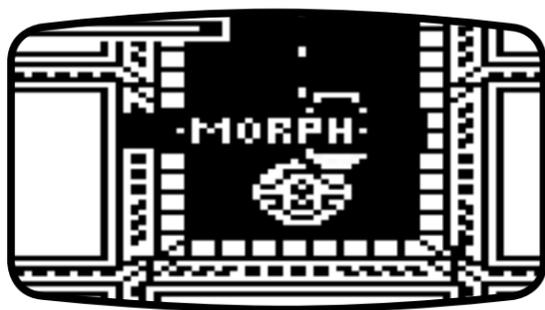
## Levels of Play

In each game you must try to survive 5 two-part levels of play. Here's a heads-up on what happens in each level.

### LEVEL 1: POD SEARCH

Drive through the city in car mode to find 4 pods and morph them into AUTOBOTS. Here's how:

- Press the D PAD to drive through the streets, searching for the 4 Pods. When you find a Pod, drive toward it. When MORPH flashes on the screen, press MORPH to convert the Pod into an AUTOBOT.



BARRICADE will do his best to stop you from finding the Pods. Try to avoid him - if you get too close, he'll attack!

### BATTLE BARRICADE

After you find and morph the 4 Pods, you'll face BARRICADE in battle. Defeat him to advance to Level 2.

### LEVEL 2: ENTER HOOVER DAM

Now you'll travel to the Hoover Dam, where MEGATRON has the Allspark. You'll be fired at by missile trucks. Jump over or duck under the missiles to avoid them, and fire at the trucks to destroy them. Dash past the electric zappers to avoid getting zapped.

### BATTLE MEGATRON

This is your first battle with MEGATRON. This battle may have a surprise ending!

### LEVEL 3: EXIT HOOVER DAM

As you leave the Hoover Dam, you'll face the same hazards and pitfalls that you faced in Level 2 - until you meet SKORPONOK! You must run past him to escape to Level 4.

### BATTLE SKORPONOK

Now there's no escaping SKORPONOK. He's in your face, and he's ready to rumble! Can you beat him to advance to Level 4?

### LEVEL 4: HIGHWAY CHASE

The challenge in this level is to dodge cars, along the highway, and to run BONECRUSHER off the road into the buildings. To swerve quickly, press left or right shoulder. When a morphed BONECRUSHER attacks, morph to fight back!

### BATTLE BONECRUSHER

Defeat BONECRUSHER one last time to advance to Level 5.

### LEVEL 5: BOMB ATTACK

As you head back to Hoover Dam, MEGATRON tries to stop you by dropping bombs on the highway. Swerve from lane to lane to avoid them, or you're in for a trunkload of trouble. You can lose a life with only 2 hits.

### THE FINAL BATTLE!

Your final challenge is to beat MEGATRON to win the game. He's tough and he's tricky, so bring your best battle skills. Will good triumph over evil? Will ALLSPARK be saved? Or will MEGATRON get the best of you?

**3 BATTERIES REQUIRED**  
1.5V AAA or R03 size  
**NOT INCLUDED**  
Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

**Inserting the batteries:** Loosen the screw on the battery cover (on the back of the game) Insert 3 AAA-size batteries (we recommend alkaline), making sure to match the + and - symbols with the markings in the plastic. Replace the door and tighten the screw, then push in RESET.

## CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (pushing RESET or removing and reinserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

## IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.  
Batteries should be replaced by an adult.

## CAUTION:

1. As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. In other countries, have the doctor call your local poison control center.
2. Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions.
3. Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

## Shutting Down

If left idle for about two minutes, the game will automatically power down to save battery power. To power up again, press ON.

### FCC STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.

© 2007 DreamWorks LLC and Paramount Pictures Corporation.

The HASBRO and PARKER BROTHERS names and logos and TRANSFORMERS and all related characters are trademarks of Hasbro and are used with permission. © 2007 Hasbro. All Rights Reserved. TM & © denote U.S. Trademarks.

**For European Consumers Only**  
This product and its batteries must be disposed of separately at your local waste recycling centre. Do not dispose of them in a household waste bin.

41690-I



DREAMWORKS  
PICTURES

