NUS-N0HE-USA

INSTRUCTION BOOKLET

TRANSFORMERS™
BEAST WARS®
TRANSMETALS®

bam!

NINTENDO 64

CONTENTS

TRANSFORMERS BEAST WARS

The Transformers... Beings from the faraway planet of Cybertron...

Billions of years ago, a great war raged across Cybertron between two races of mechanical life: the Autobots and the Decepticons. The Autobots sent forth their greatest warriors on a desperate mission to find the energy necessary for their survival. The Decepticon elite pursued the Autobots across the galaxy. A battle followed, and both forces were aboard the Autobot space cruiser, the Ark, when it crash landed on prehistoric Earth. Both sides lay frozen in emergency stasis for what seemed to be an eternity. Four billion years later, in the year 1984, they awoke from their slumber. The Autobots and Decepticons continued their war on Earth. However, with the help of humans, the Autobots eventually became the victors of the Great War,
restoring peace for thousands of years...

The descendants of the Autobots and Decepticons, the Maximals and Predacons, have lived together in an uneasy peace for eons... The peace is disturbed when the renegade Predacon, Megatron, steals a golden disc and races across the galaxy with unknown intents. A Maximal ship commanded by Optimus Primal pursues Megatron. A fierce battle forces both of their ships to crash land on an unknown prehistoric world. History repeats itself...

2   The surviving Cybertronians take on new beast forms to

TRANSMETAL... the Story

protect themselves from the unstable energon that is present on the planet. The Maximals and Predacons quickly renew their differences and fight countless battles for survival, resources, and dominance. As a result of their fighting, a global catastrophe is triggered by a powerful alien force. Most of the life on the planet is wiped out. As a side effect, the quantum surge changes many of the warriors from both sides into sleeker, more powerful forms known as the Transmetals.

Eventually, the Maximals captured Megatron, the Predacon commander. It was believed that the Beast Wars were over. The survivors of the war began their journey back to Cybertron aboard an ancient Autobot escape ship. As they traveled through time and space, Megatron succeeded in delivering a message through transwarp, into the past. The message was received by Megatron during a critical chapter in history, which is now destined be rewritten. Some changes have already taken effect... Waspinator and Airazor are now Transmetals, and Terrorsaur survived to become a Transmetal as well. What new future awaits the Maximals and Predacons? The answers will be revealed as the Transmetal saga conti ues...

3

THE NINTENDO 64 CONTROLLER

CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.
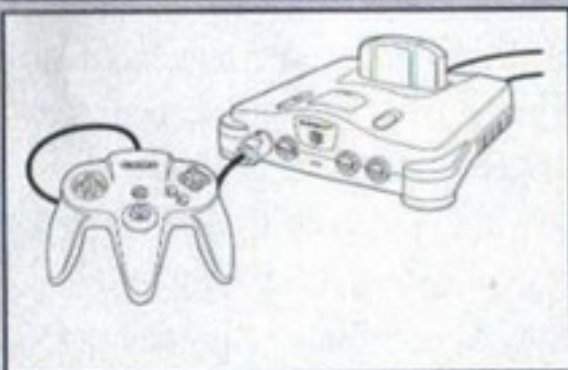
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

Connecting The Nintendo 64 Controller

Plug a Controller into the first Controller Socket on the far-left side in front of the Control Deck. For a two player game, plug a second Controller into the second Controller Socket.

Holding The Nintendo 64 Controller

When playing this game, we recommend that you hold the Controller in the position as shown to the left.
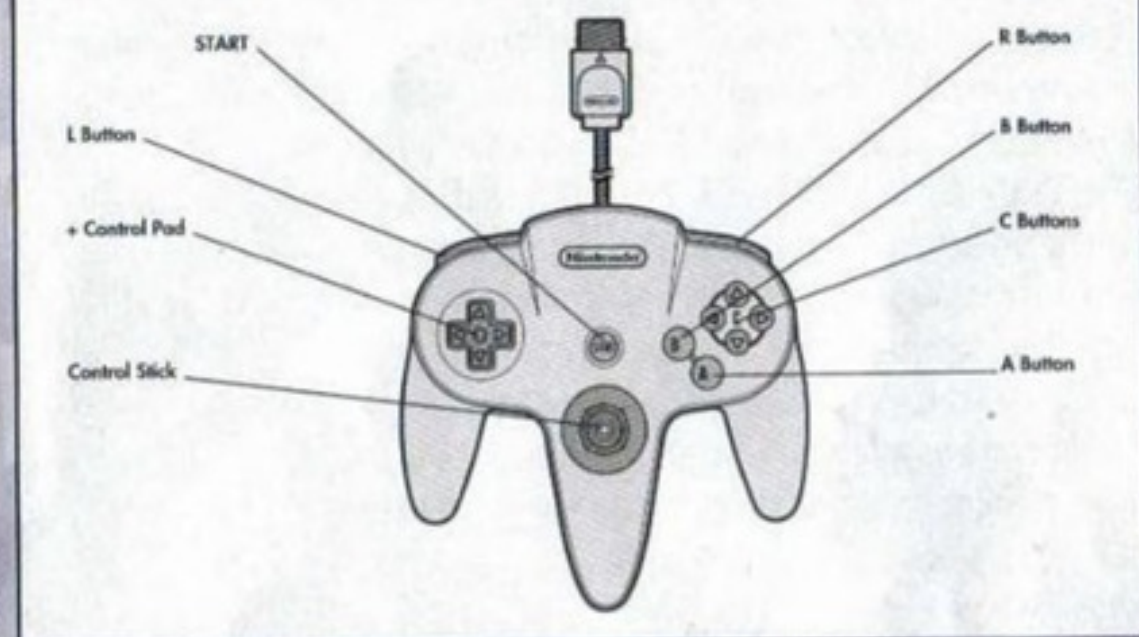
4

N64° Controller

START

L Button

+ Control Pad

Control Stick

R Button

B Button

C Buttons

A Button

Controller Actions:

	Robot Mode	Vehicle Mode	Beast Mode
Control Stick	Controls movement	Controls movement	Controls movement
A Button	Transform into vehicle	Transform into robot	Transform into vehicle
B Button	Transform into vehicle	Transform into beast	Transform into vehicle
Z Button	Jump	Not used	Jump
R Button	Transmetal Attack	Transmetal Attack	Transmetal Attack
C-Right Button	Basic Shot	Dash/Dash Attack	Beast Attack
C-Up Button	Deluxe Shot	Missile Attack	Beast Attack
C-Left Button	Mega Shot	Beam Attack	Beast Attack
C-Down Button	Block	Not used	Not Used

On the game menu screens, use the Control Stick to change the menu item being highlighted. Press the A Button to confirm selections. Press the B Button to cancel selections. Press START to pause the game during game play. Press START again to resume play. To return to the title screen, pause the game, highlight "Exit", then press the A Button.

Note: The Control Pad and the L Button are not used in this game.

5

GAME MODES

After pressing the START on the title screen, you will be able to access the main mode menu. Select from the following game modes:

∘∘∘Arcade Mode∘∘∘

Defeat all of the opponents in this 1∘player game mode. Select your Transformer by highlighting their selection box, then pressing the A Button. You can then select the color/styling of the Transformer by mov∘ing the Control Stick Left/Right. Press the A Button again to confirm selection. Game play will progress through seven matches against computer∘controlled oppo∘nents. Winning a match will allow you to advance to the next opponent. If you lose a match, you will have to fight the same opponent over again if you decide to continue. If you do not continue, the game will be over.

∘∘∘VS Mode∘∘∘

Play single matches against a human or computer oppo∘nent. Against the computer, select your Transformer, then the Transformer you wish to fight against in the same manner as Arcade Mode. In a 2∘player game, each player selects their own Transformer. After the Transformers have been selected, choose which stage you would like to fight on by moving the Control Stick Left/Right, then press the A Button to confirm.

∘∘∘Team Battle Mode∘∘∘

Select teams of four Transformers and fight against a computer or human opponent. In a 1∘player game, select which four Transformers you would like to use, then select which four Transformers you would like to fight against. In a 2∘player game, each player picks a team of four Transformers. Each Transformer may only be

6

selected once for each team. Color selections are automatic and cannot be changed. Select which stage you would like to fight on. then let the battle begin! Each Transformer will fight until their vitality is exhausted. then the next Transformer on that team will fight. Game play will continue until all of the Transformers on a team are defeated. You'll hear a special voice message if you pick a team of all Maximals or all Predacons.

ooo Options ooo
Adjust the game settings and sound settings here.

[Game Settings]
Game Level: Adjusts the difficulty of the computer o con o trolled opponents.
Battle Time: Adjusts the time limit for each round.
Rounds: Adjusts the number of rounds for each match.
Button Display: This option switches the Transformation Button Guide panel on or off. The Transformation Button Guide indicates what mode the transformation buttons will change the player into if they are pressed. To play without the button guide display on the screen. change this setting to "No".

[Sound Settings]
BGM Test: You can listen to the music of the game by select o ing a number and pressing the A Button.
S.E. Test: You can listen to the sound effects of the game by selecting a number and pressing the A Button.
Sound: This option allows you to select either stereo or mon o aural sound output.
Volume: By using this option. you can adjust the volume of the music and sound effects independently.

7

GAME MODES CONTINUED...

BONUS MENU
There are three extra modes in the Bonus Menu:

○○○Mini Games○○○

Escape Race 100: For play against the computer or a human opponent. Press the buttons rapidly in order to transform and escape from the explosions. Use the A Button, B Button, C○Right Button, C○Up Button, C○Left Button, and C○Down Button. You can go faster if you press more than one button. The energon crystals at the bottom of the screen indicate your racing "power". The first to reach the goal will be declared the winner.

Escape Race 200: Same as the Escape Race 100, but the length of the race is longer.

Sunset Showdown: A one○on○one quick draw gunfight against the computer or a human opponent. When "fire!" is displayed on the screen, use the Z Button to fire! To win, you must fire before your opponent does. If you fire before you are told to do so, you will be disqualified!

Sunrise Showdown: A one○on○one quick draw gunfight against the computer or a human opponent. This game is similar to the Sunset Showdown, but the controls are slightly dif○ferent. In order to fire your gun, you must first move the Control Stick to the down posi○tion, then release it. This will "cock the hammer" of your gun. When you hear a clicking sound, you can then press the Z Button to fire. To win, you must fire before your opponent does. If you try to cock the hammer of your gun or fire before you are told to do so, you will

8

be disqualified!

Disc Hunter: For play against the computer or a human opponent. In this exciting mini game, try to collect as many discs as you can! Use the Control Stick to move around. You can jump by pressing the Z Button. To perform a hand-to-hand attack, press C-Right Button, C-Up Button, or C-Left Button. Discs will fall from the sky, and you can also find them as you move around. As game play progresses, the energon crystal timer at the bottom of the screen will slowly count down. When the timer expires, the game will end, and the results will be tallied up. One golden disc is worth the same as five silver discs. Whoever has the higher total disc score will be declared the winner!

∘∘∘Toys∘∘∘

In this mode, you can select a Transformer you would like to play with, then watch their transformations and animations. Move the Control Stick Left/Right to select which animation you would like to see. Press the A Button to start the animation. The Transformer can be viewed from many different angles. Move the Control Stick Up/Down to zoom in and out. Use the C Buttons to adjust the camera angle. Press the R Button to read the profile of the Transformer. Press the B Button to exit.

∘∘∘Kids Mode∘∘∘

This is a special version of the US mode, in which the Transformers are well, dif-ferent... Adorable? You be the judge. Selection methods are the same as the US mode. The transformation animations have been disabled, but you can still change into beast mode, robot mode, or vehicle mode as usual. Don't worry, they're just shy...

9

THE BATTLE

Your objective in battle is to use your attacks to deplete your opponent's stamina completely, forcing them into stasis lock. The Transformer who wins the required number of rounds will win the match. Each Transformer is capable of performing a vast array of offensive and defensive maneuvers. Here are some guidelines and tactics that all Cybertronian warriors should become familiar with. Study them well in order to survive and achieve victory!

Life Gauge
Victory Symbols
Battle Timer
Character Name
E.R.G.
Vehicle / Vehicle
Vehicle / Vehicle
Transformation Button Guide

Life Gauge: This gauge indicates the Transformer's stamina. The green portions will decrease as the battle progresses. When the gauge is depleted completely, the Transformer will enter "stasis lock" and will no longer be able to fight (K.O.). The Transformer who depletes their opponent's stamina first will be declared the winner of the round!

10

E.R.G. (Energon Resistance Gauge): The Transformers can only stay in robot mode for a limited amount of time, due to the energon buildup caused by their surroundings. The yellow portion indicates the amount of time a Transformer can remain in robot mode and continue attacking. It will be used up as the Transformer stays in robot mode. When the gauge is depleted, the Transformer will no longer be able to attack and defend properly. If this happens, transform into vehicle mode or beast mode immediately! This gauge will slowly replenish itself when a Transformer is in beast mode. If the gauge runs out, you can transform into beast mode, wait until the gauge has restored itself to a satisfactory level, then transform again to continue fighting in robot mode.

Robot mode Cheetor with no Energon Resistance.

Battle Timer: The timer number will decrease as the battle progresses. If the timer reaches zero, the round will end, and the Transformer with more stamina will be declared the winner of the round.

Victory Symbols: The colored energon crystals indicate the number of rounds a Transformer has won during a match. The uncolored crystals indicate the number of rounds that must be won in order to win the match.

Character Name: This indicates the Transformer who is currently in battle.

Transformation Button Guide: This panel indicates what mode the transformation buttons will change the Transformer into when they are pressed. The green button represents the B Button and the blue button represents the A Button.

11

THE BATTLE CONTINUES...

○COMMON ACTIONS○

Movement (Control Stick)
For all modes. Simply move the Control Stick in the direction you want your Transformer to move in.

Jumping (Z Button while in robot mode or beast mode)
High jump (to jump over opponent's shots and attacks): Press and hold the Z Button. To jump in a specific direction, move the Control Stick in the desired direction, then press the Z Button.
Low / side jump (to dodge opponent's shots and attacks): Tap the Z Button (be sure to release the button quickly), or simply hold the C○Down Button while pressing the Z Button.

Transforming (B or A Button)
Vehicle mode is the bridge between robot mode and beast mode. When in beast mode or robot mode, pressing either the A or B Button will trans○ form you into vehicle mode. From vehicle mode, press the A Button to reach robot mode, or press the B Button to obtain beast mode.
During transformation, your Transformer will become invincible for a moment. You can use transforming as a powerful defensive strategy: If the opponent fires a shot at you, with the right timing, you can transform so that the shot will pass through you. However, use transforming wisely. You are vulnerable for a moment after you transform, and transforming too much might allow the opponent to charge up their Ultra Blast attack. (You don't want to get hit by the Ultra Blast attack, believe me!)

12

Transmetal Attack (R Button while in any mode)

The transmetal attack detonates a quantum explosion around your Transformer, which can provide a second of invincibility and eliminate any enemy attack. This attack will deplete a portion of your Transformer's life gauge every time you use it, so be careful! Note that the transmetal attack is the only attack that can be performed when the Energon Resistance Gauge is empty in robot mode.

13

THE BATTLE CONTINUES...

◦Mode◦Specific Actions◦

ROBOT MODE

Basic Shot (C◦Right Button while in robot mode)
Press the C◦Right Button to fire the Basic Shot. This weapon is fast, and can be fired often. Use it to wear down the enemy and keep them at bay.

You can move around and jump while firing this type of shot. If you hold down the C◦Right Button, you can charge the Basic Shot's power. Depending on how long you hold the button, a level 2 or level 3 Basic Shot will be fired when the button is released. The longer you charge the weapon, the more powerful/effective your attack will become. If you are charging the Basic Shot, you can still move around and jump.

Basic Shot level 1

Basic Shot level 2

Basic Shot level 3

Deluxe Shot (C◦Up Button while in robot mode)
Press the C◦Up Button to fire the Deluxe Shot/Homing Missile. Deluxe Shots are generally missiles and bombs. They are more powerful than the basic shot, and take a long time to be launched. When these attacks land or hit, they can cause explosions that will also damage the enemy. If the opponent is in vehicle mode, the Deluxe Shots will become homing missiles which will

14

lock on to them and chase them down. If you hold down the C▪Up Button, you can charge the Deluxe Shot's power. Depending on how long you hold the button, a level 2 or level 3 Deluxe Shot will be launched when the button is released. The longer you charge the weapon, the more powerful/effective your attack will become. If you are charging the Deluxe Shot, you cannot move or jump.
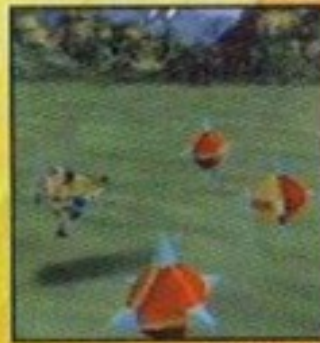

Deluxe Shot Level 1 when enemy is in Vehicle Mode.

Deluxe Shot Level 1

Deluxe Shot Level 2

Deluxe Shot Level 3

Mega Shot (C▪Left Button while in robot mode)
Press the C▪Left Button to fire the Mega Shot. Mega Shots are generally beam type weapons. They are more powerful than the basic shot, and take a long time to be fired. If they hit an opponent in robot mode, they will be knocked down instantly. If you hold down the C▪Left Button, you can charge the Mega Shot's power. If you are charging the Mega Shot, you cannot move or

The effect of a Mega Shot Level 3 on your enemy!

15

THE BATTLE CONTINUES...

jump. Depending on how long you hold the button, either a level 2 Mega

Mega Shot Level 1

Mega Shot Level 2

Mega Shot Level 3

Shot, or the Ultra Blast attack will be fired when the button is released. The Ultra Blast is the most powerful attack your Transformer can per°form. It cannot be blocked or dodged! The screen will turn dark when your Ultra Blast attack is fully charged. Release the C°Left Button to unleash it!

Blocking

Block (C°Down Button while in robot mode)
If you hold down the C°Down Button while in robot mode, you can block some of the enemy's attacks. If an attack is blocked, it will still do a small amount of damage. The Ultra Blast attack and the physical attacks of the opponent's beast mode cannot be blocked.

Hand°to°Hand Attack (C°Right Button, C°Up Button, or C°Left Button when close to the opponent in robot mode)
If you are close to the opponent, your Transformer will automatically perform a hand°to°hand attack when an attack button is pressed. This attack will knock the opponent down if it is successful. Be careful... If you miss, your

16

Transformer will be vulnerable to a nasty counterattack!

VEHICLE MODE:

Dash (C•Right Button while in vehicle mode)

Dash Attack

By pressing the C•Right Button in vehicle mode, your Transformer will get an extra burst of speed. If your Transformer is already moving at top speed, pressing the C•Right Button will activate the Dash Attack. You can use the Dash Attack to ram into the opponent!

Missile (C•Up Button while in vehicle mode)
Press C•Up Button to fire missiles at the enemy. Although they don't lock on to the opponent completely, they are effective when fired at the right position. Circle around the opponent, and fire when they are lined up. The missiles don't work well at close range.

Missile Attack

Beam Shots (C•Left Button while in vehicle mode)
Press C•Left Button to fire Beam Shots at the enemy. These shots are weak, but they can be fired often, and they are effective at close range.

Beam Attack

BEAST MODE:
Each Transformer has different Beast Attacks while in beast mode. Some of them are powerful physical attacks, some are projectiles, and others send waves of energy that can knock the enemy down. Learn which attacks are the best for each situation!

17

THE MAXIMALS

Maximal General•Optimus Primal

Drumming Fury

Primal Body Crush

Primal Lariat

"Well, that's just... Prime!"

Optimus Primal commands the surviving Maximals after the Axalon crash•lands on a desolate prehistoric planet. Primal is courageous in battle, and often risks his own safety for the sake of his fellow Maximals. He transforms into a powerful mechanized gorilla with a jet•powered hoverboard option for flight capabilities. Optimus Primal is determined to defeat the Predacons and return to Cybertron with his comrades. His leadership abilities are critical to the Maximal's survival.

Maximal Robotic Jungle Patrol•Cheetor

Sprint (does not hit the opponent)

Savage Pounce
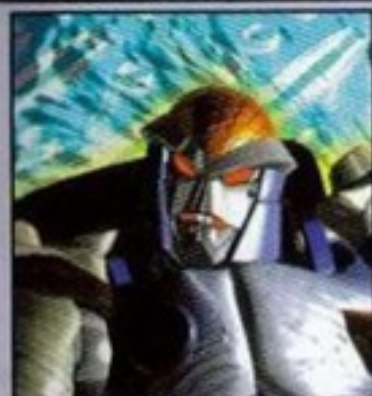

Savage Wave

"Ultra gear!"

Cheetor has the personality of a typical adolescent, naturally possessing youthful pride and vigor. Though he is skilled in combat, he tends to act recklessly and can sometimes endanger his teammates. He is generally well•liked by his comrades, and performs very well when properly supervised. Cheetor's beast mode is a cybernetic cheetah, equipped with retractable thruster wings that provide high•speed flight ability.

18

Maximal Spy•Rattrap

Tunnel Rat (does not hit the opponent)

Rabid Tackle

Tail Slash

"We're all gonna die..."

Armed with formidable wit and sarcasm, Rattrap has a wise•crack for every situ•ation. He has a tendency to disregard authority, and does not always get along well with his teammates. Despite his personality glitches, Rattrap is a very effective and resourceful combatant. His beast mode is a metallized rat with positionable wheels that provide a secondary vehicle mode. Although Rattrap is relatively small in size, he is surprisingly aggressive, and should not be underestimated.

Maximal Aerial Recon•Airazor

Falcon Rush

Razor Dive

Force Wing

"Ascend into destiny!"

This majestic female Maximal prefers to operate remotely, observing Predacon activity and providing valuable intelligence information. She is in touch with the nature of the planet, and shares much in common with the other remote operative, Tigatron. She is good•natured and gets along well her comrades. As a falcon, she can easily soar into enemy territory undetected. Her third mode is a unique jet configuration that is also effective as a water vehicle.

19

THE PREDACONS

Predacon Commander○Megatron

Crushing Wave

Tail Smash

Head Smash

"The universe cowered once at the name of Megatron...

Megatron, the leader of the Predacon forces, is a cunning mastermind with a complex personality. His goals are to defeat the Maximals, restore Predacon rule over Cybertron, and ultimately achieve dominance over the entire universe. Megatron is immensely intelligent, and is not easily defeated. His greatest downfall is his over○inflated ego. Alternate mode is a powerful mechanized T○Rex with retractable hover engines that provide flight capability.

Predacon Aerial Attacker○Waspinator

Shot Stinger

Flight Ram

Wasp Stinger

"Waspinator have headache in whole entire body...!"

Although he is rather naive and short○sighted, Waspinator is one of Megatron's most dependable soldiers. He has a tendency to grumble a lot, which is occasionally justified due to the nature of his assignments. One of the most resilient of all Cybertronians, he seems to be able to recover from any level of punishment that his physical form endures. His beast mode transforms him into a gigantic wasp, and he also has the ability to convert into a jet for a swift and effective vehicle mode..

20

Predacon Aerial Attacker•Terrorsaur

Sonic Scream

Spiral Crusher

Terror Talon

"I shall become your new leader!"

A scheming, deceptive villain whose primary goal is to replace Megatron and lead the Predacon forces. His unhealthy desire for power causes him to be impulsive and reckless. Even his most brilliant plans sometimes fail as a result. Terrorsaur has a keen sense of treachery, and Megatron recognizes him as a valuable asset to the team despite his flaws. He transforms into a pterodactyl for beast mode, or a jet•like form for vehicle mode.

Predacon Ninja Warrior•Tarantulas

Web Snare

Seek n' Suck (hold the C•Up Button)

Venom Mist

"They shall be mine to feast upon!"

Constantly spinning webs of deceit, Tarantulas is the definition of an evil genius. He performs wicked experiments and creates perversions of science as he works in his secret lair. Perhaps the least trusted of all the Predacons, Tarantulas possess•es knowledge that is both shocking and deadly. His Transmetal spider beast mode can also transform into a motorcycle•like vehicle mode for high•speed transit capabilities.

21

STRATEGY GUIDE

Transformers Beast Wars Transmetals features a unique game play system that is easy to learn, yet a challenge to master. Every action that can be performed by a player, has a logical counter-action that can be performed by the opponent. The result is a fast-paced, action-packed Transformers experience like no other! To get the most out of this game, be sure to learn all of the attacks, counter-actions, and strategies!

°°°ROBOT MODE°°°

ROBOT MODE STRATEGY:
The robot mode has the most powerful offensive capabilities, and can perform a wide range of attacks. The robot mode can also block the opponent's shots and jump to evade them. If you are very close to the opponent, the robot mode will perform a hand-to-hand attack instead of firing a shot. Although the robot mode is powerful, there is a time limit. You cannot attack in robot mode once the Energon Resistance Gauge has been depleted. If it is depleted, you must transform into beast mode in order to replenish the gauge. Use the robot mode to wear down the opponent with basic shots. Knock them down and try to charge your Ultra Blast to finish them. If they transform into vehicle mode, use the deluxe shot/homing missile to knock them down. Keep an eye on your Energon Resistance Gauge and avoid being left helpless by transforming before it is depleted. If you are having trouble against the beast mode's high-priority attacks, convert to vehicle mode and wear away their stamina from a distance by using missiles.

ROBOT MODE ATTACK TIPS:
Basic Shot: (C-Right Button)
A basic attack that can be used with confidence while your opponent is in robot or beast mode. Useful for running around and blasting your opponent. If you can hit your opponent's robot mode with one shot, you can try to hit them with 2 more shots for a 3-hit combo. This attack can be charged while running and jumping. The longer the attack is charged the more powerful or effective the attack will be. An effective strategy is to surprise your opponent by firing the charged shot after dodging your opponent's

22

shots.

Counter actions: In robot mode, you can jump or move around to evade these shots. Also, a more powerful projectile attack can cancel out or even overpower the weaker shots. The vehicle mode can outrun these shots easily. If you are in beast mode, you won't get knocked down by these shots easily, so you can perform a powerful attack to overpower the weak shots and smash your opponent!

Deluxe Shot/Homing Missile: (C•Up Button)

These attacks are more powerful than the standard shots, and can consist of bombs, homing missiles, or wave beams. They behave differently than the normal shot and power shot attacks. These attacks can only be fired one at a time. What makes this attack particularly useful is that it will lock on to your opponent when they are in vehicle mode. If your opponent is in vehicle mode, fire this weapon immediately in order to knock them down! The deluxe shot can also be charged to level 2 or 3 for stronger/more effective attacks. You cannot move while charging this type of attack.

Counter actions: In robot mode or beast mode, you can jump or move around to evade these shots. This type of attack will lock onto you in vehicle mode, so the only way to avoid the homing attacks in vehicle mode is to transform!

Mega Shot: (C•Left Button)

A powerful projectile attack that inflicts a lot of damage and can knock a robot mode opponent down with one hit. These shots can only be fired one at a time. Because this type of attack fires and recovers slowly, it should only be used in certain situations. This type of attack must be aimed carefully to be effective. When this type of attack is charged to level 2 and fired, it will inflict even more damage, and can knock down an opponent in beast mode. When this type of attack is charged to level 3 and fired, your Transformer will unleash the Ultra Blast attack! The Ultra Blast inflicts more damage than any other type of attack, and cannot be blocked or avoided. Charge the Ultra Blast when the opponent is knocked down, running away, or not paying attention. You cannot move while charging this type of attack.

Counter actions: In robot mode, you can jump or move around to evade the level 1 or level 2 Mega Shots. The vehicle mode can evade the

23

STRATEGY GUIDE CONTINUED...

level 1 or level 2 shots easily by circling around the opponent. To avoid getting hit by the Ultra Blast, you must hit the opponent before they can fire it. Hit them with a fast attack, like a basic shot, as soon as you see them charging their attack!

°°°VEHICLE MODE°°°

VEHICLE MODE STRATEGY:

The vehicle mode has good offensive capabilities and does not suffer from a time limit. The vehicle mode has the lowest level of defense, but it moves much faster than any other mode, allowing it to dodge shots easily. The vehicle mode gives off an energon sig° nature that is easy to detect. Because of this, opponents in robot mode are especially dangerous since they can fire a homing missile that will lock onto you. The vehicle mode is particularly effective against opponents in beast mode.

In vehicle mode, circle around the opponent and fire missiles constantly. If the opponent in robot mode fires a homing missile while you are in vehicle mode, the only thing you can do is transform so that the missile passes through you. Once you learn how to trans° form to avoid the homing missiles without taking too much damage, you can continue to use the vehicle mode to wear down the opponent. If you do get knocked down, and your opponent tries to charge the Ultra Blast, quickly fire a shot or missile before they can release it.

Against another vehicle mode opponent, fly around, skillfully dodging enemy missiles and shots. If you are clever, you can vary the angle and direction in which the missiles attack the opponent. For instance, if an opponent is escaping by flying in a clockwise pattern, quickly turn and fire a missile so that it travels counter°clockwise and meets with them head°on! BOOM!

VEHICLE MODE ATTACK TIPS:
Shot: (C°Left Button)
A fast and simple attack that can be used to attack the opponent at any range. This attack must be aimed properly to be effective. Especially useful against robot mode opponents who are trying to charge their Ultra Blast attack.
    Counter Actions: These shots are rather easy to dodge in any mode.

24 Missile: (C°Up Button)
A fast projectile attack that is very effective at long range. You can fire them continuously to wear down the opponent. Useful against

opponent that constantly transforms to evade your attacks. Not very effective at close range, but works well in almost any other situation. Extremely effective against oppo° nents in beast mode.

Counter Actions: If you are in robot mode, you should try to fire a deluxe shot/homing missile (C°Up Button) to knock the opponent down before they knock you down. In vehi° cle mode, you can outrun and dodge these missiles. Fire back with missiles of your own. Dodge, weave and turn around while firing so that one of your missiles circles around the other way, and traps your opponent between 2 missiles. Players in beast mode should transform into robot or vehicle mode to avoid this threat.

Dash: (C°Right Button)
The vehicle mode can accelerate instantly by using this maneuver. If you are going at full speed when this command is activated, the dash will become a Dash Attack. Circle around the opponent,

and line up with them as you approach so that you can use the Dash Attack to smash into them as you pass over them. If you fire one or two missiles at an opponent in robot or vehicle mode, you can hit them with the Dash Attack while they are stunned by the missiles for a devastating combo! Counter Actions: Don't allow the opponent to line up with you so that they can smash into you. If they miss the Dash Attack, they won't be able to attack you with anything else for a brief moment. Use this opportunity to strike back! Players in robot mode should fire a deluxe shot/homing missile to knock the opponent down. Players in beast mode should transform into robot or vehicle mode to avoid this threat, but can some° times overpower the Dash Attack with a close range physical attack.

°°°BEAST MODE°°°

BEAST MODE STRATEGY:
The main purpose of the beast mode is to restore your Energon Resistance Gauge. This mode's offensive capabilities are very limited. The best use of this mode is to take advantage of the high defense, and survive until you have enough energon resistance to convert back into robot mode. Run away if you have to, and attack only when you think it will be effective.
The beast mode has the highest level of defense and does not get knocked down as easily as the other modes. If the opponent is charg°

25

STRATEGY GUIDE CONTINUED...

ing an Ultra Attack and it is too late to stop them, it's good to be in beast mode so that the attack will do less damage. When the opponent fires basic shots, jump to avoid them. Each Transformer has varied attacks in beast mode. Learn the properties of each Transformer's attacks in beast mode and use them wisely. The close-range attacks of the beast mode are can sometimes overpower the attacks of an opponent in robot mode or vehicle mode. Experiment to find out which ones work best!

The beast mode's weakness is fighting against the vehicle mode. Although it is possible to tough it out against a vehicle mode opponent, it is generally better to transform into robot mode if possible, and fire a homing missile.

Advanced Strategies

• Jump and attack!
While in robot mode, you can attack while jumping. Use this technique to jump over enemy shots and nail them while you are still in the air with a basic shot combo!

• Use blocking to win a gun fight!
If your opponent is firing basic shots at you, use timing to return fire between shots, and block immediately afterwards. If your shot hits, the opponent will be temporarily stunned, and you can use this chance to get the upper hand!

• Knock them down, then charge your Ultra Blast!
If you fire off a volley of attacks that you think will knock the opponent off of their feet, immediately start charging your Ultra Blast! If the opponent is knocked down and you use the time to charge your Ultra Blast, you might be able to fire it off before they have a chance to counterattack!

• Watch your opponent's Energon Resistance Gauge!
If your opponent is in robot mode, keep an eye on your opponent's Energon Resistance Gauge. If their resistance is depleted, they will not be able to attack you effectively until they transform! If you see their gauge about to reach zero, start charging your Ultra Blast! You might be able to fire it off before they can counterattack!

26

• Use the Ultra Blast to avoid getting hit!
If your opponent fires at you, and you manage to release the Ultra Blast, any projectiles that are approaching you will be eliminated, plus you will inflict massive damage on your opponent!

• If you are charging, fire before you get hit!
If you are charging your Ultra Blast and the opponent fires at you to knock you out of the charge, and you know you will get hit before you reach level 3, it is better to fire early than to get hit while you are still charging. Sometimes, your level 2 shot will even hit your opponent!

• Use the Transmetal Attack in an emergency!
If your opponent launches a particularly nasty attack that you cannot avoid (excluding the Ultra Blast), you can use the Transmetal Attack to eliminate the enemy projectiles and even hit your opponent if they are close enough. Use caution, since the Transmetal Attack depletes a substantial amount of life energy. Some attacks, like level 2 Deluxe and Mega Shots will do more damage to you than if you used the Transmetal Attack, so in some cases the risk may be well worth it.

Don't forget to keep an eye out for secret codes to this game!