PlayStation

NTSC U/C

PlayStation

TRANSFORMERS

BEAST WARS®

TRANSMETALS

TEEN

CONTENT RATED BY ESRB

SLUS-01160

bam!

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CREDITS:

BAM!-Director: Aaron Endo

GENAZEA-Producer: Erik Suzuki

bam!™ bay area multimedia

GENAZEA™

Hasbro™

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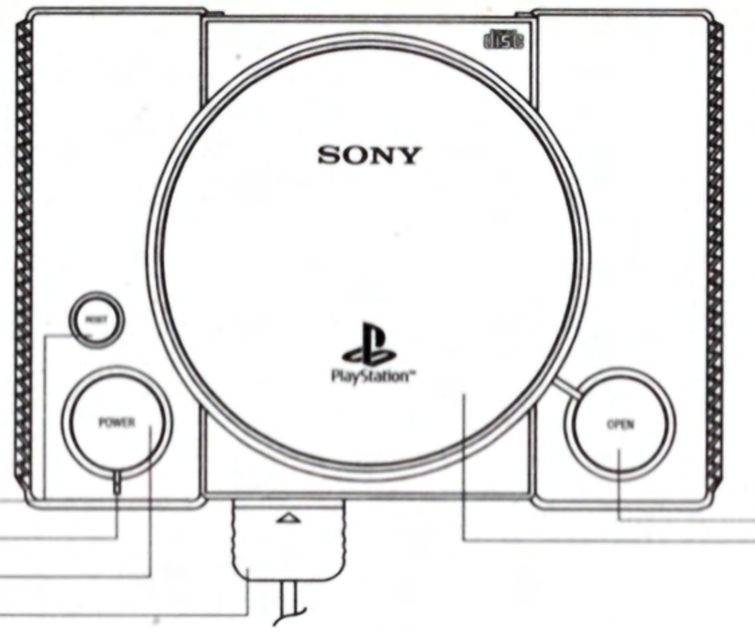
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SETTING UP

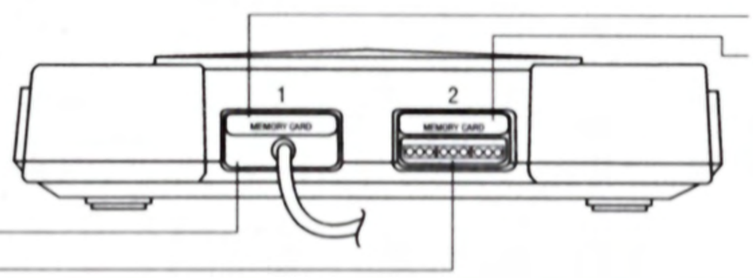
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the BEAST WARS: TRANSMETALS disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Console

Top View



Front View





CONTROLS

During Menu Screens



Directional Button: Moves cursor or changes the menu item being highlighted.
Δ Button: Selects the alternate (2P) color on the character select screen.
O Button: Confirms menu selections and/or to skip movie sequences.
X Button: Cancels menu selections.
START Button: Press it to enter the main menu from title screen and/or to skip movie sequences.
SELECT Button: On the field investigation screen, press this button to access the Save/Load menu.

During the Battle
(Default control function settings are listed)

Directional Button/Left Stick: Controls the directional movement of the player's Transformer. To block/defend against attacks, release the Directional Button/Left Stick.
Δ Button: Attack 1. At long range, press this button to fire high-impact shots. These shots are weak, but they can knock the opponent down. The shots will be aimed in the direction that the Transformer is facing. At close range, press this button to perform a hand-to-hand attack; press it repeatedly to perform a hand-to-hand attack combo. Hold down this button for about 3 seconds, then release, to perform your Transformer's Special Move. The Special Move will be different depending on whether you are in robot mode or beast mode.
O Button: Attack 2. At long range, press this button to fire energon-draining shots. These shots are strong, but they don't knock the opponent down. The shots will be aimed at your opponent automatically regardless of which direction the Transformer is facing. At close range, press this button to perform a hand-to-hand attack; press it repeatedly to perform a hand-to-hand attack combo. Hold down this button for about 3 seconds, then release, to perform your Transformer's Special Move. The Special Move will be different depending on whether you are in robot mode or beast mode.
X Button: Jump. Press this button again during a jump to drop down (jump cancel).
□ Button: Transform. Press this button to transform from robot to beast and back again.
L1/L3 Button or (X + □): Use this in combination with the Directional Button/Left Stick to use the vehicle mode.
R1 Button or (Δ + O): Tackle Crusher or Super Attack. The Transformer will perform either a Tackle Crusher or Super Attack, depending on how far away the opponent is, what mode your Transformer is in, and whether or not they have a Super Attack Symbol stored.
START Button: Pauses the game, and accesses the sub-menu screen.
SELECT Button: Resets the positions of both Transformers in the Training Mode.

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

TRANSMETAL... the Story

crash land on an unknown prehistoric world. History repeats itself... The surviving Cybertronians take on new beast forms to 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 to 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 continues...

GAME MODES

After pressing the START Button on the title screen, you will be able to access the main mode menu. From this menu, you can choose from various game modes and options menus.

Story Mode
Select which side you would like to take command of: Maximal or Predacon. The object of the Story Mode is to investigate the various sectors of the planet, advancing toward the enemy base. On the field investigation screen, your base computer will advise you of the conditions of the various areas. Select the field you would like to investigate, then decide which member of your team you would like to send in. Each team member will comment on the mission, so be sure to hear what each of them has to say before making your decision. In each sector, there is an enemy that must be defeated in order to advance. If you defeat the enemy, your team will clear the sector, and can advance to the next. If you lose, the sector will remain under enemy control. Defeated team members will be sent to the CR chamber/tank and will not be selectable for the rest of the game. The game will be over if all of your team members are defeated. To beat the Story Mode, your team must secure the enemy base.



You can save your progress in the Story Mode to the Memory Card. To access the Save/Load menu, press the SELECT Button while you are on the field investigation screen. The game requires 1 block of memory in order for your progress to be saved. Once there is game progress data saved, you can choose to

"Continue" from the main title screen after "Story Mode" has been selected. You can also load your previously saved progress from the field investigation screen by pressing the SELECT Button and choosing the "LOAD" option.



TV Mode (Watch Mode)

The TV Mode is a variation of the Story Mode that is automatically played by the computer. The computer will make menu selections and will advance through the game automatically. This mode features dramatic camera angles and movements, making it exciting to watch. When in TV Mode, you can switch the game to "Story Mode" and control the game manually by turning the "TV Mode" option to the OFF position, after pressing the START Button during a battle. You can also reactivate the automatic control by turning the TV Mode option to the ON position. Keep in mind that the computer can also lose a battle the same way a human player can.

VS Battle Mode

In this mode, you can fight continuous one-on-one battles against either a computer opponent or another player. In a one-player game against the computer, you must select the Transformer you would like to fight with, as well as the Transformer you would like to fight against. In a two-player game, each player selects their own Transformer. After the Transformers have been selected, choose which battlefield you would like to fight on.

Survival Mode

This mode is a timed test of skill where you battle 8 opponents,

GAME MODES CONTINUED...

one after another. There is only one round per opponent. If you win a round, your life gauge will be restored only slightly. There are three difficulty levels. The object of this mode is to defeat your opponents as quickly as possible. If you are defeated even once, the game will be over. To beat this mode, you must defeat all 8 opponents. If you perform well, you will be able to enter your name into the game's Survival Mode Ranking records.

Training Mode
This mode allows you to practice your attacks and combos on a "dummy" computer opponent. You can control the dummy by using a controller connected to Controller Port 2. If you press the SELECT Button during game play in this mode, the positions of both Transformers will reset.

Options
Game Settings
Difficulty: Choose between 3 different settings; Easy, Normal and Hard. Note that this setting does not apply to the TV Mode and Survival Mode.
Time: Choose between 4 different settings; 30 seconds, 60 seconds, 90 seconds, or an infinite amount of time. Note that this setting does not apply to the Survival Mode.
Rounds: Choose between 3 different settings: 1, 2, and 3. The number corresponds to how many rounds must be won in order to win the match. Note that this setting does not apply to the Story Mode, TV Mode, or Survival Mode.
Sound: Choose between stereo or monaural sound output.
Reset Def: Reset default settings. Pressing the O Button with this option highlighted will reset the game settings on this menu to their original, unaltered values.

Controller
Vibration: Turns the vibration function of the Dual Shock controller ON or OFF.
Reset Def: Reset default settings. Pressing the O Button with this option highlighted will reset the controller settings on this menu to their original, unaltered values.

Memory Card
You can save or load your Transformers Beast Wars Transmetals system data, high scores, and extras access here. Note that this game requires 1 block of memory to save.

Extras
You can gain access to photo galleries, CG galleries, sound tests, etc. here. The more the game is played, the more selections will become available in these menus.

- Toys: Photo gallery of the various toys produced for the Beast Wars line.
- Movies: You can view the game's CG movies here. You must unlock the movies in the game first, in order to view them.
- CG: Computer generated graphics gallery.
- Voice: Listen to some of the voice effects from the game here.
- Music: Listen to the music from the game here.

THE BATTLE



1. Character Portrait: Indicates the identity of the Transformer in play, and the mode the Transformer is currently transformed into.
2. Victory Symbol: The number of sparks displayed here indicate the number of rounds that have been won by the player or computer.
3. Life Gauge/Super Attack Gauge: This gauge indicates a Transformer's stamina. The colored 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. The Transformer who is left standing will be declared the winner of the round! The Life Gauge also doubles as a Super Attack Gauge. As the battle progresses, the green portion of

the Life Gauge will gradually fill with blue. When the blue portion fills the green completely, the Transformer will be able to perform a Super Attack!
4. 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.
5. Super Attack Symbols: When the Super Attack Gauge fills, a symbol will appear in the lower left or lower right corner of the screen. The number of symbols displayed indicates the number of Super Attacks that each Transformer can perform. Each Transformer can store a maximum of three Super Attacks.

The Game Play Sub Menu

By pressing the START Button during game play, you can pause the game and access the game's sub-menu. If you wish to resume play, press the START Button again. While in the sub-menu, you can choose from the following selections:

Vibration: Turns the vibration function of the Dual Shock controller ON or OFF.

TV Mode: Option only available in Story Mode and TV Mode. Switches the game mode between Story Mode and TV Mode. When this option is turned ON, game play control and selections will be done automatically. When this option is turned OFF, game play control and selections will be done manually.

Return to Title Screen: By pressing the O Button with this option highlighted, you can exit the game in play, and return to the title screen. Be careful! Any progress made during your game will be lost!

THE BATTLE CONTINUES...

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!

Blocking



To block and defend against your opponent's attacks, simply release the Directional Button/Left Stick. You cannot block if you are performing any kind of attack, so be sure not to press any buttons if you want to defend. If you successfully block an attack, a small amount of damage will still be inflicted on your Transformer, so be careful! There is a type of attack that cannot be blocked: the Tackle Crusher. You'll have to jump, move, or counterattack in order to avoid being hit by the Tackle Crusher.

Jumping (Press X Button/Jump)



You can use jumping to avoid the opponent's attacks or get around the battle environment. Since the terrain can actually block shots in certain situations,

jumping to higher or lower ground can become an important strategy. You can drop down from your jump (jump cancel) by pressing the jump button again while in the air.

Hand-to-Hand Attacks (Press either attack button at close range)
When you are in close quarters, the attack buttons will activate your Transformer's hand-to-hand physical attacks. You can press the attack button once for one attack, or press the button repeatedly to perform a hand-to-hand combo. These attacks are powerful and can knock the opponent down after the third or fourth hit. They can also be used to set up awesome combos which use Special Moves or Super Attacks. The strength, speed, and range of the hand-to-hand attacks are different for each Transformer. They also vary depending on which mode the Transformer is in.

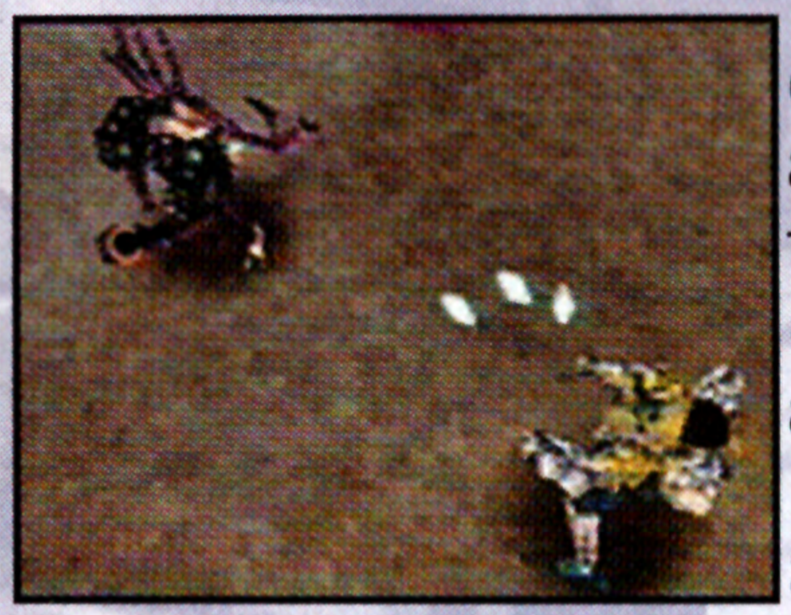


High Impact Shots (In robot mode, press Δ Button/Attack 1 when far away from the opponent)
These shots are aimed manually, and will fire in the direction that the Transformer is facing. They are orange in color, and do a small amount of damage. One advantage of using this shot is that it can knock the opponent down. You can attack the opponent while they



are still down and inflict additional damage, so be sure to take advantage of this.

Energon Draining Shots (In robot mode, press O Button/Attack 2 when far away from the opponent)



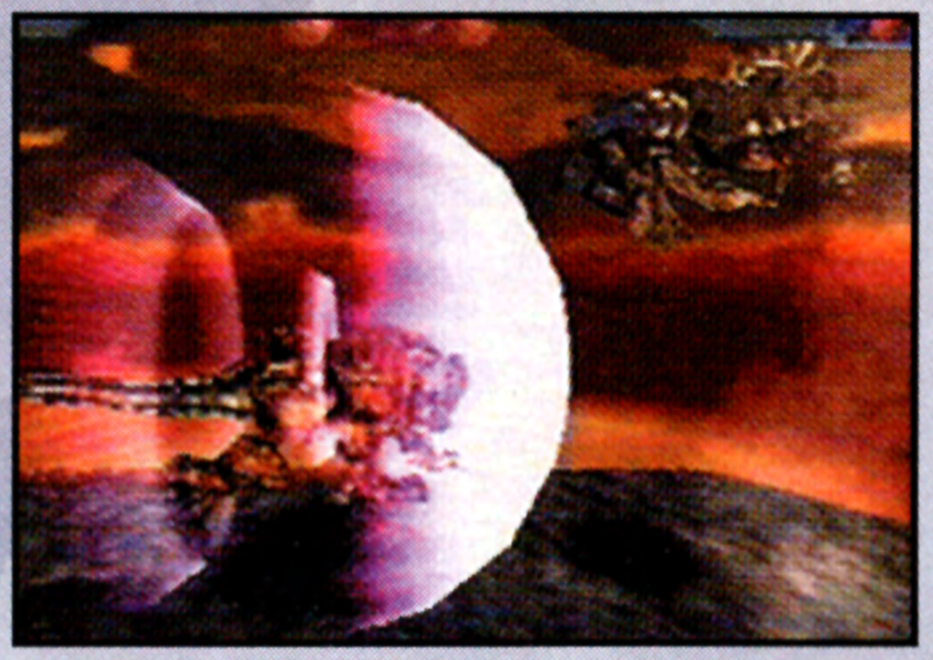
These shots will always fire in the direction of the opponent. They are blue in color and do more damage than the High Impact Shots. They do not knock the opponent down. You can fire these shots continuously to keep your opponent at bay and inflict damage throughout the entire match.



Special Moves (Press and hold down either attack button for 3 seconds, then release)
Each Transformer has Special Moves that can be performed by holding and releasing the attack buttons. Be sure to learn the timing of how long it takes to charge a Special Move. Each Transformer has two Special Moves, one in robot mode, and one in beast mode. Be sure to learn which ones work best in every situation!

Tackle Crusher (Press R1or (Δ Button + O Button)
Depending on how far away your opponent is your Transformer can perform a Tackle Crusher attack. This attack cannot be blocked and it can be quite effective in combos. If you are in robot mode, you must

be at close range to perform the Tackle Crusher. At long range in robot mode, you can still do the Tackle Crusher, but only if you do not have a Super Attack stored. If you are in beast mode, you must be at least a certain distance away from the opponent in order to do the Tackle Crusher. You can still do the Tackle Crusher at close range in beast mode, but only if you do not have a Super Attack stored.



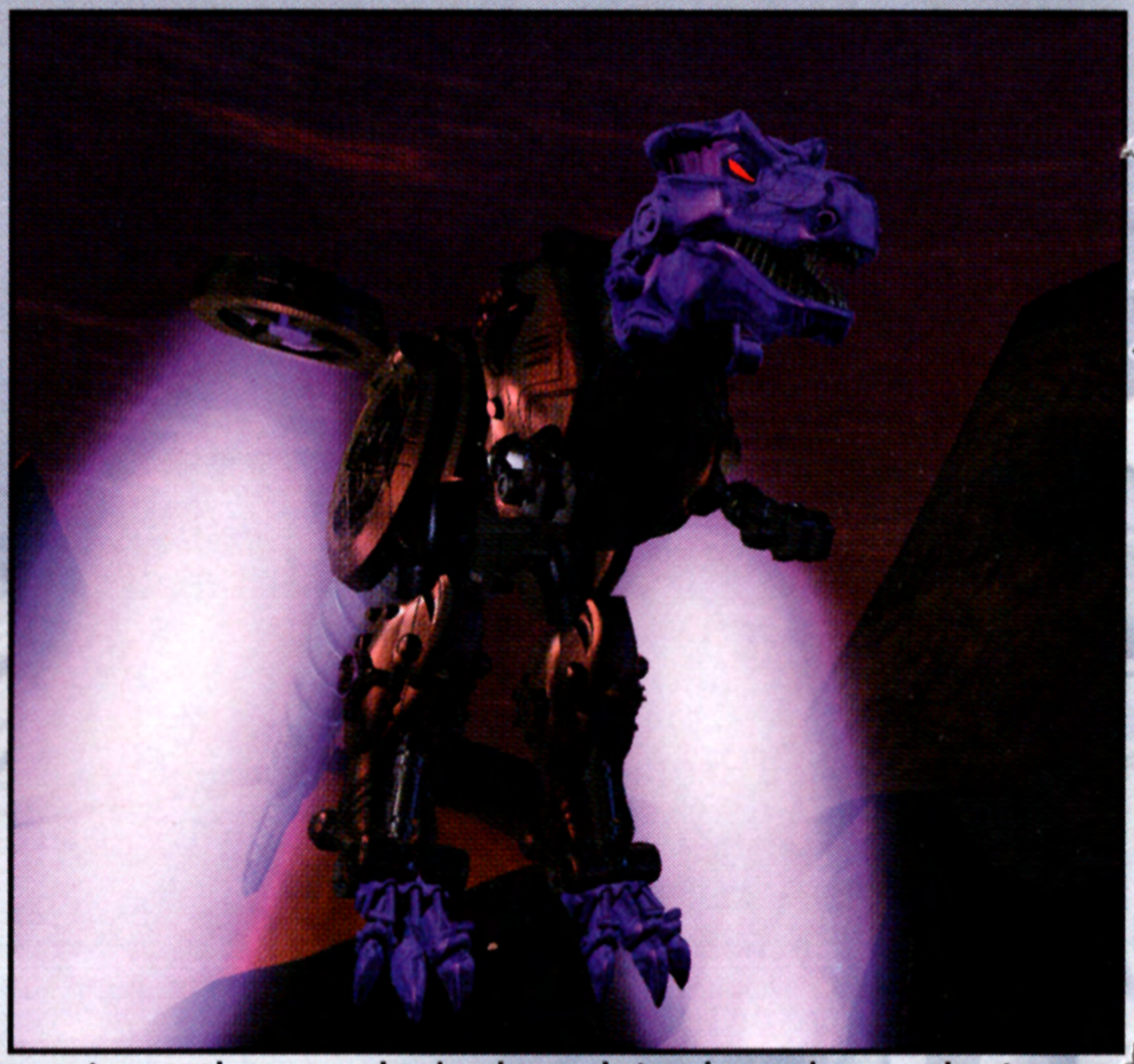
Super Attacks (Press R1or (Δ Button + O Button)

If you have a Super Attack Symbol, your Transformer can perform a Super Attack if the opponent is at the right range. These attacks are extremely powerful and can inflict a tremendous amount of damage. They are also quite risky and can leave a Transformer vulnerable if the attack is unsuccessful. If you are in robot mode, you must be far away from the opponent in order to perform the Super Attack. If you are in beast mode, you must be at close range in order to perform the Super Attack. Since the Super Attacks of each Transformer are unique,



THE BATTLE CONTINUES...

be sure to learn which ones work best in every situation. Some Super Attacks hit more times and inflict more damage if you press the attack buttons rapidly!



Transforming (Press □ Button to switch between robot/beast, L1/L3 Button for vehicle mode)
Transforming is critical to your success in battle. The nature of your Transformer's attacks will change between robot and beast modes. While the robot mode uses mostly projectile attacks, the beast mode excels in hand-to-hand combat and power moves. The effective ranges of your Super Attacks also changes when you transform. Remember which ranges work best for which type of attack and develop a strategy that works. Transforming allows you to use many different tactics during battle. You transform into beast mode, get in, and inflict maximum damage as fast as possible, or you can play it safe and fire your Special Moves from long-range in robot mode. If your opponent gets in close, you can block their attacks and counter with a hand-to-hand attack into Special Move combo, or you can transform and

nail them with a devastating beast mode Super Attack. Experiment and discover which tactics are the most effective.



THE BATTLEFIELDS

Each battlefield contains its own hazards and obstacles that must be overcome during the fight. Learn to use the elements of the battlefield to your advantage, and also learn how to guard against them.

Maximal Base: The Axalon-This is the makeshift base that the Maximals constructed out of their space cruiser, the Axalon. It is protected by Sentinel, the Maximal computer/security system. Watch out for the auto-guns! Today they happen to be programmed to fire at any moving objects!

Predacon Base: The Darkside-The Predacon starship crashed in a harsh area of volcanic activity. The vertical position of the ship resulted in the unique design of their base. Jumping will be a necessity during the battle. Watch out for the auto-guns! As usual, they are programmed to fire at any moving objects.

Grasslands-These grasslands are littered with unstable energon deposits that are harmful to Cybertronians. Avoid touching the blue crystalline areas that surround the grassy field. If you can attack your opponent so that they fall into the unstable energon, you'll score additional damage!

Snow Field-This cold, windy area is one of the most treacherous of all. The blasts of wind and ice shards are so powerful that they will damage and knock down any Transformers that happen to be in the way. Keep your guard up and stay away from the icy wind.

Forest-This creepy forest is where the infamous "Protoform X" was reborn as the Predacon Warlord, Rampage. Fallen branches and debris have become deadly projectiles, due to the strong winds that tear through the foliage. Watch out for the gusts and avoid them before they become a threat. Not exactly the most romantic place... Then again, Silverbolt and Blackarachnia don't seem to mind one bit...

Cliffs-This area is at a high elevation and is extremely prone to hazardous

weather conditions. Lightning storms cause electricity to shoot down from the sky every few seconds. If you have a sharp eye, you can see where the lightning will strike just moments before it hits... Use extreme caution and try not to stay in one place.

Desert-Although this background seems simple, there are a couple of obstacles that need to be dealt with. Moving quicksand will limit your movement, and sandstorm cyclones can cause some major damage. Stay alert!

Wastelands-Land mines have been planted throughout this battlefield. Stay away from the glowing red dots on the ground. There is some good news... The field is nice and flat, and visibility is good. The tumbleweeds are a nice touch... Anyone in the mood for a showdown?

Mountains-This rocky, mountainous area is near a giant waterfall. Although the scenery is spectacular, the terrain can be a pain in the rear axle... The varying elevations will require a lot of jumping to navigate, and the water will slow down your movement. Also, large rocks occasionally tumble down and are sure to scrap any unfortunate bystanders.

Volcano-In this secret cavern, the ancient Autobot space cruiser, the Ark, can be seen in the background. Aboard that ship, the legendary Autobot and Decepticon warriors lie frozen in emergency stasis, awaiting the day they will be awakened. Tourists from Cybertron should not miss out on this one! However, as a warrior, you won't have much time for sightseeing... You'll have scorching magma, flame eruptions, and steam vents to worry about. Stay on the island and don't get near the edges. If you can attack your opponent so that they fall into the magma, you'll score additional damage!

THE MAXIMALS





Prime Blaster



Drumming Fury



Prime Gun Barrage
(long range)



Primal Launch
(close range)

Maximal General-Optimus Primal

"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.





Double Arm Shot



Golden Rocket



Double Arm Blast
(long range)



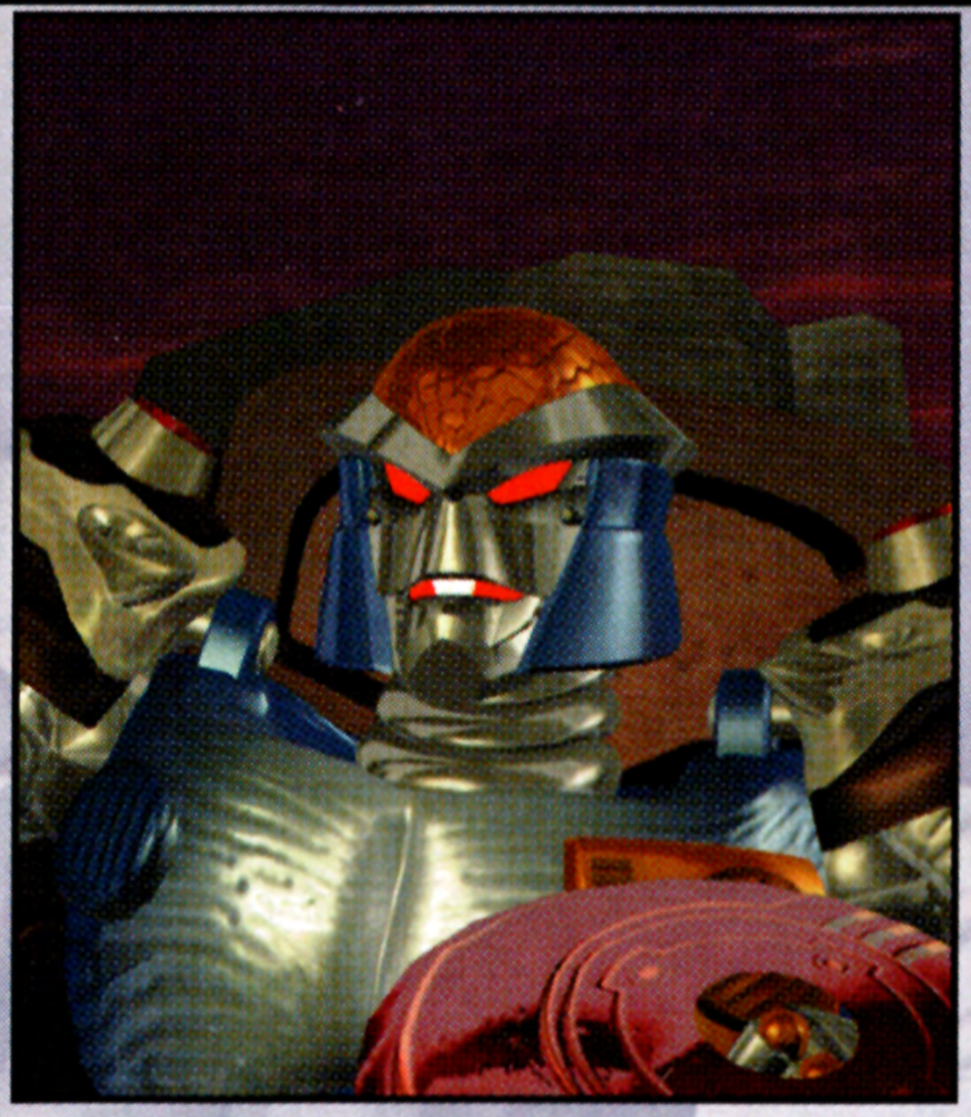
Savage Fury
(close range)

Maximal Robotic Jungle Patrol-Cheetor

"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.

THE MAXIMALS





Trap Blaster



Sand Kicker



Nuke Bombs
(long range)



Scratching Fury
(close range)

Maximal Spy-Rattrap

"We're all gonna die..."

Armed with formidable wit and sarcasm, Rattrap has a wise-crack for every situation. 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.





Feather Missile



Sonic Cutter



Spark Feather Barrage
(long range)



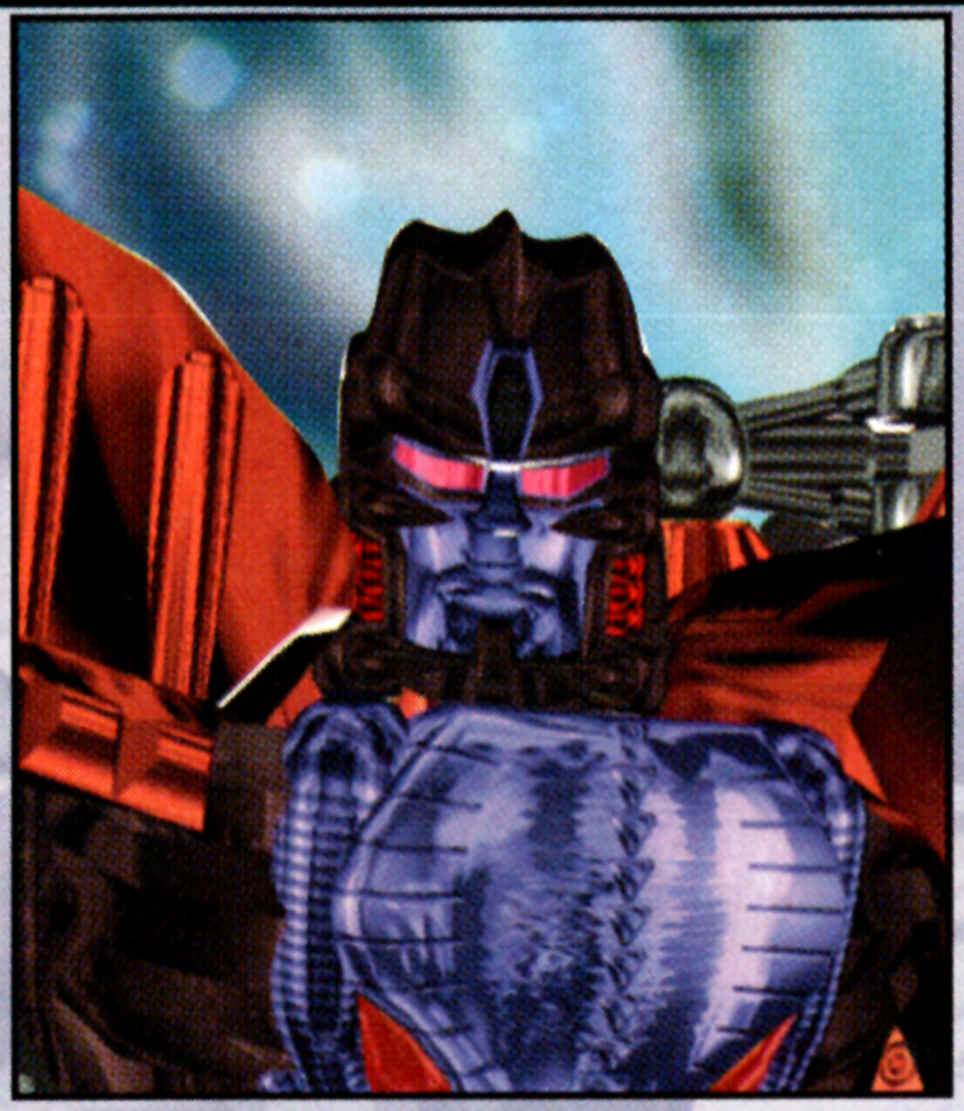
Rising Talon Barrage
(close range)

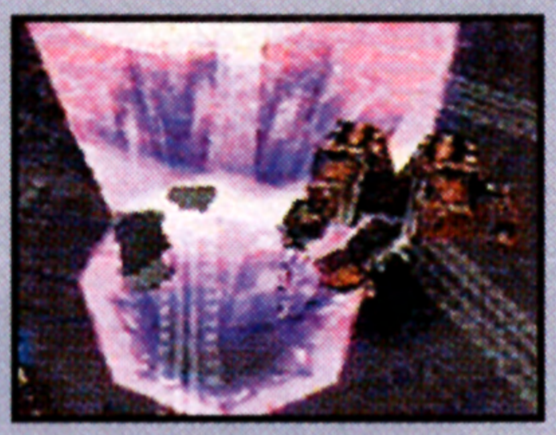
Maximal Tracker-Silverbolt

"My name is Silverbolt. Yes. Pure, strong... and fast."

Silverbolt is a hero from head to toe - as valiant and proud as can be. A newcomer to the ranks, he fights hard to gain the confidence of his Maximal teammates. He has developed an interesting relationship with the female spider-bot, Blackarachnia. His alternate mode is a unique hybrid of wolf and eagle, which is capable of flight. Although Silverbolt's intentions are obviously good, his overly noble attitude can sometimes impair his judgment.

THE PREDACONS





Wave Geyser



Wave Quake



Storm of Vengeance
(long range)



Infernal Torch
(close range)

Predacon Commander-Megatron

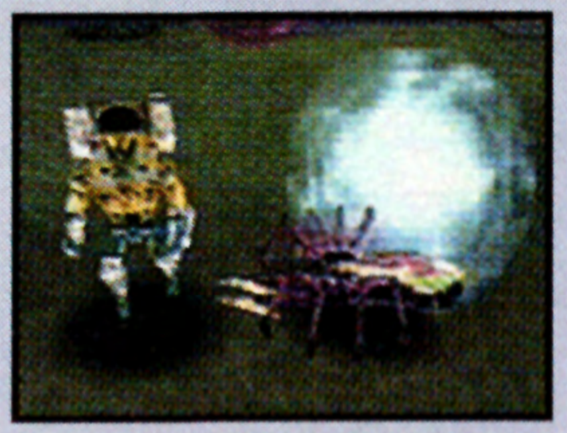
"The universe cowered once at the name of Megatron...and it shall do so again!"

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 overinflated ego. Alternate mode is a powerful mechanized T-Rex with retractable hover engines that provide flight capability.





Multi Missiles



Web Pulse



Shadow Slash
(long range)



Shocking Snare
(close range)

Predacon Ninja Warrior-Tarantulas

"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 possesses 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.

THE PREDACONS





Spread Vulcan



Detonator Claw



Spread Cannon
(long range)



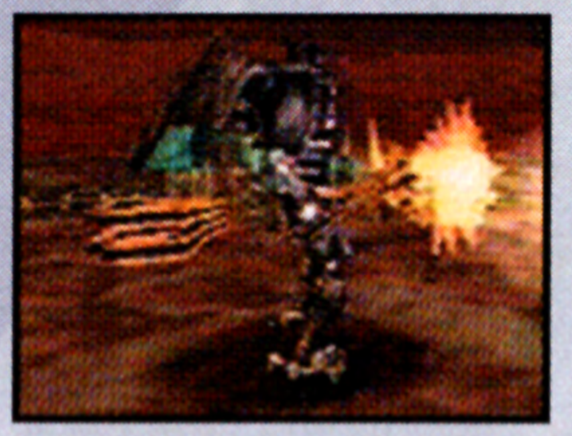
Point Blank
(close range)

Predacon Warlord-Rampage

"My spark... It feeds on terror... Let it grow!"

The product of an experiment gone horribly wrong, Rampage is said to possess an invincible spark. Since he cannot be destroyed, Megatron discovered a way to control this hulking menace. Rampage is tormented by his existence, and desires only to inflict pain and suffering upon all who may oppose him. His beast mode transforms him into a giant Transmetal king crab, and he also has the ability to transform into a tank-like assault vehicle.

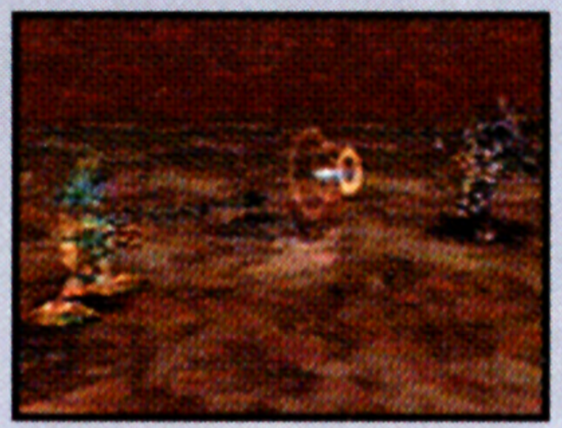




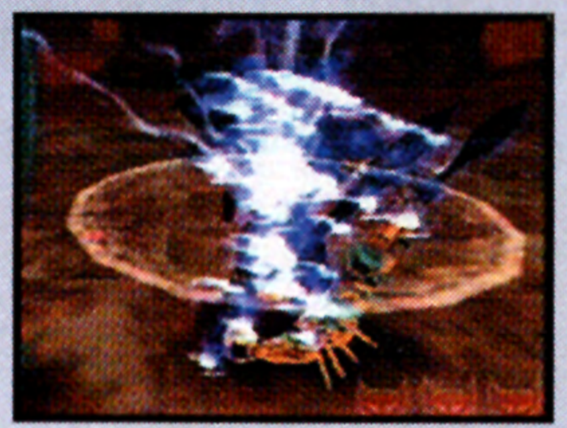
Poison Strike



Poison Mist



Quick-draw Venom Shot
(long range)



Venom Bite
(close range)

Predacon Desert Combat Expert-Quickstrike

"You an' me, we's gonna tangle... Right here, right now!"

Like a villain out of an old western, Quickstrike's trigger finger is always itching for a fight. He is impulsive, unpredictable and very dangerous. He takes great pleasure in making his victims suffer. Since he is rather gullible and naive, his fellow Predacons often take advantage of him. Quickstrike's alternate mode is a unique hybrid of snake and scorpion, a mix which enhances his incredibly aggressive tendencies.

STRATEGIES AND TIPS

- Each Transformer has certain strengths and weaknesses depending on whether they are in robot mode or beast mode. The robot mode is generally more effective at long range, while the beast mode is generally more effective at close range. Remember to transform if the situation calls for it!

- You can hold down one of the attack buttons to charge your power for a Special Move, and still press the other attack button to attack the opponent. If you are charging your Special Move and are able to hit your opponent with a hand-to-hand attack combo, release the attack button that you were charging to unleash your Special Move! If your timing is good, you can score a devastating multi-hit combo!

- When your opponent performs a Super Attack, sometimes the best thing to do is to block it by not moving or pressing any buttons. After you block the Super Attack, counter them with a combo or a Super Attack of your own!

- When your opponent is about to go into stasis lock, be very careful. Their Super Attack gauge will fill up often, so be prepared to dodge or block their Super Attacks.

- You might be able to surprise your opponent by jumping, then pressing the jump button again to drop down. In beast mode, you can drop down and crush your opponent at the same time by pressing an attack button during a jump.

- Learn the attack ranges for each Transformer. Remember that the Super Attack cannot be used at certain ranges. If you are too close or too far away, the Tackle Crusher (which is also activated by pressing both attack buttons simultaneously) will come out instead. However, you can sometimes use this to your advantage. For instance, if you are performing a hand to hand combo, you can use your Tackle Crusher after striking the opponent to knock them up and into the range of your Super Attack. While they are still helpless and in the air, nail them with your Super Attack for a truly spectacular combo!

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