

TRANSFORMERS DEVASTATION



ACTIVISION




See important health and safety warnings in the system Settings menu.

GETTING STARTED

PlayStation®4 system

Starting a game: Before use, carefully read the instructions supplied with the PlayStation®4 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Touch the (power) button of the PS4™ system to turn the system on. The power indicator blinks in blue, and then lights up in white. Insert the TRANSFORMERS DEVASTATION disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the software title in the PS4™ system's home screen, and then press . Refer to this manual for information on using the software.

Quitting a game: Press and hold the PS button, and then select [Close Application] on the screen that is displayed.

Returning to the home screen from a game: To return to the home screen without quitting a game, press the PS button. To resume playing the game, select it from the content area.

Removing a disc: Touch the [eject] button after quitting the game.



Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a Sony Entertainment Network account.

PHOTOSENSITIVITY/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 television 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 doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor 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, or
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

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

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PS4™ system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

3D IMAGES

Some people may experience discomfort (such as eye strain, eye fatigue, or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides. SCE recommends that all viewers take regular breaks while watching 3D video, or playing stereoscopic 3D games. The length and frequency of necessary breaks may vary from person to person. Please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor. The vision of young children (especially those under six years old) is still under development. SCE recommends that you consult with a doctor (such as a pediatrician or eye doctor) before allowing a young child to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above. When using any 3D enabled device with your PlayStation®4 system you should read the instruction manual for that device and check www.us.playstation.com/support/3D for updated information.

NOTES ON SAFETY WHEN USING THE DUALSHOCK®4 WIRELESS CONTROLLER

- Stop using the system immediately if you begin to feel tired or if you experience discomfort or pain in your hands or arms while operating the DUALSHOCK®4 wireless controller. If the condition persists, consult a doctor.
- The vibration function of the DUALSHOCK®4 wireless controller can aggravate injuries. Do not use the vibration function if you have any ailment or injury to the bones, joints or muscles of your hands or arms. If you have an ailment or an injury, do not play software titles that contain the vibration function using the DUALSHOCK®4 wireless controller unless you have set the vibration function to [Off].
- Avoid prolonged use of the DUALSHOCK®4 wireless controller. Take a break at about 30-minute intervals.
- Note that some software titles set the vibration function to [On] by default. To disable the vibration function, press the PS button of the controller, and then select [Controller Settings]>[Vibration Function]>[Off].
- If you experience any of the following health problems, discontinue use of the system immediately. If symptoms persist, consult with your doctor.
 - Dizziness, nausea, fatigue or symptoms similar to motion sickness
 - Discomfort or pain in a part of the body, such as eyes, ears, hands or arms

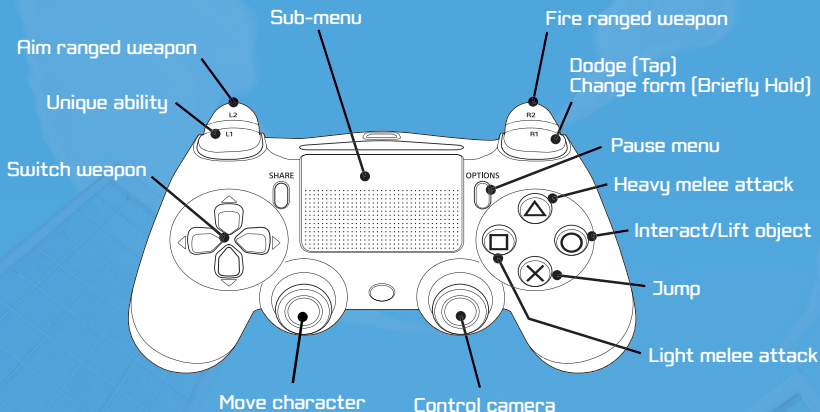
MOTION CONTROLLER SAFETY NOTICE

When using the motion controller, avoid holding the controller closer than 8 inches from the face or eyes.

When using the motion controller, be aware of the following points.

- If the motion controller hits a person or an object, it may cause accidental injury or damage.
- Always wear the strap.
- Hold controller firmly to prevent slipping.
- Tighten strap with strap lock.
- Allow enough space for safe use.
- Hold other controller firmly.

CONTROLS



L3 button + R3 button = Ultimate attack



GAMEPLAY TIPS

COMBOS & VEHICLE/DINO ATTACKS

- Each character has a large number of combos that can be performed using the light and heavy melee attack buttons.
- You can view a list of combos available for your character at any time during gameplay by checking the “Move List” in the Sub-menu.
- Your available combos change depending on the melee weapon you currently have equipped.

RANGED ATTACKS & WEAPON SLOTS

You can use the directional buttons to swap between weapons. Press the L2 button to aim and the R2 button to fire your currently selected ranged weapon.

CHARACTER SWITCHING

In the very beginning of the game you don't have the option to change characters, but upon being introduced to Teletraan Uplinks, you can switch characters whenever you visit the Ark.



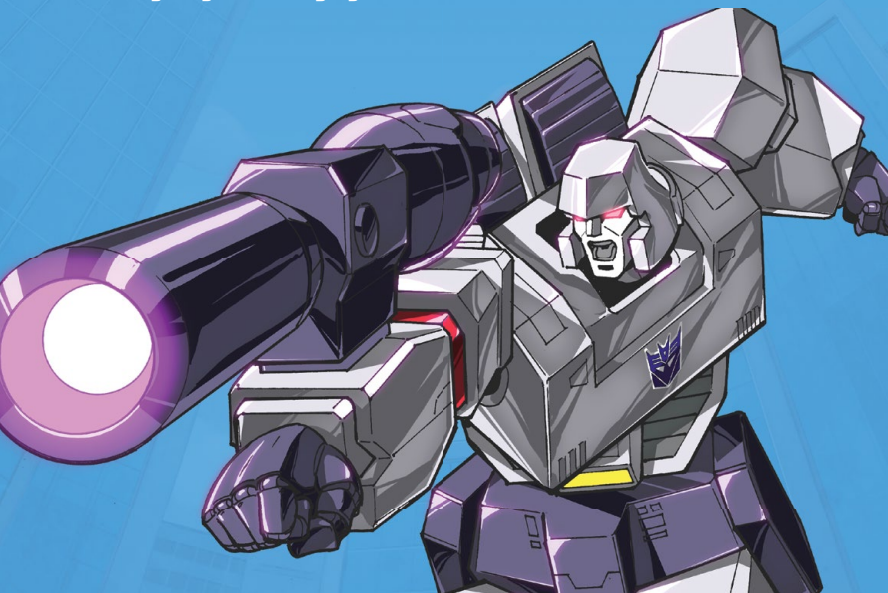
THE LAB

You can buy new moves for your characters in the Lab. Any move you buy in the Lab is accessible for all characters unless the move's description states otherwise. Some of these are incredibly powerful, so be sure to check them out!

The Lab also allows you to buy a selection of weapons in stock and purchase consumable items such as auto-repair kits.


CONSUMABLE ITEMS

If you're up against a particularly tough opponent, try using consumable items during battle. These can be accessed at any time during gameplay via the sub-menu [touch pad button]. These items can heal you, restore your ammo, temporarily double your attack or defense, and provide other great benefits to give you the edge you need!



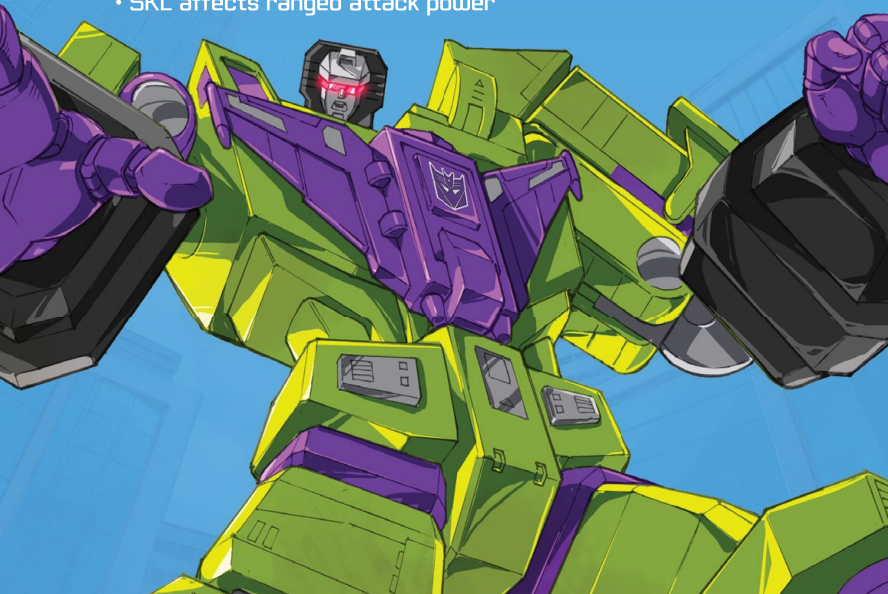
TECHNICAL DATA AND STATUS

There are two types of character stats – your STATUS and your TECHNICAL DATA.

- Your TECHNICAL DATA shows each Autobot's key attributes – these stats increase as you gain experience by completing missions and defeating enemies.
- You can spend credits to level up any TECHNICAL DATA stat of your choosing. To do this, enter the Ark and choose STATUS, then select the stat you'd like to increase and press .
- CAPSULES are sometimes dropped by enemies or found in chests, and you can use them to boost a stat permanently (the capsule is consumed when used).
- Your STATUS values show your raw attributes, such as health, melee attack power, and defense. These cannot be raised directly, but increase along with your TECHNICAL DATA.



- Below is a list of each TECHNICAL DATA stat and which part of your STATUS values it affects:
- STR affects Health
- INT affects ranged attack power
- SPD affects attack power in vehicle mode, and the power of Rush Attacks, Vehicle Attacks, and Reversals
- END affects defense
- RNK affects max number of allowed T.E.C.H. slots
- CRG affects defense and ultimate attack power
- FRB affects melee attack power
- SKL affects ranged attack power



STATUS EFFECTS

There are a variety of status effects in the game, and some weapons have a chance to apply status effects to enemies, while others are only applied to the autobots or enemies. The full list of status effects is shown below:

Burn - Temporarily take gradual damage

Shock - Temporarily become unable to move or attack

Freeze - Temporarily become unable to move or attack

Stuck - Temporarily become unable to move or attack

Slow - Temporarily move much more slowly than usual

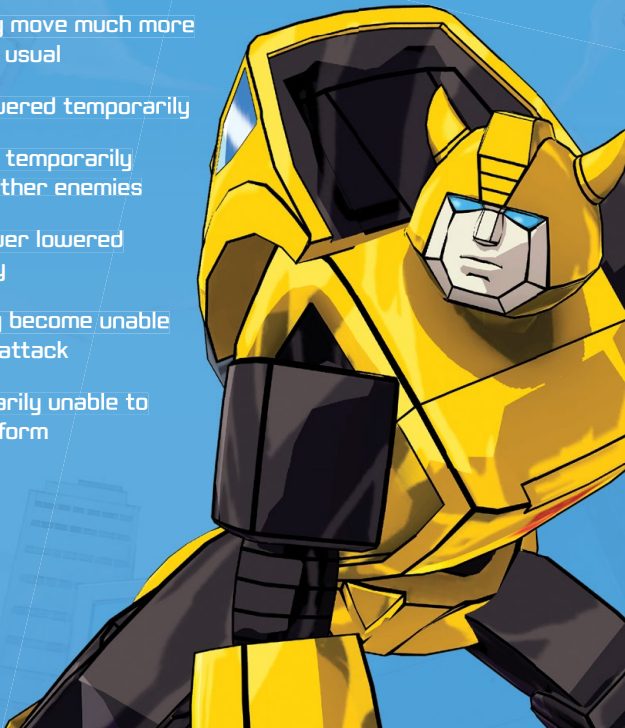
Rust - Defense lowered temporarily

Confuse - Enemies temporarily attack other enemies

Weak - Attack power lowered temporarily

Stun - Temporarily become unable to move or attack

Transfix - Temporarily unable to change form



WEAPONS

- There are a total of four weapon slots – one can only contain a melee weapon, one can only contain a ranged weapon, and the other two are “free” slots that can contain either.
- There are two key types of melee weapons – Physical-based weapons and Energon-based weapons.
 - Physical-based weapons have a base attack stat and depending on the weapon, an element-based attack stat.
 - Energon-based weapons have a third “Energon” attack stat, which causes the weapon to apply extra damage when the weapon has energy. Weapon energy depletes when you attack, and when you run out you no longer inflict the additional damage from your energon attack stat.



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