

TRANSFORMERS DEVASTATION



ACTIVISION®

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a 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
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- 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 PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

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

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller's motion sensor function. When using the DUALSHOCK®3 wireless controller's motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system 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.

HANDLING YOUR PS3™ FORMAT DISC:

- 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.
- Keep this 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.

NOTICES:

Video output in HD requires cables and an HD- compatible display, both sold separately.

GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the TRANSFORMERS DEVASTATION disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press ⊗. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select “Quit Game” from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

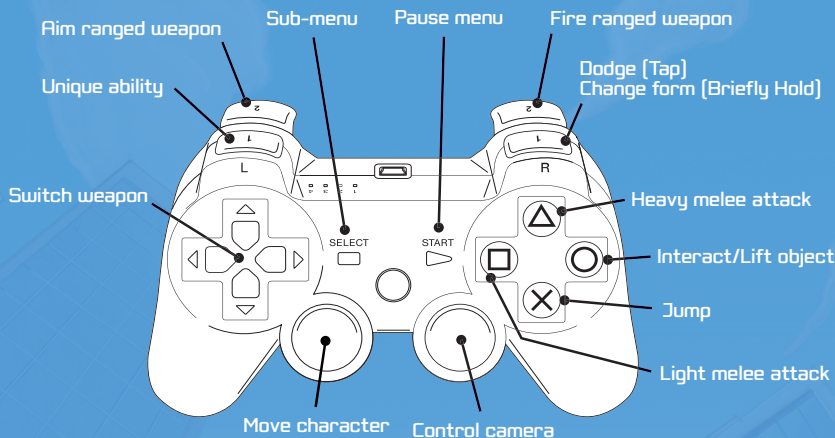


Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a Sony Entertainment Network account.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under “Saved Game Utility” in the Game menu.

CONTROLS



L3 + **R3** = Ultimate attack



GAMEPLAY TIPS

COMBOS & VEHICLE/DINO ATTACKS

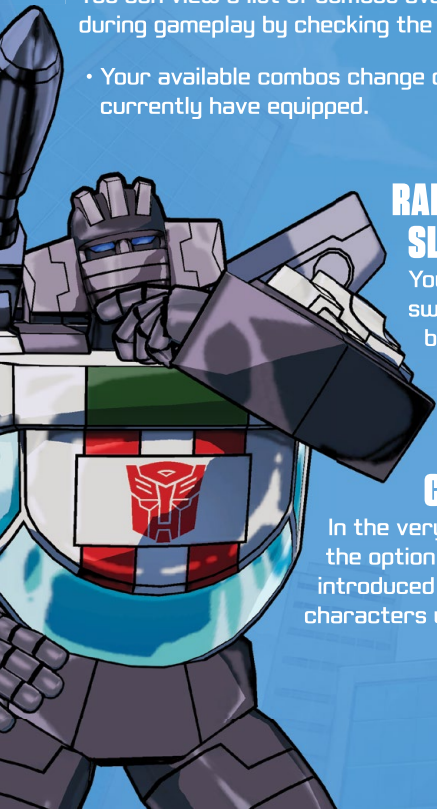
- Each character has a large number of combos that can be performed using the light and heavy melee attack buttons.
- You can view a list of combos available for your character at any time during gameplay by checking the “Move List” in the Sub-menu.
- Your available combos change depending on the melee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



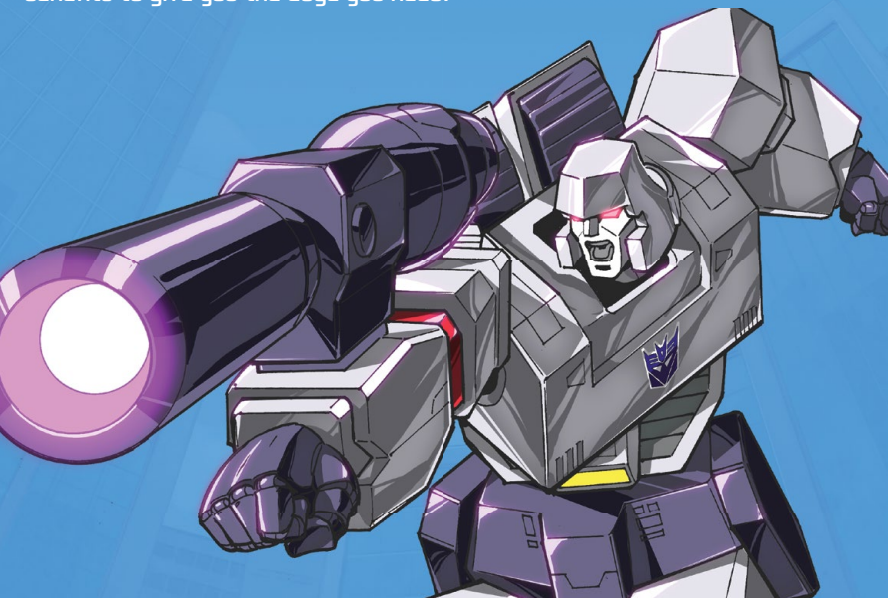
THE LAB

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 [SELECT 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!



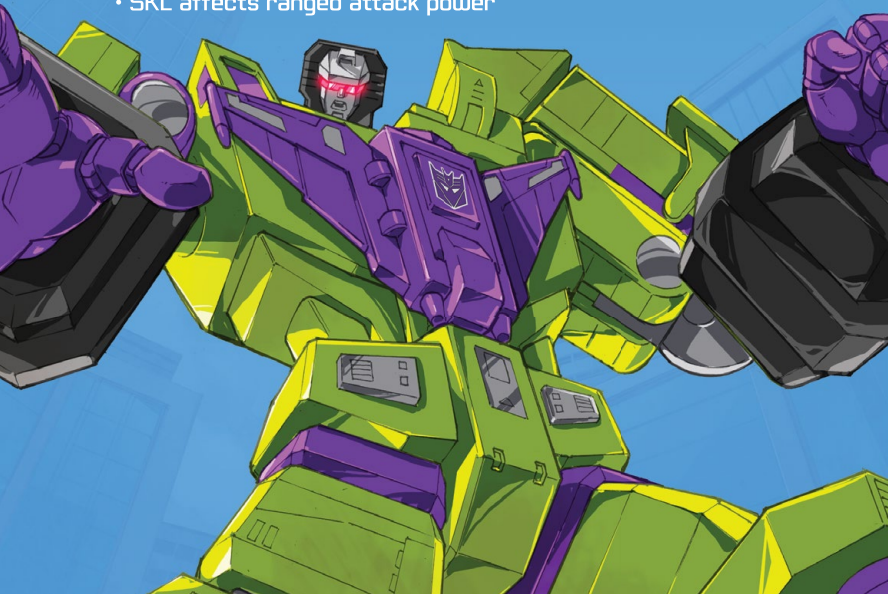
TECHNICAL DATA AND STATUS

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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