

# TRANSFORMERS<sup>™</sup> REVENGE OF THE FALLEN

COVERS PLAYSTATION<sup>®</sup>2 COMPUTER ENTERTAINMENT SYSTEM, PLAYSTATION<sup>®</sup>3 COMPUTER ENTERTAINMENT SYSTEM, NINTENDO WII<sup>™</sup> & XBOX 360<sup>®</sup>

BASED ON A GAME RATED BY THE ESRB **TEEN T**

ACTIVISION<sup>®</sup>

DREAMWORKS PICTURES



Written by Rick Barba and Tim Bogenn

# TRANSFORMERS

## REVENGE OF THE FALLEN



### XBOX 360 & PLAYSTATION 3

<b>THE BASICS</b>	<b>2</b>
<b>MULTIPLAYER</b>	<b>8</b>

#### AUTOBOT CAMPAIGN

<b>U.S. WEST</b>	<b>33</b>
Autobot Training	33
<b>SHANGHAI</b>	<b>36</b>
The Battle Begins	36
Autobot Down	40
DEMOLISHOR's Prophecy	43
Failure to Communicate	46
LONG HAUL Lives	48
Along the Waterfront	58
<b>U.S. WEST</b>	<b>54</b>
A Girl in Trouble	54
Oil Flows Black	56
Allies Attacked	58
Last Gang Around	60
Clash in the Canals	62
Return to the Refinery	64
<b>DEEP 6</b>	<b>66</b>
MEGATRON Reborn	66
<b>U.S. EAST</b>	<b>68</b>
For the Love of Sam	70
Riding Shotgun	72
Fuel the Jets	74
For Power and Glory	76
To the Skies	78
STARSCREAM's Stand	80
<b>CAIRO</b>	<b>84</b>
Ancient History	84
Total Devastation	88
Rise of THE FALLEN	90

#### DECEPTICON CAMPAIGN

<b>U.S. WEST</b>	<b>92</b>
Decepticon Training	92
<b>SHANGHAI</b>	<b>94</b>
Shanghai Shootout	94
Blood and IRONHIDE	96
Find and Grind	100
Going Viral	102
Hunt the Hunter	104
Race to Destruction	106
<b>U.S. WEST</b>	<b>108</b>
West Coast Hack	108
Find the Female	110
In Search of the Spark	112
Hunt for BREAKAWAY	114
Tapping the Source	118
Oil in the Canals	120
<b>DEEP 6</b>	<b>122</b>
Rise of the Fallen	122
<b>U.S. EAST</b>	<b>124</b>
LadiesMan217	124
Past His Prime	126
Down with History	130
Hunter Killer	131
Sending a Message	132
Hunger for Destruction	134
<b>CAIRO</b>	<b>136</b>
Desert Massacre	136
The Guns of Cairo	140
Revenge of THE FALLEN	142

### PLAYSTATION 2 & WII

<b>BASICS</b>	<b>144</b>
---------------	------------

#### THE WALKTHROUGH

<b>Act One: Shanghai</b>	<b>158</b>
OPTIMUS Invades	158
IRONHIDE vs. DEMOLISHOR	159
Pursuit over Shanghai	164
SIDEWAYS Goes to Ground	168
<b>Act Two: Atlantic Platform</b>	<b>170</b>
STARSCREAM Strikes	170
From The Depths	173
<b>Act Three: Russia</b>	<b>178</b>
The DEVASTATOR	178
BUMBLEBEE Breaks Free	181
MEGATRON'S Glory	185
<b>Act Four: DECEPTICON Base</b>	<b>188</b>
STARSCREAM'S Path	188
MEGATRON'S Onslaught	191
JETFIRE'S Gift	194
<b>Act Five: Cairo</b>	<b>196</b>
IRONHIDE'S Stand	196
PRIME'S Revenge	198
Final Showdown	199

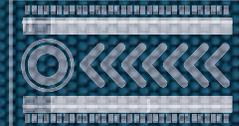
#### EXTRAS **201**

Gallery	201
Video Gallery	203
Model Gallery	203
Feats	203

#### ARENA MODE **205**



# The Basics



Welcome to the official strategy guide for *Transformers: Revenge of the Fallen*. This guide assumes you have read the game manual and have some familiarity with all game controls. If you haven't done so already, please read the manual now.

## CONTROL MODES

### ROBOT MODE

Action	Xbox 360 Button	PS3 Button
Enter Weapon Mode	Pull and hold <b>D</b>	Pull and hold <b>△</b>
Enter Vehicle Mode	Pull and hold <b>U</b>	Pull and hold <b>□</b>
Enter Overdrive (when Overdrive meter is full)	<b>LB</b>	<b>L1</b>
Move Character	<b>↑</b>	Left stick
Move Camera	<b>→</b>	Right stick
Use Special Ability	<b>Y</b>	<b>△</b>
Interact/Climb	<b>B</b>	<b>○</b>
Single Melee Attack	Press <b>X</b>	Press <b>○</b>
Combo Attack	Press <b>X</b> x3	Press <b>○</b> x3
Charged Attack	Hold <b>X</b> and release	Hold <b>○</b> and release
Air Attack	Press <b>X</b> while in-air	Press <b>○</b> while in-air
Ground Pound	Hold <b>X</b> while in-air	Hold <b>○</b> while in-air
Jump	<b>A</b>	<b>×</b>
Cycle through Camera Pre-sets	Up/Down on Directional pad	Up/Down on Directional Buttons
Pause/Options Menu	Start	Start
Center Camera	Press <b>→</b>	Press <b>○</b>
Taunts	Left/Right on Directional pad	Left/Right on Directional Buttons

### WEAPON MODE

Action	Xbox 360 Button	PS3 Button
Maintain Weapon Mode and Aim	Pull and Hold <b>D</b>	Press and Hold <b>△</b>
Enter Overdrive (when Overdrive meter is full)	<b>LB</b>	<b>L1</b>
Fire	Pull <b>U</b>	Press <b>□</b>
Switch Ranged Weapon	<b>RB</b>	<b>R1</b>
Move Character	<b>↑</b>	Left stick
Aim/Move Reticule	<b>→</b>	Right stick
Use Special Ability	<b>Y</b>	<b>△</b>
Dodge/Dash	Tap <b>X</b> while moving	Tap <b>○</b> while moving
Jump	<b>A</b>	<b>×</b>
Cycle through Camera Pre-sets	Up/Down on Directional pad	Up/Down Directional Buttons
Pause/Options Menu	Start	Start
Activate Sniper Zoom	Hold down <b>→</b>	Hold down <b>○</b>
Adjust Sniper Zoom	Up/Down on Directional pad with Sniper Zoom active	Up/Down on Directional Buttons with Sniper Zoom active

### VEHICLE/FLIGHT MODE

Action	Xbox 360 Button	PS3 Button
Vehicle/Flight Mode	Hold <b>U</b>	Hold <b>□</b>
Handbrake/Powerslide	Pull <b>D</b> when driving	Press <b>□</b> when driving
Flight Tilt/Bank	Pull <b>D</b> when flying	Press <b>□</b> when flying
Decrease speed	<b>LB</b>	<b>L1</b>
Reverse (land vehicles only)	Hold <b>LB</b>	Hold <b>L1</b>
Steer	<b>↑</b>	Left stick
Move Camera	<b>→</b>	Right stick
Use Special Ability	<b>Y</b>	<b>△</b>
Evasive Maneuvers (Flight Mode only)	<b>B</b> while pushing stick up/down/left/right	<b>○</b> while pushing stick up/down/left/right
Fire	<b>X</b>	<b>○</b>
Boost	<b>A</b>	<b>×</b>
Cycle through Camera Pre-sets	Up/Down on Directional pad	Up/Down on Directional Buttons
Pause/Options Menu	Start	Start

### ADVANCED MOVES

All Advanced moves must be triggered from Vehicle/Flight Mode. To trigger a given move, you:

1. Activate Vehicle/Flight Mode.
2. Hold down the button indicated in the following table.
3. Release the Vehicle/Flight Mode button.

#### Advanced Maneuvers

Action	Xbox 360 Button	PS3 Button
Advanced Jump	Hold down <b>U</b> and <b>A</b> , then release <b>U</b>	Hold down <b>□</b> and <b>×</b> , then release <b>□</b>
Hover (Flyers only)	Hold down <b>U</b> and <b>A</b> or <b>D</b> , then release <b>U</b>	Hold down <b>□</b> and <b>×</b> or <b>○</b> , then release <b>□</b>

#### Advanced Melee Attacks

Action	Xbox 360 Button	PS3 Button
Advanced Melee Attack	Hold down <b>U</b> and <b>X</b> , then release <b>U</b>	Hold down <b>□</b> and <b>○</b> , then release <b>□</b>
Advanced Ground Pound	Hold down <b>U</b> and <b>B</b> , then release <b>U</b>	Hold down <b>□</b> and <b>○</b> , then release <b>□</b>



# THE BASICS

## CHEAT CODES

Select "Cheat Code" from the main menu, and enter the following codes.

Action	Cheat Code (Xbox 360)	Cheat Code (Playstation 3)
Low Gravity Mode (Everyone jumps higher and longer)	A, X, Y, LS, Y, LS	⊗, ⊙, R3, ⊙, R3
No Weapon Overheat	LS, X, A, LS, Y, LB	R3, ⊗, R3, ⊙, R1
Always in Overdrive Mode	LB, B, LB, A, X, RS	R1 ⊙, R1, ⊗, R3
Unlimited Turbo	B, LS, X, RS, A, Y	⊙, L3, R3, ⊗, ⊙
No Special Cooldown Time	RS, X, RS, RS, X, A	R3, R3, R3, ⊗
Invincibility	RS, A, X, LS, X, X	R3, ⊗, L3
Extra Energon (ex: 4x from defeated enemies)	Y, X, B, RS, A, Y	T, ⊙, R3, ⊗, ⊙
Increased Weapon Damage in Robot Form	Y, Y, RS, A, LB, Y	⊙, ⊙, R3, ⊗, L1, ⊙
Increased Weapon Damage in Vehicle Form	Y, B, RB, X, RS, LS	⊙, ⊙, R1, R3, L3
Melee Instant Kills	RS, A, LB, B, RS, LB	R3 ⊗ L1 ⊙, R3, L1
Lower Enemy Accuracy	X, LS, RS, LS, RS, RB	L3, R3, LR3, R3, R1
Increased Enemy Health	B, X, LB, B, RS, Y	⊙, L1, ⊙, R3, ⊙
Increased Enemy Damage	LB, Y, A, Y, RS, RS	L1 ⊙, ⊗, ⊙, R3, R3
Increased Enemy Accuracy	Y, Y, B, A, X, LB	⊙, ⊙, ⊙, ⊗, L1
Special Kills Only Mode (Cannot kill enemies except with special skills)	B, B, RB, B, A, LS	⊙, ⊙, R1 ⊙, ⊗, L3
Unlock All Shanghai Missions and Zones	Y, LS, RS, LB, Y, A	⊙, L3, R3, L1, ⊙, ⊗
Unlock All West Coast Missions and Zones	LB, RB, RS, Y, RS, B	L1, R1, R3, ⊙, R3, ⊙
Unlock All Deep Six Missions and Zones	X, RB, Y, B, A, LB	R1, ⊙, ⊙, ⊗, L1
Unlock All East Coast Missions and Zones	RS, LS, RB, A, B, X	R3, L3, R1, ⊗, ⊙
Unlock all Cair[Circle], Missions and Zones	RS, Y, A, Y, LS, LB	R3, ⊙, ⊗, ⊙, L3, L1
Play as DSkrWarriorMP in Decepticon based SP (only when mission begins, not in character select)	X, Y, X, LB, A, LB	⊙, L1, ⊗, L1
Play as APrtScoutMP in Autobot based SP (only when mission begins, not in character select) Does not work in Deep 6.	RS, LB, LB, Y, X, A	R3, L1, L1, ⊙, ⊗
Unlock and activate ALL Upgrades	LB, Y, LB, B, X, X	L1, ⊙, L1, ⊙
G1 Colors Ironhide (SP Only)	LB, RB, RB, A, B, Y	L1, R1, R1, ⊗, ⊙, ⊙
G1 Colors Starscream (SP Only)	B, A, B, RB, Y, RB	⊙, ⊗, ⊙, R1, ⊙, R1

## THE MISSION UNLOCKING SYSTEM

The game features a total of 46 missions, 23 for each of the two factions, Autobot and Decepticon. (This mission total includes two tutorials, one for each faction.) The missions are distributed across the globe in 14 "zones" such as the Spiral Highway district in Shanghai, China or the Downtown area on the west coast of the United States. Each zone features either one or two missions.



To play any mission, you rotate the globe to highlight the zone that contains the mission. Zones are locked at first, as indicated by the red background, the static noise, and the padlock icon. A "zone info panel" lists the unlocking requirements for that zone. These requirements are always twofold: to unlock a zone you must complete a particular mission plus accumulate a certain number of Campaign Points, abbreviated as "Campaign Points."

### GETTING STARTED

The very first mission in each faction's campaign, the tutorial, is the only one unlocked when you begin a campaign. Completing the tutorial mission lets you move on to the first actual mission available, located in the Shanghai Construction zone in both campaigns.

### EARNING MEDALS

The only way to earn Campaign Points is to complete missions. The number of Campaign Points you earn (from 1 to 5) for each mission depends on how quickly you complete it. Completion times and the corresponding Campaign Point rewards for each mission are indicated by the following set of medals:

<b>Platinum</b>	Awards 5 Campaign Points. The time limit to earn this medal is extremely difficult to beat. In most cases you must not only play flawlessly but also earn the time bonuses awarded when you nail all five Skill Shot logos in each mission. (See "Skill Shot Logos" later in this section.)
<b>Gold</b>	Awards 4 Campaign Points. Very difficult, but possible if you avoid wasted movement and shoot foes with great accuracy, scoring quick headshot kills.
<b>Silver</b>	Awards 3 Campaign Points. This medal rewards competent, efficient play. You don't need extraordinary skill to earn a Silver medal, but you can't play poorly either.
<b>Bronze</b>	Awards 2 Campaign Points. The time limit for earning a Bronze medal is generous and easy to beat if you don't get off track or miss key mission objectives.
<b>No Medal</b>	Awards 1 Campaign Point. Merely completing a mission, even if it takes hours, earns you a minimum of 1 Campaign Point. You cannot unlock future missions if you don't rise above this level of competency.



It is possible to hit a roadblock in a campaign by not having enough Campaign Points to unlock new zones or missions. If this happens, you must replay missions you've already beaten and try to earn better medals so you can boost your Campaign Point total.

# SKILL SHOT LOGOS

Every mission in the game features five Skill Shot logos scattered throughout the mission map. Each of these Skill Shots can be destroyed with a single melee punch or a direct hit from your weapon. Destroying a Skill Shot logo adds 10 bonus seconds to your mission clock, so if you can find and destroy all five logos, you gain 50 precious seconds, which can bump you up a medal level. Nailing all five Skill Shot logos also earns you a valuable bonus of 10,000 Energon points for that mission.



Most Skill Shot logos are placed along the natural route you take to complete the mission, and are easy to spot. However, a few are tucked into building alcoves or hover in the air in locations where only sharp-eyed reconnaissance will let you spot them.



# ENERGON POINTS

The Transformer race that includes Autobots and Decepticons is powered by a mysterious energy source called Energon. This property can be collected in the course of completing missions and used to purchase valuable upgrades in the War Room between missions.



Every time you defeat an enemy, you see blue Energon cubes fly toward your character. These are added to your Energon point total which is tallied in the upper right corner of your screen during missions.



You can also accumulate extra Energon points by completing each mission's bonus objectives; by destroying all five Skill Shot logos in each mission (see the next section); or by eliminating foes using Advanced Maneuver attacks.

# MOVEMENT TIPS

Both tutorials do a nice job of walking you through basic maneuvers in Robot and Vehicle/Flight modes: walking, jumping, climbing, dashing, driving, and flying. While they are the basics, you must master these moves in order to survive and thrive.

## THE DODGE/DASH



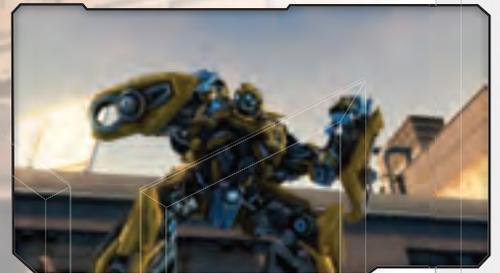
Dodging in any direction is a critical skill to master in this game. Most foes fire rounds that you can see approach, giving you time to slide out of the projectile's path. However, some enemy units can fire homing missiles that lock on and follow you wherever you flee, even in Vehicle or Flight mode. You can break a missile lock, however, with a quick dodge in any direction.

Remember that you must be in Weapon mode to dodge left/right or dash forward or backward!

# Mission Walkthroughs



*Transformers: Revenge of the Fallen* features two separate campaigns, one as Autobots and the other as Decepticons. The story begins with a look back as OPTIMUS PRIME, the Autobot leader, narrates the history of his home planet's destruction and the subsequent fate of the AllSpark. Now both factions fight it out on their new host planet, Earth, with its "fleshling" inhabitants caught in the middle.



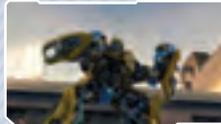
# Autobot Campaign

## WEST COAST, UNITED STATES

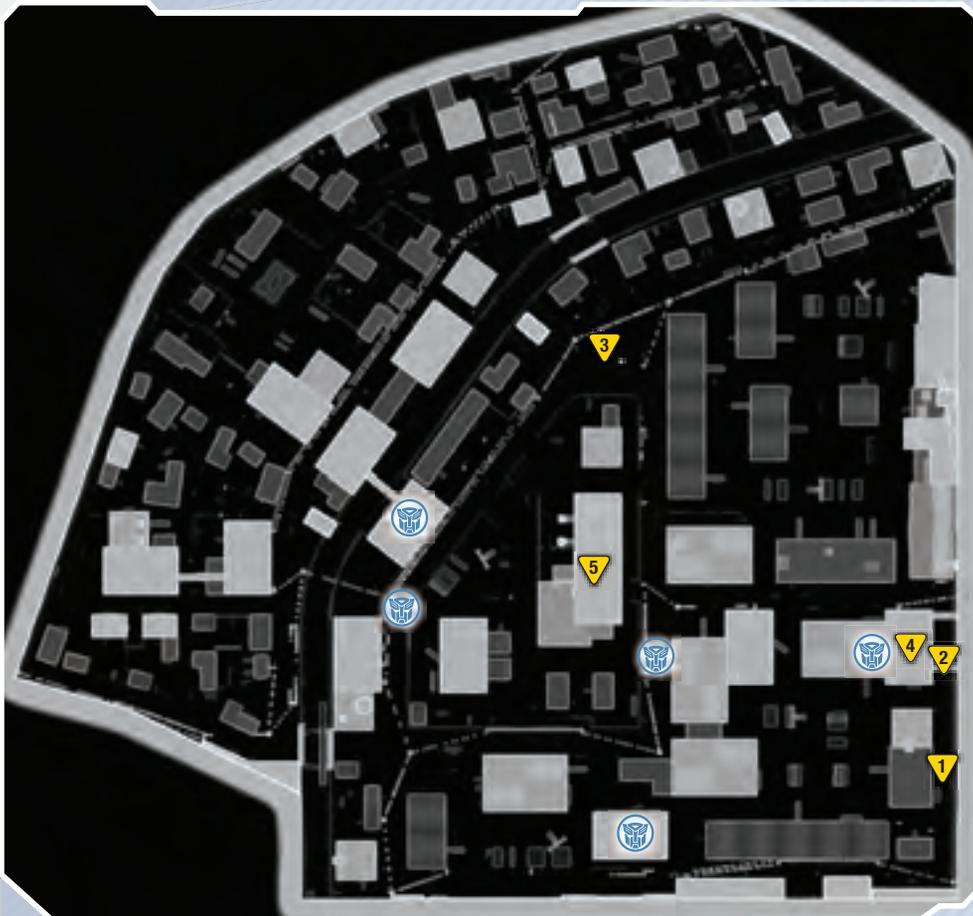


### AUTOBOT TRAINING

This first mission is a simple tutorial with easy-to-follow instructions. You start "Autobot Training" as the speedy BUMBLEBEE then switch to BREAKAWAY when you get to the flying lessons.



### OVERVIEW MAP



### OBJECTIVES

#### MAIN

- ✖ Complete Autobot training

#### BONUS

- ✖ None

#### MEDAL TIMES

Platinum	6:00
Gold	8:00
Silver	10:00
Bronze	15:00

#### MISSION UNLOCK REQUIREMENTS

- ✖ Start the Autobot faction campaign

1. Start
2. First beacon
3. Begin driving lessons
4. Begin flight lessons
5. Final beacon

 Skill Shot logo

## MISSION

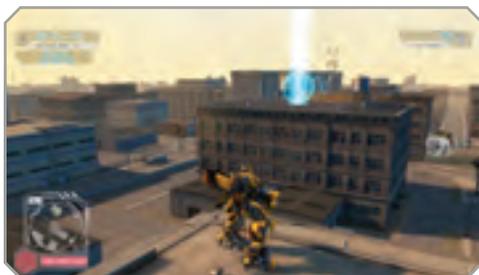
### LEARN HOW TO MOVE.

IRONHIDE guides your actions in this tutorial as you negotiate the Training Zone. Start by moving in robot form to each successive blue beacon that appears. If you can't spot the beacon in the city itself, just check your radar; the yellow radar blip marks the location of the currently active beacon. To reach the third beacon you must jump; to reach the fourth you must climb up a building to its roof.



### FOLLOW THE POINTER

A flashing "pointer" of blue discs extends from each beacon indicating the way to the next beacon.



Several beacons appear on rooftops, so you must either jump or climb to reach them. Again, just follow the onscreen instructions to complete each phase of the movement training.

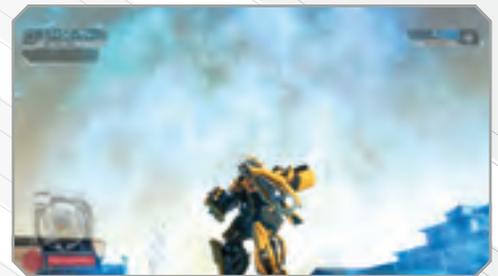
### SMASH THE ROBOT DUMMIES.

After you complete the movement training, you reach a set of blue dummy Decepticons. Use the Melee Attack button to smash each of the first three robots into spare parts. The fourth robot is more durable, so you can practice chain and charged melee attacks on it.



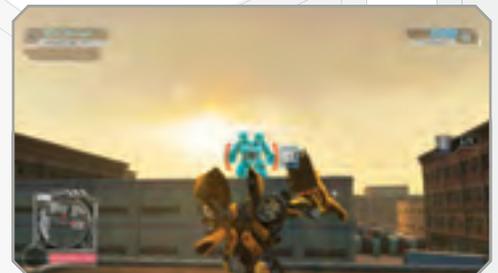
To unleash a chain attack, press the Melee Attack button three times in quick succession. To perform a charged attack, hold down the Melee Attack button for a full second and release.

After you destroy the fourth dummy robot, move into the next blue beacon and press the Special Ability button to unleash BUMBLEBEE's EMP Stun, which can stun surrounding foes for a short time. This also activates the next blue beacon on the low rooftop just ahead. Take out the fifth dummy, jump up and enter that beacon to trigger the next part of the tutorial.

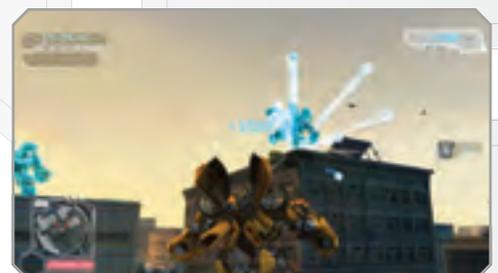


### GUN DOWN THE ROBOT DUMMIES.

Next you learn how to shoot. More dummy Decepticons appear on neighboring rooftops. Follow the onscreen instructions to enter Weapon Mode, and target a dummy. Try using both your primary and secondary weapons, and practice locking onto targets with your secondary weapon—hold in the proper trigger to lock on a target.



Note how blue Energyon cubes fly toward you once you destroy each target. Decepticons release Energyon when destroyed, and you automatically gather it—the total is added to your Energyon Counter for the mission. Use this Energyon to buy valuable team upgrades in the War Room between missions.



# Autobot Campaign

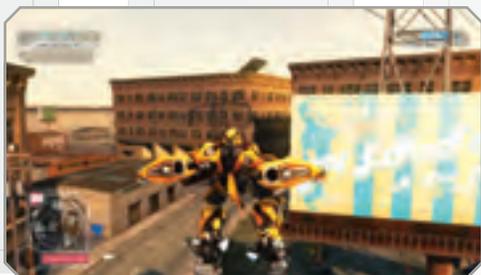
## WEST COAST, UNITED STATES

### PRACTICE YOUR DRIVING.

After you finish your gunnery drill, go to the next beacon (3 on the mission map) and follow the instructions to enter Vehicle Mode and start driving. Drive through the series of five beacons set up on the streets.



After you complete the course, trigger a Boost for extra speed, then unleash the other Advanced Transform maneuvers as instructed. Advanced Transform Ground Pound is impressive, but the Advanced Transform Attack is also quite deadly and will serve you well in future combat.



### FIGHT THREE LIVE ENEMIES.

Find the beacon on the railroad tracks and step into it to trigger a live battle with dummy robots that shoot back. Practice your Dodge move side to side to avoid incoming projectiles. After each target is destroyed, check your radar for the red blip that indicates the next target's location.



### DODGE CITY

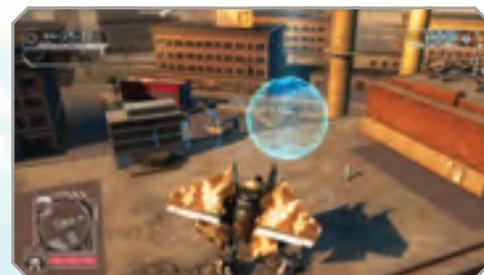
The sooner you perfect your Dodge move, the better. It will prove very useful in upcoming combat.

After you blast the third enemy robot into blue shards, it's time for a new challenge. Go to the next beacon to trigger the arrival of your flying Autobot colleague, BREAKAWAY. First up is some sniper training.



### TAKE SOME FLIGHT LESSONS.

Once BREAKAWAY lands on the rooftop (at 4 on the map), you take control of him for flight lessons. (Despite his name, BUMBLEBEE cannot fly.) Follow instructions to fly through the five aerial beacons, then practice your stunt flying. Next, fire your weapons and try the Advanced Transform Attack. This completes the tutorial. Fly to the final beacon (5 on the map) to finish the mission.



# ACT ONE

## SHANGHAI, CHINA



### OPTIMUS INVADES

The story opens as DEMOLISHOR, in his massive robot form, smashes through the streets of Shanghai, destroying a NEST convoy to find an ancient Transformer Artifact. A NEST cargo plane transporting OPTIMUS PRIME is ripped in half by enemy fire dropping the commanding Autobot from a high altitude.



### Features Introduced

- ✦ Character in-flight movement
- ✦ Crosshair manipulation for enemy targeting
- ✦ Firing at the enemy

### YOUR AVATAR

## OPTIMUS PRIME



### Objectives

- ✦ Survive the oncoming attack and reach the ground safely

### Freefall Basics

While falling to the ground, you're instructed on movement and how to avoid incoming attacks. Follow the onscreen instructions on how to fire your primary weapon. Use the indicated control to move the targeting reticle over enemy targets while firing your primary weapon. Destroy all incoming targets while avoiding the thick, orange laser beam.



### HUD Indicator

Shortly after your freefall begins a screen prompt explains the HUD (heads up display) indicator in the top left corner. The green bar on the top shows current Health, the yellow bar indicated Shield level, and the pink bars illustrate current Energy level. Energy is gained by collecting the Energy released from defeated enemies and by collecting Energy Canisters. You can use energy to refill some lost health by pressing the indicated button in the screen prompt (see "Controls" in the basics section for all button assignments and movement controls).



### Avoiding Ground Lasers

A surface-to-air laser attack commences after the first wave of Decepticons attack. Avoid the surface laser as best you can; being hit prevents you from firing while caught in the beam. Use circular clockwise or counterclockwise movement to stay just ahead of the laser. The attack ends after a few rotations around the screen. If OPTIMUS PRIME takes damage from the laser, consider using some energy to replenish his health before the next Decepticon attack.



### Mini-Boss Battle

#### Objectives

- ✦ Defeat Mini-Boss to complete the level

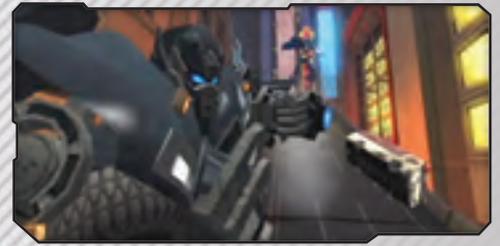
Fight off all Decepticons and keep dodging and shooting incoming missiles until Mini-Boss appears. Shoot the boss with a constant stream of machinegun fire while dodging his attacks. Drain his health bar (located in the bottom left corner) to complete the level.



# DOWNTOWN SHANGHAI, CHINA

## IRONHIDE VS. DEMOLISHOR

OPTIMUS PRIME touches down in Shanghai and receives reports from the other Autobots. BUMBLEBEE is after SIDEWAYS and IRONHIDE will rendezvous after taking down DEMOLISHOR. In this mission, you play as IRONHIDE.



### Extras

- ✘ DEMOLISHOR model
- ✘ Decepticon Melee image
- ✘ DEMOLISHOR Damaged image
- ✘ Decepticon Melee model
- ✘ G1 DEVASTATOR image
- ✘ Decepticon Melee Shield model
- ✘ DEMOLISHOR Special Move image
- ✘ Shanghai Freeway image
- ✘ Decepticon Ranged Heavy image
- ✘ Player Hit image
- ✘ Ground Explosion image
- ✘ "Ultimate Doom 1" video

### Features Introduced

- ✘ Using objects to jump
- ✘ Heavy & light attacks
- ✘ Charging and firing secondary weapon
- ✘ Shield Bash
- ✘ Transform Attack
- ✘ Wall Jump

### YOUR AVATAR

## IRONHIDE



### Objectives

- ✘ Seek and destroy DEMOLISHOR

## Collectibles

Collectibles are introduced in the beginning of the mission (1), but you must first deal with the three Decepticons that fly into range at the end of the nearby street. Achieve target locks and take them out one at a time with IRONHIDE's primary weapon, the Super Gatling Gun.



Walk back toward the starting position to find the two Archive Keys. One is the **Decepticon Melee image** and the other is a **DEMOLISHOR** model. These unlockables are viewed through the Extras option from the main menu.



## Secondary Weapon

A Secondary Weapon prompt appears on screen as you head toward the end of the street (2). Press the indicated button to charge the secondary weapon (see Controls for console specific button help). The longer the charge, the stronger the attack—until you reach the charge limit. Release the grenade attack on the Decepticons smashing through a nearby garage door.



## Light & Heavy Melee Attacks

Light and Heavy Attacks are also explained in the same area. See the Moves list to discover the many combinations available with these two attacks. Defeat the three Decepticons using combinations of the Light and Heavy Attack. Find the Archive Key: **DEMOLISHOR Damaged image** inside the garage and use this route to reach the second area of town (3).



## Area Two

In a clearing on the other side of the tunnel, a few Autobots battle three Decepticons. Defeat the projectile-shooting enemies on the rooftop as soon as possible. Grab the Archive Key: **Decepticon Melee model** to the left of the allies' position and assist them with the battle using Charge Attacks, primary Gatling gunfire and melee combat if necessary.



## Jumping

Jump up to the top of the parked trucks near the double garage to reach the top of the garage. Jump again from the garage to the top of the adjacent apartment building. Pick up the Archive Key: **G1 DEVASTATOR image** found there. Head through the nearby gap in the buildings and jump down to the street below in Area Three (4).



# TRANSFORMERS

## REVENGE OF THE FALLEN



Written by Rick Barba and Tim Bogenn

©2009 DK/BradyGames, a division of Penguin Group (USA) Inc.  
800 East 96th Street, 3rd Floor  
Indianapolis, IN 46240

HASBRO and its logo, TRANSFORMERS and all related characters are trademarks of Hasbro and are used with permission. ©2009 Hasbro. All Rights Reserved. ©2009 DreamWorks, LLC and Paramount Pictures Corporation. Paramount and the Paramount logo are trademarks of Paramount. TM © 2009 Paramount. All Rights Reserved. LOCKHEED MARTIN, SR-71, F-22 Raptor, associated emblems and logos, and body designs of vehicles are either registered trademarks or trademarks of Lockheed Martin Corporation in the USA and/or other jurisdictions used under license by DreamWorks, LLC. General Motors trademarks used under license to Hasbro, Inc. Pave Low,™ Sikorsky® and the Pave Low helicopter design are used under license from Sikorsky Aircraft Corporation. Copyright ©2009 Audi AG. All rights reserved. Audi and the R8 are registered trademarks of Audi AG. Game ©2009 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing, Inc. All rights reserved.

The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are properties of their respective owners.

Please be advised that the ESRB ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit [www.esrb.org](http://www.esrb.org). For permission to use the ratings icons, please contact the ESA at [esrblicenseinfo@theesa.com](mailto:esrblicenseinfo@theesa.com).

ISBN: 978-0-7440-1112-8

**Printing Code:** The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 09-1 shows that the first printing of the book occurred in 2009.

12 11 10 09

4 3 2 1

Printed in the USA.

### BRADYGAMES STAFF

**Publisher**

David Waybright

**Editor-In-Chief**

H. Leigh Davis

**Licensing Director**

Mike Degler

**Marketing Director**

Debby Neubauer

**International Translations**

Brian Saliba

### CREDITS

**Senior Development Editor**

Ken Schmidt

**Screenshot Editor**

Michael Owen

**Book Designer**

Brent Gann

**Production Designer**

Areva