

THE TRANSFORMERS

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"WARRIOR ROBOTS IN DISGUISE"

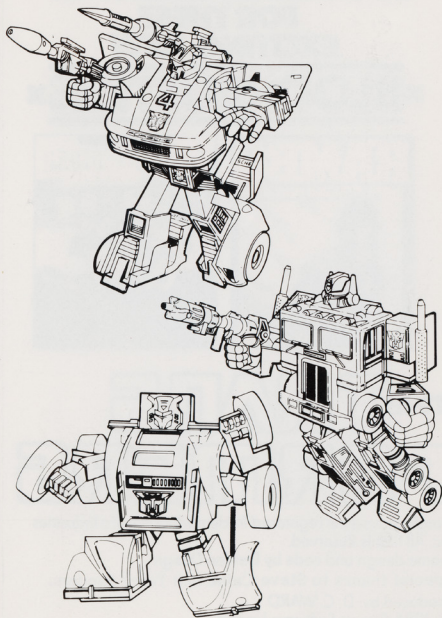
Earth has been invaded by powerful robots from the planet Cybertron. The battle rages between the forces of good (Autobots) and evil (Decepticons). Transform from Robot to Earthly Machine as you take the role of the Heroic Autobots in their desperate struggle.

LOADING

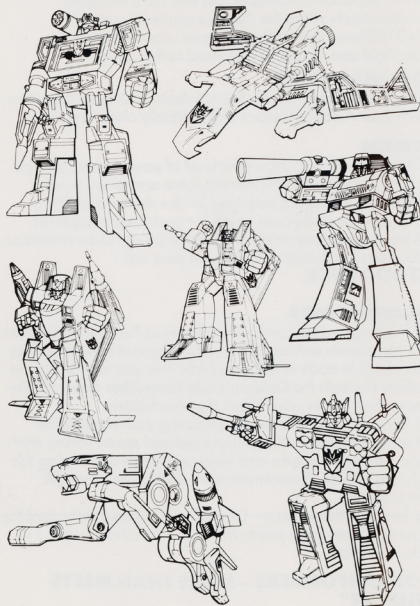
CASSETTE - Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow; press PLAY on tape. This program will load automatically. When loading is complete follow screen instructions.

DISK - Insert joystick plug into port two of your Commodore 64. Turn on the disc drive then turn on the computer. Insert the game disk into the drive with the label facing upwards. Type: LOAD "*", 8,1. (return). The introductory screen will appear and the program will then load automatically.

The AUTOBOTS:
OPTIMUS PRIME, HOUND, JAZZ, MIRAGE and BUMBLEBEE



THE DECEPTICONS:
MEGATRON, SOUNDWAVE, STARScream, BUZZSAW, SKYWARP, LAZERBEAK, RAVAGE, FRENZY and RUMBLE



THE GAME

The Autobots have an energy crisis and must work as a team to repel the attack of the evil Decepticons while collecting the four pieces of the Autobot Energon Cube and transporting them to the Autobot Centre. The Decepticons will attempt to steal these cubes and it will be only a matter of time before they succeed.

In the long struggle against the evil forces only 5 Autobots remain, Optimus Prime (the leader), Jazz, Hound, Mirage and Bumblebee - whereas the Decepticons have perfected **ROBO-CLONING** reproducing any of their number which you destroy. The five heroes have a daunting task ahead but gain some advantage from the DEFENSA-PODS under which they may seek shelter and regain their strength.

CONTROLS

There are two selection processes which operate throughout the game and are actioned by cursor-driven menus.

SELECTION OF THE AUTOBOT The menu is accessed by facing the robot forward and pressing the control up or down. The cursor can then be moved across each robot by joystick control and choice is made by pressing the fire button.

TRANSFORMING Menu access is by facing the robot forward and pressing the control UP or DOWN. It will now be possible to use the cursor to switch between **ROBOT MODE** and **VEHICLE MODE** using the fire button.

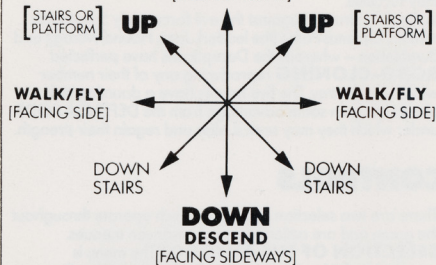
ACCESS MENU Face forward. Press Joystick UP or DOWN. Make selection then press fire button.

THE GAME

ROBOT MODE – Control of the robots is as follows

JOYSTICK

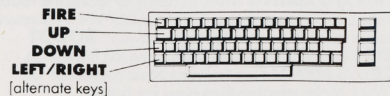
TAKE OFF
[FACING SIDEWAYS]
ACCESS MENU
[FACING FRONT]



NOTE: GRAVITY ALSO CAUSES DESCENT

KEYBOARD

Controls duplicate joystick operations as follows: Each relates to whole row:



VEHICLE MODE – In this format left and right movement only is possible, the controls for these actions are the same as in the robot mode.
NOTE Vehicles cannot climb stairways, but can negotiate the platform slopes.

PUZZLE PIECES

The pieces of the Energon cube are automatically picked up when an Autobot travels across them and dropped automatically when the Autobot centre is located.
NOTE These pieces (4) are placed around the whole playfield and must all be returned to the centre.

DEFENSA - PODS

These are safety areas for the Autobots – Access to the menu with your Autobot in place automatically closes the shield.

STATUS

On-screen scoring shows the level of powershield, strength and fire power with the current score and hi-score also displayed. Points are awarded for the destruction of the Decepticons and bonus points for each level completed. A time element marks the progress of Energy Cube formation. You have the 5 Autobots to begin your task.

GOOD LUCK

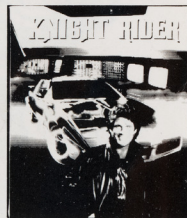
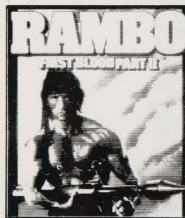
PLAYING HINTS

1. The length of the conflict has increased the level of radiation on the planets surface and Autobots cannot survive in close proximity to each other. To operate one you must shield the others beneath the Defensa-Pods; Remember also, for later operation, under which Pods they are hidden.
2. Your strategy must involve choosing your mode either Robot or Vehicle as their movement and speed varies; each has different strengths and weakness when negotiating the planets surface. Experimentation will improve your skill enormously.
3. Time is of the essence – Decepticons will attempt to steal the Energy Cubes from you to thwart the Autobots purpose – Do not delay.

“TRANSFORMERS – MORE THAN MEETS THE EYE”

ASK AT YOUR LOCAL COMPUTER SHOP FOR THESE EXCITING NEW

BLOCKBUSTERS



THE TRANSFORMERS

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Game design and code by Denton Design
Special thanks to Steve Caine and Terry Sanders.
Produced by: D. C. WARD
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COMMODORE 64



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