



Introduction

Directed by Michael Bay, Transformers is a blockbuster movie full of gigantic robots, beautiful cars, and impressively explosive fight scenes. Transformers: The Game is the gaming world's counterpart to the film, in many ways following the same storyline seen in the movie. With the ability to play as both the Autobots and the Decepticons in the game, Transformers: The Game gives you a considerable amount of choice in regard to exploring the open-ended environments the title has to offer with both the forces of good *and* evil.

Naturally, IGN Guides is here to help you through the game from front to back. Whether you play as the Optimus Prime-led Autobots or the forces of evil from the planet Cybertron, the Decepticons with Megatron at the helm, we have you covered. Within, you will find a full walkthrough for both campaigns, a basics section covering the fundamentals and mechanics of the title, and a sub-missions and extras walkthrough that has information on each optional sub-mission in the game, as well as a word or two on in-game extras and how to acquire them.

Whether you're a fan of the Autobots, Decepticons, or both, IGN Guides has your back. In the words of Optimus Prime, "transform and roll out!"

Guide by: Colin Moriarty

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Transformers Basics

Transformers: The Game is a title that takes very little skill to play. With rare exception, the game isn't difficult, and its pseudo non-linear nature contributes to a surprisingly scripted feel. With that said, there are several things that one needs to understand in order to successfully get through the game. In the short basics section below, you can read up on the game's most basic fundamentals. Of course, we'll keep the spoilers for both the game *and* the movie to a minimum.

Autobots vs. Decepticons

The Transformers hail from a faraway planet called Cybertron. On this planet, two factions are constantly at war -- the "good" Autobots and the "bad" Decepticons. Since this game is based on the film, the storyline reflects the cinematic vision displayed in the movie. Megatron, who crash-landed on Earth searching for the AllSpark, is obtained by the American government and held in the Hoover Dam. Meanwhile, the Autobots learn of the AllSpark's existence on the planet and try to acquire it before the Decepticons, led by Megatron, obtain it. Since the AllSpark is an object of extreme power and consequence, the battle over it will no doubt be epic.

In Transformers: The Game, the AllSpark is at the center of both campaigns. Since you can play as both the Autobots and the Decepticons in the game, we've written a walkthrough (included in this very guide) for both. Keeping in mind the good vs. evil battle inherent between the two factions, you will get to play both sides of what is essentially the same story. This will bring you across many of the same maps but allow you to play as different Transformers on both sides. Optimus Prime, the leader of the Autobots, leads a team including Bumblebee, Jazz, Ironhide and others, while Megatron's Decepticons include Scorponok, Starscream, Barricade and Blackout (amongst others).

Playing as both sides will allow you to unlock many in-game extras that can only be obtained by doing so. You can find more on that in the Sub-Mission & Extras section of this guide.

Playing the Game

Transformers: The Game will put you in control of various Transformers, dependent on both which campaign your playing and which stage and/or mission you're currently on. All of that is covered in the Walkthrough section of the guide. Sub-missions and other optional quests and collection bids are covered in the aforementioned Sub-Mission & Extras section of the guide. Thankfully, no matter what you're doing on any stage, the game mechanics remain very much the same.

At the core of this game is the ability for all of the characters (with the exception of Scorponok) to transform from their robotic form to an Earth-like vehicle that acts as their disguise and cover. For instance, Optimus Prime turns into a big rig truck, Barricade into a cop car, and Starscream into a high-powered jet aircraft. Using a combination of both the robotic and vehicular form of each Transformer will allow you to successfully complete each chapter of each stage (interchangeably called missions in the walkthrough). Since no matter which side you're playing as you will be a huge robot, destruction will occur everywhere you go. But don't worry. Unlike a Rockstar game, human casualties aren't shown in the game and everything you destroy mysteriously returns to its normal state after straying from the area for a time, or by simply playing a chapter or sub-mission.

There are four stages for each campaign, making eight stages total. Each stage has four chapters, meaning there are thirty-two chapters in the game. This doesn't include the final battles on each campaign, nor does it cover the optional Cybertron missions after a campaign is defeated (the latter of which is covered in the Sub-Missions & Extras section). Each Transformer has health that can be replenished by using purple-colored hearts strewn around each environment and dropped by deceased enemies. Remember that while you will be playing as high-profile Transformers, most of your enemies will come in the form of "drones", oft-mentioned in the walkthrough as lesser robots that will do battle with you far more often than the main Transformers will (though you'll get a piece of each of them as well).

Fighting primarily occurs through melee attacks, although each Transformer has a strong and weak firearm that can be used on buildings, cars, objects and some weaker Transformers (stronger ones will simply block firearm shots). You, too, can block with any Transformer, which is seldom-used but extremely important on certain missions. Fighting is at the core of the game, and understanding how to fight and defend will be the key to victory on both campaigns.

Ready to play? Then proceed on to our walkthrough...

Transformers Walkthrough

Here's the main section of our guide -- the walkthrough. It's split into two parts, for the Autobot campaign and the Decepticon campaign. Remember that you can play them concurrent to one another by going to the in-game menu and selecting whatever you want to play, but that the stages and chapters within must be done in order. While the game is open-ended in its environments and the order in which you play sub-missions and otherwise explore, chapters will only appear in a certain order. That order is reflected in the walkthrough. For information on sub-missions and other items to find on each stage, as well as the optional Cybertron missions that appear after each campaign, see the sub-mission & extras section of the guide.

Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Stage One: The Suburbs

Uninvited Guests

The first wave of Decepticon drones are easy enough to handle. Simply have Bumblebee melee with them to kill each in only a few hits. When these little guys are destroyed, more will appear, coupled with larger drones that are completely invulnerable to fire from either of your guns (not that this should matter, of course, since you should be punching them to bits as well). The frantic action will move from the in-development area you started in to the adjacent streets. This will cause some police interest in what's going on, but don't sweat them; simply stay on the Decepticons.

Objective: *Destroy the Decepticon drones.*

Story: *The Decepticons have joined you on Earth. Take out each incoming wave as far as possible before they can cause much damage.*



Remember to grab the heart containers dropped by the Decepticons as you lay waste to them. This will allow you to replenish your own health (if you've even lost any) and remain in the fight. And of course, you can use the super-nifty radar on the lower right side of the screen to see the exact location of all Decepticons crash-landed in your area. They're represented, not surprisingly, by the Decepticon logo. When all are slain, the chapter will automatically end in victory. Congratulations on your first valiant fight -- but be ready for a lot more.



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Guardian Angel

This mission requires fast thinking and even faster action, because you're limited to the amount of time you have to complete it. It might not be outwardly obvious (after all, there's no on-screen clock or anything like that), but you must act quick nonetheless. From the outset, two Decepticon cars will race away from your location towards the location of Sam, whom you must protect (hence the time limit). Drive towards them, firing at them until each transforms out of their vehicle form and into their robotic form. It's at this time that you can do battle with both. As usual, melee fighting is your best option.

Objective: *Defeat the Decepticons before they reach Sam.*

Story: *Sam Witwicky must be protected at all costs. The Decepticons must be stopped before reaching Sam at the car lot. Damage them to force them to convert and then take them out!*



When the two initial Decepticons are slain, three more will appear on your map. This is where things can get crazy, and where you'll need to be "on your horse" so-to-speak in order to reach them before they reach Sam, effectively ending the mission. Like before, the three must be fired upon in order to make them come out of their car form and into robotic form. Focus on getting all three into robotic form before stopping to fight any one, or there's no way you'll finish them all off in time. Once they revert out of car form, they won't go towards Sam anymore, so *definitely* concentrate on doing that first.



Battling with them once transformed is at your discretion. The three foes are easy enough to kill with melee tactics (and are all invulnerable to firearm damage), but if you want to make things interesting, use the trees, cars, and other objects around you to swing at them or, better yet, throw at them. Doing this will make the battle much more fun, as what started out as a difficult mission on an imminent time crunch turns into something much simpler at the end. Either way, once these three foes are slain, the chapter ends and a new one begins.

Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Protect and Serve

Protect and Serve is another fight-and-chase chapter that will require you to fight the first "name brand" Decepticon in the entire game, Barricade. You'll have to do battle with Barricade three times in this chapter, each battle more laborious than the last. Unfortunately, it's not as straightforward as it may seem. Barricade goes into a seemingly-unbreakable attack, swinging his arms wildly as he approaches you, slowly but surely. The only way to break his attack is to throw something -- anything around -- at him. Once you do that, he'll snap out of his attack and you can attack yourself. You can see Barricade's energy in the top right corner of the screen, and this bar will be extended from the first to the second to the third battle.

Objective: *Defeat Barricade and get to Sam before him.*

Story: *The Decepticon Barricade has posed as a human Police vehicle in an effort to harm Sam. Keep him away from Sam at all costs, ensuring that you reach each location before Barricade does.*



Begin by throwing a nearby object (like a tree or fence) at Barricade to stop his swinging arms, and then go in for the kill. When enough damage is dealt, Barricade will turn into his other form -- a police cruiser -- and take off. Go towards the green dot on the radar, making sure to get there before Barricade does (or the mission will end in failure). There are plenty of better routes to take, and Barricade isn't the sharpest driver, so you should be fine. Fight him once more (this time on a baseball diamond) and he'll again drive away when he's sustained more damage. Again race him to the next destination by driving towards the green marker on the map, and do battle. This last fight is more precarious than the last ones simply because it takes place in a volatile area. Let Barricade destroy all of the explosives before nearing him and going to town on him. When he's felled for the third time, the chapter will end in victory.



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Air Traffic Control

This is a fun chapter to end the first stage, since it's all about destruction. What's more is that there's little chance of failure (though it is possible) as long as you're able to get from location to location in a timely fashion. A brief rundown -- Bumblebee will have to travel to three locations, destroying the Decepticon gear in the area disguised as power generators and antenna towers. Using your melee abilities and, more importantly, your firearm weaponry, you'll have to take all of the electronic devices out. Once you're within the area they're in, you can take your time doing destroying things as you deal with stray Decepticons and police officers. It's getting from place to place that's timed.

Objective: *Destroy the radio towers and power generators.*

Story: *The Decepticons are using devices that are interfering with your fellow Autobots from landing on Earth. Destroy all the devices to ensure your allies can join you.*



But don't be fooled; after destroying the gadgets at the first location (where the chapter begins), you'll have a full minute to transform into a car and travel to the next location (which is illustrated on your radar). Once at the second location, wreak havoc once more with your advanced weaponry. Keep in mind that your radar also shows the location of the gadgets you're supposed to destroy once you're within the area you're supposed to be in. This will leave no excuse for knowing or not knowing what to destroy or where the items are located. It's all there on the radar.



The third and final area is the hairiest part of the chapter to defeat due to the explosive nature of the devices you're expected to destroy down at the suburban power plant. Keep your distance and launch missiles at the various objects glowing red (as seen on your radar, once more). If you don't keep your distance, the explosions (which are massive) will damage Bumblebee and throw him backwards. Otherwise, once all objects in the third area are destroyed, this amazingly enjoyable destruction chapter will end, and along with it, the main quest in The Suburbs will also come to a close.

Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Stage Two: More Than Meets the Eye

Obstruction of Justice

The first chapter of More Than Meets the Eye will put you in control of Jazz, the super-fast Autobot with a sleek car and an ample arsenal. However, since Autobots aren't supposed to harm humans, you won't be causing havoc for the people in your environment. Rather, you are instructed to cause one massive distraction after another so that your Autobot colleagues can make a getaway. To do this, you must follow the markers shown on your radar, hitting each one before the time allotted on-screen elapses (the time is reset after each marker is hit). What's more, red markers on the map represent areas where you must cause massive explosions by not only visiting the area, but (preferably) turning into your robotic form and hitting the target with your weapons in order to make the distractions more... spectacular.

Objective: *Race through the city and cause a distraction.*

Story: *Your fellow Autobots need time to escape; race through the town while destroying certain structures in order to distract the humans long enough for them to make their getaway.*



This chapter is relatively straight-forward, and as long as you keep moving at all times, you should hit each marker with more than enough time to spare. The red dots cause more of a problem because you must stop and destroy the objected outlined on the radar; the ensuing explosions will likely kick Jazz back and make you lose a few seconds in getting to your next destination. Regardless, use turbo to get to each destination (and blow through various obstacles put into place by the feds and police), and keep a keen eye on the radar so you don't blow past anything, or worse yet, go in the wrong direction. If either of those things happen, and precious seconds are thereby lost, you may fail the mission and have to begin again.



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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A Friend In Need

This particular chapter is a frantic race-and-battle type of chapter in which Ironhide, the slow-yet-powerful Autobot, must race around the darkened town, fighting off Decepticons and other forces while his colleague Jazz escapes. We used Jazz last chapter and know that he's fast, but not incredibly powerful. Ironhide is the exact opposite. And thankfully, this isn't a timed chapter, so while Ironhide might be slower in getting from point to point than some of his Autobot friends, you'll have more than enough time to wreak destruction on your enemies with the slow Transformer without having to keep an eye on the clock.

Objective: *Fight off the Decepticons.*

Story: *Jazz has been overwhelmed by Sector 7. Fight them off long enough to give Jazz time to escape.*



You'll travel to three locations (fighting in four total, from the start). In each area, Decepticon drones are the primary target, although human forces, such as the police, will also show up from time to time to stymie your progress. Ironhide has incredible power, and will be able to take care of everything that comes his way throughout the first few fights. Melee action is the most effective; after all, Ironhide has incredible power. As you drive from location to location after the Decepticon enemies are defeated in each area, remember to take your time, and more importantly, revitalize your health. Ironhide might be powerful, but there are certain circumstances where he's going to take a beating from the sheer amount of enemies taking you on at any given time.



It's at the fourth and final location where things get considerably more difficult. While lesser Decepticons will come to do battle en masse at the final location, so to will a more powerful Decepticon that can't be hurt with either melee attacks or your firearms. Fend off the lesser foes and try to concentrate your throw attacks on the larger, stronger Decepticon. Throw trucks, trees -- whatever -- at him, and when he's knocked to the ground, run towards him and give him a toss yourself. This is the most effective way to whittle down his energy and destroy him. Three or four good tosses and the foe will be no more. Thereafter, Ironhide's mission to protect Jazz will end in success.

Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Flight of the Bumblebee

Using Optimus Prime, the leader of the Autobots, you must follow the Sector 7 helicopter that is taking away fellow Autobot Bumblebee from the vicinity, no doubt to a secret location. It's a fairly straight-forward chapter, since all you'll be doing is driving around in hot pursuit of the helicopter carrying your friend. However, the pace is frantic and the routes are sometimes difficult to navigate from the ground (after all, those we chase are airborne). As long as you stay within the circle shown on the radar and follow closely with the helicopter, the chapter will end in victory. Stay out of the circle for too long, however, and the chapter will end in failure, forcing you to start again.

Objective: *Chase after the helicopter.*

Story: Bumblebee has been captured and is being taken away by a helicopter. Chase after it in an effort to bring your fellow Autobot.



Understand that Prime is extremely clumsy to drive. He has incredible power, and can smash through just about anything in his way (including any vehicle, especially when using turbo). Keeping this in mind, stay on the roads when you can, and when the path the helicopter takes you off of the roads, such as when it brings you through the power plant, go on foot. Believe it or not, Prime should be able to keep pace on foot with the helicopter -- but just barely -- so a combination of on-foot pursuit and driving will work best towards your aim here. Also, feel free to open up with your guns at any point to eliminate cop car roadblocks and other obstructions. But most importantly, keep your eye on the radar, as the path the helicopter takes, as well as the circle around it, will be illustrated from start to finish on its display.



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Heavy Weapon

Shockwave is a high-powered artillery force to be reckoned with. This Decepticon has weapons for days, and his primary objective here is to lay waste to the city that surrounds him. Of course, as Optimus Prime, it's up to you to save the city from complete and utter destruction, and destroy Shockwave once and for all. This is actually a fairly easy mission to accomplish as long as you keep moving, because the percentage bar in the corner of the screen represents how much of the city Shockwave has left to damage. When it reaches 0%, your luck is up, and the chapter will end in failure. Defeat him before the meter reaches 0%, and the chapter will end in victory, as will the level.

Objective: *Defeat Shockwave and save the town.*

Story: *The Decepticons have sent Shockwave to Earth to slow you down. He is attempting to destroy the town. You must stop him at all costs.*



At first, Shockwave will be completely embedded in the city street in front of you, laying waste to everything around him and enjoying every second of it. Because of his strong shields, even melee attacks won't work against him in this state. Instead, you must throw nearby vehicles at him (four or five) in order to get him to budge. When he does, he'll take to the air and move to another section of the city (but not too far away). When he does, you'll have thirty seconds to get within his vicinity on the radar, which is plenty of time. But remember, you're not only working against the clock; you're also working against the so-called destruction meter.



Shockwave will move several times, but never too far from his last location. Give him chase (preferably by vehicle, to save some wreckage on the destruction meter) and engage him in melee combat. Unlike your first encounter with him earlier in the chapter, he will now be vulnerable to melee attacks, though firing at him will bring up his blast shields, so don't bother. You're going to have to chip away slowly at his health, as Shockwave is surprisingly resilient, and what's more, he'll keep shooting at the city around him if you don't constantly engage him in combat yourself, so be vigilant here. When he's slain, the chapter and level will come to an end.

Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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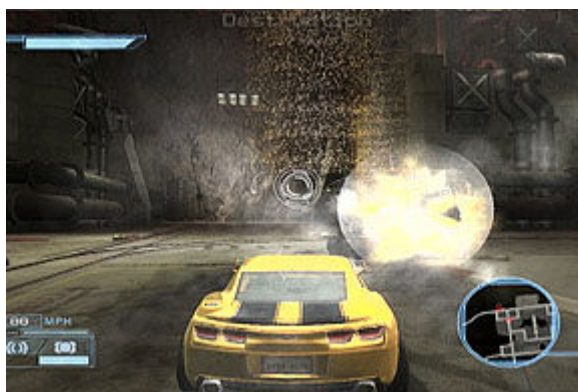
Stage Three: Inside the Hoover Dam

Breakout!

The initial chapter in the Hoover Dam will pit Bumblebee against several security drones as he punches and kicks through lair after lair of blast door towards the control room. After destroying each blast door (remembering that only melee attacks will damage it), a security drone will buzz away that you must chase. You can take your time with each security drone, as you aren't timed when engaging them in battle, but you must make haste back towards the blast doors after destroying each one in the time given (sixty seconds), or the chapter will end in failure. The drones *can* end your chapter in failure if they reach a certain point, but they are so slow and clumsy that it shouldn't be an issue whatsoever. You'll have to do this a total of three times, fighting a total of four security drones and destroying a total of three blast doors (you'll fight two drones on the final go-around instead of just one).

Objective: Break down the blast doors and stop the security drones.

Story: The AllSpark and Megatron are inside the Dam. Make your way through the blast doors in an effort to get to the control room and see if you can shut down the containment grid to the AllSpark.



Though the security drones are themselves a threat, there will also be gun turrets by each blast door that can be destroyed as well. They are ruthless in their attacks and will generally be a nuisance if you don't destroy them, so try to take the time to do so. When the third door is destroyed and the third and fourth drones are killed, you'll be ordered to head to the now-open control room. You'll be timed here as well, but again, it's nothing to really worry about. Otherwise, this is a rather simplistic chapter to begin this stage on. Nothing like taking out a few Decepticon drones to get the blood pumping!



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Tunnel Vision

This chapter seems more difficult than it actually is at first, because the game makes it appear like you have an incredibly short time to travel around the facility, destroying the five fans at the end of the five tunnels in order to proceed. It gives you two minutes at first, but the time is constantly added onto once each fan is destroyed and once you emerge from each tunnel thereafter, so you'll have quite the excess of time by the time you destroy the fifth and final fan and escape from the final tunnel. This chapter which appears difficult because of time constraints actually ends up becoming quite easy indeed.

Objective: *Destroy the cooling fans and escape the ensuing blast.*

Story: *You should be able to gain access to the AllSpark by destroying the cooling fans at the end of the maintenance tunnels in the dam.*



You'll first have to travel out of a burning, collapsing tunnel from where the chapter begins. Use your speed and fire your guns on all cylinders in order to clear some of the debris ahead of you. If you keep a close eye on the radar, you'll see the blast moving towards you. As long as you're able to stay ahead of the blast, you'll be just fine. Once you emerge from the tunnel, more time is added and the five fans are shown on the radar. Take them in any order you want, keeping in mind time really *isn't* of the essence here, and repeat the process that many more times. Go down a vacant tunnel towards a fan, transform, punch and kick the life out of the fan, and then turn into a car and turbo away while firing forward blindly to destroy falling debris that may hinder your path. When all five tunnels are cleared, the chapter ends.



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Power Drain

Power Drain is yet another chapter that forces you to destroy a certain amount of objects in a given amount of time. And just like the last chapter, where the time given initially is deceiving compared to the time given as a whole, Power Drain starts you out with two minutes and adds to it after each generator is destroyed. Unfortunately, you won't be working with as much time as you were in the last chapter, and things get far hairier here than they did in the last chapter. Each generator is located atop gigantic structures that much be scaled in order to be reached, and with Sector 7 incessantly firing upon you, things won't be as simple as they seem.

Objective: *Throw the generators before they explode.*

Story: *The containment field around the AllSpark is weakening. The last step is to take the power offline. Destroy each generator to bring the power systems down.*



Thankfully, the location of all five generators are located on the radar, and there are two groups of two that are located right next to one another, meaning traveling around isn't as important as quick climbing. Once you reach the generator at the top of each structure, pick it up and give it a toss. Once destroyed, you'll get thirty whole seconds added to your time, which should cushion you from time-related failure. Ignore the human resistance in the area (since it's both menial and completely unthreatening) and travel from point to point, climbing and destroying. When the fifth generator is destroyed, the level will end.



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Waking Giant

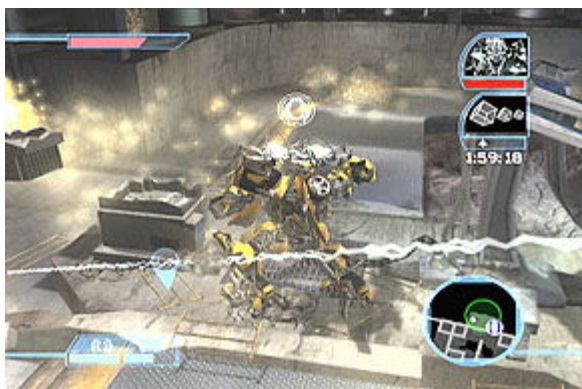
The final chapter on this stage is a two-pronged mission. The first mission is to destroy the clasps holding the AllSpark in place. This is simple enough, really, since only smaller spider-like Decepticons will stand in your way. Shoot at them as they come at you, and then concentrate your fire (and melee attacks) on the various clasps. You'll know when each is destroyed since their health meter will diminish and then disappear entirely. However, as with many things in Transformers, there's more here than meets the eye.

Objective: *Secure the AllSpark and wait for it to shrink.*

Story: *You need to secure the AllSpark before leaving the dam. The AllSpark is behaving erratically... anything could happen here Autobot. Destroy the clasps holding the AllSpark and make your escape.*



When the clasps are destroyed, you'll be asked to "survive" for three minutes while the AllSpark shrinks down to a manageable size. This might sound easy, but there's a considerable amount of difficulty embedded in this challenge. Not only do you have to deal with a plethora of spider-like Decepticons, but Megatron will awaken and thaw from the ice he's in enough that he can fire his powerful gun at you. He'll do this with insane regularity, and since you can't leave the area you're in for more than twenty seconds at a time, you'll have to figure out a way to survive. There are three ways to do this. The first is to travel out of the area to find a heart or two to supplement your health. The second is to destroy the spider-like Decepticons, who often drop hearts en masse. And the third is to destroy the canisters on either side of Megatron to stop him from firing. The latter isn't recommended, however, since Megatron will reawaken before long. Don't waste your time with that! Instead, collect hearts, run around, and wait out the time. When three minutes elapses, the chapter -- and stage -- will be over.



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Stage Four: The Last Stand

Exterminator

As this stage begins, you'll be encountered with a laughably easy first mission -- kill one hundred Energon drones in an unlimited time. Ironhide is your Autobot of choice here (well, you don't have a choice, but you get the idea), and his incredible power will make short, short work of the drones.

These spider-like creatures will come from the sky and appear to wreak some havoc, but one simple swing of the fist from Ironhide will send multiple drones to their electronic deaths simultaneously.

Objective: *Destroy the Energon drones and save Bumblebee.*

Story: *Bumblebee has crashed with the AllSpark and is being overwhelmed by Energon drones. Defeat all of them in order to keep your fellow Autobot safe.*



In reality, this opening chapter should only take you about a minute or so to complete. While you have to wait for the drones to crash land on Earth, there will always be plenty of others to kill. They will appear as red dots on your radar and often travel in groups, so killing three, four or five at a time is a reality with a single kick or punch. When the counter reaches one hundred, this simplistic and short chapter will come to an end.



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Unfriendly Skies

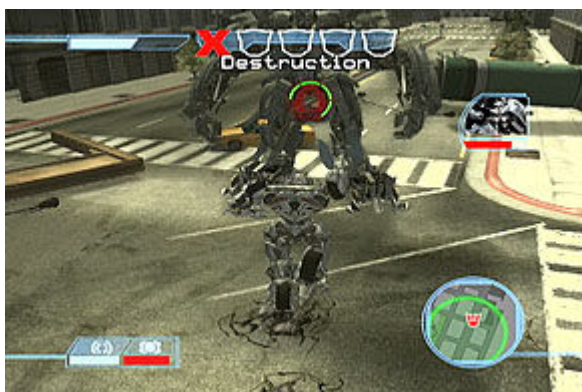
The storyline for this chapter is surprisingly misleading, since you won't only be fighting Starscream here, but his fellow Decepticon Blackout as well. They create a fierce air-to-ground one-two punch and can pose a problem to any gamer, but before you fight them in tandem, you'll be forced to fight them each individually (as well as two powerful drone enemies in between). You'll start out first with Starscream, who transforms from a fighter jet into a powerful ground-dwelling robot. He'll fly back and forth for a while, firing at you. Stay out of the middle of the street and try to coerce him to the ground with some fire of your own. When he lands, you'll be able to take him on in hand-to-hand combat. Though Starscream has some speed, he doesn't have much power, so the fighting him on the ground is obviously to your advantage.

Objective: Ground Starscream and defeat him.

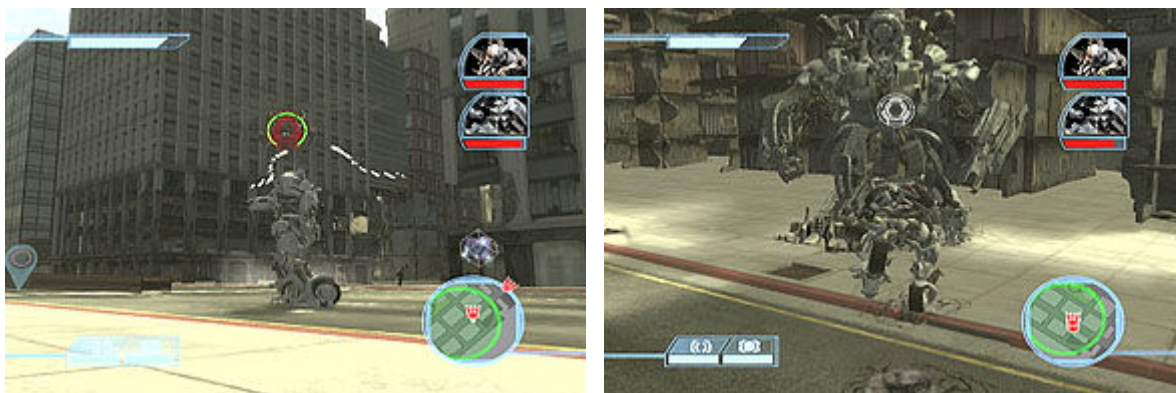
Story: Starscream is after the AllSpark. Shoot him out of the sky to bring him down to your level. Then use any means necessary to keep him grounded permanently.



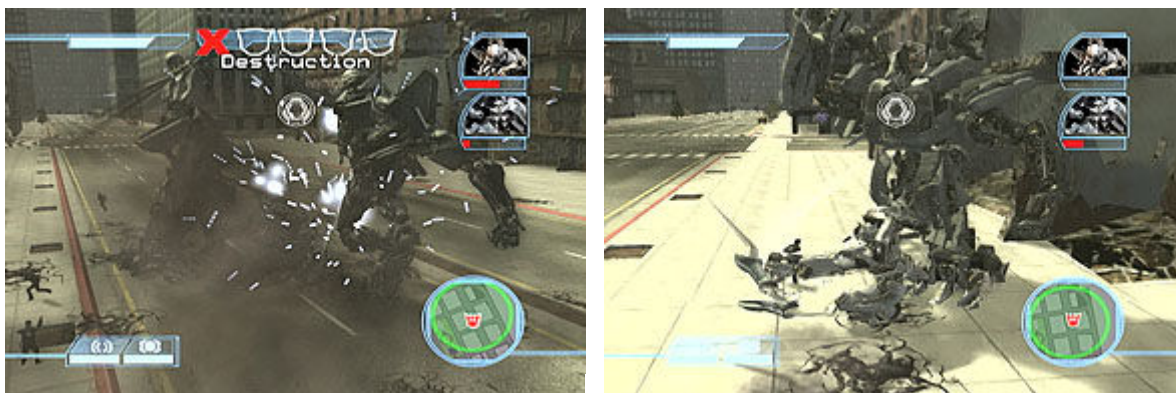
When he's taken enough damage, Starscream will take off (quite literally) leaving a fire-lobbing Decepticon drone in his place. Much like when we've fought other powerful drones, you must first throw something at the drone to stop his automatic attacks so that you can damage him. Since you're on the city streets, cars are a natural choice for objects to throw his way. You're using Jazz here, who is quick, but not powerful, so make sure to pick something up he can throw a long distance without having to move much (as the weight of carrying something slows him down). Dodge the fire coming from the arms of the drone, throw something at him, and then move in to get a few punches in. Repeat this process three or so times, and he'll be no more.



Naturally, the fight isn't over. When the drone is dead, Starscream doesn't show back up, but his fellow airborne Decepticon Blackout does. What Starscream is to fighter jets Blackout is to helicopters, and though he doesn't have Starscream's speed, he has much more power behind his attacks. Much like you did with Starscream, fire at Blackout as he flies around shooting at you and destroying everything in his path. When he finally lands, you can then move in to melee with him. Starscream and Blackout are both invulnerable to firearms when they're on the ground, so melee attacks are your only option. Luckily, Blackout is easy enough to take by himself. When he takes enough damage, he too will flee the scene leaving an identical drone to the one Starscream left in his place.



After laying waste to the second drone in the same manner as you exterminated the first, Starscream and Blackout will show up together, and both must be fought. Grounding one by firing at one enough will actually ground both of them automatically, so concentrate your fire on one (preferably the slower Blackout) until both land. Then, calmly fight them both. Jazz is fast and can combo for days, so use this to your advantage. We recommend going after Starscream first, since he's much faster, but the fight will be fairly muddled in nature, so you'll probably be trading off on damaging them both. As with the fight in its entirety, there are plenty of hearts in the area to use if you need them (and you will), and they replenish themselves after time, so be sure to check back in the same places if you need to. When one falls, you'll get to fight the other, but keep in mind the last standing Decepticon will heal himself a couple of times during the fight. The fight is long and grueling, but not necessarily difficult in nature. When both airborne Decepticons are felled, the chapter will end in victory.



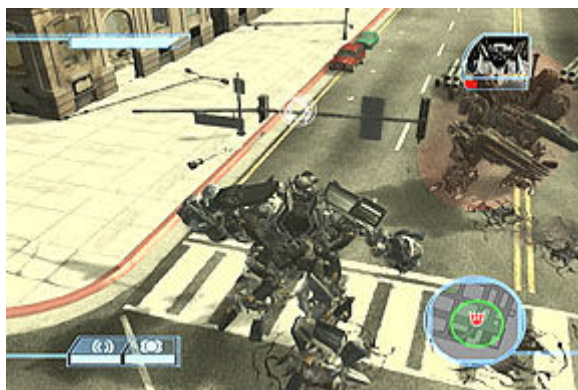
Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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For the Fallen

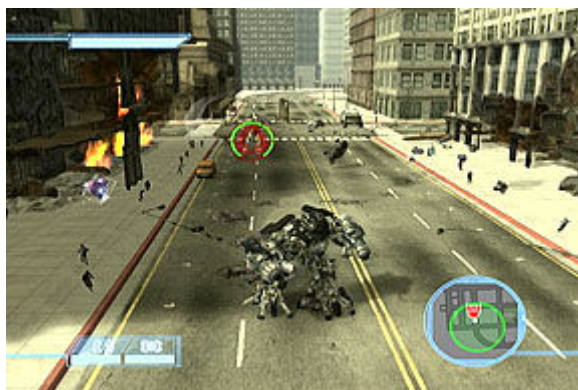
Poor Jazz. Extinguished by the Autobots, nothing is left to do but avenge his death. Who better to do that than the gigantic, well-armored Autobot known as Ironhide? Of course, Ironhide will meet his match in his Decepticon counterpart, an equally well-armed robot known as Brawl. Brawl and Ironhide will do battle in this chapter on the streets of the urban environment, and like so many chapters in the game, you will have to fight in various locations in order to see the chapter through to its conclusion. Thankfully, there's nothing too difficult about this chapter. Even though Brawl packs an incredibly potent punch, so too does Ironhide. It's truly a battle of the brawlers -- no pun intended.

Objective: *Destroy Brawl.*

Story: *Brawl has extinguished Jazz's spark. Revere your fallen brother-in-arms by destroying Brawl by any means necessary.*



Brawl's vehicular form is that of a tank, which signifies well how much power he actually contains. However, he'll quickly transform to his less potent robotic form, which makes for a fairer fight with Ironhide. He'll block any firearms and most of your melee attacks, but the latter form of damage is the only way you're going to be able to chip away at his health bar each time you encounter him (you'll fight him a total of three times). Since Brawl is so slow, you can patiently wait for him to lower his guard to attack, and then combo him with some well-placed punches. Each time you encounter him, it'll only take a few of these combos to send him on his way. When he's taken enough damage, he'll take off towards another location in the city, and you'll have forty-five seconds to follow him.



Of course, things aren't quite that easy. In between each battle with Brawl, you'll also have to deal with a small army of Decepticon drones that appear from nowhere to do battle with you. There are many varieties in these battles of varying difficulty. Some are of the variety that must have something thrown at them first to make them vulnerable, while others can simply be targeted from afar with a firearm and dispatched from a distance. Make sure to keep an eye on your health during this chapter, since it's one of the few times dying is actually a reality based on the sheer amount of enemies you'll be encountering (not to mention the endless explosions that'll throw even Ironhide around like a ragdoll). After engaging Brawl in battle for the third time, however, he will finally succumb to his injuries, and the chapter will end.

Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Keep Away

Earlier in the game we fought Barricade a couple of times, so you should generally know what to expect here. In all actuality, the battle that takes place between you and Barricade will basically mimic the battles that took place between the two characters earlier in the game. Barricade will slowly move around, swinging its weapon-laden arms around in such a way that he can't be damaged no matter how much you try. Break his rhythm by throwing a nearby car or other object at him, which will stun him and then send him into a melee battle with you. Sounds familiar, right?

Objective: *Keep the AllSpark away from Barricade.*

Story: *Barricade is making one last desperate attempt at retrieving the AllSpark. Keep it out of his evil Decepticon hands at any cost.*



When you fight him the first time here, it'll only take one thrown object and a well-laid combo to send Barricade on his way. He'll transform into his cop car form and speed away, in a roundabout route towards the green spot on the map. You'll want to take the most direct route there, since if you don't beat him to the spot the chapter will end in failure. Once you reach the next area, you'll again have to fight Barricade. This time, you'll have to throw an object at him and fight him at least two times in order to dispatch him and once again send him on his way.



While the first car route was short and direct, the second route is a lot longer (though still somewhat direct). Speed off towards the green beacon on the map and beat Barricade to it. This will catalyze the third and final battle between you and Barricade; after he's defeated here, he's no more for good. However, you'll have to lay the hurt on him with at least three thrown item-fight cycles (probably more). The best way to take care of him here is to melee with him, knock him to the ground, and then give him a toss. This will remove more of his health from the meter. When he's felled for the third time, Barricade will be done for good.

Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Final Battle: The Ultimate Doom

It's what you've been waiting for -- the final battle between Megatron and Optimus Prime. Unfortunately for the game's sake, with our help this battle will be laughably easy. While you might expect something epic here, you won't get it... instead, you'll get a rather predictable and lackluster battle. But we'll save you the trouble of figuring it out on your own. Just keep in mind that throughout this battle, you won't be able to heal. Once you're damaged, you won't be able to get that health back, so it's absolutely integral to your success that you get hit as little as possible, especially when, as you will see, there's no excuse in getting hit at all.



Megatron will take to the air and bomb the park where the battle takes place habitually. This is really the only time in the game where blocking is mandatory, because if you don't block when he drops his bombs and missiles, you'll be dead before you even get to fight him at all. Don't shoot at him, don't do anything, just hold down the block button every time he flies overhead, and wait for him to land. Then, he'll engage you in battle in three ways. He may run at you, stop, and run at you again. He may use a flamethrower attack. Or he may do a fierce melee attack.



No matter which attack he uses, you'll need to throw something at him (likely a tree, since you're in a park) to knock him out of his attack mode. Then, he'll attack you with traditional melee attacks. You should counter with the same, keeping in mind that he's not as difficult as he might appear. When he's taken enough damage, he'll fly off and bomb the area again (so block), and then land once more with one of his random attacks. Throw a tree at him, and then knock him around. Rinse, lather, repeat. When he's taken enough damage, Megatron will be no more, and for the time being, Earth will be safe from the Decepticons.

Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Stage One: SOCCENT Military Base

Sand Storm

Simply said, you won't find a simpler, more straight-forward chapter than the one that lay before you at the outset of your Decepticon experience. Using the high-powered and well-armed helicopter known as Blackout, you'll be asked to destroy the SOCCENT Military Base. How will you know if you're doing any damage? Well, the percentage meter on the left side of the screen will show you how much damage has been done (and therefore how much is left to be done), while the meter on the right will show you how much time you have to do it in. Worry not, however -- the time you're given is *more* than ample.

Objective: *Level the buildings and destroy the airbase.*

Story: *Show the humans the power of the Decepticons. Destroy the entire base to aid in our search for the AllSpark.*



The US Military is no pushover for human combatants, but when it comes to high-technology from space, not even the United States can put up an effective fight. While the action will be frantic here, and everyone will be shooting at you, don't worry about it. As long as you continue the destruction from the air (don't bother landing at any time), you should outlast the military, even if you never shoot at one of their helicopters or tanks or try to dodge one of their bullets. The fact is, their damage is almost completely negligible. Shoot up their base and everything else in sight, watch the meter reach 100%, and the first chapter will end in success. Sometimes it's fun being the bad guy.



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Communication Breakdown

Using Scorponok, you're asked to destroy five mobile communication trucks sent out by the American military to let them know that there's an attack they can't handle on the base. If done in time, they won't be able to get their communications off the ground and the American powers-that-be will be unaware that anything is wrong. Scorponok is unlike any other Transformer in the game in that he can travel underground, provided the ground is pliable enough to take him. The deserts of Qatar are perfect for him to travel around, and since this is a timed event, it's your only option if you want to finish in time and successfully complete the mission. Just keep in mind that he'll come from underneath if he runs into a road or building.

Objective: *Destroy the mobile communication trucks before time runs out.*

Story: *The military is trying to send out a signal in order to bring in reinforcements. All mobile communication trucks must be destroyed before a transmission can be completed.*



The five vehicles you must hunt down will separate, although four stay relatively close together (in groups of two even closer to one another). The fifth goes in the complete opposite direction, leaving you in a conundrum. Go after the lone target, or the four first? We recommend going after the four close together first, since you only start with two minutes and killing each of those will give you another thirty seconds each (for another two minutes total). Then you can go after the fifth with plenty of time to spare. Make sure to concentrate on the vehicle targeted itself, because they're all accompanied by other lesser vehicles that don't need to be destroyed. Either path you take, the fifth and final vehicle destroyed will end the chapter in a Decepticon victory.



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Seek and Destroy

This mission can be a little bit nebulous and confusing in its execution. Essentially, as Blackout, you're expected to travel to five different areas around the American military base in order to destroy the buildings surrounding their servers and then upload data from each server. The latter is the easiest part of the mission -- Blackout will automatically upload the needed data simply by picking up the server box after all of the buildings in each area is destroyed. It's the former -- the destruction of the buildings -- that will prove to be more difficult. Either way, this chapter is completely manageable.

Objective: *Destroy the communications stations and download the data.*

Story: *The locations of the data with information about the AllSpark have been narrowed down. Destroy all the buildings in each area to find the data, then pick it up to download the information.*



Blackout, as you may remember, can fly, so use his ability to fly from area to area to cut down on time and the damage you will take from traveling on foot. Each area outlined on the radar has several buildings to destroy. The radar can be incredibly confusing here, however, because the points are constantly flashing, and it's easy to be turned around, shooting at buildings you've already destroyed. The easiest and most obvious way to see if a building has been destroyed or not is to simply look for the red health bar on each building. If there is no bar, the building has been destroyed or doesn't need to be... but if the red bar is there, then open fire on the building until it disappears.



When, in each area, all of the buildings are eliminated, the yellow dots representing the buildings to destroy will turn into a single green dot. This represents the data server. Simply have Blackout approach the server and pick it up. Once you do, the data will be counted on the counter and you can move onto the next area, where the process should be repeated. This is a relatively easy chapter; it just takes time to destroy each building. The only thing to be mindful of here is your health, namely how the military helicopters and other aircraft can discretely turn you to scrap metal. They're the only source of hearts to heal yourself, however, so you have two reasons to shoot them down in each area... to heal yourself and to protect yourself!

Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Fire in the Sky

The name of this mission might bring back memories of the scary early-90's alien abduction movie (at least, it did for me), but you'll be happy to know that the final chapter of this stage is a fun one indeed. Using Blackout, you'll be forced to battle and down twenty American fighter jets in order to make your escape unscathed to continue the search for the AllSpark. There are two types of jets you will be fighting here, but since they are both fast and powerful, differentiating between the two will just complicate the issue. Instead, let it be said that this mission will require some gusto on your part. You'll need to follow these jets, downing each of them by launching missiles at them (your machine gun is too weak to be of any use here). Gunships and helicopters will also be on the scene, and while they won't count towards the twenty jets you need to destroy, they will need to be destroyed for an entirely different reason -- the valuable heart containers they drop. If you're *really* good here, you should be able to destroy a helicopter and fly into the wreckage to grab the heart before it grabs the ground, saving you time! Give it a try!

Objective: *Destroy all of the human jets*

Story: *The humans are attempting to keep you from leaving with the data. Show them the true nature of a Decepticon and shoot them all out of the sky.*



The twenty jets will need to be destroyed in six minutes, which is plenty of time considering the craft fly in numbers and generally fly in patterns. What's more, if you lock onto the craft, your missiles will home on in without much trouble, and if you lock in on a passing aircraft, Blackout will automatically turn around to follow that aircraft (the latter is extremely useful here). Remember the keys to victory here -- airborne healing, locking on, and missile use. If you follow these three keys, you should be able to down the twenty jet aircraft with a minute or more to spare on the clock. And remember -- if you're having trouble keeping up with any jet you're following, Blackout can use his own speed boosts to keep pace. Just remember that you don't want to go *too* fast, or you'll end up ahead of your target, giving the American jets the advantage you'll want to retain.



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Stage Two: The Hunt For Sam Witwicky

Rough Justice

In the opening chapter of this stage, you'll be forced to destroy a plethora of Autobot drones at two different locations. At both locations, there will be three varieties of Autobot drones to deal with. Two of them are fairly easy to deal with, but all three prove to be pretty resilient to attack. Barricade isn't the strongest Decepticon there is, and he'll have a hard time dealing with them without getting damaged himself. Make sure to seek out hearts strewn around the two environments, and more importantly, collect the hearts most of the drones will drop when they are killed.

Objective: *Destroy the Autobots.*

Story: *A human named Sam Witwicky has information we need but the Autobots are attempting to keep you from him. Destroy all the Autobots that stand in your way at each location.*



You'll find yourself at the first location automatically after beginning the chapter. The drones will come in several waves, so hold your ground and take them all out. Remember -- throwing a downed drone will kill him automatically, so try to use that technique when you can to make your life a little easier. When the drones are eliminated at the first location, you'll be timed getting to the second location, but you should arrive with plenty of time to spare. The third type of drone will appear here, a white drone that must have an object thrown at him in order to attack him. You'll especially want to try the throwing attack on him since he's incredibly strong defensively. Otherwise, keep an eye on your health and fight the good fight! When the drones in the second location are all downed, the chapter will end in victory for the bad guys.



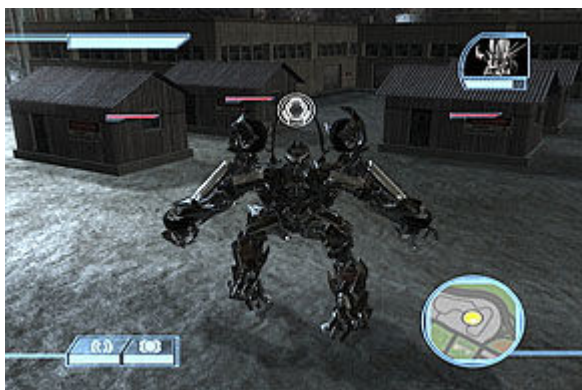
Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Race For Frenzy

Frenzy is your fellow Decepticon, and he's in bad shape. In fact, he's in human captivity and is in danger of being completely destroyed. It's up to Barricade, played by you, to free him before it's too late. The humans know they're dealing with incredible technology, however, and keep moving him around the suburbs to allude you. In order to find Frenzy, you have to destroy a bunch of buildings in four different locations around the suburbs, all while keeping a close eye on Frenzy's health. If Frenzy's health diminishes completely, the chapter will end in failure. But don't worry -- there's more than enough time to do what you have to do here!

Objective: *Destroy the buildings and find Frenzy.*

Story: *Frenzy has been captured by the humans and they are attempting to destroy him. They will be moving him around the town to keep him away from you. Destroy everything around in order to uncover him.*



The chapter is fairly long by Transformers standards, but it's still easily done. Buildings that must be destroyed will have red health bars in them. The location of Frenzy in each area is random, so he could be in the first building you destroy or the last. The only way to find out is to use your missiles (ignore the machinegun) and destroy each and every building in each of the locations the game brings you to until he is uncovered. When he's uncovered, the powers-that-be will race to a new location and hide him again. Go to that location (you have as much time as Frenzy's health permits) and destroy the buildings again. After doing this several times, the chapter will end in success as long as Frenzy is still alive. Easy!



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Pursuit

Pursuit is a two-pronged chapter with a more difficult beginning than ending. At the beginning, you will have to chase down the nimble Autobot known as Bumblebee as he speeds towards the police station. If he reaches the police station before you can stop him, the chapter will end in failure. Once you've reached him and ended his pursuit, however, you'll then have to speed off to a pre-determined location in the game in order to fight a series of Autobot drones. This is the easier part of the chapter. Once they are all slain, the chapter will then end.

Objective: *Prevent Bumblebee from reaching the police station.*

Story: *You must chase down Bumblebee and prevent him from reaching the Police station. Once you have dealt with him, you must take care of the Autobot reinforcements.*



At the outset of the mission, you'll want to gun it (in car mode, of course) towards Bumblebee, who will be a blue Autobot logo on your radar. Do everything in your power to catch him -- cut him off if you have to, but it's far more effective to get right behind him and pummel him with missiles. Remember, you *must* reach him before he reaches the police station, or it's game over. When he takes enough damage in car mode, he'll transform, and you should do the same. At this point, the game will prompt you to block, and block you should, because Bumblebee will continuously use a special attack that will fling you far backwards if you don't. Work your way towards him and begin attacking him, blocking when he's about to use his attack, and throwing him when you can to maximize the damage done.



When Bumblebee ceases to be a threat, you'll then have to make haste to the location on the radar the game tells you to go to. You'll be timed, so make sure to gun it. When you arrive there (it's the junkyard area of the suburbs), you'll have to do battle with a series of weak Autobot drones. Take them on one at a time, killing each and grabbing the hearts they drop if, for some reason, you need to heal. Like we mentioned earlier, this is the easy part of the chapter, so if you got past Bumblebee, you can take a breather. There's no reason you should lose at this point in the chapter! When the last Autobot falls, the chapter will end. One more to go!

Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Plight of the Bumblebee

The final chapter of this stage will again pit Barricade against Bumblebee in fierce battle. Like before, Bumblebee will primarily use his pulsing attack, which can be blocked, and you should then approach him carefully, combo him with melee attacks and then give him a toss to increase the damage done before he again goes into that attack. There's more to this than that, though, since you'll have to battle Bumblebee and diminish his health bar a total of four separate times, chasing him from area-to-area around the suburbs. It's the chase that can be daunting here -- not the actual battles -- so you're going to need to do some skillful driving to arrive at each area on time.

Objective: *Defeat Bumblebee.*

Story: *That meddling Bumblebee must be taken out. Flight him until that coward flees to each location. After enough damage, Bumblebee will be but a memory.*



Also, a word about the final battle. The final battle will allow Bumblebee to have some Autobot accompaniment, and the accompaniment doesn't stop no matter how many of his drones you kill. What's completely frustrating (and entirely unfair) about this scenario is that Bumblebee's pulsing attack won't hurt his friends -- just you and everyone else (including the cops and others). This means that the most effective way to get through this final battle is to ignore the drones and go about your business as you did the other three times you fight him in this chapter. Block, melee, and throw. Rinse, lather, and repeat. When you've finally diminished his health for the fourth time, the chapter will end, and along with it the stage. Good work, Barricade... but there's more work to be done.



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Stage Three: A Gathering Force

Clearing the Air

The initial chapter on this stage will put you in charge of Starscream as he flies around the vicinity looking for hidden radar installations. Because the radar is jammed here, you'll need to fly extra close to them in order to make them appear, but once they do, they're fair game. You'll be timed a total of 45 seconds in between finding each of the five installations, but once you've found them, you'll have all the time you need to destroy the satellites and towers (there will be five objects in each area, for a total of twenty-five to destroy). Just make sure not to fly out of the zone once you find them, or you'll only have a few seconds to scramble back in! If you don't, the chapter will end in failure and you'll have to start again.

Objective: *Destroy the radio towers.*

Story: *The radio towers need to be destroyed in order to stop their transmission. Their signals will cause static on your radar until you are close enough to see them.*



Human resistance will be everywhere (especially in the form of aircraft like jets and gunships) but you can largely ignore it. If your health does start to get low, seek out any hearts you can find to heal yourself as you proceed. As far as finding each location, they appear to come in sequence, but they're all smushed together. You won't have to stray far to find each location, so don't fret, even if 45 seconds isn't an incredible amount of time. And remember -- this time, anyway, missiles are preferable to machinegun fire simply based on speed and power. Either weapon will make short work of the arrays, but if you want to see some especially explosive destruction, try using Starscream's missiles.



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Sinister Savior

Sinister Savior is a rather mindless mission in which Starscream is instructed to protect Bonecrusher as he drives around from point to point. For whatever strange reason, Bonecrusher can't protect himself, meaning Starscream must do all of the fighting. Thankfully, each location is easy enough to get to, since all you must do is follow Bonecrusher from point to point. Also making this chapter exceptionally easy is the fact that the gun turrets that you must destroy in each location are completely stationary and fire only on Bonecrusher.

Objective: *Destroy the vehicles attacking Bonecrusher.*

Story: *Bonecrusher has also been laying low at this airbase, and has now been ambushed. Help him move into the military base by destroying all the turrets firing upon him.*



Of course, there's a catch. Bonecrusher has a life meter that refills when he gets to each location, giving you a certain amount of time (although quite a cushy amount of time) to destroy each turret so you and your Decepticon friend can move on to the next location. However, peripheral human forces will be firing almost entirely on you, meaning you have to keep an eye on your own health here, since it's easy to ignore it only to suddenly die when your health runs out. Keep your health up, make quick work of the gun turrets, and keep up with the slow-moving Bonecrusher as he moves from locale to locale, and you should have little trouble finishing this simplistic chapter.



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Fireworks

Once again, you'll get to use Starscream, flying around the area fighting military jets that use reverse-engineered Transformers technology. However, it's not as easy as just shooting them down this time around, since each downed plane will have a glowing green fuselage that must be picked up by Starscream to actually count the downed plane. You'll have six minutes to down ten of these aircrafts, examining each of their fuselages in the process. Only by doing the latter will the planes be counted on the counter, contributing towards your overall total.

Objective: *Destroy all the human jets and retrieve their wreckage.*

Story: *The military has mounted an aerial strike against you using jets base upon Transformers' technology. Shoot them down and pick up the wrecked fuselage and find out where this data came from.*



The best idea here, to maximize your time, is to shoot down multiple planes and then land Starscream to examine each of their fuselages. This will save you the most time (though with six minutes, time isn't exactly of the essence) granted you destroy several planes in one area. Starscream isn't exceptionally fast on the ground, so you'll have to strike a balance here between aerial combat and ground-based searching. Make sure to keep an eye on your health, also, since human forces all around you will be slowly but surely chipping away at your health. Like many times before, your health can diminish rapidly if you're not paying attention, forcing you to start again. When ten jets are downed and their fuselages picked up and thrown (which allows you to "examine" each), the chapter will end successfully.



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Warpath

A rather fun chapter to end this stage, Warpath puts you, quite literally, on the warpath. Acting yet again as the awesome Decepticon known as Starscream, your job here is to protect your brethren Decepticons Brawl and Bonecrusher from being defeated by the human forces on the ground. Like in an earlier chapter, tanks shooting electric-looking beams will target Brawl and Bonecrusher at various locales while other human forces direct their more mundane (but still powerful) weapons on you. While keeping an eye on your own health, it is your job here to travel from location to location as directed on your radar to protect both Decepticons in tandem.

Objective: *Destroy the vehicles attacking Brawl and Bonecrusher.*

Story: *Brawl has come out of hiding and is now under fire. Both he and Bonecrusher have been overwhelmed by the human forces. Destroy all those attacking your brethren and leave the base in ruins.*



What makes this mission strangely easy is that many of the tanks will be grouped together. This means that if you lob a few missiles at the tanks near the center of the group, they will all tumble as a result. Keep this in mind as you travel from location to location, and make sure to travel from location to location quickly, since you are timed. Also, keep an eye on the Decepticons' health you're protecting. If their health diminishes completely, the mission will end in failure. But there's good news too. After protecting each Decepticon at each station you travel to, their health will replenish. Nifty, huh?



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Stage Four: City of the Machines

Nowhere To Run

The initial chapter of this stage will pit Barricade against Jazz in a two-pronged fight around the city. Jazz is a small and rather weak, insignificant Autobot, and you should have little trouble defeating him. The real crux of the mission is in the middle, when you have to speed to a new location on the map in order to fight Jazz for the second and last time. The battles themselves provide very little challenge and should be nothing at all to worry about, even for the most novice Transformers player. Jazz and Barricade might seem like a fair fight, but in all reality, it's not. Use melee combos on Jazz to send him to the ground and then pick him up and give him a toss to take away some serious health. He won't last very long if you do this.

Objective: *Defeat Jazz.*

Story: *Jazz is trying to stop you from reaching the AllSpark. Tear the spark out of this insignificant Autobot.*



After fighting Jazz the first time, he'll speed off, and you'll have to give chase. What's interesting (and key) about this is that you'll have to follow light beacons to the next location. You can't choose your path. You should do your best to knock Jazz out of the race so you arrive to the end first, and then scurry to where the radar tells you to go before the time on-screen elapses. When you get there, Jazz will be waiting, and you'll get to fight him for a second and final time. When you defeat him for the second time, Jazz will be slain for good, and the chapter will subsequently end.



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Energon Overload

For this chapter, you'll get to use Scorponok. You would think that in a city landscape, full of paved roads and the like, that he would be the worst Decepticon to use. Generally, you'd be right, but since this battle takes place on the grassy plains of the park in the middle of the cityscape, he can indeed dive into the ground and will be an asset here. Your task is simple, really -- destroy the Energon drones that arrive. They will number many and they will keep crash-landing on the planet. The general idea is to kill them all so that the meter reaches zero (though you'll have to kill a set amount before this happens). Otherwise, the battle could theoretically last for quite some time.

Objective: *Destroy the Energon drones.*

Story: *The AllSpark force is causing drones to arise. Take them all down before more are created.*



Scorponok is a lethal fighter with his melee attacks, especially considering he's fighting creatures that are smaller than he is. Energon drones are not the typical Transformer drone and can be easily manhandled by simple melee attacks here. What's more, you can combo them when they are in close proximity to one another to kill multiple ones at the same time, and traffic on the streets surrounding you will help as well by colliding into the foes. When you manage to make the meter reach zero, the mission will end. Yes -- it's truly that simple.



Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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The Mighty Will Fall

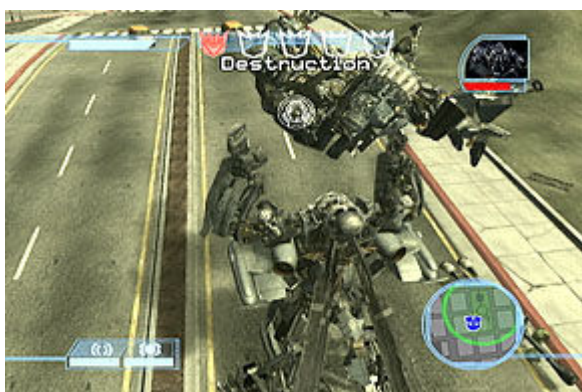
If you were waiting for the most unfair and obnoxious mission in the game, you needn't look any further than The Mighty Will Fall. Not only will this mission take quite some time to defeat, but it's full of so much action that you (as Blackout) will be tossed around mercilessly without really knowing what's going on. The key to this outrageously annoying mission is to keep your wits about you. The action is intense and seemingly-never ending, but there's a method to the madness. And here's what it is.

Objective: *Defeat Ironhide.*

Story: *Ironhide is making a last stand at preventing the AllSpark from falling into our hands. Let this Autobot warrior have the privilege of falling by your blade.*



Blackout will have to fight Ironhide in the streets of the city, but it's not that easy. Ironhide will have *plenty* of back-up in terms of various Autobot drones. These drones are outrageously frustrating to fight, since they will be coupled with both ground and air forces from the humans. You'll want to concentrate on killing the helicopter gunships when they come about, ignoring the ground forces (since their power is fairly negligible) and grabbing hearts they drop (the same can be said for downed Autobot drones). Generally, Ironhide will summon a team of drones that can be slaughtered in a variety of ways. Naturally, some will have to have objects tossed their way in order to stun them and make them hitable, but you should be a pro at that kind of action by now!



In between fighting droves of Autobots, you will have to do battle with the pesky Ironhide. Ironhide has a variety of attacks, but will primarily charge around (when you're fighting other Autobots, he'll fire away at you). Throw something at him to stun him, then melee him to the ground. Give him a toss thereafter, and then repeat the process on the Autobot drones so you can get a piece of him once more. This mission takes incredible patience, since you'll have to cycle through Autobot drones at least four different times. And they come in droves, meaning you'll be being flanked and attacked from all sides. Keep your wits about you, damage Ironhide as much as possible, grab dropped health from downed helicopters and slain Autobots, and you will succeed. But as we said, this is possibly the most annoyingly difficult mission the game has to offer.

Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Devastation

The final chapter of the game for the Decepticons before the final boss puts you in control of the leader of the Decepticons, Megatron. The three-pronged chapter can be somewhat confusing and lengthy -- but that's why IGN Guides is here. The three "prongs" are destruction, battling, and chasing. Each will be covered in the following paragraphs. Keep in mind that you will be cycling between the three several times before the chapter ends, so above all else, this final mission will require one thing -- patience. Megatron might be all-powerful, but when he has to deal with scores of Autobots, even he will get slowed down.

Objective: *Destroy the city and find Optimus Prime.*

Story: *You are on the verge of ruling this pitiful planet. All you need now is to draw out Optimus Prime and the AllSpark by putting the humans in danger.*



Essentially, you will start out with having to destroy buildings to make a gauge reach 100% (much like you did in the Destruction sub-missions). Once that meter is reached, you'll be asked to quickly jettison over to another area of the city, where Autobot drones will be fought. Make sure to work quickly in getting to the area designated on your radar, since you will be timed. Megatron is extremely quick when transformed into an aircraft, so utilize that mode to travel. Just be wary of crashing into various buildings and the like, since it will automatically transform him back.



The biggest issue here is dealing with all of the Autobot drones. As usual, they will come in various sizes and strengths. Some will need to have nearby objects thrown at them to make them vulnerable to attack, while others will succumb to one lowly hit from Megatron. Make sure to grab the hearts they drop to supplement your health if needed (and it most likely *will* be needed). Finally, after cycling through this several times, you will be directed to the location of a towering skyscraper. You may be confused when you're on top of the Autobot logo on the radar with nothing to be found. Scale the large building nearby, all the way to the top, and the mission will come to an end. Now, it's time to battle Optimus Prime.

Stage One	Stage Two	Stage Three	Stage Four	Final Battle
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Final Battle: The Ultimate Doom

The final battle between Megatron and Optimus Prime is laughably easy. However, the scenario surrounding the final battle isn't so easy in its vagueness. Because your radar will be jammed throughout this final battle, you'll need to find your way around the cityscape in a really random manner. You'll have to do battle with Optimus Prime several times throughout this final episode. Each time, he will run away and you will have to chase him to a new, ambiguously located area in the city. However, in between these battles you will have to do battle with Autobot drones in each place. The result? A time-consuming affair where the actual battles with Prime himself will be lackluster at best.



The real difficulty is finding the location of Prime and the AllSpark in the time given. Each time you're asked to relocate to a new area in the city, you will only have one minute. If you don't find the next location in time, you will fail and have to start over again. Regrettably, since there's no up, down, left or right in the game (go figure), it'll be up to you to find these locations. Thankfully, when you get close to where you're supposed to be, a green and red spot will show up on the temporarily-unjammed radar. Because of this, flying around high above with Megatron is your best option. Go up and down the blocks, and all around until those dots appear. Then, quickly land to fight Prime again.



As mentioned earlier, Prime himself is as easy as can be to fight. He puts up little resistance, and only a few melee combos during each meeting will send him fleeing to a new location, with Autobot drones left behind to do his bidding. These drones are of various varieties you've fought before, so at this point in the game you should certainly know what to do. The fighting can be furious, since the city will be destroyed in your wake, but keep your wits about you, lay the hurt on Optimus Prime and his minions, and quickly scurry around the city to find the various new locations as you're asked to, and you will be victorious on the Decepticon campaign. Congratulations!

Transformers Extras

This final section of our guide primarily covers the sub-missions in the game, although other extras will be briefly covered below. Each stage has four sub-missions within that are primarily of the same breed for each campaign, and you can find information on all thirty-two sub-missions by clicking one of the links below. Both Cybertron stages that appear after each campaign is defeated also has information via a link below. Beyond the links, you will find more extras-related information.

Sub-Missions	Cybertron Missions
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Yellow Cubes

Strewn throughout each stage of the game, through both campaigns, will be one hundred boxes we've lovingly coined Yellow Cubes. These cubes, when collected, have two purposes. The first and most straight-forward purpose in collecting these cubes is to unlock the four sub-missions on each stage. To play each sub-mission on each stage, you'll need to find at least eighty of the one-hundred Yellow Cubes in each location (since you'll need twenty, forty, sixty and eighty cubes to unlock each sub-mission, playing them in any order you choose). This is the only way to unlock the sub-missions, so they are integral if you're a completionist.

On the flipside, Yellow Cubes should also be collected to unlock the game's many extras, which can be viewed outside of campaign mode via the game's main menu. The more you collect, the more extras you will unlock. Collecting them all will simply grant you more extras. Naturally, their more immediate usefulness resides in their ability to unlock sub-missions for you, however.

Yellow Cubes can be found all over each stage. Search in between buildings, on top of buildings, and in other obscure places. You'll also find many right out in the open, floating there and waiting for the observant player to pick them up. The game will count how many you've found on each stage, and you can always return to find more at any time after visiting a stage, so go ahead and try to collect them all!

Transformer Icons

In addition to having a hundred Yellow Cubes, each stage will also have five silver Transformer Icons to find. These icons will unlock more extras for you if you're interested. Because of their low number, they are harder to find, but are just as "semi-hidden" as many of the Yellow Cubes on each stage. You'll likely come across them simply by traversing each stage and doing a little bit of exploration, and similarly to Yellow Cubes, the game will count how many you've found on each stage. If you find some and want to go back to any stage to find more, you can do so at your leisure after a particular stage is unlocked.

Challenges

The third extra on each stage are the various challenges the game will implore you to attempt. These range from destruction-based challenges to speed-based challenges, and everything in between. You'll likely notice when you start playing the game that a random word (like "DESTRUCTION") will appear on the top of the screen with five smaller Transformer logos underneath. When all five are lit up and X-ed out, you will obtain that challenge for the stage. There are three, four or five challenges on each stage (almost always five), and just like all of the other extras, you can return to various stages to fulfill your requirements if you're interested in unlocking all of the challenges, thereby unlocking more in-game extras.

Stage One	Stage Two	Stage Three	Stage Four
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Stage One: The Suburbs

Scavenger

After acquiring twenty yellow cubes, head to the power plant on the opposite end of the Suburbs map from where all of the houses are located. Atop a large structure (as seen in the screens below), you will find a challenge marker. Walk into it and accept the challenge, and you will be asked to find twenty cogs within a two minute period.

Find all the cogs within the time limit.



The cogs, which are glowing, are easy enough to find using your radar. Unfortunately, there are two circles within the radar (one representing the larger field where they are located, and another smaller circle representing your actual field of vision) -- the latter will show green dots where the cogs are located. Make sure to run around the entire power plant within the larger circle in order to uncover all twenty green dots (and hence, the cogs you seek). If a cog appears to allude you, make sure to explore the tops of buildings and in all nooks and crannies. Two minutes should be more than enough to get all twenty, but keep in mind that some Decepticons might show up to ruin your good time.



Sumo

The aptly named Sumo sub-mission is a fairly easy task that gives you five minutes to "throw out of the ring" eighteen

Push all the drones out of the ring within the time limit.

Decepticon drones. To find the box that will allow you to begin this event, head to the junkyard next to the power plant and search for the box along the adjacent road (the screens below will help). The action takes place within the junkyard itself, with the boundary of the sub-mission clearly outlined by a glowing circle. Walking out of this circle yourself will end your mission (if you stay out longer than three in-game seconds), but in order to win this sub-mission, the eighteen Decepticon drones that appear must be tossed out of the same ring. Sound easy? Well, not surprisingly, it is.



If you work quickly, you should only need about three minutes to do the task before you. Sixteen weaker Decepticon drones will engage you, as well as two stronger ones. There can never be more than one of each on-screen at any one time, meaning that it makes most sense to take out the two stronger ones first, in sequence. Since punching them or shooting at them will do absolutely nothing, you must take a large object around you (like a truck) and throw it at them. This will knock them out of the ring, or at the very least, knock them down so they can be punched and kicked out of the ring. When two of them are killed, all that's left are sixteen lesser Decepticons that can easily be kicked and punched out of the ring. If they aren't thrust out by the sheer weight of your melee attacks, run up to their fallen bodies and chuck them out. Easy enough, right?



Race

This is the most straight-forward sub-mission in The Suburbs. Once accepted, all you must do is drive from point to point on the radar before the time runs out. However, straight-forward doesn't necessarily mean easy, because easy this sub-mission is not. You'll only have two minutes to traverse the streets of the suburban landscape, and while the path is easy enough to follow, there simply isn't that much time.

Get to all the points within the time limit.



Drive quickly, accelerating when you hit straight-aways to get the most out of the time given. Remember -- the radar shows the next two destinations to drive to, and most are coupled together, so it's difficult to get lost or turned around. Be mindful of the radar while keeping this in mind, as it'll be your best (and only) friend here. There's no enemy resistance here, and traffic will be all that stands in between you and your goal. You'll cut it pretty close with time almost each and every time, but if you do it with twenty seconds or more to go, congratulations; you're pretty damn good.



Hunt

The Hunt mission doesn't deal with destroying any Decepticons, but rather it deals with destroying four vehicles, manned by human drivers, that are driving around The Suburbs in an attempt to allude you (or, perhaps, vice-versa). These vehicles have to be dealt with in a strict five minute window, and are all quite separate from one another, so each should be tracked individually. Thankfully, all appear on your radar, so tracking them isn't as difficult as you might think. Executing the task at hand in the timeframe given *is* quite difficult, however.

Hunt down and destroy the vehicles.



Since these vehicles don't transform, and since they can withstand an incredible amount of damage, your best bet is to track each one on their route and run headlong into them. When this happens, kick or punch the vehicle onto its top, and then pick it up and toss it. This will destroy each otherwise-resilient vehicle instantaneously, allowing you to go on to the next vehicle with time to spare. If you choose to fire at them or beat them up melee style, the sub-mission can still be completed in the time given, but why not make your job easier by throwing the vehicles around for an instant kill?



Stage One	Stage Two	Stage Three	Stage Four
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Stage Two: More Than Meets the Eye

Attack

Kill all the enemies.

The Attack sub-mission is a fierce challenge located at the mall. Pitted against eleven Decepticons with five minutes to destroy all of them, you would think you'd have plenty of time and would be able to take care of this mission with great ease. However, if you think that, you are sadly mistaken. While nine of the Decepticons are your normal drones that are extremely easy to defeat -- almost laughably so -- two of the eleven Decepticons will provide considerable challenge for you. Like you've done so many times at this point in the game, you will be forced to throw objects at these Decepticons (such as nearby cars) in order to make them vulnerable to your melee attacks.



Fend off the lesser Decepticons as you run around the mall area seeking out the more powerful Decepticons. They should be your primary targets, since they will take the most time to defeat. When you spot one (they only come one at a time), throw a nearby car at him to stop him from his automatic attacks which make him invulnerable to damage, and then run up to him and lay waste. You'll likely have to throw two or three cars at each of these more difficult Decepticons in order to lay waste to them (since you can only attack so many times before they go back into their attack mode), but don't get discouraged. Other than these two difficult Decepticons, the nine others are easily defeated. Five minutes should be plenty of time to take care of this sub-mission with the greatest of ease, granted you prioritize the difficult Decepticons over the easier ones.



Sumo

The Sumo sub-mission, as we did before, forces you to push a certain amount of Decepticons out of "the ring" within a certain amount of time. There are eighteen Decepticons to push out this time, with five minutes in order to do so. As before, the ring is represented by a glowing circle surrounding the baseball field where the sumo challenge takes place (you can find the box to start the sub-mission on a nearby roof, next to the baseball diamond). Of course, there are two types of Decepticons to push out of the ring here, and like so many times before, the time given is ample but can be deceiving if you don't hustle!

Push all the drones out of the ring within the time limit.



Concentrate on the more difficult Decepticons that can't be defeated by normal means. As usual, you'll have to throw an object at them, such as a nearby fence surrounding the baseball diamond. This will stop them from automatically attacking, which will then allow you to knock them headlong out of the ring. The other minor Decepticons can then be easily taken care of in the meantime. There are about five or six of these more difficult Decepticons to take care of. Once they are slain, the other Decepticons will pose no threat. You should finish with plenty of time to spare.



Race

Racing from point to point on the radar is easy enough, especially with the slow-but-steady Optimus Prime. Why? Because Prime, even though he lacks speed, has power. He can bust through almost any obstacle. To find this submission, head to the baseball diamond and cross the street. You'll see the box there. Just keep an eye on the radar as you race down the streets of the suburban landscape (you'll spend a lot of time on the highways) and you should finish with plenty of time. Remember -- the radar will show you the next couple of destinations you are expected to run through, so you can plan your route accordingly.

Get to all the points within the time limit.



If you happened to get turned around or speed by a checkpoint, slam on the brakes and calmly turn around. Unlike the race in the last stage, this one is fairly easy and you should have plenty of time to complete it. The only snag is near the beginning, when the checkpoints begin to appear on a road parallel to you. You'll have to drive down a tree-laden hill to the road in order to continue, which can be confusing. Otherwise, you should have plenty of time to complete the task at hand.



Scavenger

Here, you're given four minutes to scour the area surrounding the police station to find twenty cogs. Cogs look like small gears and glow blue in color, so they're fairly hard to miss. Unlike the sub-mission on the last stage, however, these are a little more difficult to find. After going to the police station to find the box that will start the mission, climb atop nearby buildings to see if you can see any cogs around you. Many of them are hidden atop buildings -- and not on the ground below -- so keep a watchful eye out.

Find all the cogs within the time limit.



Thankfully, four minutes is more than enough time to collect the twenty cogs strewn around the area regardless of how you cut it. Keep an eye on your radar, as the larger circle will represent the area where the cogs, while the smaller circle within will be your scope of vision. The green dots in the smaller circle are the location of the cogs in your direct vicinity. As aforementioned, be sure to climb buildings if a cog alludes you but appears on the radar; many of them are hidden atop buildings, while others are tucked in between buildings. And of course, some are right out in the open. Search, search, search!



Stage One	Stage Two	Stage Three	Stage Four
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Stage Three: Inside the Hoover Dam

Scavenger

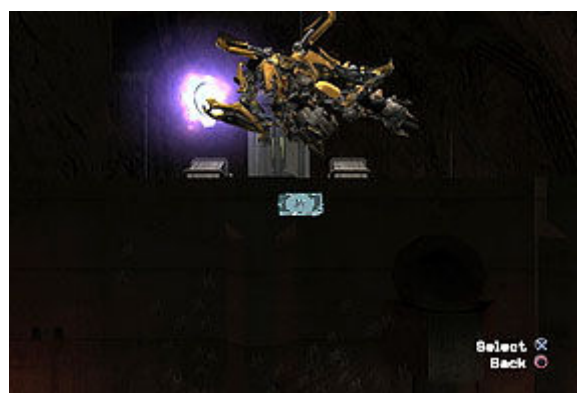
Once again, you're asked to find twenty cogs strewn around a limited area (represented by a large circle on your radar).

Find all the cogs within the time limit.

These cogs, which look like glowing purplish-blue gears, are found on the ground, in crevasses, and atop the large structures within the dam. The latter are the most difficult to find, so you must keep a keen eye out for them on your radar in the smaller circle where green dots will represent cogs in your direct vicinity. Without these, naturally, you won't be able to find all of the cogs, and what's more, you don't get four or five minutes to find them all. This time around, you only get two and a half minutes (that's 150 seconds).



Sector 7 is in the dam in force here, and they will frustrate your attempts to find the cogs. Because of the limited time, however, you'll have little choice but to ignore them as you go around the circle on the radar. Your best bet is to drive around, transforming when necessary. If you don't use the speed your car provides for you when getting around, there's little (if any) chance that you'll be able to complete the sub-mission in the time allotted. Try going around in a full circle around the larger circle on the radar, since the middle area is void of any cogs. This should allow you to run headlong into all twenty of them, granted you're willing to climb to the top of several structures to find any strays. Remember, time is of the absolute essence here, and even the most skilled gamers will have little time to spare after picking up their twentieth cog.



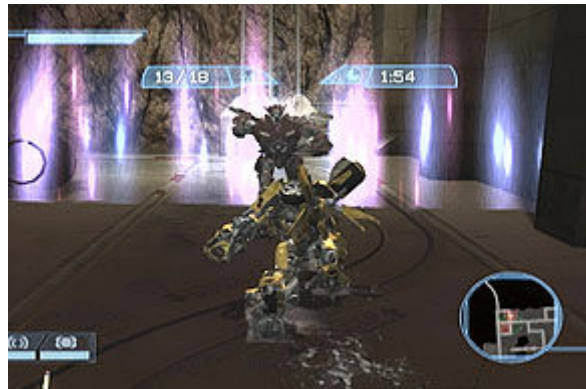
Sumo

As you enter the sumo sub-mission for the third time, you should be well-prepared for what lies ahead. You'll have five minutes to throw eighteen Decepticon drones out of the ring, a ring which is marked both on your radar and by a bluish light in the game itself. However, this is a lot tougher than any sumo mission you may have encountered earlier. While you had what was literally a full circle to work with on prior stages, here the circle is cut into four areas that are each cut off from one another by various obstructions. What's worse is that maneuvering in the tight quarters of the Hoover Dam is not as easy as you'd think, especially when expelling Decepticons by hurling them in a certain direction is the name of the game.

Push all the drones out of the ring within the time limit.



Your best bet here is to turn your back to the center of the circle and work your way outward. This will allow you to hurl the lesser Decepticons towards the outer edge of the circle (and hence towards oblivion) simply by comboing them. If you don't do this, all you'll do is create a muddled mess of drones at the center of the circle. Frustrating your efforts however will be two drones that are more powerful than the rest. Throw nearby pipes or Sector 7 cars at them to knock them down, then quickly run up to them, pick them up, and hurl them out of the circle. When those two are felled, the sixteen other Decepticons of a lesser model will surely fall much easier.



Hunt

Up to this point in the game, you'll probably not run into a harder sub-mission than this particular one. Because of how the Hoover Dam is laid out, there's little room to maneuver here. But as so many things are in this game, the routes which the four vehicles you're supposed to destroy take are pre-determined and can be predicted. There's a lot of space to cover, however, making this mission a sort of adventure in trial-and-error gaming. As always, the best way to destroy each of the four cars is to pick them up and throw them for an instant kill; shooting your weapons will only damage them mildly, and kicking or punching them will damage them and flip them over so you can then throw them, but is not a good technique to rely on for an instant kill.

Hunt down and destroy the vehicles.



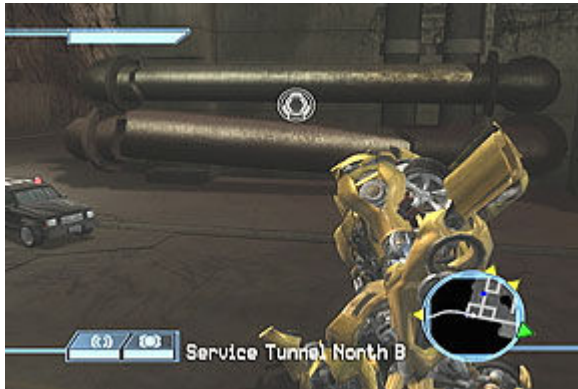
This sub-mission is almost guaranteed to frustrate, so we recommend driving around a couple of times in order to get the lay of the land and figure out where each car goes. All four cars work on a larger loop, shaped like a square, with a path cutting down the middle of it. Try to concentrate on the routes by cutting the square into two horizontal rectangles, as generally, two cars will be on each one going in opposite directions. Also, try to cut off each car so they're barreling towards you. This will allow you to simply scoop them up as they approach and give them a toss for an instant kill.



Race

Ah yes, another racing sub-mission. Even though the Hoover Dam is surprisingly hard to navigate around with all of the tight twists and turns present, this is an unchallenging sub-mission that you should be able to beat with plenty of time to spare. You're given two minutes and, just like prior "Race" sub-missions, must go from beacon to beacon, in order, before time elapses. As always, green dots on the radar represent where you have to go next, and since they show several steps ahead, you can amply plan your path. Things are made especially easy towards the end where the last ten beacons or so are in a straight line down one of the tunnels towards a dead end which ends the sub-mission.

Get to all the points within the time limit.



As far as Sector 7 resistance in the area, it may stymie your progress but shouldn't be too difficult to simply bypass. You can fire away at any obstructions with your guns, but don't get too crazy with the speed. The corridors are thin and the turns are extremely sharp, so if you get too turned around or get into a bad crash, you can ruin your chances of beating the sub-mission in time. Slow (well, moderate) and steady wins the race here. Don't truly gun it until the last tunnel, where turbo should be used. Otherwise, just drive around, drive carefully, and if things get too out of control or you get turned around or in a bad crash, transform to turn yourself around, and then turn back into a car to get back on your way.



Stage One	Stage Two	Stage Three	Stage Four
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Stage Four: The Last Stand

Sumo

Once again, we will have to Sumo here. If you go to Central Park, you will be able to find the cube that will start this sub-mission. Thankfully, Central Park is relatively wide open and is easy to navigate around. As usual, you're given five minutes to knock eighteen Decepticons out of the ring (the illuminated circle surrounding you). However, since you're forced to use Jazz here, you'll have to go about things a little bit differently. While Jazz is a stellar Autobot in combat, he doesn't have a lot of power. How are you expected, then, to push the Decepticon drones out of the ring by sheer force?

Push all the drones out of the ring within the time limit.



The answer to this dilemma is quite simple. Jump straight up in the air when near one or more drones and press the attack button to smash into the ground, causing a shockwave that will knock the drones backwards. For sixteen of the weaker drones, this will work nicely. For the two stronger drones that attack endlessly, you'll need to first throw a nearby object at them (like a park bench or car) and then go ahead and ground smash. Just be careful, here, as the latter-mentioned drones can easily knock you out of the ring yourself. If that happens, you'll only have three seconds to scurry back in, and in many cases that's simply not enough time.



Race

The racing sub-missions should be old hat by now, but in case you're still left wondering, all you're expected to do is drive around following the course that's laid out before you. Blue beacons of light will guide the way, and can also be seen as green dots on your radar. You can see two "dots" ahead on the radar, meaning you should always be able to plot out your course fairly effectively. Between the blue beacons (which are nearly impossible to miss) and the green dots on the radar, there should be no problems in getting through this sub-mission with the greatest of ease.

Get to all the points within the time limit.



The streets of New York aren't entirely difficult to navigate, and since you'll be using a rather sizeable Autobot in this sub-mission, you should be able to quite literally plow through anything in your way. Just take the turns tight and lay off of the turbo button until near the end, when you'll hit a relative straight-away that you can utilize some extra speed on. As usual, slow and steady wins the race here -- without using speed enhancement, you should still finish with thirty seconds or so to spare.



Attack

This sub-mission is surprisingly easy considering how late in the game it occurs. If you head to the construction site within the city, you'll find the cube that will begin this sub-mission. Once you do, you'll have several minutes to kill eleven Decepticons that crash onto the city streets from space above. However, you might be surprised to see the drones that crash land to be of a small, weak variety. There are two varieties that you'll fight here; both are simplistic to defeat without any real worry.

Kill all the enemies.



Of the two types of drones, the purple-colored ones are obviously of bigger concern because they can block most of your firearm attacks, meaning you'll have to get up close and personal in order to fight them. Your biggest concern here, however, should be in attempting to not get blown back by the crash landings, which have huge blast radii and can thrust you back clear across the area, wasting precious time. However, with only eleven weak enemies to defeat in around five minutes, you should be able to complete this with plenty of time to spare, even if their arrivals are somewhat stuttered by how quickly you defeat each one.



Scavenger

The scavenging sub-mission is like any other we've done thusfar. You'll have two and a half minutes (or 150 seconds) to collect twenty cogs, which look like bluish-purplish gears. They are strewn around a circular area marked on your radar, and as usual, a smaller circle will appear around your location within the larger circle in order to point out the location of the cogs in your direct vicinity. The cogs are marked as green dots on your radar, but remember that they will only appear in the smaller circle. To see all of the cogs, you must travel around the larger circle in its entirety.

Kill all the enemies.



Since you're working in an urban environment, it probably won't surprise you to learn that many of the cogs are located atop buildings. If you appear to be right on top of a cog on the radar but can't find it, climb nearby buildings to get a better vantage point. Many of them are located atop buildings, but you'll also find several strewn along the streets and tucked in between buildings, in corners, et cetera. 150 seconds is more than enough time to collect all twenty in this environment, however, but work as quickly as you can to beat the clock without having to sweat it out.



Stage One	Stage Two	Stage Three	Stage Four
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Stage One: SOCCENT Military Base

Scavenger

The main military installation at the SOCCENT Military Base is the location of the Scavenger sub-mission. In case you are playing through with the Decepticons before playing as the Autobots (and hence aren't familiar with the Scavenger sub-mission), your task here is to find twenty cogs in the time allotted. The cogs are bluish-purplish glowing gear-like items that will be strewn around a limited area where you hit the box to begin this sub-mission. They will appear on your map as green dots in a smaller circle surrounding Scorponok (who is who you'll be forced to use her). The larger circle surrounding you is where all twenty cogs can be found.

Find all the cogs within the time limit.



You're given five minutes here, because Scorponok is slow and difficult to use. What's more, the American military will be firing you endlessly, meaning you'll have to deal with them and try to find some health to sustain yourself as well. Rove around the area, staying underground when you can, and look for the green dots to show up on your radar. When they do, take a look around your direct vicinity and locate the cog before moving on. The area in which you'll be working is heavily-armed and rather large, but five minutes should be enough time to take care of business. Just remember that if you run out of health here, you'll fail the sub-mission and have to start over. Because of this, you should attempt to find hearts to heal yourself when you can.



Attack

You'll be able to use Blackout on this mission, which is good because he has the ability to fly and is also quite powerful and resilient to outside attack. The Attack sub-mission, which can be catalyzed via the sub-mission box in the mid-sized tank depot off an offshoot of the main road cutting through the base, will force you to kill eleven Autobot drones in a five minute timeframe. This might seem somewhat simplistic -- and it is, in a way -- but you'll be forced to keep your wits about you as you're under attack from not only the Autobots crash-landing around you, but the American military as well.

Kill all the enemies.



This sub-mission will force you to strike a balance between fighting the Autobots and taking out the military around you. Shoot down the gunships and other helicopters that will take flight against you, and then work your magic against the drones. The weaker, red-colored drones only take one hit (!) to kill, but it's the two white drones that appear that will be truly time-consuming. You'll need to throw nearby objects at them (tanks or trees, primarily) to stun them and knock them out of their attack mode, and then get a hit or two in on them before having to do it all over again. Each drone will take at least three cycles of this type of abuse before they're slain, but with so much havoc being wreaked around you, you may find time of the essence here. Work as quickly as you can against the military and lesser drones in order to maximize the time you have to work against the two more difficult drones. There's good news here, though -- the white drones will only appear one at a time. This will certainly work to your advantage.



Sumo

The smaller tank depot in the opposite corner of the directionless map from the main military base is where the Sumo challenge can be found. The Sumo challenge is aptly named, for it will force you to throw out of "the ring" otherwise-indestructible Autobot drones in order to win. The ring is a glowing orb that surrounds the area where the battle will take place, and yes, you too cannot leave the ring. If you do, you will only have three seconds to get back in; otherwise, the sub-mission will end in failure, forcing you to start again. The other main issue here is that you're in a tank depot. Tanks have fuel in them, making them extremely volatile if they explode.

Push all the drones out of the ring within the time limit.



Because of this, you should spend the first thirty seconds or a minute having Blackout remain high above in his helicopter form. Have him fire on all cylinders on the tanks below, making sure they're all amply exploded. This will save you from being chucked out of the ring and, more importantly, ensure that you don't lose valuable seconds when fighting the eighteen Autobots you'll need to deal with (otherwise, you can ignore the human forces in the area). Then, use ground attacks, executed by jumping straight up and then attacking, forcing Blackout to smash into the ground. On the sixteen lesser Autobot drones, this will send them flying backwards, out of the ring or pretty darn close (the latter drones can then be picked up and tossed out manually). For the two more difficult drones that appear, throw nearby objects at them to knock them on their back. Then, run up to them and give them the heave-ho out of the ring manually as well. A well-executed plan here should allow you to victoriously end this sub-mission with a minute or more to spare.



Destruction

This is a fun mission using Scorponok that, unlike the other ridiculously difficult mission using him on this stage, is completely doable. Essentially, you'll be given two minutes to destroy the base surrounding you. However, the destruction isn't arbitrarily done nor arbitrarily counted. Instead, a gauge will appear on-screen adjacent to the time meter that will count the damage done, in percentage. When the gauge reaches 100%, the amount of destruction needed to be done will have been reached and the sub-mission will end in success.

Damage all in site within the time limit.



We highly recommend staying away from your lesser gun fire and relying solely on your powerful missiles here. Even though you can't rapid-fire them, the missiles do an incredible amount of damage. The best idea is to concentrate on the large hangar buildings and, more importantly, the fabric-based buildings adjacent to them, which go up like tinder when struck with Scorponok's missiles. The idea here is to keep moving, ignoring the aircraft and tanks that are constantly firing upon you, and focus all of your fire on the buildings and other structures that will increase your destruction percentage. Scorponok will annoyingly dive into the sand automatically on occasion, but don't fret -- simply order him out of the sand and continue your destructive spree. If you concentrate on the big buildings and easily destroyed buildings while exclusively using your missiles, you should finish this sub-mission victoriously with seconds to spare.



Stage One	Stage Two	Stage Three	Stage Four
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Stage Two: The Hunt For Sam Witwicky

Scavenger

Find all the cogs within the time limit.

If you head to the small park adjacent to the power plant in the suburbs, you will find the cube that will start the Scavenger sub-mission simply waiting there for you to find it. When you do, your task will become clear -- to find twenty cogs in a set area in the time given (which is, if you're curious, two and a half minutes, or 150 seconds). The cogs, if you don't remember at this point, are blue-purple glowing gear-like items that will be strewn across an area visible on your radar. What's more, the smaller circle on the radar directly surrounding your location will show you the location of the cogs in your area. They will show up as green dots on your map.



You must work fairly quickly here, but 150 seconds is enough time to collect all twenty cogs with time to spare. The fact that it's pitch dark in the suburbs when you visit means the cogs will stand out that much more, so look for their blue-colored hue in unison with your radar and you should have little trouble finding them. Remember that you'll have to scale some buildings to find some out-of-the-way ones; usually, those will occur when you appear to be on top of a green dot on your radar but there's no cog in sight. Otherwise, many are out in the open on ground level, so search high and low, and all twenty will be garnered before long.



Destruction

The Destruction sub-missions are fun because you get to do just that -- destroy everything. To find the cube that will spark this sub-mission, simply head to the power plant and seek out the cube. When you accept the mission that lay before you, you'll have two minutes to cause as much destruction as possible. How much destruction are we talking about exactly? Well, enough to make the destruction meter on the left side of the screen rise from 0% to 100%. Your inclination might be to use your powerful missiles here, and that's a good inclination, but you'll not want to neglect your weaker machine gun here, either. Using a delicate combination of the two, you should be able to cause more than enough destruction in the two minutes you're given to successfully complete the sub-mission.

Damage all in site within the time limit.



Autobot drones will appear to stymie your mission, but you should just ignore them and go about your business. Aim your guns at any structure in sight, paying extra close attention to the small buildings that are strewn across the area. These are worth an incredible amount, and dousing them with missiles and gun fire will make them explode quickly, upping your destruction percentage healthily. The larger structures are worth a lot as well but are pesky because they'll take some concentrated fire to really do much damage. The one thing to be careful of here are the gigantic explosions that occur when certain structures, power canisters, et cetera are destroyed. These will knock you backwards, which is in itself a major pain because you'll lose precious time, but you may also get knocked out of the area where you're supposed to be. If this happens, an on-screen prompt will appear to tell you to scurry back inside the circle on the radar. Make sure to do so as quickly as possible, because any delay may cause you to fail the mission, forcing you to start again.



Hunt

The Hunt missions are fast and furious and are often perfect examples of gaming-by-error. Since each of the four cars you'll be hunting down in the five minutes you're given follow some sort of set route, it sometimes pays to play several times just to see how each car behaves before trying to execute a well-thought out plan. Of course, sometimes you'll get lucky and will be able to do the sub-mission successfully the first time through. Since you're given five minutes to track down and destroy the four cars speeding all over the place, you figure you have a little over a minute to get each one. If you're working well in that time frame, then all the better.

Hunt down and destroy the vehicles.



You'll want to follow each car closely, concentrating on one at a time. Firing at them will get them to slow down and sometimes force them to waver off of their path, but the fact is you'll need to really pummel them with firepower to hurt them this way. Instead, the best way to do this is to smash into them, to force them off of their path, flip their car over, or get them into some sort of pincer between cars, buildings, et cetera. Then, you can have Barricade turn into his robotic form, pick the car up and toss it to instantly kill it. This is by far the most effective way to hunt the cars down and destroy them instantaneously. Otherwise, you're in for a harder quest. If you do it this way, though, five minutes will be more than ample time to destroy all four cars.



Sumo

This Sumo sub-mission might seem a little daunting because you're not asked to toss out of the ring a seemingly-manageable amount of Autobots. Instead, you're given five minutes to give the heave-ho to thirty (yes, THIRTY) Autobots. However, it's not as hard as it sounds. This sub-mission takes place in the actual suburbs part of the suburbs (that is to say, where the homes are), but even they don't pose much of an obstacle to the blue ring surrounding the area where the Sumo action is to go down. Thirty might seem like a daunting number, but in reality, there's a really simple way to take care of the foes. Punching the ground like there's no tomorrow.

Push all the drones out of the ring within the time limit.



The Autobots here come in two sizes, but a majority of them will be of the smaller, weaker variety. What's weird about them is that they seem to run away from Barricade. If they were to come attack you, it would make this sub-mission easier than it already is, but they're mostly going to run away from you, so you'll have to give chase. Jump up towards them and then punch the ground while midair to send them flying backwards. Try to put them in between you and the ring so that they fly towards the ring. Even if they hit homes or other obstacles, they have a funny way of sliding towards the outside of the ring anyway, so this sub-mission takes very little effort. Considering you have five minutes, you should be able to do away with them with a minute or more to spare.



Stage One	Stage Two	Stage Three	Stage Four
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Stage Three: A Gathering Force

Scavenger

You should be more than familiar with the Scavenger sub-mission by now, but in case you're not, Scavenger gives you five minutes to find twenty cogs strown around a limited area. The area is represented as a circle on your radar, and no cogs will be found outside of that circle. What's more, the a smaller circle directly surrounding your Decepticon will show any cogs in your vicinity as green dots, making them easier to find. The cogs are gear-like objects that glow purple-blue in color, and are hard to miss if they're on your screen.

Find all the cogs within the time limit.



After locating this sub-mission near some parked aircraft, your two minutes will begin. Keep Starscream on the ground, since when he's a jet, the green dots will disappear from the radar, making your job much harder. The downside to using Starscream here is that he jumps outrageously high, and you'll waste precious seconds when you're waiting for him to come back down. Unfortunately, you won't have much of a choice in the matter, since many of the cogs are on top of buildings and behind obstacles that must be jumped on or over. Run around in the big circle on your radar locating all twenty green dots (subsequently picking up the cogs they represent). If you're able to do so in the two minutes given, the sub-mission will end in success.



Attack

The Attack sub-mission will pit you against eleven Autobot drones, and you'll have five minutes to destroy them all.

Thankfully, five minutes is more than enough time. Nine of the eleven drones you will battle are of a weak, small variety that Starscream can literally tear through in one hit each. These nine won't last very long at all and should be taken care of first. Unfortunately, the other two drones are of a more difficult variety, but at this point in the game, you should be more than familiar fighting such foes.

Kill all the enemies.



To take care of the two white drones (which come in sequence and never together), you must first throw a nearby object at them. Starscream is very strong, so airplanes can be thrown, as well as their engines, nearby vehicles and other debris lying around. Once the drone is hit, it will be knocked out of its attack mode, at which point you can land a hit or two before it goes back into its indestructible form. Throw something at it again and repeat this process; you'll need to do this three times to each drone to kill them. Thankfully, as aforementioned, they never fight you together, and they each come with easier red drones that can be destroyed with one hit, so your numbers will rise rather quickly. If you can defeat all eleven drones before the five minutes has elapsed, victory will be yours.



Sumo

This particular brand of the Sumo sub-mission, which can be found near the air-traffic tower, is extremely easy. Certainly, it's the easiest sub-mission on the stage. Here, you're given five minutes to knock out of the ring twenty Autobot drones. This is easy enough for a number of reasons, most notably the lack of obstacles between you and the ring itself. Many stages have a slightly or mostly obscured ring, meaning you have to knock the drones out of the ring at certain points. But here, there are no obstacles -- therefore, nothing is standing between you, the drones, and the outside of the ring. (The ring, if you're unfamiliar with this mission, is a glowing circle surrounding the area where the sub-mission takes place. Be sure not to leave the ring yourself, or you'll risk automatically failing the mission).

Push all the drones out of the ring within the time limit.



The best way to go about this mission is not to jump up and pound the ground to send the drones flying backwards (because Starscream jumps high, making it a time-consuming endeavor), but instead to simply melee combo any drone back towards the outside of the ring. Starscream attacks in a way that he ends each melee combo by thrusting foes backwards, so the same effect can be garnered by simply attacking in the normal fashion. Keep in mind that one of the twenty drones is a more difficult drones that, like many before it, must have objects thrown at it before attacking. Thankfully, you'll only have to do this once, since once the drone is knocked out of its attack mode, you can simply throw it out of the ring manually.



Destruction

The most fun sub-missions of them all -- the destruction sub-missions. Here, you are given two minutes to destroy all in "site" (yes, that's a typo in the game, not our own), increasing the damage meter on the left side of the screen from 0% to 100%. This sounds easy enough, but the game relegates you to a small circular area on the map, meaning Starscream can't take flight and effectively wreak havoc from above. Instead, you'll be forced to do damage from the ground. But don't worry -- Starscream has powerful missiles to rely upon. Ignore your machinegun and use the missiles exclusively here. It'll make your life a lot easier.

Damage all in site within the time limit.



If you want a cool trick to make this mission even easier, consider this. Though the game makes you stay within a certain circle to stymie any of your hopes of flying around, you can still leave the circle for fifteen seconds at a time before reentering the circle to reset the clock. All buildings out of the circle, believe it or not, are fair game and can contribute to the destruction total. Leave the circle for ten seconds at a time, aiming at buildings from outside. This will make things much easier for you, since getting 100% within the circle is a hard proposition no matter how you cut it. If you do this, you should be able to finish this sub-mission with 30 seconds or more to spare.



Stage One	Stage Two	Stage Three	Stage Four
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Stage Four: City of the Machines

Scavenger

Ah Scavenger, how we love thee. This sub-mission, which you should be familiar with by this point in the game, forces you to find twenty cogs within a two and a half minute (or 150 second) timeframe. Unfortunately, it will force you to use the slow Scorponok here, making your life considerably more difficult. While speed might be an issue here, climbing buildings and scaling walls for well-hidden cogs won't be. Scorponok can't fly, and he can't burrow into the ground either because of the asphalt environment, so it's all about quickly walking the circle the cogs are located in and finding all of them in the time given.

Find all the cogs within the time limit.



To make up for Scorponok's lack of speed, a good idea here is to follow a sort of grid around the circle. You can't jet from one side of the circle to the other, and you can't otherwise move quickly here, so you should try to sweep over areas once and once only. Going back and forth along the circle, left and right, right and left, is likely the best way to do this. Just keep a keen eye out for green dots on the radar, and when they appear, look for the gear-like objects glowing with a bluish hue. Collect all twenty in the time given, and this sub-mission will end.



Hunt

The Hunt sub-mission, as always, is a fairly frantic mission forcing you to pursue four enemy cars in a five minute time period. Depending on your luck with the sub-mission, it may or may not take you all five minutes to get the four cars (or you may fail completely). Generally, the Hunt sub-missions are about trial and error and figuring out the set routes each car takes. If you can cut off a car, that's always your best bet. Naturally, tailing a car and ramming missiles into it to veer it into a building or oncoming traffic is always a nice idea too.

Hunt down and destroy the vehicles.



You'll want to concentrate on one car at a time so you don't get too turned around. To do away with a car instantaneously, simply veer it off the road so it flips or is otherwise stuck against a building, in traffic, et cetera. Then, walk up to it and pick it up, giving it a quick toss for an easy, instantaneous kill. Thereafter, simply move onto the next car and repeat the process. Quick movement, smart driving and good tactics will end this sub-mission in victory... just remember to use the time you're using wisely. If you can get a car each minute, that will leave you with a minute to spare!



Destruction

The ever-enjoyable Destruction sub-mission will give you two minutes to destroy everything "in site" (gotta love the in-game typo!) in order to achieve a 100% destruction rating on the meter on the left side of the screen. Not surprisingly, this is relatively easy to do this time around, since you'll be using the powerful Blackout and have a wide range on the radar in which to work with. Concentrate on using his missile attacks as opposed to machinegun attacks, since more damage will be done, and of course, you'll want to search for fresh housing and other buildings to strike as well.

Damage all in site within the time limit.



It should come as little surprise that your activities will arouse the suspicions of many around you, including the military and police. This might cause a bit of a concern for you as you're running around causing mass destruction, so if you choose to, simply eradicate any threats. Remember, though -- you only have two minutes with which to work, so use the time wisely! Also remember that you can travel outside of the circle on the radar in which you're technically supposed to be in to cause more damage elsewhere; just be certain you return to the circle before the "out of zone" time elapses, or you will fail the mission automatically.



Sumo

This go-around with the Sumo sub-mission will pit you against twelve Autobot drones, giving you an ample five minutes to knock all of them out of the ring (the ring being the glowing blue circle surrounding your area). Remember that while you want to push the Autobots out of the ring, you yourself will want to stay within the ring. If you get knocked out of the ring, which is completely possible (and likely) here, you'll need to scurry back within the ring's boundaries within the time given (three seconds), or the mission will end in failure.

Push all the drones out of the ring within the time limit.



Thankfully, a lot of the drones you'll encounter here can be thrust out of the ring simply by comboing them with melee attacks (or simply smashing the ground by jumping straight up and then attacking when coming back down to the ground). For the white colored drones, you'll first need to throw a nearby tree or car at them to knock them out of their attack mode, and then combo them or use the ground attack move to get them out of the ring. You're given plenty of time here, so take your time and attack wisely; there's plenty of areas where you can get knocked out of the ring with no chance of recovering in the three seconds given. Try to keep your back to the water to avoid any possibility of this, since the ring and the water's edge are basically marked by the same boundary.



Cybertron: Autobots

After defeating all of the Autobot missions and slaying Megatron, the Cybertron: Autobot quest will be opened up. This isn't, by any means, a difficult mission to defeat. In fact, it's a rather mindless mission where you'll have an unlimited amount of time to kill 35 Decepticon drones. What the point of this mission is, other than to unlock more extras, is beyond our comprehension. Nonetheless, this simplistic mission will be your last chance to play a new map as the Autobots, to take it all in!



Controlling none other than Optimus Prime himself, you'll be able to run around the Decepticon stronghold on Cybertron, where you have to wait for the drones to arrive. They'll crash land in the area, just like they did when playing on Earth, and almost all of the drones will be of a familiar variety. Prime packs a powerful punch, so most of them will fall in only one or two hits (or a melee combo at most). Unfortunately, you'll also have to deal with the charging Decepticons that can only be damaged when they stand still. They will prove to be the most time-occupying foes here. You'll also encounter a new drone, an aggressive purple-colored foe which will endlessly run after you and try to damage you. Turn around and fight him with melee attacks – it's the only way to kill him. Otherwise, keep your health up with the hearts the drones drop, and watch the counter rise to 35. When it does, the mission will end automatically.



Cybertron: Decepticons

Essentially identical to the Cybertron: Autobot mission, Cybertron: Decepticon is an extra mission that will open up when the other Decepticon missions have been completed and when Megatron has killed Optimus Prime. Instead of going to the darkened Decepticon stronghold on their home planet, however, you will get to go to the brightly-lit and high-tech Autobot stronghold, where Autobot drones will have to be killed en masse. Basically everything here is identical to its counterpart on the Autobot side, except you'll be controlling Megatron instead of Optimus Prime.



You'll have an unlimited amount of time to kill 35 Autobot drones. Naturally, the drones are of varying strengths, but most of them can be killed by Megatron rather easily with melee attacks. Just like in the Autobot mission, the only challenge here are the charging drones that can only be attacked when they are standing still (and even then, you'll need to attack them three times to actually kill them, since throwing them won't damage them, mysteriously). The positive here is that, unlike in the Autobot mission, the new purple drone that chases you endlessly won't appear here. This makes this mission slightly easier than it would otherwise be. Keep your health up, and keep the Decepticon brutality at a fevered pitch. If you do, you should be victorious on this mission rather easily.

