XBOX 360

TRANSFORMERS DEVASTATION

ACTIVISION

WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor and accessory manuals for important safety and health information. **www.xbox.com/support.**

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

CONTROLS

Click Left Stick + Right Stick = Ultimate attack

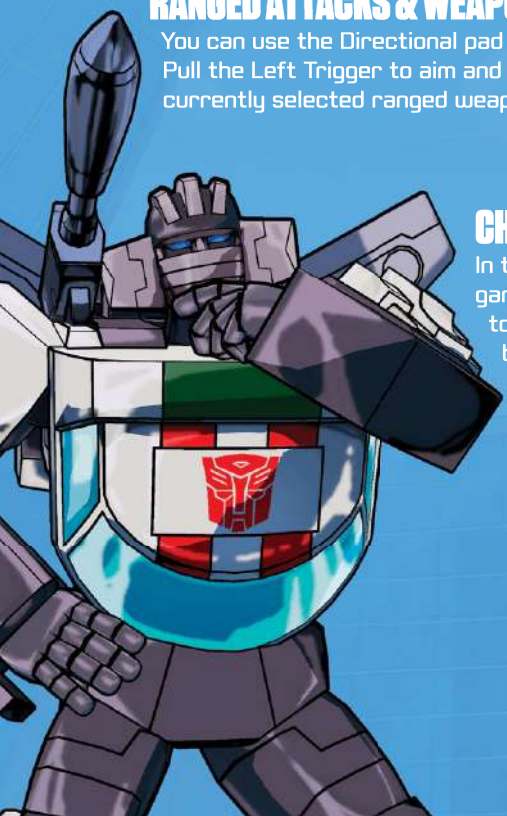
GAMEPLAY TIPS

COMBOS & VEHICLE/DINO ATTACKS

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

RANGED ATTACKS & WEAPON SLOTS

You can use the Directional pad to swap between weapons. Pull the Left Trigger to aim and the Right Trigger to fire your currently selected ranged weapon.



CHARACTER SWITCHING

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

THE LAB

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

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

CONSUMABLE ITEMS

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

TECHNICAL DATA AND STATUS

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

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

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

STATUS EFFECTS

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

Burn - Temporarily take gradual damage

Shock - Temporarily become unable to move or attack

Freeze - Temporarily become unable to move or attack

Stuck - Temporarily become unable to move or attack

Slow - Temporarily move much more slowly than usual

Rust - Defense lowered temporarily

Confuse - Enemies temporarily attack other enemies

Weak - Attack power lowered temporarily

Stun - Temporarily become unable to move or attack

Transfix - Temporarily unable to change form

WEAPONS

- There are a total of four weapon slots – one can only contain a melee weapon, one can only contain a ranged weapon, and the other two are “free” slots that can contain either.

- There are two key types of melee weapons – Physical-based weapons and Energon-based weapons.

  - Physical-based weapons have a base attack stat and depending on the weapon, an element-based attack stat.

  - Energon-based weapons have a third “Energon” attack stat, which causes the weapon to apply extra damage when the weapon has energy. Weapon energy depletes when you attack, and when you run out you no longer inflict the additional damage from your energon attack stat.

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