



BEAST WARS

TRANSFORMERS

README FILE

Beast Wars has a ReadMe file that contains updated information about the game, including how to set-up and play a Network game. To view this file, double-click on the file in the Beast Wars Transformers' directory, located on your hard drive. You may also view the ReadMe file by clicking on the START button on your Win95 taskbar, then on Hasbro Interactive, then on Beast Wars Transformers, and finally on the ReadMe file option.

MINIMUM SYSTEM REQUIREMENTS

Operating System: Window 95
CD-ROM Drive: 4X Speed
Memory: 16Mb RAM
Hard Disk Space: 60Mb Free
Processor: Intel Pentium 100 or higher
Video: Windows 95 compatible SVGA card
Sound: Windows 95 compatible sound card
DirectX: Requires DirectX version 5.0 compatible drivers

RECOMMENDED SYSTEM REQUIREMENTS

Operating System: Window 95
CD-ROM Drive: 4X Speed
Memory: 16Mb RAM
Hard Disk Space: 60Mb Free
Processor: Pentium 166MMX or higher
Video: Windows 95 compatible SVGA card
3D accelerator: 3DFX accelerator with 4Mb of RAM strongly recommended
Sound: Windows 95 compatible sound card
DirectX: Requires DirectX version 5.0 compatible drivers
Modem: 28.8 baud or higher
Input: Microsoft Force Feedback

.....INTRODUCTION.....

The Maximals and Predacons have crash-landed on a strange planet and are stranded, lost in time and space. Unable to exist on the surface of the planet in their robot forms for long periods of time, (due to extraordinarily high Energon levels), they take-on beast forms to protect themselves.

The Predacons realise the value of Energon and, led by Megatron, attempt to harvest enough to repair their ship and conquer the galaxy...

Optimus Primal, leader of the Maximals knows that all life forms in the galaxy are in danger if the Predacons succeed in their mission. He has vowed to stop them by any means!

Years have passed since their arrival on the planet. Both sides have begun mining Energon in an attempt to return to Cybertron. Play your part, as either Maximal or Predacon, to crush your opponents and escape the planet.

.....SET-UP AND INSTALLATION.....

WINDOWS 95 SYSTEMS

- Start Windows 95.
- Insert the game disc into your CD-ROM drive.
- If auto-play is enabled, an options screen will appear. Click on the 'Install Beast Wars' button to install the game. If auto-play is not enabled, double-click on the "My Computer" icon on your Win95 desktop. Next, double-click on your CD-ROM icon to start the installation. Follow the on-screen instructions.

- The Beast Wars Transformers CD-ROM games require DirectX 5, or higher, in order to run. If you do not already have DirectX 5, or higher, installed on your computer, you can select "Install DirectX 5" from the auto-play menu screen and follow all on-screen directions.
- Once installation is complete, double-click on the Beast Wars Transformers CD-ROM game icon to start the game. (You must have the Beast Wars game disc in the drive to play the game.)

.....**'WARNING'**.....

THIS GAME IS A SERIOUS CHALLENGE - IF YOU FEEL UP TO THE TASK AND ARE SURE THAT YOU CAN TAKE THE HEAT, READ THESE TOP SECRET MISSION TIPS BEFORE GOING INTO BATTLE. THEY MIGHT JUST SAVE YOU!

ENERGON

- Transform into beast mode as soon as it is safe to do so. This helps you to build up your Energon resistance. Rest in beast mode to build up your resistance. Don't rest too long though! In Easy mode your Energon resistance will restore completely, in Medium and Expert modes, your Energon resistance will be restored to half. Extra Energon resistance can be gained by picking up special power-ups in-game.
- In some of the later levels, it pays to shoot and transform as quickly as possible to prevent you from taking severe damage from the poisonous effects of Energon.
- Energon is concentrated in certain areas around the landscape. Don't hang around in areas of high concentration.

- Choose your character wisely for each mission. If there is high Energon levels, choose a Transformer that has high Energon resistance. Some levels are best played with the faster characters or, if you are finding it difficult, choose a Transformer with higher energy levels.
- Don't touch the purple rocks, they are made of Energon.

MOVEMENT

- Learn to use the strafe function that allows you to sidestep while continuing to face your target. If you strafe and turn you can circle around an enemy, shooting it all the time and hopefully avoiding return fire. It is also an effective way to get around corners. Be careful when strafing on lifts or on top of buildings as it's all too easy to fall off!
- Press the strafe buttons twice to roll sideways.
- Don't run blindly into an open area. Inch your way into a likely combat zone and pick enemies off as you go.
- Keep an eye on the map to receive an early warning of incoming enemies. White blips represent enemies on your current level and above. Red blips indicate enemies below you.
- In addition, monitoring the map constantly will ensure you don't lose your way.
- Rock falls are distinct from the surrounding landscape. They can be cleared, but only after you have picked up a red weapon power-up. This will give you the fire power you need to get through these barriers.

WEAPON FIRING

- Make good use of the missiles that you carry. Hold the fire button down to lock-on to an enemy, release the button to fire a missile - much more effective in most instances than plain old cannon fire. Keeping the button pressed down will allow you to target multiple enemies at the same time. When you release the button, all enemies that have a full lock-on will be fired at. The missiles are very powerful but can take a little while to lock-on. You can only lock-on to a maximum of five targets.
- When in a fire-fight, don't panic and run into more danger, move backwards and try to fight one opponent at a time.

STEP BY STEP

- Save your game after every episode otherwise, if you die, you will have to replay all the levels since your last save.

PICK-UPS

- Don't pick up a power-up if you don't need it. Remember where they are and save the ones you don't need to use immediately.
- Learn to recognise the different types of power-up available in the game.

MISSION SELECTION

- The game has 12 major missions for each character type, Maximal or Predacon. These consist of three missions each of four mission types; Urban, Desert, Polluted and Volcanic. At the start of the game you have access to the first Urban mission and the first Desert mission. The Urban mission is bigger and faster paced but does not have any Energon for

you to worry about. The first Desert level introduces you to the effects of Energon, forcing more changes between Beast and Robot modes. If you are struggling with your first choice mission, try the other one.

HOW TO PLAY THE GAME

Quick Start

NOTE: PRESSING THE 'RETURN' OR 'FIRE1' KEYS SELECTS AN OPTION. PRESSING THE 'ESC' OR 'FIRE2' KEYS WILL MOVE YOU BACK THROUGH THE OPTIONS.

Press the left and right cursor keys to scroll between or to change options.

The game introduction sequence will play. Press any key to move straight into the game.



From the Beast Wars title screen, press 'RETURN' or 'FIRE 1'.



Use the left and right cursor keys to select the role you will play – Maximal (head on the left) or Predacon (head on the right). Press the RETURN key to accept. (The combined head is the multi-player game, see the ReadMe file for details on how to set-up and play a network game).



This will take you to the options screen. **START GAME** will appear at the front of the screen (a rotating coin with Maximal and Predacon logos on it). Press the 'RETURN' key to confirm.

A map of the first mission will appear. Use the cursor keys to choose between available missions. Press left or right to review each mission set. When you have decided which mission to play, press the 'RETURN' key. Some maps are unavailable and are marked as such. These missions will become playable as you progress through the game. (See "Mission Structure" later.)

Next you will come to the Mission Briefing screen. A text briefing will appear. Use the up and down cursor keys to read the full briefing. When you have finished reading, press the 'RETURN' key to continue.



You will then be taken to the Team Member Select screen. The image in the centre shows the Transformer about to be selected. Use the left and right cursor keys to review other members of your team. Choose the Transformer you would like to use and press the 'RETURN' key to begin the mission.

The mission will begin. Refer to the keyboard commands section of this manual to understand how to use your Transformer.

KEYBOARD COMMANDS

ACTION	ROBOT MODE	BEAST MODE
Stationary jump	'CTRL' key	Same
Directional jump	'CTRL' key + cursor up/down/left/right (Player can still control movement whilst in the air.)	Same
Run forward/jog back	cursor up/down	Same
Turn left/right	cursor left/right	Same
Strafe left/right	'Z' / 'X'	NA
Dive left/right	'Z' / 'X' x 2	NA
Duck	'Z'+ 'X'	Same
Cannon fire	'SPACE' key	NA
Missile fire	'SPACE' key (Hold down to lock onto multiple targets; release to shoot.)	NA
Special weapon	'S' key (Hold down until power-up bar is full; release to engage)	NA
Fast turn	'SHIFT' (Hold down with cursor left and right.)	Same
Camera look	Numpad '0' (Hold down and use cursor up/down to look up and down.)	Same
Transform	'ALT' key	Same
Pause	'ESC' key	Same
To quit gameplay	'ESC' key, cursor Down (to "QUIT GAME"), 'RETURN' key (to select), cursor down (to select "YES"), 'RETURN' key (to select)	Same

Please Note: In Beast mode no weapons are available for you to use.

MISSION STRUCTURE

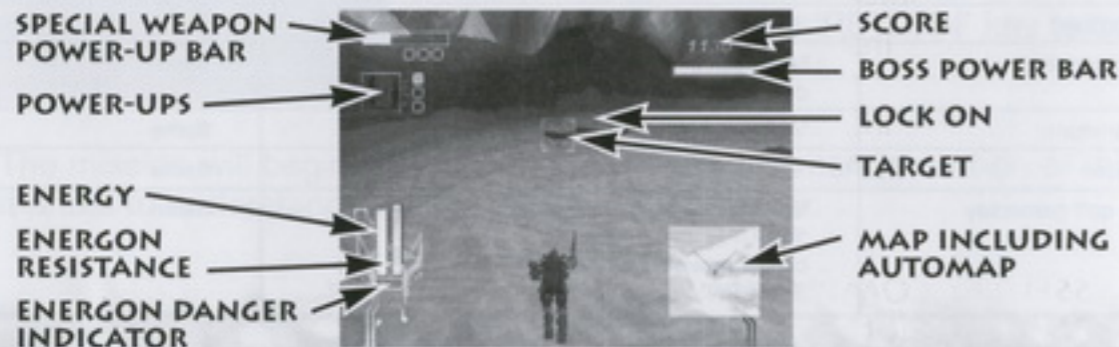
The missions are structured across four zones: Desert, Urban, Polluted and Volcanic. There are three missions within each zone, two missions traversing the landscape and one mission approaching the enemy Transformer's base and confronting it.

If you complete either the Urban or Desert missions, the Polluted set will be available. Once these are completed the Volcanic missions can be tackled. (The greyed out missions are not selectable).

You have to complete Urban, Desert and Polluted boss missions before you can play the Volcanic boss mission.

Once you have completed this set of missions with the Maximals, you can attempt to do the same with the Predacons, or vice versa.

IN GAME SCREEN



SPECIAL WEAPON POWER UP BAR

Whilst holding down the special weapon key, this bar begins to fill. When it has filled up, release the special weapon key and your Transformer will fire a smart bomb. The three squares under the bar indicate how many bombs you have left, up to a maximum of three – use them wisely.

POWER-UPS

When you pick up a power-up, it is displayed here. The three boxes on the right-hand side indicate the level of power already used for guns or lock-on missiles. There are three power levels.



Energy and Energon resistance

Your Transformer can suffer two types of damage. Taking physical damage through being hit and falling great heights, and internal damage caused by exposure to Energon.

Each Transformer has a Physical Damage Meter (PDM). When taking hits in combat this damage meter will decrease. If the Transformer's PDM reaches zero, the Transformer has been defeated. You can no longer use this Transformer, and it will be removed from your Team Member Selection screen

(NOTE: YOU CAN RETRIEVE YOUR TRANSFORMER, BY SUCCESSFULLY COMPLETING A BONUS MISSION SEE "RESCUE MISSIONS" LATER IN THIS MANUAL).

There are two types of health pick-up for half and partial regeneration.



Transformers suffer from Energon exposure only when in robot mode. The Energon Resistance Meter (ERM) shows the effects of this, and can be replenished by pick-ups and slow regeneration when in beast mode. If the Transformer's ERM reaches zero, the Transformer will then start to suffer physical damage that affects their PDM at the same rate as the ERM. There are two types of Energon Resistance pick-up for half and partial regeneration.

The ERM has two red lines on both sides. These lines indicate the Energon levels in the immediate vicinity. If the lines rise rapidly, it is recommended that you transform immediately.

ENERGON DANGER INDICATOR

This light flashes when your Energon resistance has reached zero, to indicate that you are taking damage to your internal systems.

SCORE

Your score increases as you destroy cannon fodder, bosses and enemy installations. If you achieve a high score you will be given the option to enter your name and your high score will be saved in the high score table. Your high score will be saved automatically.

BOSS POWER BAR

The BOSS power bar appears when you target enemies. The power bar decreases in five stages. The stages are Blue, Green, Yellow, Orange and Red. When the red bar has depleted the enemy will be destroyed.

NOTE: NOT ALL ENEMIES USE THE FULL COLOUR RANGE.



LOCK-ON

Hold down the fire key to activate a lock-on. This lock-on target appears when you have locked on to an enemy. As long as the target stays on the enemy, your missile weapon will hit when fired. If the enemy moves off-screen the lock-on will be broken.



TARGET

This target can be turned off in the Game Configuration menu and shows where your basic cannon is pointing.

MAP

The map shows the layout of the terrain you are traversing in contour mode. You are the blue cross in the centre and the blue lines indicate your field of vision. The brighter areas are higher and the darker areas are lower. The green effect indicates where you have been on the map. Red markers on the map are enemies below you and white markers are enemies at your level or above.



RESCUE MISSIONS

If you pick up a Rescue Mission icon in a mission, you will be taken to the Bonus Mission immediately after the normal mission. Here you have to choose from one of two flying Transformers, to chase at high speed, through the air and above the clouds, avoiding and shooting on-coming enemies. If you lose your flying Transformer, while performing a Rescue Mission, it will be gone forever, therefore not useable for 'Rescue' or 'Normal' missions. If you lose both 'Rescue' Transformers you will not be able to fly any more Rescue Missions.

Available Rescue Mission Transformers are:

Maximals: Optimus Primal or Air Razor.
Predacons: Inferno or Terrorsaur.

If you lose a Transformer and then replay the mission:

You can retrieve the lost transformer by locating the Rescue Mission icon and successfully completing the bonus level. Failure to complete this mission means that you will have lost the Transformer for the remainder of the game.

PAUSING THE GAME

Press the 'ESC' key to pause the game at any time whilst playing. Press the 'ESC' key again to continue playing Beast Wars.

SAVING YOUR GAME

After you have finished a mission, you may save your game. On the options screen, use the left and right cursor keys to move the Save Game icon to the front of the screen. Press the 'RETURN' key to select it.

You will be presented with a list of previously saved games and empty slots. Use the up and down cursor keys to move to either an empty slot or an old game position. Press the 'RETURN' key to lock in the position. (If you attempt to save over a previously saved game, you will be asked if you want to overwrite it.)

QUITTING THE GAME

You can quit the game, during or at the end of a mission. To quit in-game, press the Select button. Use the cursor keys to select **QUIT** and press the 'RETURN' key. Use the cursor keys to select **YES** then press the 'RETURN' key.

After a mission, press the 'ESC' key to quit, use the cursor keys to select **YES**, then press the 'RETURN' key.

OTHER OPTIONS

There are number of other options that can be accessed prior to starting your game. These options are represented by a number of floating icons. Rotate objects to the front using the cursor keys. Press the 'RETURN' key to confirm your selection.



VIEW HIGH SCORES

View the highest scores achieved by each player. Press the 'RETURN' key to view the high scores.

LOAD SAVED GAME

Use the up and down cursor keys to select a previously saved game. Press the 'RETURN' key to load the game.

When reviewing a saved game, the coloured squares displayed at the bottom of the screen represent the team members left in your team at the time the game was saved.

NOTE: IT IS ONLY POSSIBLE TO LOAD A MAXIMAL SAVE GAME FROM THE MAXIMAL OPTION SCREEN AND IT IS ONLY POSSIBLE TO LOAD A PREDACON SAVE GAME FROM THE PREDACON OPTION SCREEN.

Maximals		Predacons	
Optimus Primal	Red	Megatron	Purple
Dinobot	Royal Blue	Scorponok	Grey/Blue
Rhinox	Green	Tarantulas	Lavender
Rattrap	Light Pink	Blackarachnia	Tan
Cheetor	Yellow	Inferno	Orange
Air Razor	Brown	Terrorsaur	Dark Pink



GAME CONFIGURATION

The options on this screen affect elements in the game:

- Targeting** You can turn the cross hair used for targeting on or off.
- Difficulty** Choose between Easy, Medium and Expert difficulty levels.
- Auto Camera** Turning this off stops the camera tracking enemies.
- Fast Turn** 90° or analogue fast turning.



AUDIO CONFIGURATION

Allows you to adjust the levels of volume for the soundtracks and sound effects. Use cursor keys to cycle between the two icons, the up and down keys to adjust their respective volumes.

HOTLINE

If you have problems and require assistance you can telephone our **Technical Support Hotline:**

0990 745745 Monday to Friday 8am to 5pm.

Note: Phoning this number costs the same as a standard rate call no matter where you call from in the UK. If you do telephone the Technical Support line, if possible please be sitting in-front of your computer and have a pen and paper at the ready. Before contacting our Technical Support Hotline, please try to have the following information ready so that we may help you more efficiently:

The name of the game, the make & model of your PC, peripherals and graphics card, the amount of memory and your hard disk size. If you need help finding out about these, please have a look at the **Handy Hints** section on the README.txt file, which can be found on the CD.

EMAIL

Alternatively you can email our Technical Support operators:

Email address: support@hiuk.com

To ensure a prompt reply please summarise your issues as concisely as you can, giving details, as above, of the game, the problem or error, any circumstances that you feel relevant and your particular computer system. We will endeavour to return your mail within the day.

HASBRO INTERACTIVE'S WEB SITES

Beast Wars has an exciting, full and active web site dedicated to ensure you get the most out of your new game. You can visit us at :

<http://www.beastwars.com>

Visit and you will discover that Hasbro Interactive web sites contain:

- Technical Support
- Hints and Tips
- Player Contact Information
- Software Upgrades
- Demos
- Interaction
- Interviews
- Competitions
- Player Pyramids
- Chat and Community
- Downloadable Themes
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events planned and additions being added, you won't want to miss out.

FORTHCOMING AND EXISTING HASBRO INTERACTIVE PRODUCTS

For more information on forthcoming and other existing Hasbro Interactive products, please visit our main web site:

<http://www.hasbro-interactive.com>

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