



Transformers: War for Cybertron Guide

by [Stewart Shearer](#)

Autobot or Decepticon, it's all the same: Shoot the guys on the other team, and find the hidden emblems. Our guide combines all the wisdom of Cybertron, with campaign strategies, boss battle tips, and the locations of all hidden Autobot and Decepticon symbols scattered throughout the energon-infused landscape.

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Transformers: War for Cybertron Basics

Don't Hog the Healing Ray

In War for Cybertron, it's possible to play the main game campaign alone and with friends. When you play alone, you'll be accompanied by two AI allies. Play friends and they'll take over those roles. While the game isn't changed too much depending on what mode you choose, certain transformers aren't as useful in the single player game. More specifically, avoid using any character equipped with a healing ray. Your AI allies don't take damage, making it useless. Moreover it can't be unequipped and wastes a valuable weapon slot. Also, if one of your AI allies is equipped with the healing ray then they'll be able to use it on you, which is a big help. This sucks for fans of Ratchet and Soundwave, but them be the dice.

Be a Smart Transformer

Transformers transform. It's what makes them what they are. Without that, they'd just be your average giant robot. That said, when playing War for Cybertron the usefulness of their transformations varies. For the most part, many of the ground based transformers are usually better off in robot form. Their vehicle forms are nice if you have to travel long distances, but otherwise don't transform unless you're out of ammo and need a gun. Contrastingly, the airborne transforms are almost better in jet form than in robot form. They come stocked with infinite ammo, high speed and good maneuverability. Unless the situation really calls for a bit of footwork, keep flying. Your foes will be just as dead either way.

Seek Cover

Just because you're a giant, armored robot doesn't mean you're invincible. Truth be told you're pretty fragile and can't stand up against focused firepower for very long. So while it may look cool to charge out guns blazing, leave your childhood fantasies at the door. Even Optimus needs to take cover every now and then.

Who Needs Bullets?

While riddling your foes with bullets is tons of fun, ammunition can honestly be hard to come by at times. If you see a group of Decepticons close by, consider using your melee weapon to bring them down. Melee attacks are much more powerful and never run out of ammo. Just don't be stupid and charge in when your health bar is depleted and you're outnumbered ten to one.

Single Player Campaign

During the single player game you'll have the opportunity to play as both the Decepticons and the Autobots. The Decepticon campaign encompasses chapters one through five. The Autobot campaign takes place during chapters six and ten.

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Chapter I: Dark Energon

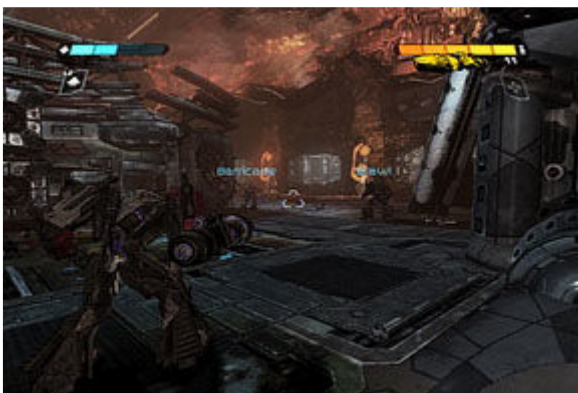
When the chapter begins vacate the wrecked shuttle and advance forward. Make your up the various ledges you'll encounter. After a short distance you should trigger a cutscene. After it's finished you'll come under fire by a group of small turrets. Destroy them.



Your Decepticon allies should blast a doorway open. Head down the hallway. When you come to a fork in the road take a right. You'll encounter a few more turrets. Take them out and continue. You'll come to a door control. Interact with it to open the next door.



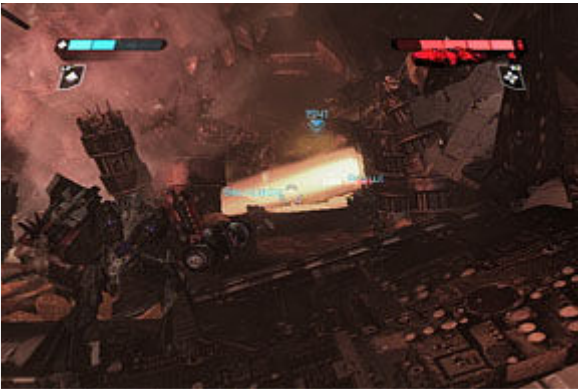
Head through the door. You'll enter a open area. To the right you'll see a windowed hall where a troop of Autobots are running to meet you. Advance forward and they'll attack you. Fight them off and head up the ramp on the left hand side of the room.



At the top of the ramp is a crane control. Activate it and the crane will drop a box on one of large crates at the opposite end of the room. Almost immediately following, a group of Autobots will drop down onto a ledge near the box you just dropped. Kill them and hop up onto the box to reach the ledge and advance to the next area.



You'll come to a corridor lined with pipes that spew fire. Make your way through, avoiding the flames. Continue forward and you should reach a ledge overlooking a troop of Autobots. Use the elevation to your advantage and rain fire onto the enemies below. They'll come in several waves so pick off as many as you can before venturing down below to take the rest on up close.



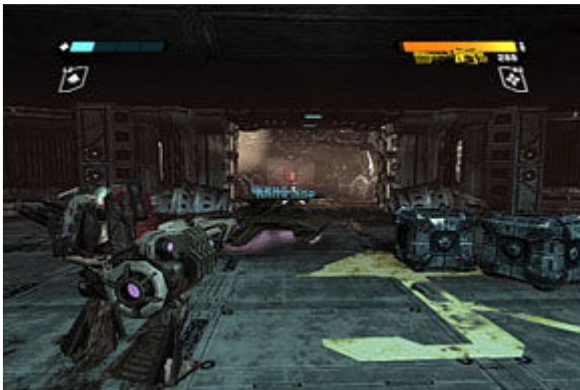
On the floor below, clear out any remaining enemies. After you've destroyed the majority of the Autobots a door will open at the back of the area. There will be several more enemy soldiers guarding it, so clear them out and proceed down the hallway. Fight your way through the corridors. Eventually you'll come to a set of doors that open to a deep pit.



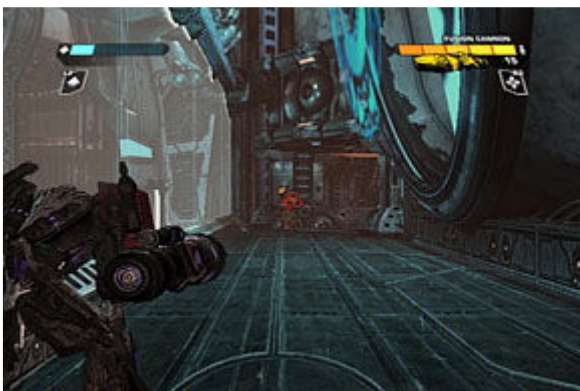
Jump down. When you reach the floor below you'll be attacked by a large group of Autobots. There are several turrets nearby. Use one to take out the Autobots.



After all the Autobots are dead a door will open up to the rear of the room. Follow the connecting corridor until you reach another large room lined with raised walkways. More Autobots will attack you from the walkways. Take them out and head up to the walkways. From there, you'll find another open door. Head through it.



You'll enter another hallway. At the end you'll see a lone Autobot firing on some allied soldiers. Kill it and continue down the hallway. You'll come to a large group of allies holding some Autobots prisoner. Continue and you'll come to an elevator. Activate it and ride it to the next level. A cutscene will trigger.



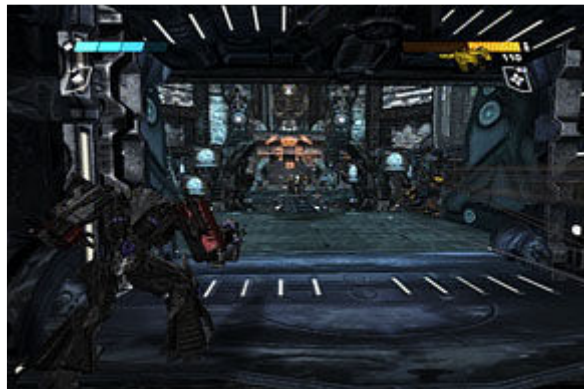
After the cutscene a door will open. Head down the connecting corridor and activate the elevator it leads to. Ride it up to the next level and advance down the hallway to your right. Follow it, fighting your way through the Autobots you encounter. You'll come to a closed door, activate the nearby control to open it.



Enter the next room. You'll encounter a group of Autobots, including several taking cover behind protective shields. These shields routinely shut off, so just hold your fire until they're down to cap the poor fools. When they're disposed of, head up the ramp toward the rear of the room and activate the controls. This will assemble a bridge allowing you to cross into the next area. It's guarded by Autobots. Just take them down as you advance.



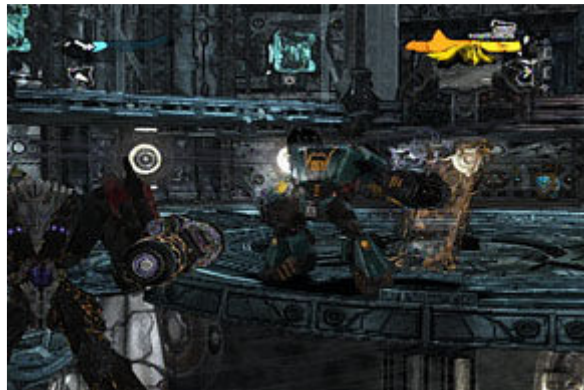
You'll wind up in another corridor. It will fork shortly after you enter. All the other paths lead to dead ends, so head left. Continue forward. The corridor will fork again, turn left. You'll come to a large room guarded by Autobots. Kill them all.



At the center of the room is a control. Activate it to display a map. After a bit of dialogue, you'll be attacked by some Autobots. Kill them all and the door opposite from where you entered will open up.



Head toward the door. When you near it however, a brute will bust through and attack you. You need to take this guy out before you can proceed. He's solely a melee fighter so just keep your distance and hammer away at him with ranged weapons until he's destroyed.



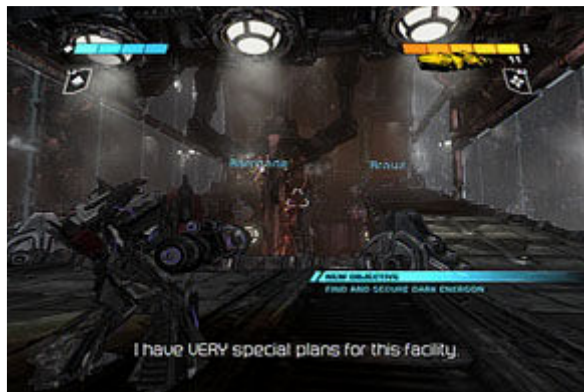
That nuisance dealt with, with through the door. Follow the connecting corridor. Eventually it should branch right, leading to a hallway protected by electric arc traps. Touch these and you'll take damage. To disable them, just target the power sources lining the walls. Continue down the hall and you'll come to a room with liquid lining the floor. Interact with the controls and a bridge will assemble. Follow it, keeping your eye on the left. You should come to a damaged exhaust. Blow it open and jump down.



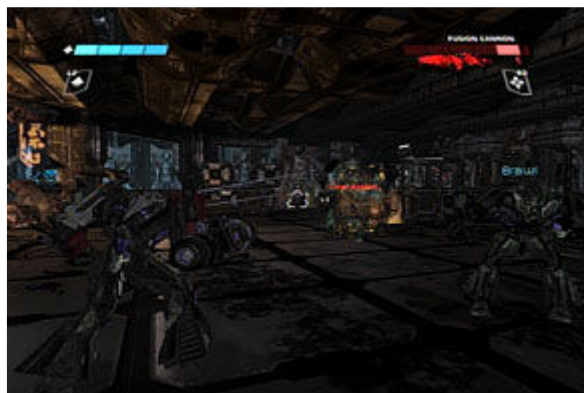
You should land in a long, wide corridor with fans and flame jets that shoot out of the floor. Advance further down and you'll also come to some fans spinning too rapidly for you to pass through. Destroy them to clear the way. You'll come to a pit with a fan in it. Past this is a dead end. Shoot the fan, clearing the way. Then jump down.



As you fall, you'll see another spinning fan. If you fall through it you'll be diced up. Aim for the walkway above it. After you've landed safely, shoot the fan and continue downward. You'll have to repeat this process several times. When you reach the bottom, head up the ramps.



Advance forward and you'll come to a large room. You'll encounter some Autobot snipers. They aren't particularly well hidden, so just shoot them and proceed. You'll exit the large room and be attacked by another one brutes. Take him out in a similar fashion as you did the last one.



In the next area, you'll encounter an assembly line. You need to pass through it which means avoid a series of machines that slam the ground in a pattern. Take a moment to examine them and then proceed through. It is less difficult than you'd think, but nonetheless, if you're near them when they hit the ground you'll take damage from the shock. Continue until you find a set of controls.



Activate the controls. A bridge will assemble; follow it until you reach an elevator. Ride it up to the next area. A brief cutscene will trigger.



When the cutscene ends you'll be attacked by several aerialbots. Shoot them down and then head up the elevated walkway to the control panel marked as your objective.



Activate the controls. A piece of debris will fall to the left of the area and another squad of aerialbots will attack. Destroy them and hop onto the debris to advance.



You should be in outerspace now, running along debris. Advance forward, fighting through the defending Autobots. You should eventually come to an opening guarded by two turrets. Head inside.



You'll enter into a wide, two level room open room. Almost immediately you'll come under fire from a group of Autobots that spawn on the second level at the opposite end of the room. Kill them all and then make your way up the second level to proceed.



Jump down to the next area. Continue fighting your way through the debris. You should come to another door that leads back into the space station.



Head inside the station and follow the corridors. You should soon come to a closed door. Activate the nearby controls to open it. You'll enter another wide, open room. Careful! A few steps in the floor will start to break apart. Quickly make run to the other side.



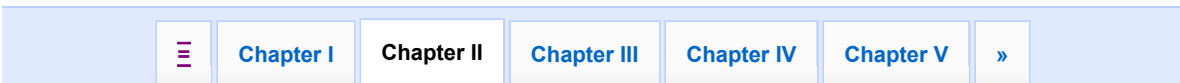
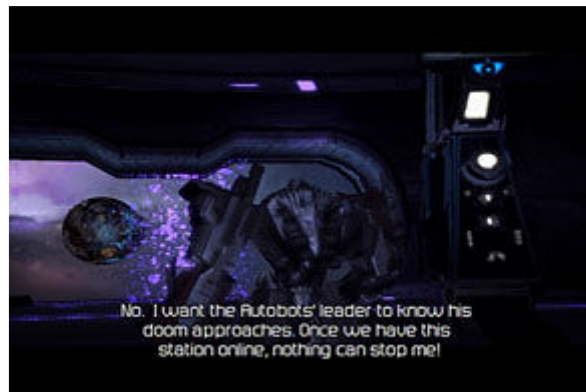
You'll enter a room with a big shiny blue thing at its center. A cutscene will trigger and Starscream will send some of his lackeys out to hold you off. Work your way down through the corridors, killing any Autobots you encounter.



When you reach the bottom you'll encounter a strong force of defending Autobots. Take your time picking them off one by one. Avoid charging in as their collective firepower can wipe you out pretty swiftly. When they've all been killed, you'll be told to destroy the containment field. Shoot it to trigger a cutscene.



After the cutscene follow your objective marker to a barrier behind which is a large troop of Autobots. Interact with it to make it disappear. Then, annihilate the Autobots and proceed down the corridor. You'll come to a large door, interact with it to trigger a cutscene. This ends chapter I.

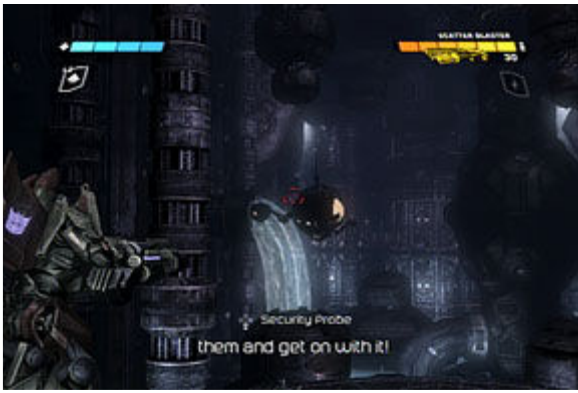


Chapter II: Fuel of War

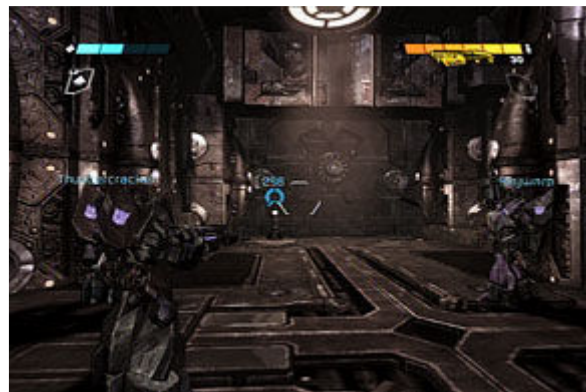
When the mission begins you'll be airborne. Advance forward until you reach an area with a floor. Stay in jet form. You need to reach the ledge leading to the next area.



When you reach the next area stay in jet form. There's an Autobot probe nearby. Destroy it and advance. You'll come to a fork in a road. Right or left it doesn't matter they both wind up at the same point. Each path also has another probe to take down.



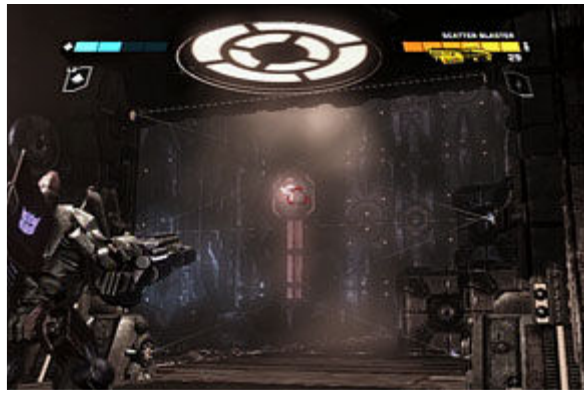
A door should open up. Pass through and follow the connecting corridor. You shouldn't meet any resistance, but you'll come to several ledges you can't reach in robot form. Transform as needed. You should shortly come to a closed door. Activate the nearby control panel to open it.



On the other side, you'll encounter an Autobot detection barrier. Pass through it and you'll bring a whole heap of trouble down on yourself. At the end of the whole you should see a glowing power core. Shoot it to power down the trap.



Continue down the corridor. You'll come to another barrier trap. Unfortunately the power core for this isn't in plain view. On the right side of the corridor there should be a hall with a flooded floor. Transform and fly down it. The end is blocked by another trap, but you should be able to see the first barrier's power core in the room behind it. This will deactivate both barriers.



Head into the next room and continue through the corridors. You'll come to a ledge overlooking a group of Autobots watching a hologram. Kill them all and then jump down to the room below. You'll find another barrier trap.



To locate this trap's power core. Transform into jet mode and ascend. Directly above this trap, near the ceiling is a door that can be blown up. Doing so will open up a room containing the power core.



Head down the hall. You'll come to a gape in the floor that you can't jump across. Use your jet mode to cross the gap and fight off the defending Autobots. Once on the other side switch back to robot mode and continue down the hall. You'll come to a closed door. Activate the controls nearby to open it.



On the other side there are some Autobots. They seal the next door, which means you need to find another path. Kill them and then head to the elevator shaft on the right hand side of the room. Jump down the shaft. You'll find yourself in a room with a lot of water. It isn't necessary, but you may want to transform into jet mode to help make moving around more easy. Head forward. Watch out for the steam pipes you'll meet along the way. They are easy to avoid, but will cause damage if you come into contact with the steam they spew. You should pass under a waterfall.



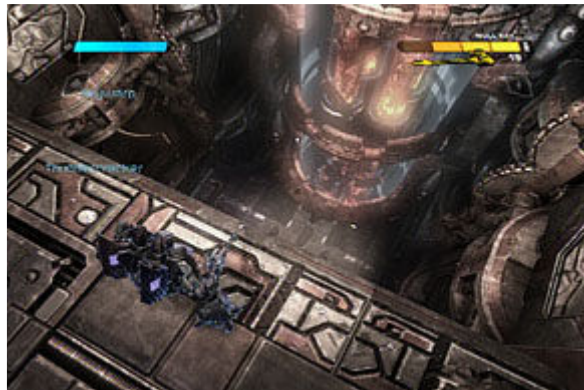
Shortly after, you'll come to dry land. Unfortunately it's held by the Autobots. Kill them all and press forward. Stay in jet form as the ground soon gives way to more unpassable terrain.



You should be flying through a canyon. As you near the next door a cutscene will trigger. An Autobot ship has created a barrier barring your from the door. You need to destroy the ship. Stay in jet form. You can land on the ship itself but it offers little advantage and you'll probably burn through your robot form's ammo pretty quickly. Attack the various missile launchers across the ship's hull. When they're all destroyed take down the aerialbots that attack you. After you shoot a few down, the ship's blast doors should open. Fight your way inside, deactivate the shield and then escape before the ship explodes.



With the next area now accessible fly forward. You'll enter a series of corridors. Transform into robot form. Follow the corridors. You'll encounter a brief cutscene. When it wraps up, press forward. You'll come to a drop. Hop in!



You'll enter a large open room in which you'll encounter some cloakers. Kill all the enemies in the room and then activate the controls at the center of the room.



A door at the other end of the room will open. Follow the corridors until you reach an area with a bunch of aerial Autobots and several more shield generators. You need to deactivate these before you can proceed. Transform into a jet and take on the Autobots. After you've cleared a few of them out, approach one of the generator controls. Interact with them and they should reveal the generators battery. Destroy both in turn to power down the shield.



With the shield down you now need to attack the armor plating covering the door. A little heavy firepower will do the job. Head into the next area, staying in jet form. Maneuver through the corridors. You'll eventually encounter some non-Autobot life forms. Kill them as they come. Eventually you'll come to a doorway defended by several probes and turrets. Destroy its defenses and head inside.



Make your way down to the level just below yours. You'll be attacked by more cloakers. Kill them all and proceed to the controls marked as your objective. You'll be ambushed by a large group of Autobots. Kill them all and activate the second set of controls.



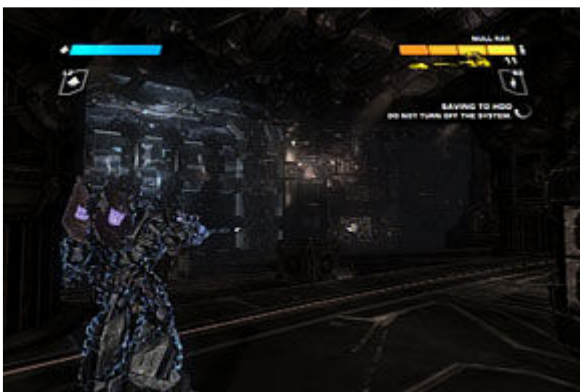
This will deactivate another shield, opening up a new set of corridors. You'll need to be airborne so transform into jet mode and proceed. Follow the corridor deeper underground, killing any enemies you encounter. You should come to a waterfall. It isn't essential, but fly through as there are some goodies hidden on the other side.



Exit the waterfall and continue following the corridor. You should shortly come to another set of controls. Activate them to open the next door.



You'll enter a large room. Opposite the entrance are several Autobots using mounted guns. Kill them and then proceed through one of the automatic doors located beneath the mounted guns. Whichever way you choose you'll wind up at the same place. Head up the ramp and fight your way through the defending Autobots.



You should come to a descending ramp. Head down it and jump off the ledge into the room below. Activate the controls at the center of the room. This will trigger a brief cutscene. After it's finished head to the marked set of controls. When you try to activate, a set of locks will be marked as targets. Destroy them both and try activating the controls again.



This will activate an Autobot booby trap. You need to deactivate it. There are three power cores around the room. One is at the ground level and should be easy to find. To find the other two, transform into jet and ascend until you're nearly touching ceiling. There should be some red power cables, follow them until you find one of the cores. The third core should be roughly opposite whichever you destroy first.



With all the cores destroyed you can continue. Another set of controls will be marked as your next objective. Activate it. This will make another set of controls accessible. Activate that one as well. Congratulations, the Energon bridge should be up and running.




Opposite the last set of controls a tunnel should have lit up. Transform into a jet and head in. You should eventually fly into a large open room. Fly toward the objective marker.



You'll come to a final set of controls. Activate it. This will finish the Energon bridge bit, but also activate an Autobot defense system. This thing isn't altogether too difficult to bring down. It has three attack patterns that, once learned, are easy to avoid. First, it will spin a circle shooting off missiles. Avoid these and focus your guns on one of the missile launchers. When you destroy it, it will deploy massive beam weapons that will then swivel in a circle. These are easy to avoid with some basic evasive maneuvering. After this it will expose its power core. Attack it until it redeploys the missile launchers. Eventually the floor will be flooded with lava, from which more missiles will be fired. Avoid these, and the swiveling beam weapons that accompany them until the core reveals itself. A few rounds of this should be enough to destroy it. After this fly through the hole in the ceiling to the surface. Mission complete!



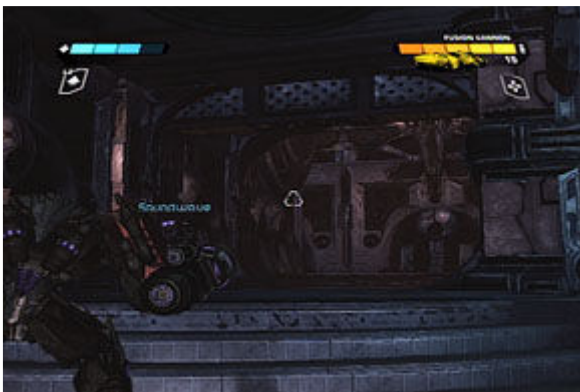
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Chapter III: Iacon Destroyed

When the chapter begins, head forward and attack the Autobot defenders. When they're all dead, press forward.



Head through one of the doors that open up and continue fighting through the defending Autobots. You'll encounter some cloakers. Take them down and advance. You should come to a small clearing where you'll see an Autobot drop ship flying past overhead.



Continue through the city. You'll come a to wide open area littered with snipers. Clear them out and then head up the ramp opposite where you entered to reach the door to the next area.



Follow the corridors until you reach a room with a large pillar. When you enter the pillar will activate, shooting out red lasers that swivel around the room. There are three batteries positioned throughout the room. Make your way to each, destroying the defending turrets that line the wall along the way. When all three are deactivated the security pillar will power down.



Head down to the floor, there will be two tunnels leading to the next area. Pick one and through one and head through. You'll wind up in the same place either way. You'll end up in a hall at the end of which you'll encounter a trio of heavy turrets and some shielded Autobots. Take them all out from a distance, if you charge in they'll either kill you or take a huge chunk out of your health.



When these defenses are dealt with interact with the door they were defending to open it up. You'll wind up in a room with a large globe of Cybertron. Head up the stairway that spirals around the room and you should come to your objective, the Omega Key...



...Or so you thought! After a brief cutscene reveals it to be elsewhere, the room will flood with Autobots. Destroy them all. After they're dealt with, a pair of brutes will bust through one of the doors on the ground floor. Take them out and then head through the door they just opened.



The path will be blocked. Shoot the obstruction and head into the connecting hallway. Follow it until you reach another blocked doorway. Shoot it open. You'll come to a large pit with some slow spinning fans and then further down some deadly electrical wires. Jump down but be careful, if you fall too far you'll be killed instantly. Land on the last fan and shoot open the next door.



Proceed into the next corridor and head up the stairs through the next door. You'll wind up in something of a subway tunnel. Head down the tunnel. The initial defenses are pretty easy to circumvent. That said, as you proceed you'll encounter heavier defenses; turrets and traps. Fight your way down until the subway branches to the right.



Follow the tunnel to the right. Careful! While the trains in the previous tunnel traveled above your ahead, these are at your level and can hit you. Just avoid the train and head into the next corridor.



The corridor forks. Head to the right and you'll find a locked door. Head to the right and you'll find the locks. Shoot them to open the door.



Jump down into the corridor below. You'll come to an area with several batteries. You need to infect them with dark Energon. Just head to each and interact with them. While you're doing this you'll be attacked by some cloakers. Once you've killed all the Autobots and infected all the batteries head to the door controls marked as your objective and unlock the next area.



You'll wind up in another subway tunnel. Follow it down avoiding and destroying the Autobot defenses. At several points you'll come to sections where trains cross and can hit you. Just transform into vehicle mode and boost up the ramps to shoot over them safely. When you reach the bottom of the tunnel it will branch to your right. Head up it.



You'll come to a set of stairs. Head up them and you'll come to a large room with subway tracks running through it at two points. You'll be attacked off by Autobots. Fend them off while being careful not to get hit by any trains.



When the area is clear head up the stairs near the back of the room. You'll enter a large open area populated by Autobot defenders. As you enter your allies will bomb them with dark Energon, killing some and knocking most off their feet. Finish them off!



The bombing left some debris toward the rear of the area. Jump up it to access the next area. Head up the stairs and follow the corridor until you reach a ledge. You should see some Autobots below. A train will arrive and unload more Autobots. Open fire! After a short time some aerialbots will join the fight. Kill them all!



There's a ramp in the area. Head up it and you'll come to another subway tunnel. Follow it, avoiding the trains that pass through. At the end of the tunnel there's a maintenance hatch on the floor. Shoot it out and jump down.



You'll come to a door with a control nearby. Open it up and head up the stairs to the next area. A cutscene will trigger where you get to watch Brawl annihilate a bunch of Autobots. When it ends follow the hallway. You'll be attacked by a brute and several of his shielded pals. Destroy them all.



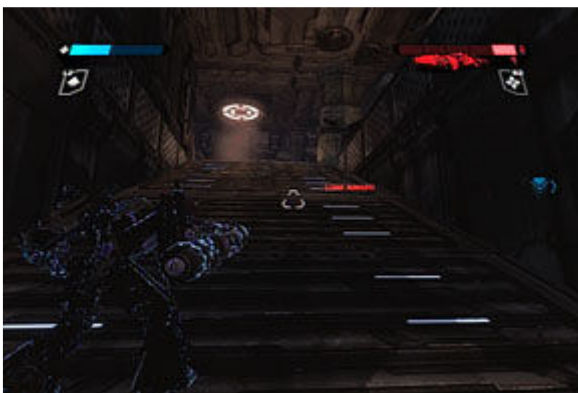
Continue and you'll come to a ledge overlooking the battle below. Opposite your position there should be a trio of snipers. Destroy them and pick off any Autobots remaining below. After that, hop down and head to Brawl. After a brief discussion between you and the Autobot leader Zeta Prime, Megatron will call in some bombers to blow open a door. Clear the street and a cutscene will trigger. After it ends you need to destroy an anti-aircraft gun.



Head back out into the street. The Autobots will have renewed their assault on your position. There will be several snipers. Kill them first and then fight your way back through the streets. Follow the objective marker to a set of doors at the end of the street. When you near it a brute will bust through. Take him out.



Head inside and up the stairs. You should be up on a ledge above the street now. Follow the ledge, killing any Autobots that cross your path. You should eventually come to a set of controls. Interact with it to bring down the A-A guns. Jump back down into the area below before the controls overload.



The bombers will start back for a second run. Before they arrive though, you'll need to contend with some Autobots. They'll arrive in several waves, each growing more powerful in succession. Eventually a MASSIVE force of Autobots will attack... just in time for your bombers to arrive and destroy them all.



Jump back down into the street. Take a moment to finish off any surviving Autobots and head back toward the now open doors. When you get close a huge Autobot will attack you. At first it will be in a tank form. It's only vulnerable spot in this is its backside. Get around behind it and attack it until it transforms back into robot mode. Then keep it under fire until it goes down. It packs a lot of firepower and can kill you really quickly, so stay on the move and behind cover.



Head to the vault doors and open them up. Once inside you'll see a piece of debris hanging from the ceiling. Shoot it down and then hop down into the hole it leaves in the floor.



Follow the corridors through the vaults. You'll come to an area with huge mashers that will crush you if you get caught under them. Before they come down, the floor beneath them will glow with a pink pattern. You'll come to a large door. Interact with it to open it.



Head into the room to find the Omega key. A cutscene will trigger. When it's finished you'll find yourself facing off against Zeta Prime! This battle can be pretty frustrating at first. Zeta has access to a bunch of mashers that, thanks to their large numbers and spread can kill you if you're too slow. He can also create clones of himself that, though easy enough to bring down can easily overwhelm you. When the battle starts, he'll attack with the mashers. Just stay ahead of them. When he finishes this attack he'll deploy some clones. Kill them all. Zeta's vulnerable core should then be exposed. Attack it. When it closes he should again attack with the mashers and clones, mixing them together to make things harder. Just continue avoiding the mashers and destroying the clones while attacking the core as it presents itself. A few rounds of this should be enough to end the fight and the chapter.



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Chapter IV: Death of Hope

When the chapter begins you'll start off in a busted up spaceship. Exit and a second Decepticon ship will circle overhead, scanning for survivors. Head over to bridge to meet up with Starscream.



When you near Starscream's ship, Omega Supreme, a massive and powerful Autobot will attack it. After he makes mince-metal out of the ship, he'll turn his guns on you. You can't harm Omega Supreme directly so safe your ammo. You'll be instructed to shoot out the bridges supports. Do so and the portion of the bridge holding Omega Supreme will fall away.



Almost immediately Omega Supreme will fly back up to attack you in jet mode. Retreat to the door at the end of the bridge. It's locked. Just interact with it and you'll use Dark Energon to blow it open.



Once inside you'll be attacked by a small group of heavy Autobots. Avoid the brute and focus your fire on the Autobots with guns. Once they're down, take on the Brute from a distance. After that, head up the stairs at the rear of the room and exit through the hallway on the left.



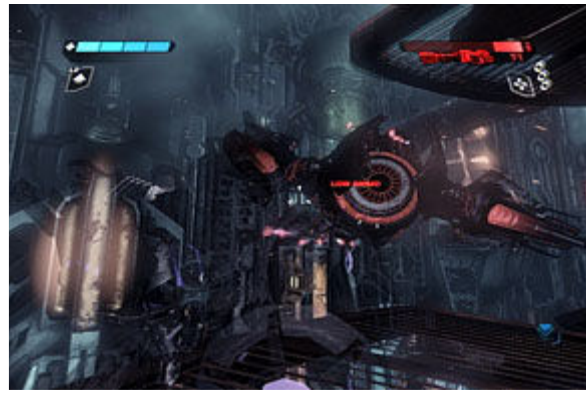
Follow the corridor and you should eventually come to hall with windows to your left. Omega Supreme shows up and starts shooting through them. Again, don't try and fight back, just move through the halls as quickly as you can until you reach the lift at its end.



When you activate the lift it will lockdown, refusing to move. To get it started, shoot out the three locks on its sides. The elevator will start to ascend. After a short time Omega Supreme will attack again, causing the elevator to drop.



The elevator's emergency locks will kick in, halting your descent and leaving you a sitting duck for Omega Supreme. Shoot out the locks. When the elevator finally hits bottom, exit onto the catwalk on your right. Make your way along the side of the building, avoid Omega's attacks. You should enter a tunnel defended by some Autobot grunts.



Head through the tunnel. When you reach the end Omega Supreme will bust in again, this time trying to pull you to him with a tractor beam. Shoot it out to avoid being crushed.



Take the right at the end of the tunnel and jump down the shaft. Follow the corridors and you should reach a door with two locks. Shoot them off and it will open into a room packed with Autobots. Focus your fire on the heavy Autobot at the room's center. Some aerialbots will also join the fray after a short time. Kill them all then chill out with Soundwave while he unlocks the next set of doors.



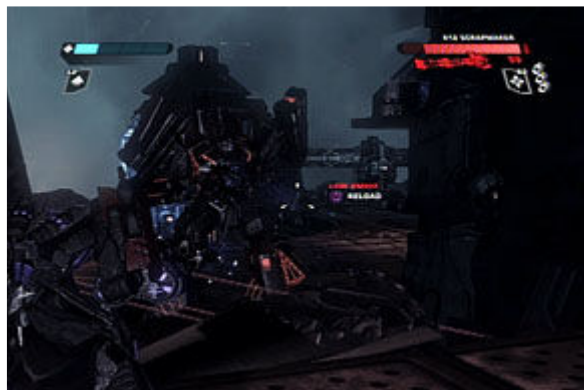
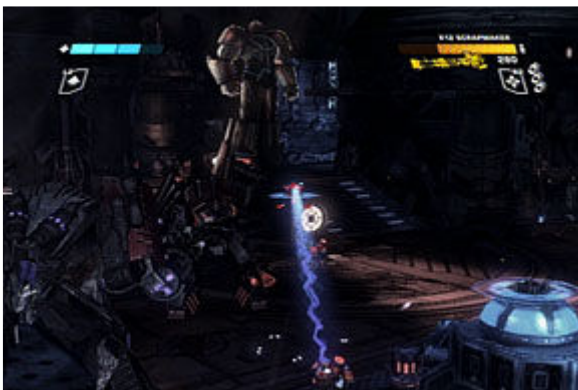
The doors will open to a pack of Autobots, including two Brutes. Kill them all and exit the room. Follow the connecting corridor. You'll come to a locked door. When you use Dark Energon to open it however, some repair turrets will reveal themselves and stop the Dark Energon from blowing the door open. Destroy the turrets and head through the door.



You'll find yourself outside and once again under attack by Omega Supreme. He'll drop some mines on the road ahead of you. These are fairly easy to avoid so just plow ahead, dodging and destroying them as you encounter them. You'll shortly find yourself inside again. Head up the stairs. Eventually you should trigger a cutscene. When it ends Omega Supreme will be chasing after Starscream, leaving you to take out the horde of Autobots he drops in.



This fight is large, but fairly straightforward. The only catch are the multiple repair turrets spread about the area. Any damage you dish out, they'll repair. Accordingly, focus on taking them out first. You'll need a more precise weapon for the turret at the far end of the area. There's a sniper rifle to the left of the door you entered through. Once all the turrets are destroyed, take down the lesser Autobots and then the large Tank Autobot. Once he's dead, destroy the snipers at the end of the area and proceed.



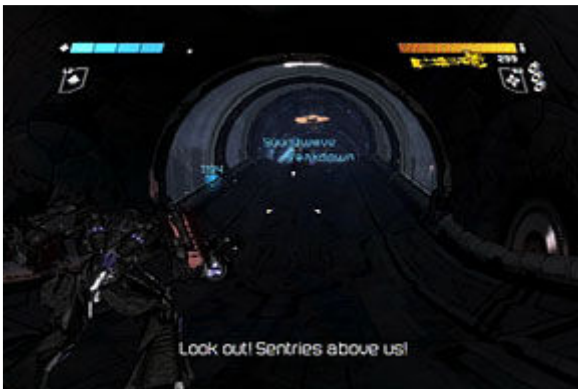
When you reach the other side of the area you should come to another entryway. Head back inside and follow the pathway to an upcoming bridge. Omega Supreme, being the jerk that he is, of course shows back up to mess with things. He knocks out the bridge, disrupting your path. To the left there is an another entrance leading back inside. Take a detour through it.



You'll come to a destructible door. Blast it open and proceed. You'll come to an area brimming with Autobot snipers. Advance forward, picking them off as you go. You should come to another destructible door. Shoot it open and head into the connecting tunnel.



Follow the tunnel. You should encounter some minor Autobot resistance, but nothing you can't handle with ease. You'll come to what looks like a tunnel. It's soon revealed to be an Energon power conduit. If you get caught inside it during an Energon burst you'll suffer heavy damage. You'll have about ten seconds between each burst. This is more than enough time to make it through, blast open the next door and exit the conduit.



You'll come under attack by a trio of aerialbots. Shoot them down and then blast the next door open. It leads into another conduit. This one fires off about every three or four seconds, giving you far less leeway than the first one. About halfway through the conduit on the right is a destructible door. Quickly shoot it open and head inside for safety. At the other end of the room is another door leading back into the conduit. Open it and when the coast is clear, dash back into the tube. At the end of the conduit on the right is your exit.



You'll find yourself in an area seemingly void of Autobots. Advance. You'll enter a small room where you'll swiftly be attacked by cloakers. Kill them all and exit through the door at the end of the room.



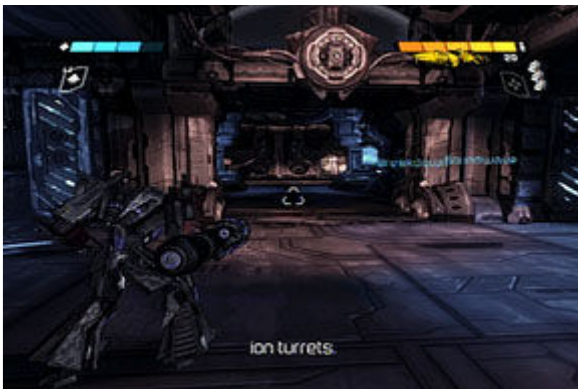
You'll enter a larger room filled with Autobots and turrets. Waste all of them and then head to the marked controls. Interact with them to activate an extending bridge that will let you advance.



Follow your objective marker back to the bridge. Make your way across the bridge. Omega Supreme will show up deploying more mines and trashing the place. Ignore all of it, just focus on making a mad dash across the bridge.



After successfully crossing the bridge head down the corridor to your right. You'll enter a room filled with cloakers. After you destroy all of them a lift at the rooms center will descend. It's carrying a trio of Autobots, including a Brute. Destroy the Brute's companions and then focus your fire on it. After you've cleared away all the defenders activate the lift.



Ride the lift up to the surface. You'll reach a set of ion guns that will come in handy against Omega Supreme. Unfortunately, the Autobots are using them against your own troops. Correct them. After you clear out these defenders, Omega Supreme will show up for a final showdown. Despite Omega's intense firepower, this battle is fairly easy if you just play it safe. He has three main attacks; firing his main beam cannon, showering you with homing rockets and deploying squadrons of the aerialbots. The first two are easy to avoid. Just take cover until the danger passes. The aerialbots can cause more trouble. The key to this fight is to just take your time and don't leave yourself open to attack. Detach a turret and bring it with you, rather than using it while its mounted. Omega's not going anywhere so just chip away at him until he's destroyed. This ends the chapter.



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Chapter V: The Final Guardian

Didn't you shoot this guy down? Alas, Omega Supreme is still kicking and trying to repair himself to keep the fight going. It's in your best interest of course to make sure this doesn't happen. When the fight begins, take cover. You can't damage most of his body. Luckily, Soundwave is kind enough to point out that Omega Supreme has some turrets that can be destroyed.



After you destroy the turrets Omega Supreme will try to regenerate them. To do this he'll try to use his tractor beam to absorb one of four batteries positioned around the map. Corrupt them with Dark Energon and when he absorbs them it will leave him vulnerable to attack.



After you damage him enough, Omega Supreme will enter into one final battle mode in a desperate attempt to stop you. His firepower is through the roof during this stage, so stay on the move. His only vulnerable point is the center of his chest. Pummel it until he goes down for good. This will end the chapter and the Decepticon.



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Chapter VI: Defend Iacon

When the mission begins exit the lift that serves as your starting point and advance. After a brief bit of conversation between the Autobots a Decepticon warship will crash. Move forward and destroy and surviving Decepticons.



Continue on. A short cutscene will trigger, and more Decepticons will attack. Fight your way through them. You'll come to large door. It will open to an elevator filled with Decepticons. Destroy them all and then board the lift.



When you exit the lift, destroy the defending Decepticons. After they're dealt with head forward and interact with the controls they were protecting. This will activate a set of Autobot gun turrets that will destroy the Decepticon's aerial fleet.



A Decepticon will crash in from the sky, striking the force field in your path and freeing up the way for you to advance. Jump off the ledge. Head forward and you should eventually come to a door. Some Aerialbots will fly out and attack you. Shoot them down and head through the door. Once inside a short cutscene will trigger and you'll be attacked by a Brute. Destroy it.



After the Brute is destroyed head onto the lift at the end of the room opposite of where you entered. Ride it back down to street level. Follow the street. You'll come to a window where you'll see a Decepticon weapon using Dark Energon against your allies.



Follow the corridor and you'll come upon a pack of Decepticon grunts. Destroy them all and continue. You'll then be attacked by a squadron of Decepticon seekers.



After these attackers are sent to the scrapyard, continue following the streets. You'll stumble upon a large group of Autobots that are pinned down by seekers. Mount or detach a turret and open fire on them. Eventually a Decepticon warship will join the fray. Focus all your fire on it and shoot it down.



After a brief chat with Jetfire continue. Follow the roadways and after a substantial drive a cutscene will trigger in which the Decepticons will blast the road out from under you. When it ends you'll be back on the ground.



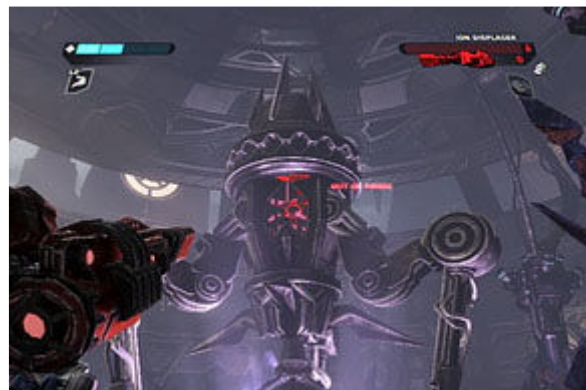
Head forward, working your way through the debris. You'll come to an area being watched over by Decepticon snipers. Work your way through the area, picking off snipers as the opportunity presents itself. After a time you should find the a corridor leading back onto the roadway.



Head forward and you'll see a hologram of Megatron. After he blabs for a minute proceed and you'll trigger a cutscene. When it ends a large squad of Decepticon grunts will attack you. Destroy them all and continue toward the roadway.



Follow the corridor and you should see an abundance of Dark Energon crystals forming. You'll soon discover the source: the Dark Energon weapon you saw earlier. When you near it, it will trigger a cutscene after which you'll need to fight it. Bringing it down is not particularly hard. First, target its three legs. A little concentrated fire should be more than enough to destroy each. It will fire back at you, but at this point its defenses are negligible. After you snap its legs, its core will be exposed to attack. Aim for its chest area. It will deploy a large energy weapon that will swivel around the room in a circle. Just keep ahead of it and shoot until its destroyed.



Shoot out the Dark Energon crystals barring the next door and continue through the corridors. You should finally return to the lacon Highway. It should be smooth sailings for a bit. You'll eventually reach a group of Decepticons barring the way. Destroy them and proceed.



Continue down the highway. You'll come to a sealed door, at which point some Decepticons will attack you. Fight them off and the door will open allowing you press on. You'll come to a gap in the road where some more seekers will attack. Destroy them before pressing on. After another short drive you'll come to a portion of the highway that's been knocked out. Time to huff it on foot some more.



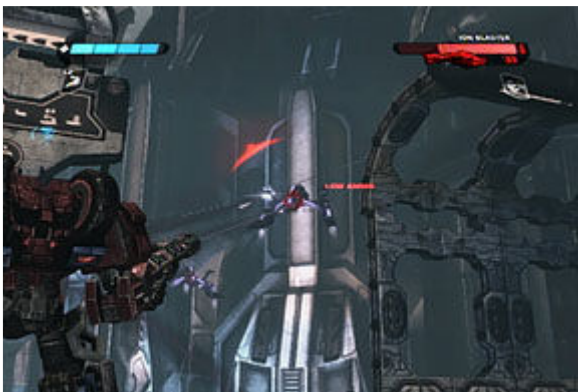
You should come to a battleground where your Autobot allies are duking it out with the Decepticons. Join the fray and fight your way through the Decepticons. You should come to a spot with a bunch of snipers shooting at you from a raised area. Destroy the enemy units and then head up to the raised area and use the marked controls. This will open the next set of doors.



Continue to the next area. You'll encounter another one of the Decepticon's Dark Energon weapons. Its legs are already damaged so just target its chest. After its destroyed take the lift on the left side of the area up.



When you ascend to the next area press forward. Travel along the walkway, fighting off the Decepticons as you go. You'll come to a set of moving platforms circling a turbine. You'll need to jump across these to advance. Hop on and ride it around until you're in jumping range of the ground below. Then jump off and proceed.



You'll come to another set of turbines. Hop onto the nearest platform and ride it around. You'll be attacked by a few seekers. Shoot them down and when you get close to the next turbine, jump to another platform. When you get close enough, leap down to the ground below.



When you land you'll be attacked by a squad of Decepticon grunts. Destroy them and head into the corridor they came from. This will lead back to the Iacon Highway. Follow the highway. When you reach the end you'll enter a room filled with Autobots. Head to the end of the room opposite where you entered and interact with the controls to open the door and exit.



Head forward. Your allies will be engaging the Decepticons. Join them and fight your way up the stairs. When you reach the top of the stairs a short cutscene will trigger. When it finishes, proceed.



You'll enter a large, open room. Head toward the end opposite of where you entered. You'll be attacked by a mixed group of Decepticons. Destroy them all and continue forward. You'll come to a closed door defended by a Brute. Take him out. Once the Brute is dealt with, the doors will open leading to the next room.



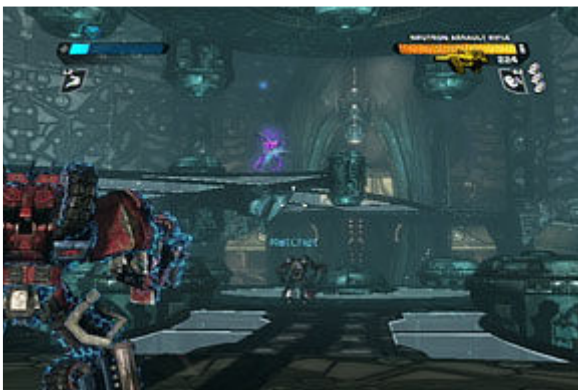
At the center of the next room is a communication relay. You need to align its ion streams with two receivers on the floor. To do this, target the marked points on its structure and fire off a few rounds. This should cause it to turn slightly. Do this until its aligned. Once that's taken care of activate the controls near the entrance.



You need to get up the next level and there's not proper lift available, so you need to ride what amounts to a freight elevator. Wait until it descends to your level and then hop on before it rises again. This will bring you to the next floor up. There are several obstacles to avoid here. First, is a large blue energy beam. You can't jump over it without assistance, so wait until an energy crate rises up to block the beam and then use that to jump over. The second obstacle is easier; just wait for it to shut off and then pass through. After that, ride the freight elevator up to the next level.



The next floor is more straightforward. Rather than obstacles you just need to deal with Decepticons. Head forward and fight your way through the Decepticons that are barring the way. At the end of the area is another lift. Ride it up.



On the next floor some aerialbots and seekers will be duking it out. Clear out all the Decepticons on the floor and follow your objective marker to the elevator. Activate it and ride it to the top. When you reach the next floor advance and short cutscene should trigger. When it ends you'll be fighting Starscream.



Fighting Starscream is relatively easy. Both in jet and robot form, his primary attack pattern will be to dart around the screen stopping every few seconds to fire at you. Just keep moving yourself and keep firing on him. His armor isn't very thick and he should go down quickly. This ends the chapter.



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Chapter VII: Kaon Prison Break

When the mission begins you won't have control of you character. Watch as you and your allies are marched into the Kaon Prison. When you regain control of your character head into the pipe that Air Raid is holding open for you.



Follow the pipe and jump down the shaft at its end. When you reach the floor below you'll see two grates: one on the left and another on the right. Bust either one open and follow the connecting corridor. You'll be attacked by robotic spiders, kill them as you meet them. Follow the left and you enter a largish room with a pit on the

left. Head right and you'll run down a corridor leading to another grate. Either way will lead you to roughly the same place, so feel free to go either way.



The next area will have some honest-to-goodness Decepticons to fight. You still don't have a gun so be careful. Destroy them all and activate the controls to open the door out leading out of the room.



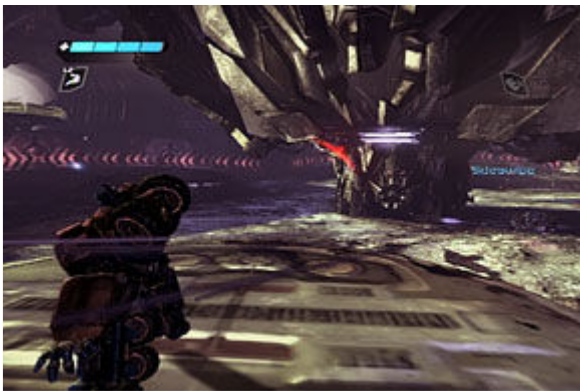
In the next room you'll encounter another pair of Decepticons. Luckily, you'll find a gun. Destroy the and proceed to the next area. You'll find yourself on a walkway, and under attack by some Decepticons. Take them out quick and advance to cover as some Snipers will soon join the fray. Follow the walkway, killing the snipers as you go. You should come to a set of controls. Interact with them to activate something you can't yet see...



Head forward toward your objective marker. A squad of Decepticons will try to intercept you. Destroy them and proceed. You'll come to a ledge where you'll fall under attack by a Decepticon crawler. Target its turrets. When they've been destroyed, the crawler will open up and deploy Decepticon grunts. Destroy them. You'll then be able to board the crawler yourself and use it to move further into the prison. When the crawler stops moving, advance.



A cutscene will trigger. When it ends you'll be in an arena type room. You'll be attacked by three waves of enemies. The first is straightforward grunts. The second is made up of swarms of the spiders you fought earlier. The third is a mixture of grunts and seekers. When you destroy all three waves, Megatron will teleport you to a jail cell.



After Soundwave and Rumble gloat over catching you again, Optimus will mention that one of the cell walls is emanating energy. Interact with the mark wall to destroy it. Once the wall is out of the way, escape into the hallway. Follow the hall and you'll come to a door. Open it up with the controls on the left.



You'll enter a large room filled with Decepticons and turrets. Destroy them all, using the many pillars around the area for cover. You won't have a gun yet, so use your melee and vehicle mode weapons to bring everything down. When you've cleared the room the Decepticons will call in reinforcements. After each group attacks, search the hall that they originated from to find weapons and health.



Optimus will find another wall that can be bashed open. Once it's destroyed press forward. Head up the stairs and open the door at the top. Press forward. You'll come to a room where Air Raid is trapped in a force field.



Head into the room and a cutscene will trigger. When it ends you'll be attacked by some cloakers. Destroy them and head into the tunnel to the right of Air Raid's cell. Follow the tunnel, destroying any Decepticon's you encounter. When you reach the end you should find a set of controls. Interact with them and head back out into the main room. Next, head into the tunnel to the left of Air Raid's cell. Follow it to a second set of controls. Interact with them to free Air Raid. Head back into the main area and continue to the next room.



You should come to a door. Use its controls to open it. You'll enter a corridor packed with Decepticons, including a Brute. Destroy them all and advance. You'll come to a small room where you'll find the controls for the other Autobots' cells. Free them.



Exit the control room. A cutscene will trigger. When it ends you'll need to escort the freed Autobots to a hangar so they can escape. Fight your way through the Decepticon guards. When you reach the hangar you'll be attacked by seekers. Fight them off and then exit through the door to right of the room.



You'll come to another crawler. Board it to head deeper into the bowels of the prison. On the way down you'll be attacked by another crawler. Mount an ion turret and fight back. There's no real trick to it, just keep firing until you've destroyed it. You'll be attacked by a second crawler and some seekers. Destroy the crawler and shoot down as many seekers as possible before reaching the bottom.



Exit the walker and follow the connecting corridor. A cutscene will trigger after which you'll find yourself in a huge, open room and under bombardment. Ignore the enemy fire and just press forward. Don't stop unless it's absolute necessary. When you reach the end of this area, stock up on ammo and health and continue.



Head into the next room. At the end opposite the entrance is Zeta Prime. Approach him and a cutscene will trigger. When it ends you'll be facing off against Soundwave. This fight is a bit unconventional. Soundwave himself is unreachable for the majority of it; hiding behind a force field. He attacks you by deploying turrets and his own line of miniature Decepticons. The turrets are very conventional, nothing you haven't encountered before, but the miniatures can be troublesome. There are three of them: Frenzy, Ramble, and Laserbeak. Frenzy is very straightforward, much like fighting a grunt. Ramble likes to scramble your sensors, making it harder to aim. Laserbeak is the most annoying, moving quickly and possessing a high rate of fire. When you deplete one of the miniatures, Soundwave will exit his protective forcefield to help them, leaving him vulnerable to attack. This fight overall is pretty easy. Just cycle through the miniatures and damage Soundwave when the opportunity presents itself. This fight ends the chapter.



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Chapter VIII: To the Core

When the chapter starts head forward. The door leading out of the opening room will lock. Shoot out the locks and head through. You'll enter a small room with a window looking out on the corrupted Omega Supreme. Shoot the locks off the next door and proceed. You'll come to a room with three power cells. Destroy them.



When the power cells are destroyed, a door will open up and some Decepticons will enter. Destroy them and head into the same door. Follow the corridor and you'll come to another group of Decepticons. Watch out for the one stationed on the balcony overlooking you. He has a rocket launcher that packs a bunch. Destroy them all and proceed. You'll come to a room filled with cloakers. Clear them out and the locks off the next door. In the connecting room you'll find a control console that will unlock the rest of the facility.



An area should open up behind the control console. Follow the corridor until it branches off to the right and left. You'll see objective markers leading off in both directions. These matching corridors lead to the controls for Omega Supreme's restraints. You need to deactivate both of them.



With Omega Supreme free fight your way back to the area where the corridor forked. The door that was there will have opened up to the room containing Omega Supreme. The Decepticons are trying to destroy him he repairs himself. Defend Omega Supreme.



After a short fight you'll chat with Omega Supreme for a bit. The Decepticons will then attack him again. Before that you'll be given a chance to activate a few repair turrets. Fight off the Decepticons. After a short time Ratchet will arrive to repair Omega Supreme. You need to hold off the Decepticons while he does this. After fighting off several waves of Decepticons, Omega Supreme's repairs will be complete and he'll open the core gate.



Immediately afterward you'll be attacked by a Decepticon Tank. As with the Tanks you encountered as a Decepticon, hit it from the rear to and then pummel it with firepower when it transforms. When the Tank grows weak, Omega Supreme will enter the fray via cutscene and finish it off. Once that's done with, head through the gate toward the core.



Follow the connecting tunnel. When you reach the end you'll come to a hole in the floor. If you need supplies, raid the containers scattered about the room. When you're ready jump into the hole. After a long fall through a huge shaft you'll land in an area riddled with Dark Energon crystals. Advance forward. You'll come to an area sealed off by Dark Energon. Smash it open.



Follow the corridor. You'll come to another area where the exit is sealed off by Dark Energon. You'll be attacked by Decepticons. Destroy them all and eventually a giant slug will bust through the Dark Energon, opening the way for you. Head forward and you'll come to yet another spot sealed by Dark Energon. This one is smashable, so bust it open.



You'll find another shaft. Jump down. When you land below you'll encounter some more giant slugs. These have turrets and can be ridden. Hop on! The slugs will work their way through the Decepticon lines. Shoot any Decepticons you encounter.



Your slugs will come to a halt. Off to the side, a giant worm corrupted by Dark Energon will emerge. It has only one attack, spitting Dark Energon spheres. Shoot them before they hit you and then fire on the Worm itself. After a short time, the Corrupted Worm will flee. The slugs will continue. You'll come to a bridge atop which is a transformed Tank. Shoot out the bridge supports to bring the bridge and Tank crashing down.



After the Tank is destroyed the Corrupted Worm will emerge again. It attacks you in the same manner as before so again, shoot the Dark Energon spheres it spits out and then pummel it with gunfire. Your slugs should shortly charge it, causing it to retreat again. Your slugs will continue. After smashing through the next wall of Dark Energon a cutscene will trigger. You and your slugs will fall to the floor below. You're on foot again and separated from you companions.



Head down the corridor. You should come to a set of controls. Activate them to rejoin one of your comrades. Continue through the area. You should find your second lost comrade, but be unable to reach them. Don't run off just yet. They'll activate a set of Dark Energon spouts. Destroy these to clear a path.



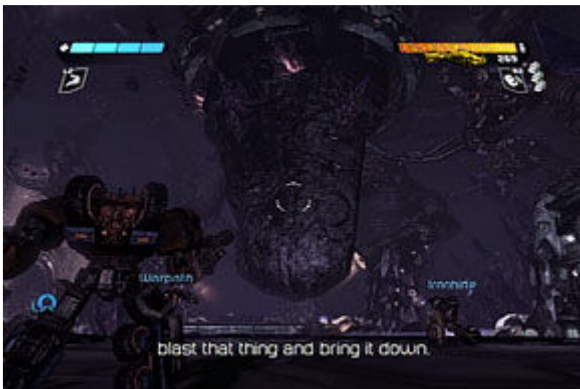
Continue forward and the Corrupted Worm will slither past to your left. It won't attack, but it will leave a trail of Dark Energon crystals and spawn a swarm of spiders. When they've been destroyed, some Decepticon grunts will blast their way through the Dark Energon crystals. Take care of them. More spiders and some seekers will attack you.



Head into the area the Decepticons opened up for you when they blasted through the Dark Energon crystals. At the end of the area to the right is a hallway with a control console. This will reunite you with your second teammate. Advance down the next corridor. You'll eventually come to an elevator. Use it to descend to the next lower level.



You'll exit the elevator into a large tunnel. Follow it until you reach a pit of blue liquid. Be careful; fall in and it's an instant death. To cross, target the Dark Energon at the base of the pillar to bring it crashing down. An instant stepping stone! Jump across the liquid until you reach the entrance to the core.



Enter the core and a cutscene will trigger. When it ends, you're up against the Corrupted Worm again. This time it's a fight to the finish. When the battle first begins your attacks will bounce right off the Worm's armor. After a short time, it will open its mouth to draw energy from the core. Shoot its mouth to damage it. When it closes its mouth cease fire. The Worm has several attacks. It will slam its claws into the floor, disrupting your targeting. It can also spawn spiders to attack you. The most annoying of its attacks is easily its beam attack. It will shoot a large beam that it will sweep back and forth across the room. When the beam is low to the floor, you need to jump over it. When it's raised in the air, just stand still. It's easy to get yourself confused and react on false instinct so pay attention. After going through these patterns the Worm will open its mouth again to absorb power. Just keep it up until it's destroyed. This will end the chapter.



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Chapter IX: Aerial Assault

When the chapter begins kick in your afterburners and head toward the station. Stay away from the purple energy beam filling a portion of the screen. If you get close to it you'll suffer damage. Work your way through the debris. You'll encounter a scattering of mines. Avoid or destroy them. When you near the station, a squadron of seekers will attack you.



After you take down the seekers, the station will launch a massive defense system. When it first deploys attack its arm cannons. When these are destroyed, aim for the laser cannon at its center. It will only be vulnerable when its firing, so you need to wait for it to charge up. Just be careful, because its defensive fire is incredibly thick. If you don't stay on the move you'll be destroyed very quickly.



With the defender destroyed, the station will now be accessible. Head inside and interact with the control

console to disable a set of locks. A control node will be revealed. Destroy it.



With the path cleared again, head forward. A cutscene will trigger where you and your allies will fly into a set of vents. When it ends you'll be in robot mode. Head forward and blow up the white energy cells. When both are destroyed a control bubble will emerge. A squad of Decepticons will unload. Destroy them and activate the controls inside the bubble.



Exit the bubble and advance. You'll be attacked by a squadron of seekers. Destroy them and head forward. You'll come to a trio of turrets. Destroy them and blow open the next tunnel. Fight your way through the tunnel and you should come to a room with a large coolant pump at its center. Clear out the Decepticons guarding it and then destroy the nodes on its sides. Destroy them to deactivate the pump.



Head forward. Another control bubble will emerge from the water. When it opens, destroy the Decepticons inside. Enter the bubble and activate it. The bubble will descend back into the water. When it opens back up head into the next room. You'll be attacked by cloakers. Destroy them and continue. You'll shortly come to another set of controls. Activate them and the floor beneath you will lower.



When you stop, you'll be in a corridor that heads both right and left. Both directions lead to the same place so pick either one. You'll be in a control center. When you near the next set of controls, Megatron will show up as a hologram, taunting you. When he's done being a jerk, a large group of Decepticons will attack. After you've destroyed them all activate the controls.



The area will in front of the controls will drain, opening it up for you. Transform into jet mode and head forward. Fly through the tunnels, avoid an obstacles in your way. When you emerge out the other end transform back into robot form and follow the connecting corridor.



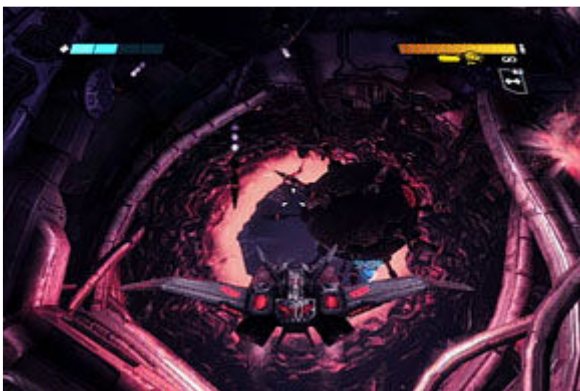
You'll come to a set of controls. Activate them and you'll be lowered to the area below, an area swarming with Decepticons including several Brutes and a transformed Tank unit. Destroy them and reinforcements will show up. Head into the corridor they emerged from. Fight your way forward, killing any Decepticons you encounter. You'll come to a room with two control consoles at its end. You need to activate them both.



Once you've worked both the controls, attack the pulse regulator that it reveals. After you've overloaded it, some Decepticons will attack trying to stop the process. Hold them off until the regulator finishes overloading. A cutscene will trigger.



When the cutscene ends you'll be back in space and in jet form. Fly forward and you'll encounter some weird, rocket shooting spheres. Avoid them as best you can and push onward. You'll come to an area where you'll be attacked by seekers. Destroy them. At the center of this area, on the floor you'll see an energy sphere. Land nearby and destroy the cloakers guarding it. Circle the sphere until you find the entrance. Inside is a control console. Activate it and the platform the sphere is grounded on will begin to rise.



When the platform stops, you'll be back in space and heading toward the main gun. Fly forward as fast as you can and enter the gun. Follow the tunnel until you reach a wide open room. There are two tank units guarding it as well as a slew of heavy Decepticons and snipers. Some seekers will also join in after awhile. This room can be brutal. Before hitting the tanks, sweep around the room and take down the snipers and heavy Decepticons. With them out the way, focus on the tanks. There are a lot of supplies in this area, so if you're running low on ammo or health duck into one of the adjoining rooms on the right and left to heal and reload.



Once the room is clear head into the large hole at the rooms end. You'll enter a narrow tunnel. Fly straight through. You'll encounter some mashers. Just wait for them to open up and jet through. If you spot some strange, three legged creatures destroy or avoid them. If you get to close they'll self-destruct, scrambling your sensors. At the end of the tunnel you'll come the cannon's transformation cog. Destroy this and it won't be able to stay in cannon form. Before you can do that though, you need to destroy the numerous turrets spotting its body. Take care of those and the cog will be left vulnerable. Destroy it.



You need to escape! Fly back through the tunnel and into space as quickly as you can. A cutscene will trigger in which the cannon will transform into its robot form, Trypcticon. It will start descending toward the planet. You need to stop it. Destroy its jet packs. Once this is done, Trypcticon will turn around to attack you. It has several attacks. It will fire at you with its laser cannon, firing swipe at you with its hands, and launch a flurry of missiles to shoot you down. Avoid these attacks and destroy its jetpacks each time they repair. After you destroy them three times he'll start falling out of control to Cybertron. This ends the chapter.



Chapter X: One Shall Stand...

When the chapter begins, Trypticon will come crashing down from the sky landing in the city. Head toward the crash site, marked as your objective. You'll reach a point where the path is blocked. A canister is marked. Shoot it and it will explode clearing the way. Continue to the crash site. When you draw near, Trypticon's tail will smash through the street and the ground will cave in, dropping you down into the levels below.



You'll be face to face with Trypticon, and he isn't happy. He'll begin pummeling you with his shoulder cannons. Don't bother firing back, your shots will bounce off his armor. Rather, activate the controls console that emerge on the ledge opposite Trypticon. A conveyer belt will begin cycling batteries near Trypticon. When they near his shoulders shoot them. If you can destroy three of them in this way, it will destroy one of his cannons. When the first set is destroyed, activate the next conveyer belt and repeat the process.

With his shoulder cannons gone, Trypticon is far less potent. He'll shoot giant energy orbs at you and try to smack you with his tail. Avoid these, and target the vents that open on his chest. When both are destroyed, a cutscene will trigger.



Trypticon smashes the floor out from under you dropping you down again. When you land he'll attack again. His main attacks this time are to shoot energy from his mouth and missiles from his tail. It's hard to avoid these attacks on foot so transform and use your booster until he stops firing. He also attacks with Dark Energon crystals that shoot up through the floor and can spawn spiders, but these are easy to deal with compared to the first two attacks. The goal here is to shoot the three cores behind his head. When one is vulnerable it will glow red. Destroy each in turn whilst avoiding his attacks. When you've done this Trypticon will be defeated and you'll have beaten the game! Congratulations!



Transformers: War for Cybertron Emblem Guide

☰	Chapter I	Chapter II	Chapter III	Chapter IV	Chapter V	»
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Throughout the game there are Decepticon and Autobot emblems hidden. Finding them can be a bit of a trick, so we've laid out their positions for you level by level, checkpoint by checkpoint.

[Autobot Emblems](#) »

[Chapter I Emblems](#)

[Chapter II Emblems](#)

[Chapter III Emblems](#)

[Chapter IV Emblems](#)

[Chapter V Emblems](#)

[Decepticon Emblems](#) »

[Chapter VI Emblems](#)

[Chapter VII Emblems](#)

[Chapter VIII Emblems](#)

[Chapter IX Emblems](#)

[Chapter X Emblems](#)



Chapter I

1

Checkpoint: The Ambush

Load the checkpoint and head forward. When you reach the ledge with the Autobots on the floor below, look up and to your left. The emblem will be sitting on a set of metal beams.



2

Checkpoint: Ventilation Shafts

After the checkpoint loads, head through the tunnel as you usually would. When you reach the shaft with the fans in it, jump in. Work your way down, destroying the fans to proceed. After destroying the last fan, jump down. Instead of landing on the ground below, aim for the alcove just above the floor. Inside is the emblem.



3

Checkpoint: Laboratory

After loading this checkpoint, you'll be attacked by aerialbots. After clearing them out head up the ramp. When you reach the ramps end, take a right. Head all the way to the wall and turn right again. You'll see the emblem sitting across from you.



4

Checkpoint: Detritus

After loading the checkpoint, work your way across the floating debris. After crossing this, you'll come to two sentry turrets. To the upper left of the one of the left hand side is the emblem.



5

Checkpoint: Detritus

In the room where the floor breaks apart, follow along the right hand side. The emblem is located in a nook shortly before the exit.





Chapter II

1

Checkpoint: Kaon Cliffs

When the level begins you should see a stretch of rock creating an arch. Atop this you'll find the emblem.



2

Checkpoint: Energon Reservoir

After you load the checkpoint you should be at the spot where Autobots locked you out. Turn to the left and you should see a set of pipes. Behind them is the emblem.



3

Checkpoint: Energon Reservoir

After destroying the second emblem, proceed until you reach some Autobots standing in front of a fan. Turn around and fly all the way to the wall. Be careful you don't head back down the tunnel you just came from. When you reach the wall, turn left and you should see the emblem in an alcove.



4

Checkpoint: Nearing the Energon Bridge

You should pass through a tunnel lined by pistons. After exiting this tunnel you'll see a waterfall. Pass through it to find the emblem.



5

Checkpoint: Autobot Command Station

Load the checkpoint and you should come to a room with Autobots manning two turrets. After you fight your way through here and blow open the locks to the next area, head down the ramp and into the next room. Enter the room and fly toward the left. Near the ceiling, between two crates is the emblem.





Chapter III

1

Checkpoint: Infiltrating Iacon

When you near the building with the circular pattern above the door, zoom in. At its center is an emblem.



2

Checkpoint: Iacon City Subsystem

Load the checkpoint. You'll come to a locked door. Shoot off the locks and blow away the door. You'll enter a shaft with spinning fans. Jump onto the first fan and let it spin you around. The emblem is on the pillar facing away from the door.



3

Checkpoint: Autobot Transit System

Load the checkpoint. When you reach the second room where Autobots unload from a train clear them out and then use the trains to jump up the ledge. Instead of proceeding down the tunnel, look to the right. Behind a forcefield is the next emblem.



4

Checkpoint: Assault the Anti-Air Guns

You should come to an area where your objective switches to "Disable the Anti-Aircraft Guns." Press through this area. When you reach the first doorway leading up to the gun controls, hang a left before going in. The emblem will be on the wall there. It's on the street level, so be sure not to run past it.



5

Checkpoint: Inside the lacon Vaults

When you reach the hallway with the mashers, turn around. Above the door is the emblem.





Chapter IV

1

Checkpoint: The Omega Key is Angry

When the mission begins depart your ship and jump down to the bridge. You'll be near a large, circular door. High above this is an emblem.



2

Checkpoint: Enemies Within

After Omega Supreme tries to suck you into his hand, you'll come to an elevator shaft with a glass bubble thing hanging from the top. Behind it is the next emblem. Be careful not to fall down the shaft (as we did before taking this screenshot), as it makes shooting it a bit tougher.



3

Checkpoint: Heavy Resistance

After the cutscene in which Omega Supreme gives chase to Starscream make your way to area directly opposite of where you entered. This is most easily done by heading to the left and following the area to your side. You'll come to a large alcove in which you'll find the next emblem.



4

Checkpoint: Maintenance Tunnels

After passing through the first power conduit, destroy the Autobots that attack you. Then, gaze out at the wall above the tunnel in the middle of the area below. You'll see the next emblem above it.



5

Checkpoint: Across the Bridge

After you escape Omega Supreme's attack on the bridge, you'll enter a room. On the left side is the emblem, behind a force field. Use grenades to destroy it.



[Chapter I](#)[Chapter II](#)[Chapter III](#)[Chapter IV](#)[Chapter V](#)

Chapter V

1

(No checkpoints necessary in this chapter)

As soon as the chapter begins, look across near Omega Supreme's feet. Next to a health container is an emblem.



2

(No checkpoints necessary in this chapter)

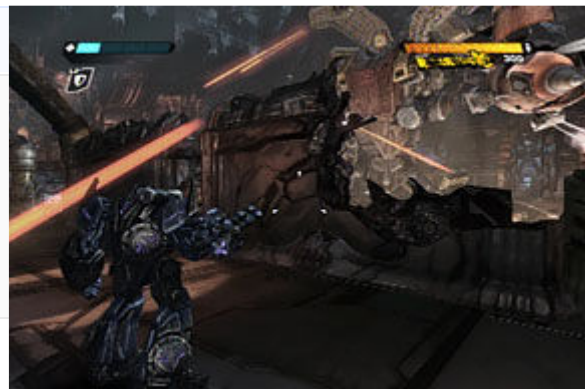
Head up the ramp to the right of where you begin. Look up and you should see an emblem on the ceiling.



3

(No checkpoints necessary in this chapter)

The next emblem is on the right wall, using the direction you were facing to find the first emblem as your starting point. I apologize for not actually having the emblem in this screenshot. My finger slipped and I accidentally shot it before I could take the screen.



4

(No checkpoints necessary in this chapter)

This emblem is a pain. You need to destroy all the walls lining the battle area. The way to go about that is have Omega Supreme target you with his tractor beam and then seek cover behind one of the standing walls. This can take a long time, so be patient.



5

(No checkpoints necessary in this chapter)

Again using the first emblem as a starting direction, look up to the left side. Below the center arch with the white half-circle you should see half an emblem. The rest is hidden so behind the structure.



Chapter VI

1

Checkpoint: Iacon Under Siege

When you reach the room where Jetfire talks to you as a hologram, the emblem is behind him up on the wall.



2

Checkpoint: The Broken Lift

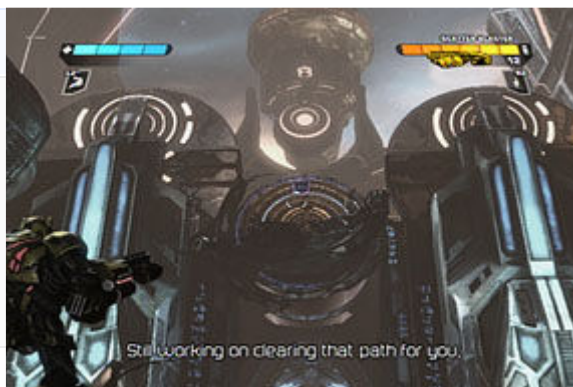
Follow the area as you usually would. When you make it outside of the area lined with glass, you'll make your way over some rubble. To the right, out on a distant bridge is the emblem.



3

Checkpoint: Iacon Speedway

Follow along the speedway. When Bumblebee complains about the speedway being knocked out zoom in at the circular pattern across from you. The emblem is there. It's easier to shoot from atop the speedway, but should you accidentally drive down to the area below, it's still accessible.



4

Checkpoint: Central Ventilation System

When you reach rotating platforms, turn around and head to the edge of walkway. The emblem is in a nook slightly below.



5

Checkpoint: Inside the Decagon

When you reach the part of the chapter where you need to ride the energy crates, work your way to the third lift. Before boarding, look up at the large structure at the room's center. The emblem is there.



Chapter VII

1

Checkpoint: Courtyard

After finally finding some weapons, you'll enter an area with snipers. Run across the first walkway, destroying the Decepticons you encounter. You should come to a small structure with some grenades in it. When you step out onto the next walkway, turn to the left. You'll see the emblem floating there.



2

Checkpoint: Megatron's Ambush

After you escape from your cell, head straight down the hall. Don't turn right to continue the mission. There should be set of cells on either side of you. In the cell on your right is the emblem.



3

Checkpoint: Hangar

Once in the hangar you should be able to see the Autobot prisoners escaping onto ships through several windows. Head to the furthest left window and you should find the emblem.



4

Checkpoint: The Final Approach

When you reach the part where the Decepticons are blowing the floor apart, head forward. After passing the second group of missile equipped Decepticons, make your way up the ramp and look to the right. The emblem is floating out in the distance.



5

Checkpoint: The Final Approach

When Megatron tells you that you'll never escape alive, head to the right of the next ramp. The emblem is underneath the connecting bridge.



Chapter VIII

1

Checkpoint: Omega's Holding Cell

After you clear the room full of cloakers, you should shortly come to the area where the corridor splits to the right and left. Head left. When you come to the room with the ramp leading up to the controls turn left to find a barred off room. Smash through the bars and you'll find the emblem inside.



2

Checkpoint: A Plague of Corruption

When you encounter your first space slug there will be two doorways blocked by cable. The game will direct you to smash through the one on the right. First, hit the one on the left to find the emblem. You need to play as Optimus to do this.



3

Checkpoint: Cybertron Slugs

Quickly, before the game makes you board the space slugs look to the left wall. There's a barred off room with the emblem inside. Smash it in to gain access to it.



4

Checkpoint: Sea of Corruption

After exiting the elevator, head down the ramp. At the bottom swing a sharp right. You'll see some a string of stone platforms in the midst of the pooled energon. Jump across them to find the emblem.



5

Checkpoint: Sea of Corruption

When you reach the flooded area just before the door to the core, work your way to the platform closest to the center of pool. Rather than heading to the door itself, jump to the platform to your right. To the right of this platform are some stone platforms. Jump across them to find the emblem on the floor near a space slug.



Chapter IX

1

Checkpoint: Attack on the Relay Station

When the chapter begins you'll fly into a tunnel. At the first tunnel's very opening is a platform to the right. On top of this platform is the emblem.



2

Checkpoint: Coolant Chamber

After activating the console in the control bubble you'll be instructed to blow open a vent. A bit to the left of the vent you'll find a circular opening. Inside is the emblem. You need to blast the opening before you can reach the emblem.



3

Checkpoint: The Nerve Center

When you enter the room with the pulse regulator, fly up so that you can see the top of the long, purple glowing tube that stretches across the room. The emblem rests atop it.



4

Checkpoint: Approaching Trypticon

Enter the room with the orange bubble looking thing at the center. Head to the left from where you enter and you should find two crates side by side. Behind them is the emblem.



5

Checkpoint: Decepticon Destroyers

When you come to the room with the two Tanks and a ton of Decepticons, descend beneath the bridges in the center of the room. In the lowered area down hear you'll find the next emblem.



Chapter X

1

Checkpoint: The Threat Emerges

The mission begins, take the first right and head through the doorway. When you're in there turn around. On the back of the sign hanging in the doorway is the emblem.



2

Checkpoint: The Threat Emerges

After you shoot the battery to blow a hole through the debris. Head through and look to the right. The emblem is up on the wall.



3

Checkpoint: The Threat Emerges

After Trypticon collapses the floor and you fall to the ground below make your way to the bottom most floor. Head to the back of the area. Near the center should be a small recess in the way leading to the emblem.



4

Checkpoint: The Threat Emerges

At the front of the area you first fight Trypticon in is a pillar that serves as great cover. On the other side of it is the emblem.



5

Checkpoint: The Battle Continues

When you reach the second area of the battle, head to the left side. There are two panels with circular, gear shaped things in them. Between them is a crack filled with fire and the last emblem. Destroy this and you've got them all!



Transformers: War for Cybertron Achievements / Trophies

A Prime Problem	10G / BRONZE	↓
Complete Defend Iacon on any difficulty.		
Action Master	15G / BRONZE	↓
Get 10 kills with a single detached turret in any mode.		
Autobot Commander	30G / SILVER	↓
Autobot campaign complete (Medium).		
Autobot Prime	45G / SILVER	↓
Autobot campaign complete (Hard).		
Autobot Recruit	15G / BRONZE	↓
Autobot campaign complete (Easy).		
Beak Breaker	15G / BRONZE	↓
Shoot the 3 hidden Laserbeaks throughout Kaon Prison Break.		
Blast-arachnia!	15G / BRONZE	↓
Destroy 100 spiders in Campaign or Escalation.		
Brute-a-kiss!	15G / BRONZE	↓
Ignite a brute's back 5 times in Campaign or Escalation.		
Chaos Bringer	15G / BRONZE	↓
Destroy the planets in the Stellar Galleries in Iacon Destroyed.		

Dark Awakening	10G / BRONZE	↓
Complete Dark Energon on any difficulty.		
Decepticon Grunt	15G / BRONZE	↓
Decepticon campaign complete (Easy).		
Decepticon Seeker	30G / SILVER	↓
Decepticon campaign complete (Medium).		
Decepticon Warlord	45G / SILVER	↓
Decepticon campaign complete (Hard).		
Devastator!	15G / BRONZE	↓
Destroy all cover in the arena in The Final Guardian.		
Fire in the Sky	15G / BRONZE	↓
Melee-kill a jet vehicle in the air in Campaign or Escalation.		
First We Crack the Shell...	15G / BRONZE	↓
Get smashed by Trypticon's hand as he falls into the energon goo in One Shall Stand.		
Footloose and Fancy Free	15G / BRONZE	↓
Destroy a jet soldier's foot thruster 5 times in Campaign or Escalation.		
Friends to the End	15G / BRONZE	↓
Finish any level in co-op.		

Grimlock, Smash!	25G / SILVER	↓
Destroy all hidden Decepticon symbols in the Autobot campaign.		
Heavy Metal War	50G / GOLD	↓
Complete the 15th wave in Escalation.		
More Than Meets the Eye	15G / BRONZE	↓
Earn a 1st place MVP award in any multiplayer mode.		
Motormaster!	15G / BRONZE	↓
Race across the Chasm Bridge in 33 seconds in Death of Hope.		
Only the Strong Survive	50G / SILVER	↓
Reach a combined class level of 75 in Multiplayer.		
Paging Ratchet	15G / BRONZE	↓
Revive 5 Autobot soldiers in Defend Iacon.		
Powerglide Performer	15G / BRONZE	↓
Fly through the coolant tunnels in 23 seconds in Aerial Assault.		
Powermaster!	30G / BRONZE	↓
Spend 25,000 power in Escalation mode.		
Prime Directive	30G / SILVER	↓
Unlock Prime Mode.		

Ramhorn	15G / BRONZE	↓
Ram-kill against an enemy who is stunned by an EMP grenade in Campaign or Multiplayer.		
Scavenger Would Be Proud!	25G / SILVER	↓
Destroy all hidden Autobot symbols in the Decepticon campaign.		
Slugfest	15G / BRONZE	↓
Save the slug before it is executed in To the Core.		
Spike's BFF	15G / BRONZE	↓
Reach level 25 in any single class in Multiplayer.		
Starscream's Brigade	10G / BRONZE	↓
Complete Fuel of War on any difficulty.		
Targetmaster!	15G / BRONZE	↓
Kill 2 snipers in 5 seconds in Campaign.		
That's No Mirage	15G / BRONZE	↓
Headshot a cloaker when it is invisible in Campaign or Escalation.		
The Fall of Iacon	10G / BRONZE	↓
Complete Iacon Destroyed on any difficulty.		
The Harder They Fall	10G / BRONZE	↓
Complete One Shall Stand on any difficulty.		

The Kup's Half Full	25G / SILVER	↓
Reach a combined class level of 50 in Multiplayer.		
The Last Prime	10G / BRONZE	↓
Complete Kaon Prison Break on any difficulty.		
The Secret of Omega Supreme	10G / BRONZE	↓
Complete Death of Hope on any difficulty.		
The War Within	10G / BRONZE	↓
Complete Aerial Assault on any difficulty.		
There Are Parts Everywhere	15G / BRONZE	↓
Multi-Kill 3 car soldiers at once using an explosive weapon in Campaign or Escalation.		
Thief in the Night	15G / BRONZE	↓
Find and disable all security trip-wire switches in Fuel of War.		
'Till All Are One	30G / SILVER	↓
Complete both campaigns (any difficulty).		
Top of the Scrap Heap	75G / SILVER	↓
Reach a combined class level of 100 in Multiplayer.		
Unlikely Allies	15G / BRONZE	↓
Finish any level in Competitive Co-Op.		

Victory is Mine	10G / BRONZE	↓
Complete The Final Guardian on any difficulty.		
Wait! I Still Function!	30G / SILVER	↓
Get 3 kills while downed in a co-op campaign or Escalation mode.		
You Got Spark, Kid	5G / BRONZE	↓
Reach level 5 in any single class in Multiplayer.		
You Got the Touch	10G / BRONZE	↓
Complete To the Core on any difficulty.		
Your Lucky Day	15G / BRONZE	↓
Kill all but 1 of the neutral prisoners in Dark Energon.		