

= Transformers : War for Cybertron =

Transformers : War for Cybertron is a third @-@ person shooter video game developed by High Moon Studios and published by Activision . It was released in North America on June 22 , 2010 and in PAL regions on June 25 , 2010 for Xbox 360 , PlayStation 3 , and PC . Two portable versions were released for the Nintendo DS , one featuring an Autobot campaign , the other a Decepticon campaign . A game for the Wii called Transformers : Cybertron Adventures was developed by Next Level Games and utilizes the same characters and setting as War for Cybertron . A sequel , Transformers : Fall of Cybertron was released on August 21 , 2012 in North America and on August 24 in Europe .

The game takes place on the planet Cybertron , prior to the Transformers arrival on Earth . The Autobots and Decepticons are engaged in a civil war . The game can be played starting from either faction 's perspective , but begins chronologically with the Decepticon campaign . The game revolves around the use of a substance known as Dark Energon , which the evil Decepticon leader Megatron believes will allow him to return the planet to what he refers to as a golden age .

War for Cybertron received generally positive reviews from critics . Aggregate websites GameRankings and Metacritic report scores in the mid 70 % range across all three platforms . Several reviewers cited it as an improvement over past Transformers games . Critics generally felt that the cooperative and multiplayer versus modes were solid , but cited repetitive visuals in regards to the game 's setting .

= = Setting = =

= = = Setting = = =

War for Cybertron is set on the planet Cybertron , prior to the Transformers ' contact with the planet Earth . Robotic in nature , each Transformer has the ability to transform from their robot mode to an alternate form , such as a tank or jet . The Transformers are engaged in civil war with one another . A group of evil Transformers form a splinter group separate from the main faction . Known as Decepticons , they follow Megatron , their powerful and ruthless leader . The main faction , known as the Autobots , follow the command of Zeta Prime . Zeta Prime is killed , leaving behind an inexperienced leader , Optimus , who must lead the Autobot forces to prevent Megatron from corrupting the planet , itself a Transformer , with Dark Energon . The Decepticon story is told in the first five chapters of the game , with the Autobot story directly following it . Players may choose to start either campaign first regardless of chronological order .

= = = Decepticon campaign = = =

In the Decepticon campaign Megatron fights to return the Transformers ' home planet of Cybertron to what he refers to as a golden age . It opens as Megatron , having heard legends about Dark Energon , an unstable substance with the power to corrupt life on the planet , and the Decepticons attack an orbital research station guarded by Starscream and his forces . Megatron , Barricade and Brawl reach the Dark Energon manufacturing plant , and Megatron immerses himself in it . Inspired by Megatron 's ability to handle the Dark Energon , Starscream asks him to teach him how to control it in return for his service . Shocked by his betrayal , Starscream 's colleague Jetfire escapes the space station , vowing to warn the Autobot leader Zeta Prime .

Megatron sends Starscream , Thundercracker , and Skywarp to reactivate an Energon bridge which will feed the station with raw Energon , allowing the manufacturing of more Dark Energon . Once they succeed , Megatron then develops a plan to infect the core of Cybertron with Dark Energon , feeling that he can gain control of the planet once it is infected . He launches a full @-@ scale assault on the Autobot capital city of Iacon , looking for an item called the Omega Key , which he will use to enter Cybertron 's core and infect it . The Decepticons learn that Zeta Prime has placed the

key under his personal guard . Megatron 's forces enter the chambers of Zeta Prime and defeat him in battle , taking him prisoner . Zeta Prime tells Megatron that the Omega Key is not actually what unlocks access to the core , but is the means to activate the true key , a colossal Transformer known as Omega Supreme .

Now activated , Omega Supreme pursues Megatron and his minions relentlessly . Megatron , Soundwave and Breakdown devise a plan to lure Omega Supreme to a rooftop defended with turrets , where the giant Transformer is ambushed . Omega Supreme sustains heavy damage and plummets to Cybertron 's lower levels . The Decepticons follow Omega Supreme and engage him in a lengthy final battle , in which Omega Supreme is finally defeated , infected with Dark Energon , and captured by the Decepticons . Megatron forces Omega Supreme to open the door to Cybertron 's core and travels there with his minions . Upon arrival he infects the core of Cybertron , also a Transformer , with Dark Energon , which then begins to spread over the entire planet .

= = = Autobot campaign = = =

In the Autobot campaign Zeta Prime , leader of the Autobots , is reported dead and Bumblebee informs Optimus of this . Optimus then decides to temporarily take the mantle of leadership . Optimus , Bumblebee , and Ratchet lead a defensive campaign to protect their home city of Iacon . The trio activate the city 's defense guns and reactivate the communication grid . They then travel to the Decagon where the three Autobots battle Starscream and force him to retreat .

Shortly afterward , the Autobots receive a distress call from Zeta Prime , who informs them that he is being held at Kaon prison . Taking Bumblebee and Sideswipe with him , Optimus allows himself and the others to be captured in order to infiltrate Kaon . With help from Air Raid , the Autobots succeed in releasing all of Kaon 's Autobot prisoners , who escape on Decepticon transports . Optimus , accompanied by Bumblebee and Sideswipe , find Zeta Prime 's cell guarded by Soundwave . A fight ensues in which Soundwave deploys his minions Frenzy , Rumble and Laserbeak . Eventually , Soundwave and his minions retreat and the Autobots rescue Zeta Prime , who dies shortly thereafter from his previous injuries after his battle with Megatron . Optimus returns to Iacon with Zeta Prime 's body and speaks with the high council who declares Optimus the new Prime and informs him of Megatron 's activities .

Optimus is given the task of removing the Dark Energon from Cybertron 's core by the council . Optimus , Ironhide , and Warpath first attempt to rescue Omega Supreme from the Decepticons , who is being tortured by Dark Energon . The Autobots free Omega Supreme and gain access to Cybertron 's core . Struggling against a mysterious corrupted worm , Optimus then speaks with Cybertron 's core , which informs him that it has been heavily damaged by the Dark Energon . It states that it can repair itself by shutting down , but the process will take millions of years during which Cybertron will become cold , barren , and lifeless . The core then tells Optimus that if he carries a small piece of the core with him , the core can still survive during the repairs . Optimus accepts the burden and the core relinquishes the Autobot Matrix of Leadership .

With the planet soon to shut down , Optimus orders the evacuation of all Autobot cities . As the Autobot evacuation transports reach orbit , many are attacked by Megatron 's orbital space station . Silverbolt , Air Raid and Jetfire enter the station and destroy vital systems , and during the attack they realize that the station is actually a massive Decepticon known as Trypticon . The damaged Trypticon plunges into Cybertron , and the Autobots band together to narrowly defeat him in one final battle . In the aftermath of the battle Optimus commissions a massive vessel known as the Ark to transport the remaining Autobots into space . Optimus and a small band of remaining Autobots stay to defend Cybertron from Megatron for as long as possible .

= = = Characters = = =

^ a Originally a pre @-@ order bonus ^ b Downloadable content for multiplayer ^ c Not playable in campaign ^ d Not playable in multiplayer ^ e Unlocked as a multiplayer character

= = Gameplay = =

War for Cybertron is played from a third person perspective . Transformers are classified into four main categories , Leader , Soldier , Scientist , and Scout . Each character in the campaign is classified as one of these types , and their weaponry , abilities and vehicle form are largely influenced by their character class . Players can change between forms at will , and each form has unique abilities . While in robot form characters can also collect different weapons , reminiscent of those found in first @-@ person shooters . While in vehicle form each character can boost their speed .

Each campaign level gives the player a choice of three Transformers . The campaign can be played in single @-@ player or cooperatively via online multiplayer , and players can enter or leave the game at any time . If fewer than three players are present , the game 's AI controls the remaining playable characters . Cooperative and competitive modes of the game are limited to online play , with no split screen features available . The game levels are designed to allow characters to comfortably navigate and play the game in either mode .

= = = Multiplayer = = =

Competitive multiplayer games do not allow players to control official , named characters , and instead must design their own Transformer . Similar to the campaign , generic multiplayer characters are split into four character classes . Contrary to the campaign , however , each created character features some amount of customization . Players can select a base model and vehicle form , then alter major colors for their character and modify weapon loadouts and abilities based on that character class . The multiplayer aspect also features an experience and leveling system , including perks , and upgrades reminiscent of Call of Duty : Modern Warfare 2 , another Activision game .

War for Cybertron has several multiplayer modes to choose from . Deathmatch is a free @-@ for @-@ all game type where the player with the most kills at the end of the game is the winner . In Team Deathmatch players are divided into Autobot and Decepticon teams . The winning team is the one who earns the most kills . Conquest is a capture @-@ and @-@ hold style game , similar to the conquest mode found in the Star Wars : Battlefront series . Multiple control points are spread across the level . The object is for players to capture enemy control points by standing near them for a set amount of time while defending their own control points . In Countdown to Extinction players must take an active bomb and place it at an enemy base , similar to the Assault mode in the Halo series . Power Struggle is the game 's equivalent to the common King of the Hill game type . Finally Code of Power is a mode consisting of two and a half minute rounds where teams vie for a giant melee weapon . Also available is the Escalation game mode , the only multiplayer mode where players can control characters from the campaign or downloadable content . Players choose a faction and then work cooperatively to defeat continuous waves of enemy robots until all players are defeated , similar to the Horde mode found in Gears of War and the Halo series Firefight game modes . Players earn credits by defeating enemies which can be used to unlock ammunition , weaponry , health and new areas in each map .

= = Development and marketing = =

War for Cybertron was announced December 16 , 2009 , and was released in North America on June 22 , 2010 with the PAL region release following on June 25 , 2010 . It is powered by Unreal Engine 3 . Physics for the game are handled using the Havok physics library . A demo was released on June 10 , 2010 which allowed for players to play various multiplayer matches using two of the game 's character classes . Developer High Moon Studios designed the friendly AI so that as a player progresses through the story any accompanying characters will help the player , but still require the player to advance through the game . " The buddies don 't advance the story for you . They get to the point to kinda show you where to go , but then they 'll take up defensive positions and wait for you to progress the story " said Game Director Matt Tieger . " They 're not finishing

objectives for you , but they like to stay near you , they 'll heal you if you get too wounded , they 're pretty smart . "

= = = Setting and plot = = =

War for Cybertron developer High Moon Studios and publisher Activision worked closely with Hasbro to create the design and story for the game . " I want to make the game I 've been waiting 25 years to play " said Tieger . The studio brought the concept and idea to Hasbro for approval . It began with a sketch of Bumblebee . " That was that first sketch that we slid across the table to Hasbro and said ' What do you guys think ? ' And that 's where it all started " said Tieger . High Moon presented the idea of setting the game on Cybertron during the Transformers ' civil war between the Autobots and Decepticons . Aaron Archer , Senior Design Director for Hasbro , stated of the Cybertron @-@ based setting " that 's a really cool place [ ... ] and the early days of that civil war between the Autobots and Decepticons was a story that hadn 't really been fleshed out in any format . "

Each of the characters were totally redesigned for the game , taking cues from previous iterations from the Transformers lore . " What they 've allowed us to do is take a licensed property and treat it like a brand new IP " stated Tieger . The vehicle modes for car @-@ based characters initially consisted of wheels , however the developers found that it crippled gameplay by removing the player 's ability to strafe while in vehicle mode . Taking the dilemma to Hasbro , the two companies agreed that characters would turn their wheels down and hover while in vehicle mode , allowing for more movement . The vehicles would then revert to the traditional wheeled mode while using a character 's boost , maintaining what the Transformers license had established with previous canon .

The world of Cybertron was designed in such a way that the Transformers would have a proper scale on their homeworld . " It doesn 't make sense that things would be smaller than them in their world , " Tieger said , adding " the key character in scale was making their world gigantic and huge . " Matt Krystek , Lead Designer at High Moon stated that since the game is not tied to a movie they were able to tell their own story . He cited the G1 universe as the inspiration for the game . Jim Daly , Lead Concept Artist at High Moon also cited the G1 universe as the main inspiration for the design of Cybertron itself , also stating that there were elements from Disney 's TRON , Blade Runner , and the Aliens franchise .

Hasbro 's Aaron Archer stated the game would be only part of a bigger group of media . " This won 't be the only touch point . It 's a big place that we 're going to build off of . " At a BotCon 2010 panel , War for Cybertron Creative Director Matt Tieger stated Activision is currently in talks with Hasbro on creating additional titles . He also added that Hasbro is " considering " expanding the brand further into the realm of video games . Joe Moscone , Senior Account Manager for Hasbro 's public relations team , further clarified that War for Cybertron is in the same continuity as the Transformers : Prime animated series and Transformers : Exodus novel , and that this would be the primary continuity going forward . Hasbro has released a toy line based on the War for Cybertron setting . Transforming figures of Optimus Prime , Bumblebee , Megatron and Soundwave from the game have been released by Hasbro under the Transformers : Generations banner .

= = = Audio = = =

The soundtrack for the console versions was composed by Tyler Bates . The ending theme is " Till All Are One " by Stan Bush , from his 2007 album In This Life . Peter Cullen returns to voice Optimus , having voiced the character several times in the Transformers franchise . Other voice actors include Kari Wahlgren as Arcee , Liam O 'Brien as Air Raid , Johnny Yong Bosch as Bumblebee , Fred Tatasciore as Megatron , Ratchet , Omega Supreme , and Trypticon , Keith Szarabajka as Ironhide , Steven Blum as Barricade and Shockwave , Nolan North as Brawl , and Sam Riegel as Starscream .

== Downloadable content ==

Two downloadable content packs were produced for console versions of the game . The first , entitled simply Character and Map Pack 01 , was announced on July 2 , 2010 . Character and Map Pack 01 contains the three previously pre @-@ order exclusive characters , Demolishor , Jazz and Shockwave , as well as two new characters , Onslaught and Scattershot . Four new multiplayer maps are also included . Two maps are exclusive to the game 's Escalation mode , while the other two are used in all other game modes . It was released July 27 , 2010 . The second pack , known as Character and Map Pack 02 , adds the characters Dead End and Zeta Prime and five new maps . It was released September 7 , 2010 .

== Reception ==

Critical reaction has been generally positive , with many reviews citing that War for Cybertron is an improvement over past Transformers games . Aggregate scores across all three platforms were fairly uniform . The PC version holds a score of 76 @.@ 25 % at GameRankings and 76 / 100 at Metacritic . The PlayStation 3 version has a 78 @.@ 47 % and 77 / 100 at the two aggregate sites , while the Xbox 360 version reports scores of 79 @.@ 45 % and 76 / 100 . Individual review scores ranged from a 50 % approval by Edge magazine to a 94 % approval by Gaming Trend .

Reviewers praised the in @-@ game voice acting . G4TV 's Matt Kell noted that Peter Cullen 's voice work as Optimus was " commanding and familiar " , adding that the other actors " even do their best to replicate the voices of the original cartoon . " Mike Nelson of Game Informer agreed and noted the game 's excellent dialogue , stating " the script has all the overwrought melodrama you ? d expect from giant talking robots . " Several critics also gave high marks for War for Cybertron 's multiplayer . IGN 's Arthur Gies noted the influences from Unreal Championship , Tribes , Team Fortress 2 , and Battlefield : Bad Company 2 adding that " War for Cybertron leverages its transformation mechanic to create something that feels shockingly new . " Tom McShea of GameSpot noted that the game 's Escalation mode provided a Transformers twist on Gears of War 's Horde mode . GamePro 's Kat Bailey noted that the multiplayer was " probably the most appealing part of the package " , adding it had a " strong suite [ of ] options . " 1UP.com 's Matt Miller lauded the ability to play through the game 's campaign with up to three players online , as did G4TV 's Matt Kell . Both reviewers also praised the new character designs , with Kell calling them " inventive . " Wired.com 's John Mix Meyer gave praise to the game 's campaign length , stating " The game ? s 10 @-@ hour single @-@ player campaign means there ? s plenty of time for the crazy transformations to strut their stuff . " John Hamblin of Eurogamer praised the transformation animations . He stated players will " occasionally wish there was a Max Payne slow @-@ mo option so you could appreciate the nuance of these feats a little more . "

The repetitive visual design of Cybertron drew criticism from critics . Tom McShea of GameSpot stated that " the majority of the game entails walking through similar @-@ looking corridors . " Giant Bomb 's Jeff Gerstmann also cited repetitive visuals , but conceded that " the metallic world of Cybertron doesn 't lend itself particularly well to a lot of environmental variety . " 1UP.com 's Matt Miller also raised issue with the repetitive visuals , but provided a counterpoint in saying " there are a host of features in place to save the game from spiraling into mediocrity . " John Hamblin of Eurogamer and Tom McShea of GameSpot also pointed out the game 's vast lack of ammunition . " Watching Lord Megatron repeatedly suffering the indignity of being shot at by drones while he desperately scours the debris looking for an elusive ammo box [ ... ] is just sad " stated Hamblin . He was further critical of the game 's checkpoint system , which often leaves players in difficult situations upon respawning .

The first downloadable content pack received mixed reception from IGN 's Arthur Gies . While he praised the design of the multiplayer maps , he noted that the lack of online players for War for Cybertron hurt the ability to play the new content online . Gies stated that he attempted to host the two Escalation maps , adding that he waited for several minutes for players to join , but had no success . " That 's the problem " , he stated . " War for Cybertron 's multiplayer is all @-@ but @-@

abandoned . " Gies went on to cite a peak population of approximately 4 @, @ 600 players on Xbox Live , 800 on PlayStation Network , and only 158 players on the PC version at the time of his writing . Despite the lack of online players he felt the content may fit a player 's needs , stating " If you 've got nine other friends who bought War for Cybertron and can set up your own private matches , then Character and Map Pack 01 might be worth checking out . "

= = Sequel = =

A sequel to War for Cybertron was announced in November 2010 . " This is the most highly @-@ rated , critical success of any game that 's had the Hasbro brand yet and we 're looking forward to a sequel in 2012 , " stated Hasbro representative Mark Belcher . The game was slated for a 2012 release and its official title , Transformers : Fall of Cybertron , was revealed on October 6 , 2011 . It is a direct continuation of War for Cybertron , completing the story of the planet Cybertron 's demise and the exodus of the Transformers . One new Autobot , Grimlock was confirmed in the title announcement .