

1985 PRODUCT

SHOCKWAVE

TRICERATOPS DINOBOT (Slag)

AUTOBOT TYRANNOSAURUS (Grimlock)

AUTOBOT BRONTOSAURUS (Sludge)

AUTOBOT SUPER JET (Jetfire)

DINOBOT A

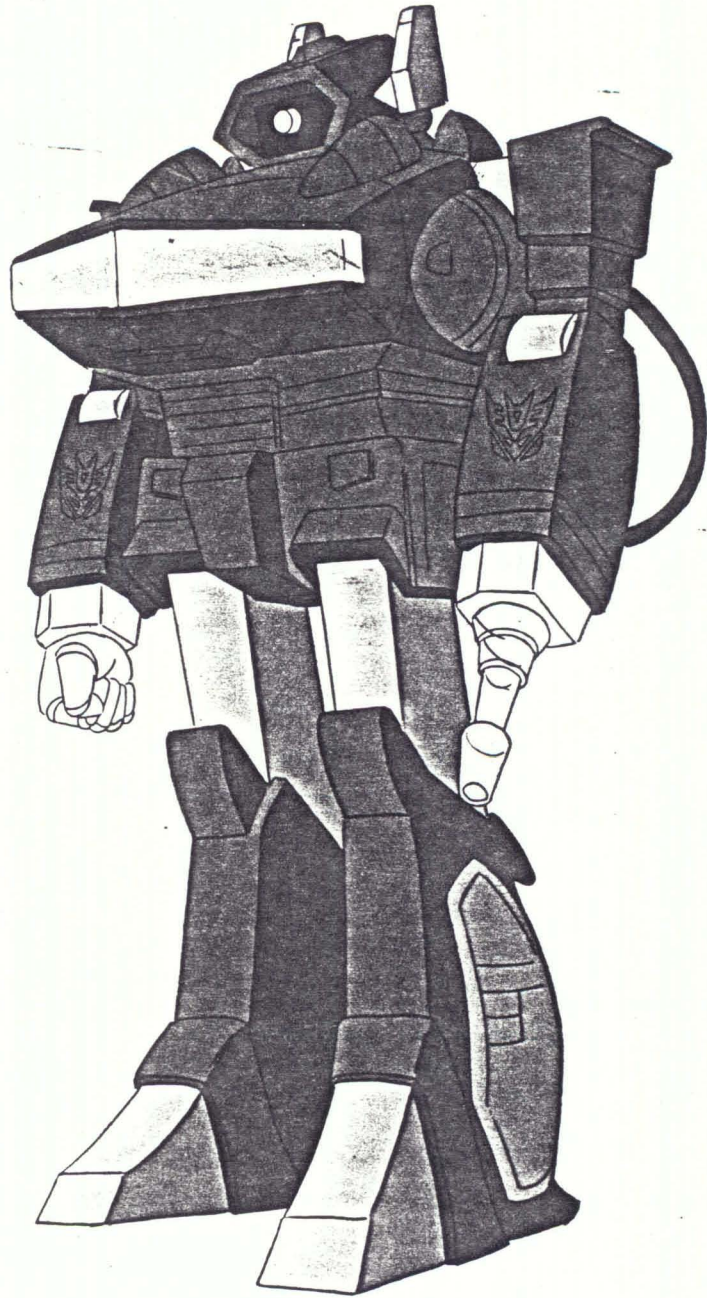
DINOBOT B

DINOBOT C

DINOBOT D

TRANSFORMERS  
# 4023

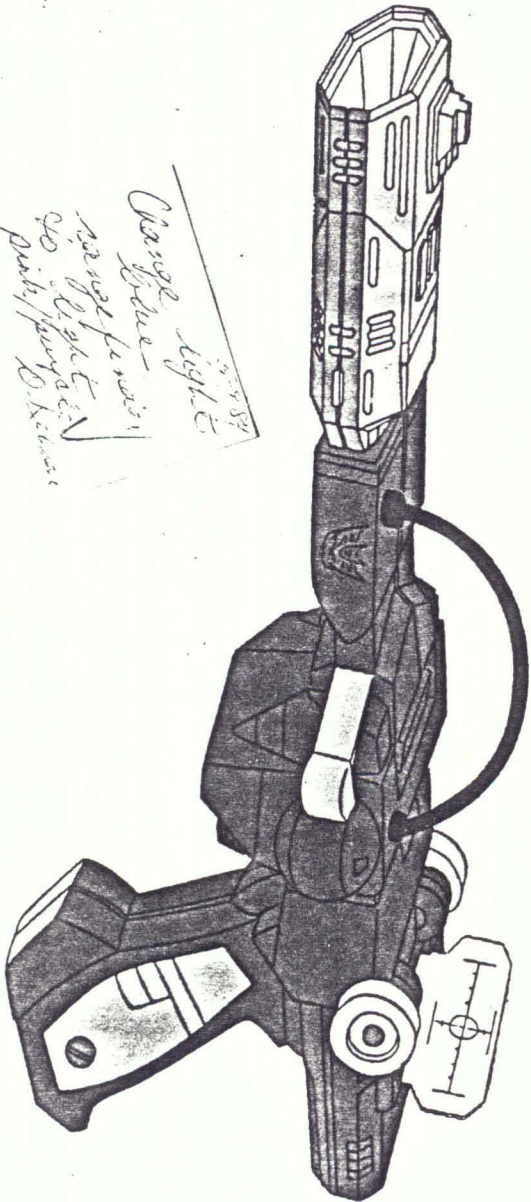
"SHOCKWAVE"



COLOR  
REVISED  
5-4-84

THE  
**TRANSFORMERS**  
 MORE THAN  
 MEETS  
 THE EYE  
**FORMER**

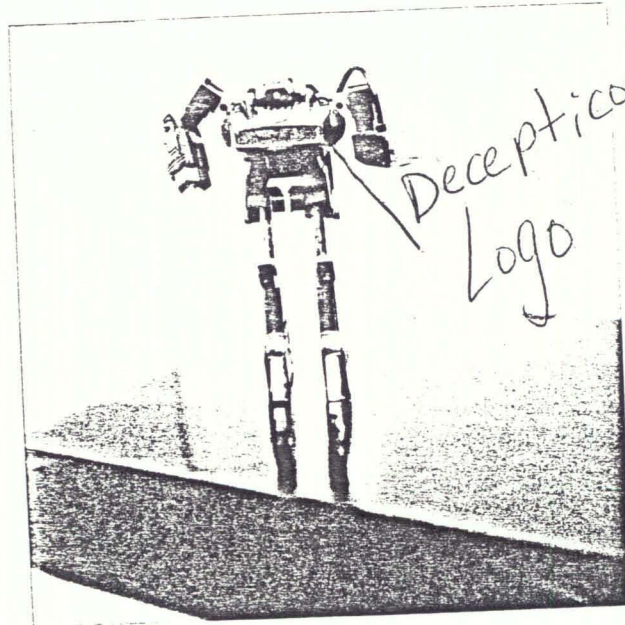
5/17  
 Jay OLC  
 Kelman 5/17 OLC  
 or Enge



5/17/84  
 Barrel light  
 Barrel  
 Barrel for main  
 no light to  
 20 light to  
 paint/paint D. Keras

Color  
 Revised  
 5-4-84

DECEPTION'S  
 SHOCKWAVE  
 TRANSFORMERS  
 # 4023



Decepticon  
Logo

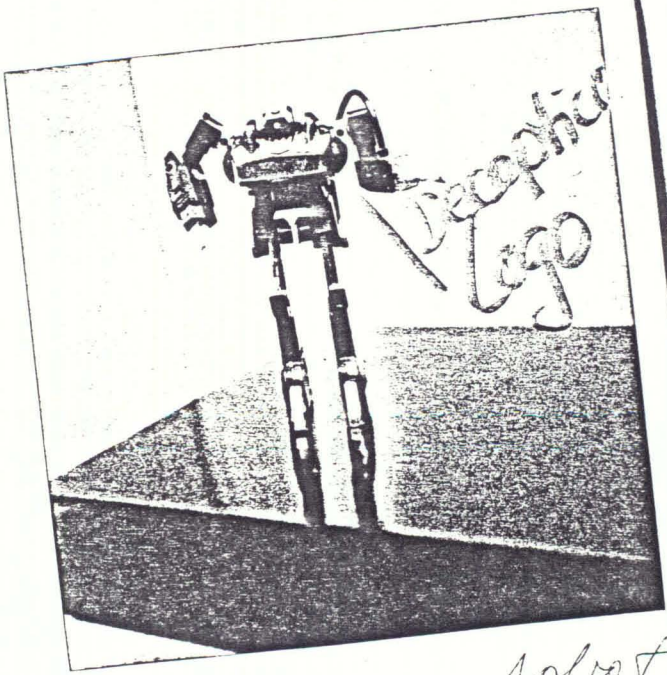
Shockwave robot  
form



Decepticon  
Logo on front  
side

(see  
robot form)

(5749)  
Shockwave Laser  
Gun form



Shockwave robot form

UP BATTERY  
PARTMENT  
CH BATTERY TERM-  
S TO CONNECTOR  
DOWN

PLACE BATTERY IN  
COMPARTMENT  
CLOSE BATTERY COVER

TO TRANSFORM SPACE GUN  
TO ROBOT FOLLOW THESE  
STEP-BY-STEP INSTRU-  
CTIONS. NOTE: EXCESSIVE  
FORCE IS NOT NECESSARY.

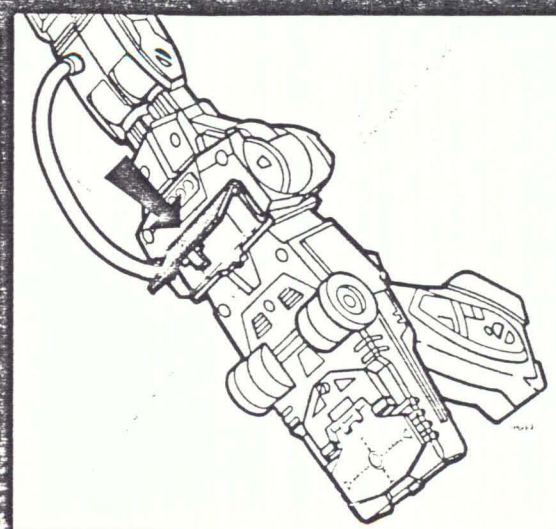
REMOVE BARREL FROM  
FRONT OF GUN

SPREAD ARMS ALL THE  
WAY APART TO REVEAL  
HEAD. ROTATE ARMS HALF  
WAY AROUND SO THAT PINS  
AND HOLES FACE ROBOT'S  
SIDE. BEND AT ELBOW. FLIP

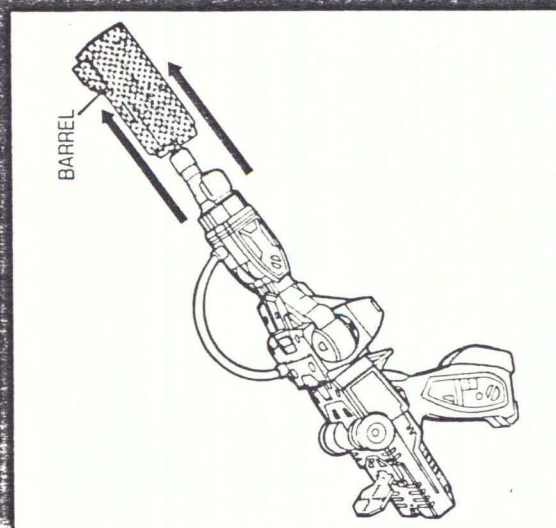
ROBOT'S EARS UP

FLIP SPEAKER  
MAKE ROBOT

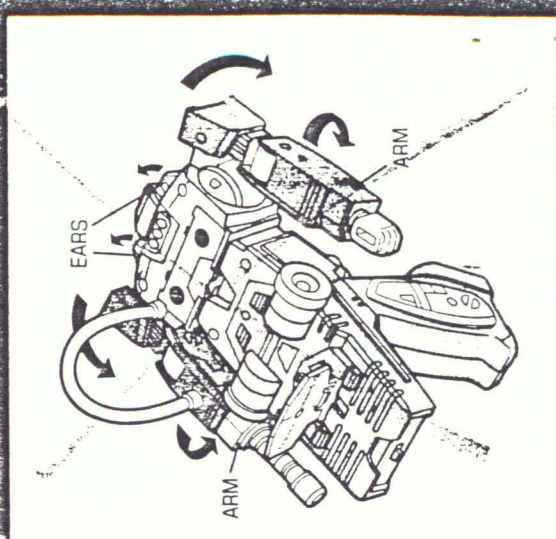
STEP 1



STEP 2



STEP 3



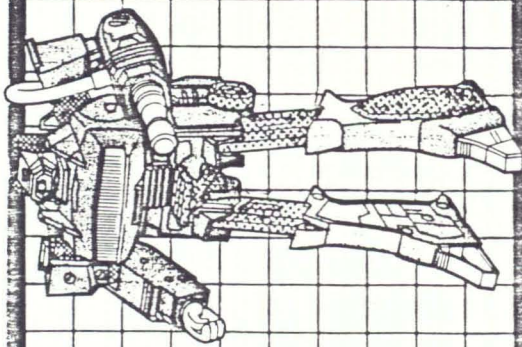
STEP 4



INJECTOR

**THE TRANSFORMERS**  
THE MOVIE  
**THE POWER OF THE PRIME**  
MORE THAN 100 METERS OF THE PRIME

**INSTRUCTION BOOKLET**



**EVIL DECERTICON SHOCKWAVE**

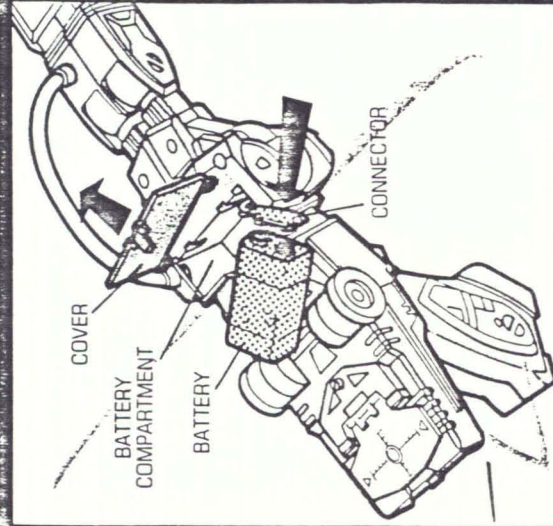
INCLUDES SHOCKWAVE SPACE GUN, WEAPON BAR, REL. LABEL SHEET AND TECH SPECS DECODER TO INSERT 9VOLT ALKALINE BATTERY (NOT INCLUDED).

OPEN UP BATTERY COMPARTMENT.

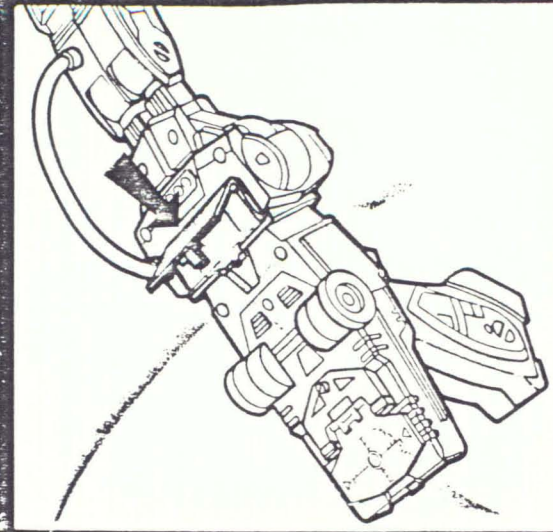
ATTACH BATTERY TERMINALS TO CONNECTOR AS SHOWN.

PLACE BATTERY IN COMPARTMENT. CLOSE BATTERY COVER.

**START**



**STEP 1**



~~SHOCKWAVE~~  
~~SPARK MAN~~

for David Kelman

LASER GUN

4/5/84

DECEPTICON ~~RAY GUN~~

CODE NAME: SHOCKWAVE

FUNCTION: MILITARY OPERATIONS COMMANDER

Profile: Of all the Deceptions, Shockwave's method of operation is most characterized by the cold, brutal efficiency one would expect of a purely mechanical being. He enters every battle not with the bloodlust of his comrades, but with a scientist's approach to solving a problem. The problem is always the same: How can he use his abilities to most effectively eliminate the greatest number of his enemies, the Autobots? All too often he finds the answer. He seeks Megatron's position of supremacy over the Decepticons not because his ego demands it, but because his logic-circuits dictate it. He feels Megatron's all-consuming passion for conquest only hinders its achievement. With smug certainty Shockwave believes the reins of Decepticon power will inevitably be his—after all, he reasons, it's only logical.

Abilities: Among the Decepticons, Shockwave's power is second only to Megatron's. His total command of the electromagnetic spectrum allows him, in his ray-gun mode, to emit a corruscating beam of energy in a wide variety of forms: High-energy explosive gamma rays, X-rays that can see through almost anything, blinding visible light, super-hot infra-red rays, and radio waves that can either send messages or jam other radio signals are but a few of the weapons in Shockwave's arsenal. Never having been adapted by the Ark to an Earthly form, Shockwave remains a size consistent with his robot mode. when he transforms to a ray-gun, i.e. more than 35 feet long. He can fly in either mode using powerful jet thrusters in his boots (which become the handle



in his ray-gun mode).

Weaknesses: Shockwave's wave-emission power, as well as his flying, is limited by his high fuel consumption. However, although he uses the same type of liquid fuel as his fellow Transformers, he can also use radioactive fuels in the small nuclear reactor within his torso which substantially eliminates his liquid fuel dependency problem. Although his logical brain center is usually an advantage, more intuitive and emotional thinking processes often confound him, particularly when his adversary is human.

"SPARKMAN"

4/5/84

DECEPTICON

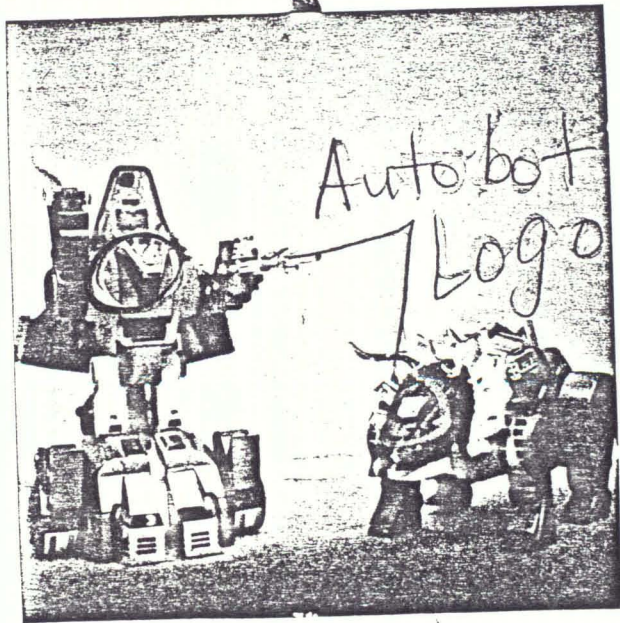
SHOCKWAVE

MILITARY OPERATIONS COMMANDER

Cold, brutal, scientific approach to war. Seeks to overthrow Megatron as leader of Decepticons because he believes logic says he would be better. As ray-gun, can emit lethal beams of energy from anywhere on the electromagnetic spectrum: gamma rays, X-rays, light, infra-red rays, radio waves, etc. Flies in ray-gun or robot mode. High fuel use, but can be powered by nuclear sources. Often confounded by intuitive, emotional thinking.

Clarity of thought before rashness of action.

STR:9 INT:10 SPD:7 END:7 RNK:9 CRG:9 FRP:9 SKL:9



Inventor Dinobot  
robot dinosaur  
form

4/30/8

"TRICERATOPS"

AUTOBOT TRICERATOPS

CODE NAME: SLAG (TRICERABOT)

FUNCTION: FLAMETHROWER

Profile: Maybe Slag enjoys his job too much -- after all, a more sensitive Autobot might regret the waste involved in reducing an enemy to a smoldering pool of liquid metal. Not Slag. If his metal hide could take the heat, Slag would swim in the puddle to celebrate. Perhaps even more than his Dinobot brethren, Slag resents the authority of Optimus Prime, and he's not too keen on the other Autobots either. He's generally considered a disruptive force and has been known to get into brawls and turn his fiery breath against his comrades. Nasty and mean-spirited are perhaps the nicest things one can say about him.

Abilities: In Dinobot mode, Slag can spew from his mouth a bolt of 3,000 degrees Centigrade flame up to 80 feet. He possesses enormous strength and can shatter a brick building with a single blow from his armored head. In Autobot mode he carries a high-energy laser rifle.

Weaknesses: Slag is his own worst enemy. His misanthropic personality often persuades some of the other Autobots not to help him when he's in trouble. He's rash and not too bright, qualities which often put him in dangerous predicaments.

5/1/84

"TRICERATOPS"

AUTOBOT

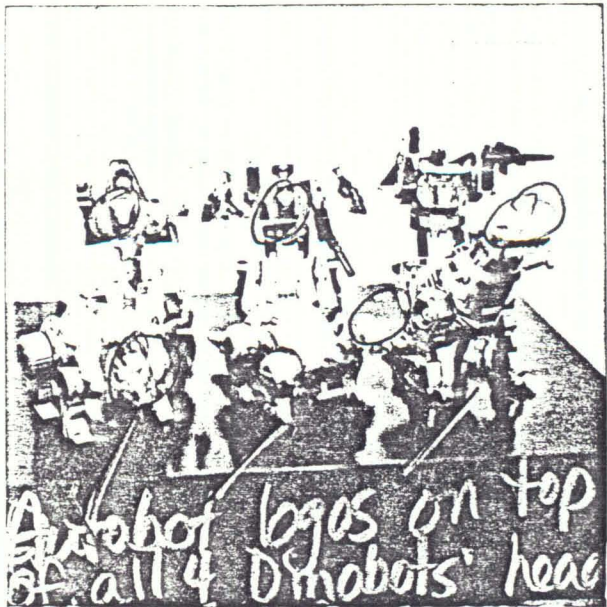
SLAG

FLAMETHROWER

Enjoys melting enemies into pools of liquid metal. Like his fellow Dinobots, resents the authority of Optimus <sup>Prime</sup>. Disruptive -- often brawls with comrades. Shoots 3000° C flame up to 80 feet from mouth. Enormous strength -- can shatter a brick building with head. Uses laser rifle in Autobot mode. Rash, not too bright. Nasty, mean-spirited...often the other Autobots won't help when he's in trouble.

I have no need for friends, even less for enemies.

STR:9 INT:4 SPD:3 END:9 RNK:4 CRG:7 FRP:8 SKL:7



A robot legs on top  
of all 4 Dynabots' heads

4 on Robot's chest  
3 out of 4 Dynabots  
(5770)

"Tyrannosaurus"

4/30/84

AUTOBOT TYRANNOSAURUS

CODE NAME: ~~JAWBREAKER~~ GRIMLOCK (TYRANNOBOT)

FUNCTION: DINOBOT COMMANDER

Profile: The most fearsome and powerful of the Dinobots, Jawbreaker would gladly usurp Optimus Prime's role as Autobot Commander if he thought he could get away with it. For now, he's happy to tear into the enemy Decepticons whenever he can and wait for a more opportune moment to try for the leadership. He can be cold and merciless, and shows contempt for those he views as weak, such as humans and even some fellow Autobots. But he is a valiant warrior and his actions command respect from all who are witness to them, both friend and foe.

Abilities: Jawbreaker's strength is second only to Optimus Prime's, and even that is arguable. In Dinobot mode he can use his powerful jaws to snap in two virtually anything that comes between them---from a 4-foot diameter steel cable to a Decepticon leg. In Autobot mode he wields an energo-sword, which can slice a 2-foot thick concrete wall with one sweep of its crackling blade. He also uses a double-barrelled self-propelled rocket launcher.

Weaknesses: Other than arrogance and lack of speed, Jawbreaker has no significant weaknesses.

5/1/84

"TANNOSAURUS"

AUTOBOT

GRIMLOCK  
~~TRAPJAW~~

DINOBOT COMMANDER

Most fearsome and powerful Dinobot.  
Seeks to overthrow Optimus Prime as Autobot leader. Cold, merciless, but a valiant warrior. Has contempt for the weak, including all humans. Great strength, uses jaws to break almost anything in two. Carries energo-sword and double-barrelled self-propelled rocket launcher in Autobot mode. Other than arrogance and lack of speed has no real weaknesses.

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Among the winners, there is no room for the weak.

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STR:10 INT:7 SPD:3 END:10 RNK:9 CRG:10 FRP:8 SKL:10

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4/30/84

"BRONTOSAURUS"

AUTOBOT BRONTOSAURUS

CODE NAME: ~~FILEDRIVE~~ <sup>SLUDGE</sup> (BRONTOBOT)

FUNCTION: JUNGLE WARRIOR, DEMOLITIONS

Profile: Piledrive likes to make his presence known. A few steps of his incredibly lumbering legs and everyone within a three-mile radius can hear--and feel -- that he's about. But his awesome physical appearance belies his unusually gentle and shy nature. Like his fellow Dinobot Slag, he is not happy with the leadership of Optimus Prime. However, he feels the Autobot cause is more important than any personal misgivings and so rarely exhibits his feelings. Such is not the case when Filedrive is fired to battle -- he then becomes a terrifying, unstoppable force.

Abilities: In Dinobot mode, Piledrive can exert 40,000 psi with a single step, enough force to shatter a bridge or even crack a mountain. Only a handful of his comrades can match his immense strength and endurance. His armored hide can withstand all but the most powerful blasts. He's adept at operating in watery and swampy environments and in heavy jungle.

Weaknesses: Piledrive is often victim to the calamities he causes. Often his fellow Autobots must dig him out of the rubble he's brought down upon himself. Perhaps if he were more clever he'd figure out ways to avoid these predicaments. He's very slow due to his huge bulk.

5/1/84

"FRONTOSAURUS"

AUTOBOT

~~SCUDGE~~

~~PILEDRIVE~~

JUNGLE WARRIOR

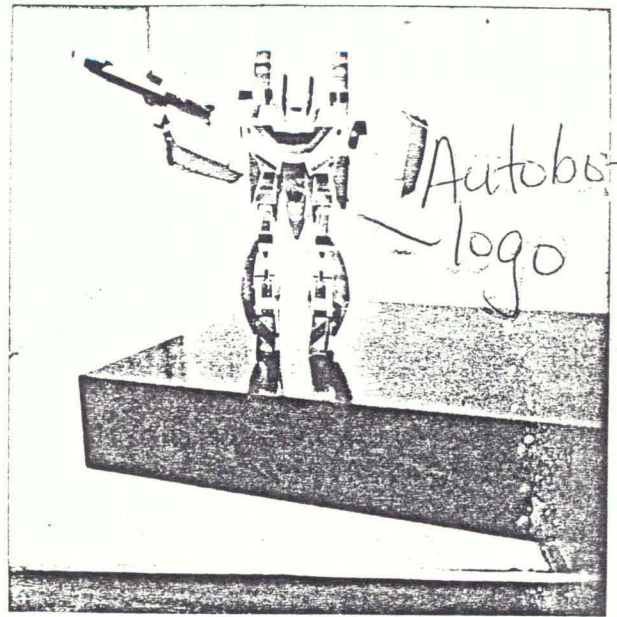
Likes to make presence known -- a footstep can be heard and felt in a 3-mile radius.

Gentle and shy, but terrifying and unstoppable in battle. Like other Dinobots, dislikes Optimus <sup>Prime</sup>.

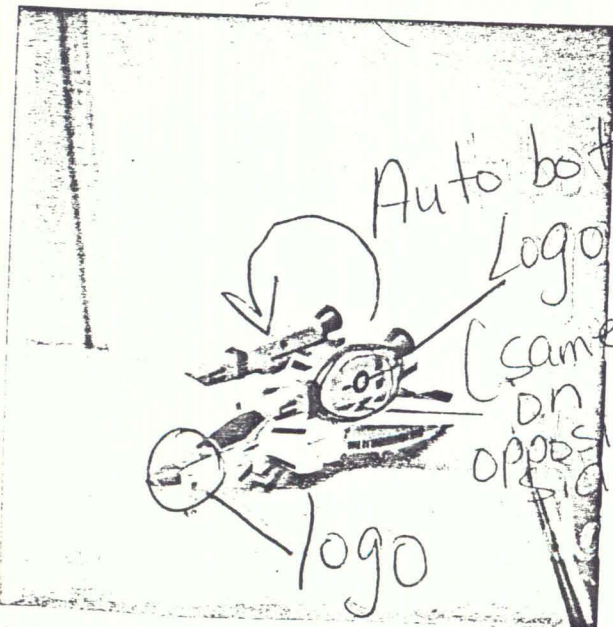
Can exert 40,000 psi via feet -- enough to shatter a bridge. Immense strength and endurance. Adept at fighting in water, swamp, and jungle. Slow, not too clever -- often victim of the calamities he causes.

Stomp your enemy, crush him under your feet.

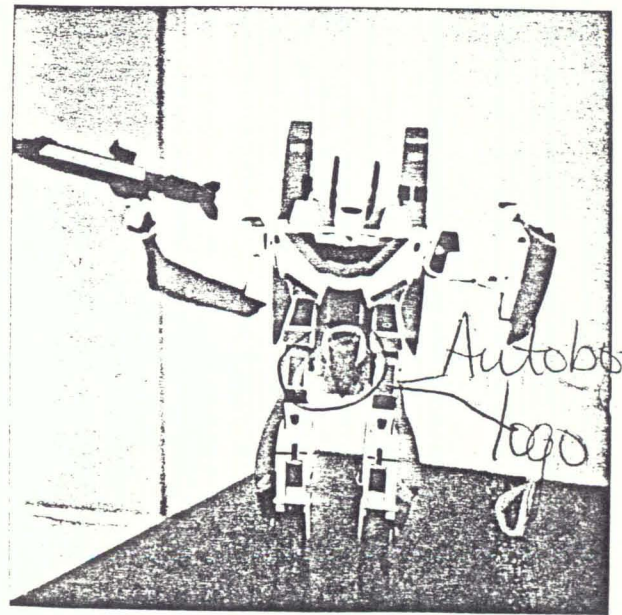
STR:9 INT: 3 SPD:2 END:10 RNK:4 CRG:9 FRP: 1 SKL:



Jetfire robot form



Jetfire robot form  
(57977)

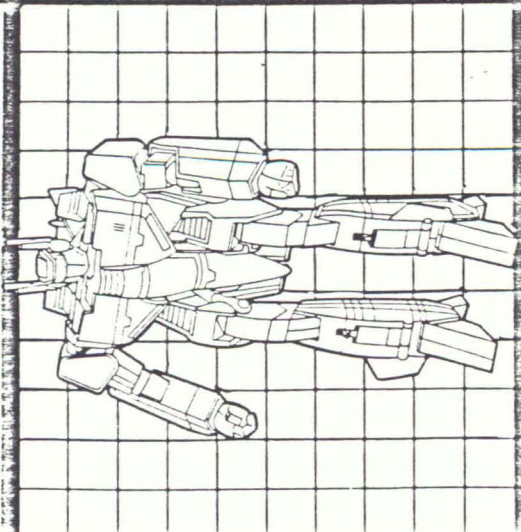


Jetfire robot form

# TRANSFORMERS

MORE THAN JUST METALS  
THE EYE

INSTRUCTION BOOKLET

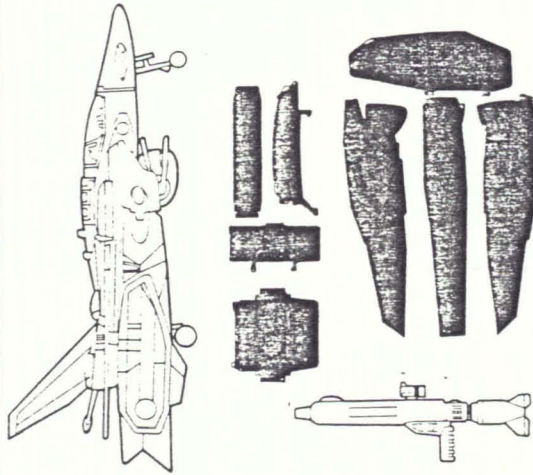


HEROIC AUTOBOT JETFIRE

INCLUDES SUPER JET,  
9 PIECES OF BATTLE  
ARMOR, PHOTON  
MISSILE LAUNCHER,  
MOUNTING ROD, 6 MIS-  
SILES, LABEL SHEET

INSTRUCTIONS, AND  
TECH SPECS DECODER  
NOTE: EXCESSIVE  
FORCE IS NOT  
NECESSARY

SET INCLUDES:



FOLD UP LANDING  
GEAR. IF TAIL FINS ARE  
UP, FOLD THEM DOWN.  
SET THE PLANE UPSIDE  
DOWN ON A TABLE. LIFT  
OUTER SECTION (LEGS)  
ALL THE WAY TO THE  
FRONT OF THE PLANE  
AS SHOWN AND SNAP  
INTO POSITION. SPREAD  
EXHAUSTS (FEET) OPEN.

STEP 1



4/30/84

"~~VALKYRIE~~"

~~AUTOBOT JET FIGHTER~~ <sup>SUPER JET</sup>  
~~CODE NAME: FIREBALL~~ <sup>JETFIRE</sup>  
FUNCTION: AUTOBOT <sup>AIR GUARDIAN</sup> ~~AEROSPACE COMMANDER~~

Profile: With a reckless daring that comes from being the swiftest of all the Autobots, ~~Fireball~~ <sup>JETFIRE</sup> is the most eager of his comrades to plunge into battle. But his bravado is tempered by one overriding thought: he sincerely believes that victory over the Decepticons can only come through advancements in Autobot technology. As the first of a new generation of Autobots, such a credo is perhaps only natural. His allegiance to his cause is only matched by his devotion to scientific research.

Abilities: In ~~jet fighter~~ <sup>super jet</sup> mode, ~~Fireball's~~ <sup>JETFIRE's</sup> unique swing-wing design allows him to take off like a normal jet and then, pulling his wings back, reach speeds of up to Mach 4.2. Adding twin supersonic combustion ramjet (i.e., scramjet) engine modules along with twin liquid hydrogen fuel tanks allows ~~Fireball~~ <sup>JETFIRE</sup> to achieve orbital velocities, or to even escape Earth's gravity altogether. With this capability, he can launch like a missile, shoot up above the atmosphere, and, at a speed of Mach 29, dive down like a blazing meteor (hence his name) half a world away only 30 minutes later. In Autobot and jet mode, he is equipped with four independently targetable particle beam cannons around his head and eight heat-seeking armor-piercing missiles.

Weaknesses: ~~Fireball's~~ <sup>JETFIRE's</sup> range is limited by his fuel consumption; any transatmospheric trip requires his refueling when he lands. Since he is newly constructed by the Ark, he is prone to numerous mechanical failures as the bugs in his system are worked out. Anything from a

malfunctioning radio to an engine stall in deep space have been known to happen.

5/1/84

"VALKYRIE"

AUTOBOT ~~FIREBALL~~ **JETFIRE**

AUTOBOT ~~AEROSPACE COMMANDER~~ **AIR GUARDIAN**

Swiftest Autobot. Daring in battle...believes victory will come via technological advancement. Swing-wing design in jet-fighter mode...reaches speeds of Mach 4.2 with wings back. Orbital velocity and escape of Earth's gravity achieved by adding twin scramjet modules and liquid hydrogen fuel tanks...increases speed to Mach 29...can fly halfway around world in 30 minutes. Carries 4 particle-beam cannons and heat-seeking armor-piercing missiles. Prone to mechanical failures due to advanced technology.

Among the mysteries of science lies the key to victory.

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STR:6 INT:10 SPD:10 END:4 RNK:10 CRG:9 FRP:7 SKL:9