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.;YWM MMMM@#WQQEb8Z8b0W#@MMMMMMM@#BE9zStCt111nSz2IUtCt7Yv;:::.,.,.,.,.,1ttXtot
;U@MMM@#$WQE8Z98EQ$@MMMMMMM@BQ8Io1Ct1nzI69ZZ9AIot7Y;:::.,.,.,.,.,:,:i,...iCttXtot
ob@#BW086A6bQ#MMMMMMM@$0E6Stt1SzU9698bEE92n7c;ii:::.,.,.,.:iiiiiiiiii....v7ltCtnt
Sz6AAA90W$@@@#$08Azn111zAUIIA996AIont7c;iiiiiiiiiiii:::.,.,.,.,.:i;777XXY
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|_ _ | _ \ / \ | \ | / _ | _ / _ \ | _ \ \ / | _ | _ \ / _ | Convoy no Nazo
| | | / / _ \ | .` \ _ \ _ | ( ) | / | \ | | _ | | \ _ \ FAQ/Walkthrough
|_ | | _ \ \ / \ \ _ \ \ | _ / | \ \ / | | \ \ | | _ | | \ \ | by Seth0708
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The infamous Transformers: Convoy no Nazo. It reminds me of the title of another game I wrote a guide for once called "Scourge of Worlds." Unlike many notorious games, however, the rumors here are true. Although I would not go as far as to say this game is terrible, it certainly is very difficult.

In Transformers: Convoy no Nazo you take on the role of Ultra Magnus (or Rodimus Prime if you've unlocked him, see the Secrets section) and must journey through ten stages of Decepticons, ending with a final battle against, oddly, Trypticon (you fight Megatron before this).

Despite the legends of this game's difficulty, every stage except nine is linear. The difficulty comes in that there are numerous enemies that shoot even more numerous projectiles and that you can only take a single hit before dying. As such, this guide is rather straightforward in describing what must be done, but ultimately your ability to dodge attacks (the crux of the game) comes down to practice.

	TTTTT	H	H	EEEE	BBBB	AA	SSSS	I	CCC	SSSS		
	T	H	H	E	B	B	A	A	S	I	C	S
	T	HHHH	EEE	BBBB	AAAA	SSSS	I	C	SSSS			
	T	H	H	E	B	B	A	A	S	I	C	S
	T	H	H	EEEE	BBBB	A	A	SSSS	I	CCC	SSSS	

( ) Controls

Directional Pad	A-Button
Moves left and right	Jump in robot mode
Press down to transform into vehicle mode	Shoot to the right in vehicle mode
Press up to transform back to robot mode	B-Button
Start	Shoot in robot mode
Pause the game	Shoot to the left in vehicle mode

( ) Power-Ups

As can be expected, various power-ups are dropped by the enemies that infest the levels of the game. Each power-up takes the form of a different letter or number. The "P" upgrades your basic shot to fire at multiple angles. The "B" creates a barrier around you that allows you to take additional hits before dying. The "1" gives you an extra life. The "F" allows you to fly by holding down the A-Button. Finally, the "D" will cancel out any P, B, or F power-ups you have previously acquired.

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M .M.@. U      W W W  A  L  K K TTT H H RR   O  U U  GGG H H
MM MMM M#     W W W  A  A  L  K K  T  H H R R O O U U G   H H
nM 8 @i       W W W  AAA L  KK   T  HHH RR  O O U U G RG HHH
MMX9n#M      W W W  A  A  L  K K  T  H H R R O O U U G  G H H
WBQMEWQ      W W   A  A  LLL K K  T  H H R R  O  U   GRG H H
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( ) Stage 1

Like most of Transformers: Convoy no Nazo's stages, the first is a linear jaunt. Run right at full speed, jumping the tanks on the ground when they appear, and you should be able to outrun the bullets fired by the jets. If you're looking for the Rodimus Prime letter, it is held by the jet enemy

immediately behind the single orange jet enemy in this stage. Destroy him and claim the letter, then continue right. You'll eventually come to the boss, a glowing orb in a "moon." Shoot it a few times and claim victory.

( ) Stage 2

Again, this stage just has you run to the right, although now you have to jump a little. There are less jets, but now there are stationary artillery enemies that fire at you. The Rodimus Prime letter is held by a jet you'll find above the second group of floating grey bricks about mid-way through the stage, just before the orange "warp zone" jet. From there keep moving to the right to reach the boss. Instead of one moon, you now face two. A few hits to each will destroy them and, compared to the stage itself, they should not be much of a problem.

( ) Stage 3

Stage three has you climb upwards, avoiding cannons along the edges of the platforms. These cannons fire at timed intervals once you get in range, so wait for them to fire, then leap past them to avoid getting hit. There are also some flying enemies that block the path up that you can't really hit without a weapon power-up (the P). If you have one you can just shoot them, but if not you have to time your jumps perfectly to get between them (which is very hard to do). Thankfully there's no Rodimus Prime letter here to collect, so you just have to worry about surviving. The boss is at the top, a giant Decepticon insignia. While this may sound really lame, he's actually pretty tough. You need to initially land on the leftmost platform as you fall on to the screen, then carefully avoid the sinusoidally-moving projectile as you jump to the middle and then rightmost platform. Fire a few shots into the center of his head (where it is flashing) to destroy it and move on.

( ) Stage 4

This one does something a little different. You need to go to the right as in stages one and two, but now you'll need to transform in order to keep going. Jump from ledge to ledge until you reach a structure. You need to transform into vehicle mode to fit inside. Drop in and shoot the enemy waiting for you, then transform back (or not, if you prefer vehicle mode) and keep going, firing as you do to hit enemies as they appear. The first jet you see inside here is carrying the Rodimus Prime letter for this stage, so be sure to get it. When you emerge into the open again, you know you're near the end. The boss here is Nemesis, although it seems to have gotten a lot smaller since its last appearance in Beast Wars. You fight it on three floating platforms as you did the Decepticon insignia, although the Nemesis understandably has a better firing range. It will fire directly ahead, at an upward angle, or at a downward angle. When it fires, leap across and start shooting at the weapons cannon below its "snout." Note the timing of its shots so you can avoid getting hit (if you're on the rightmost platform especially). It does not take many hits to send the capital ship back to the bottom of the sea.

( ) Stage 5

You're now in an asteroid field where you need to make some crazy jumps. The moving platforms can help facilitate these leaps, although a good number can be made with simple running starts. At least the enemies are relatively light here. The Rodimus Prime letter is being held by the first jet after the first "asteroid base" (where the metallic structure is built into an asteroid). The various ships and asteroid bases you jump between will launch projectiles at you, but if you keep moving you can generally avoid the bigger one that are launched from the ships. The boss appears to be Menasor (or maybe Skywarp, but with a car on his shoulder). He fights identically to the Nemesis, so it's really just a repeat of the boss

battle from the previous stage.

( ) Stage 6

Stage six is basically stage three in reverse; instead of going up, you need to go down. The same basic strategies apply, except there is less room for slip up as the ground you're falling to can be unknown. Like the former stage, there is no Rodimus Prime letter to be found. The boss is a repeat of stage three as well, so just shoot the Decepticon insignia in the center of its head as before. All-in-all, a rather lazily designed level.

( ) Stage 7

Stage seven looks suspiciously like stage one, except now everything is covered in snow. The stage plays the same as the first stage, with one notable exception: enemies will burst from the ground as you make your way right to block your path. These enemies would appear to be Predacons (from the G1 show, not Beast Wars), which is a nice touch since the only other basic enemy that looks anything like something from the show are the jets (who are probably based on Thundercracker). The Rodimus Prime letter is held by the third silver jet (ignore the orange ones). This enemy is some ways into the level, after the second Predacon. This is pretty close to the boss, who is either Devastator or Bruticus by my estimate. Regardless, he fights like the Nemesis. His projectiles come faster and are larger than the previous bosses, however, so be extra careful. His weak point is the top of his head. He goes down, like the others, in a rather minimal amount of hits.

( ) Stage 8

Another stage that forces you to go downwards, but at least it offers a change of scenery. Drop down past the first opening on the left and into the next "room" where you will find another opening on your left. Exit off the side of the screen to come to a room with the Rodimus Prime letter for this stage. Destroy the enemy hovering near the top of the screen by turning into vehicle mode and firing upwards at it. Once it is destroyed, Megatron's mug will appear to taunt you before sending you back into the level proper. Once there, continue downwards until you fall off the bottom of the screen. The boss, for a third go-around, is the Decepticon insignia. By now you should have him down, so take him out and move on the most notorious level of the game.

( ) Stage 9

The most infamous stage of Transformers: Convoy no Nazo. In reality this stage is reminiscent of the "castle mazes" of Super Mario Bros, although I think the fact that no such stage appears anywhere else in the game throws people off. The path is simple enough, but hard to describe, so I have provided a map here at GameFAQs for you to use to get through. (Hit back and load it up in another window or tab from the main page for this game.) You need to kill the three enemies where the R is on the map to claim a "key" that lets you exit the stage. The Rodimus Prime letter, meanwhile, is held by the only jet enemy in the level. He's flying around a little ways to the right of where you claimed the key. Once you make it through the maze you face Megatron. Megatron is identical to the boss in stage seven, so use the same tactics to take him down.

( ) Stage 10

You've made it to the final stage. Are you ready? Sadly it's just stage eight in reverse, so now you have to make your way back up and out. At the top waits Trypticon. Trypticon is just like Megatron, except his bullets are a little bigger and come at you a little faster. Move to the rightmost platform, but hold back left as far as you can while you shoot him in the

head. His projectiles are harder to dodge, so you need as much extra wiggle room as you can get. Once you take out the Decepticon mobile fortress, and assuming you got all the Rodimus Prime letters, you can now play through the game as Rodimus Prime. He's identical to Ultra Magnus, so this is fun for about twenty seconds.

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2n,#MQM,:1      SSSS EEEE  CCC RRR  EEEE TTTT  SSSS
BM tVQb8.B      S   E   C   R R E      T   S
H   M$   t      SSSS EEE  C   RRR  EEE   T   SSSS
BM :i@: @U      S E   C   R R E      T     S
i#9''07@       SSSS EEEE  CCC R  R EEEE  T   SSSS

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( ) Continue Code

To continue from the stage you've died on, press and hold Start, A, and B. Let go once the music stops playing and begin again from where you left off.

( ) Rodimus Prime

In order to unlock Rodimus Prime, you need to collect seven letters scattered throughout the game that spell out R-O-D-I-M-U-S. These letters are held by normal-looking enemies in stages one, two, four, five, seven, and nine, with another letter hidden in a secret room in stage eight. If you collect all seven letters and beat the game, you can play as Rodimus Prime on a second playthrough, although he plays identically to Ultra Magnus.

( ) Warp Zones

There are two "warp zones" at two different points in Transformers: Convoy no Nazo. The first appears in stage two, while the second is in stage seven. In both cases, while you are rushing through the level you will eventually encounter an orange jet enemy, obviously different from the others in its coloration. Shoot it twice to destroy it and open a portal that allows you to skip two stages ahead of the current stage. (The orange jet in stage one does not open a warp zone and is probably just a graphical error left in the game.) Also watch for a cameo from the Autobot Bumblebee when you use the warp.

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X .. X
cM. .YM      SSS PP  EEE  CC I  A  L      TTT H H  A  N  N K K SSS
XM8;8oW;MM   S   P P E   C   I A A L      T   H H  A  A N  N K K S
@M MM ;@     SSS PP  EE  C   I AAA L      T   HHH AAA NN N KK  SSS
zBWMWMMWmz   S P   E   C   I A A L      T   H H  A  A N NN K K  S
  A WMW X     SSS P   EEE  CC I A A LLL  T   H H  A  A N  N K K SSS

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As always, a special thanks goes out to GameFAQs for posting this and my other guides.

This also seems an oportune time to mention the people responsible for the creation of Transformers in the first place. Without them, this guide would not exist, and more importantly neither would the magnificent Transformers continuum of shows, comics, and toys would not exist.

Special thanks also goes to Jonathan Matthews Software, whose program I used to create the title ASCII image at the top of this guide. Without them, my guides would be far less pretty.

I would also like to thank mystring and his youtube run of Transformers: Convy no Nazio (found here- <https://www.youtube.com/watch?v=w12k37U3vcs>). Without it I would not have known the path through the maze on stage nine nor the location of the Rodimus Prime letters.

This guide has been constructed as part of the NES Completion Project begun by Andrew Schultz (website- <http://faqs.retronintendo.com/>). Encompassing multiple

contributors to GameFAQs, this project sets out to have a completed guide for every NES game accessible via the GameFAQs website. You can join the project by going to the FAQ Contributors - General message board on GameFAQs and finding the NES Completion Project topic.

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   .;.   CCCCC  OOO  PPPP  Y   Y  RRRR  I  GGGG  H  H  TTTTT  SSSSS
:bb..W$V C    O  O P  P  Y Y  R   R  I  G    H  H  T   S
MMM   MMW C    O  O PPPP   Y  RRRR  I  G  GG  HHHH  T   SSSS
QMM   MMU C    O  O P      Y  R   R  I  G   G  H  H  T       S
' i  x'  CCCCC  OOO  P      Y  R   R  I  GGG  H  H  T   SSSSS
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