Welcome to the Transformers Role-Playing Game NOW IN PDF!!!

Important Disclaimer:
     I, Louis Hoefer, want to be sure all who enjoy this fan creation understand that I am in no-way taking credit for the ideas, pictures, concepts, or characters presented here in. Nor am I trying to profit from them. These things are all properties of various businesses and individuals. I have simply compiled them into this format as a tribute to the many people who have made Transformers the rich fiction they are today.

Personal Reflections:
     Though I am very proud of this body of work and feel that it can be quite a source of entertainment and nostalgia, I do want to admit that the system presented is still imperfect and in need of tweaking. However, after the time I've spent writing it, I've decided to leave what's left to individual Game Masters. In retrospect, the game really needs a bit of revision to unify the different Skill, Aptitude, and Weapon systems and make things somewhat less complicated. Please feel free to rewrite things as you and your players see fit, but do not pass on "changed files" as I do not want to take the credit (nor the blame) for other people's work. If you think you've made some important and necessary changes, you may simply email me about them and thus possibly have them adopted into the "official file" for others to receive. For recommendations or questions about rules, my email is hoefer@Iquest.net. I am also interested in compiling well-written episodes for the game, if you have any that you would like to donate to the collection please write!

How to use these files:
     Now the entire basic Transformers RPG Boxset is available in PDF format. This means no more shuffling around pictures, or having to purchase Microsoft products. All you need is the free Adobe Acrobat Reader. Assemble the materials as described below.

The Rule Book

1. Open all files except the TFgmscreen.pdf. These files should be printed out.
2. The maps go at the end of the book (or they can be left loose), followed by the different character sheets.
3. Take this massive stack of pages to your local copy-mat to be bound.
4. Though book covers and "box art" has been developed for this project, the products used to create them did not translate well into PDF.
5. Begin Reading!

The GM Rules Screen

1. Open the TFgmscreen file using a PDF reader.
2. Print the sheets out to fit on your paper.
3. Cut the printed slides slightly smaller than the standard 8 ½" x 11".
4. Take 2-3 cardboard file-folders that interlock at the tabs and tape them together to form a cardboard screen (if you've seen other game master screens this should be easy to figure out). You may need to either use one-half of a file folder, or not use 2 of the picture pages to get all the information slides in your screen.

5. Take each trimmed slide and use a glue stick to adhere it lightly to the screen.
6. Take this concoction to your local copy mat and have them laminate it with thick laminate.
7. Trim the excess laminate and fold the needed creases in your screen.
8. Enjoy your new game master screen.

10 Slide Screen

Attach slides to screen

1/2 Folder

The pictures go on 3 of the front pannels

Folders have been trimmed to meet each other

8 Slide Screen

Attach slides to screen

Only 1 Picture is used on front pannel