

Inside:

YEARS
184-2009
REVIEW



LEGENDS!



ROBOT HEROES™





TRANSTECH CONTINUES THIS ISSUEL



On the Cover...

This issue's cover offers just a sneak peek at the 25th Anniversary goodness inside! 2009 is going to be a great year for TRANSFORMERS with another great BotCon, great new toys, and another awesome movie! Hang on tight! It all starts HERE!



From the Editor's Desk...

If you haven't checked them out yet, be sure to go to www.transformers club.com/members and choose one of the great club computer wallpapers we whipped up for you.

I, Grimlock is currently overseas right now, so if you live in the UK be sure to drop me a line at pete@mastercollector.com if you would like Grimlock to visit you!

Take care,

Pete

"Are you moving?"

Please call us with your new mailing address as soon as possible in order to help us keep your magazine coming without interruption. The Post Office does not forward 3rd Class mail. The phone number for the Transformers Collectors' Club is 817-448-9863 Mon-Fri 9AM - 4:30PM Central time.



School is back in session, fall is here and it is time to start getting excited about the holiday season! There are several great fan gifts this year you can pick up: Transformers Animated, Season 1 and the Transformers Movie on Blu-Ray. What a great way to invite those giant robots directly into your living room...or at least seem like they are there.

We started taking pre-orders for the SeaCons and Nightbeat back in August and they are still scheduled to ship around the first of October. We sold over 20% of the run the first night! Thanks for your patience while we upgraded our CC system in the store. I know that this has solved the international orders problem. Next, we will be working on taking checks online. We will send out an announcement when this option is available. Also, we now can take all pre-orders online so, save time, effort, and gas money by pre-ordering your items through the club.

Soon we will have information for you about upcoming club exclusives and BotCon 2009. We are currently working to find the perfect location, so watch BotCon.com for announcements. Just to tease you some, we already have the convention set picked and in production!

Congratulations to our next two Transformers ad winners! Eddie Perez, FL (August) and Trenton Davis, OH (Sept), have each won a free Transformers figure by placing their classified ads in *Master Collector*. By submitting an ad for a specific item you are trying to sell or buy, you can also win a free Transformers figure in a random drawing each month.

Thanks for your support of the Transformers Collectors' Club!

'til all are one,

-Brian

Making it happen...

EDITOR-IN-CHIEFBrian Savage
EDITORPete Sinclair
ASSOCIATE EDITORBenson Yee
RESEARCH EDITORKarl Hartman
LEAD WRITERRik Alvarez
CREATIVE DIRECTOR / LAYOUTLanny Lathem
COLUMNISTRob Meyer
COLUMNISTScott Marble
COLUMNISTR.M. Eljay
HEAD PROOFREADERHeather Choplin
PROOFREADERMark Baker-Wright
RESIDENT CARTOONISTJesse Wittenrich
RESIDENT COLORISTDrew Eiden
RESIDENT ARTISTEvan Gauntt
STAFFGreg Sepelak and Trent Troop
FEATURED ARTISTSWill Mangin, Jake Isenberg and
Winston Bolen

Published by Fun Publications, Inc. 225 Cattle Baron Parc Dr., Fort Worth, TX 76108 817.448.9863 FAX 817.448.9843

Transformers® is a registered trademark of Hasbro, Inc. Transformers® is used with permission under license with Hasbro, Inc. The Hasbro Transformers Collectors' Club™ is a trademark of Fun Publications, Inc. and Hasbro, Inc. ©2008 Hasbro, Inc. All Rights Reserved. BotCon® is a registered trademark of Fun Publications, Inc. All Rights Reserved.



The Voice of Susan Blu

If there is anyone who represents 25 years of Transformers, it is Susan Blu. From her work as Arcee in the original Transformers cartoon in the 1980s, to her role as Voice Director for Beast Wars in the mid-90s to her current role as Voice Director (as well as voice of Arcee once again) for Transformers Animated, Susan Blu has been a staple of everything great about the Transformers mythos. We had a chance to talk with Susan about what it has meant to her being a part of the Transformers franchise.

Transformers Collectors' Club: Susan, for most Transformers fans you became known within the community when you took the role of Arcee in the 1986 Transformers movie. While other female Transformers had been seen briefly in the Transformers cartoon prior, Arcee was the first to not only be a featured character, but also to go on to have a recurring role in the series. It could be argued that your work with Arcee carved out a spot for female Transformers in a franchise that was not entirely gender integrated. Now, years later, we have seen many female characters featured in the franchise. What part do you see yourself having played in that transition?

Susan Blu: Women characters were few and far between on a lot of shows, so it was wonderful when Arcee was added to the roster of Transformers. She also was very character driven and nicely written as a strong female who had vulnerability. She was a total woman; not just a mother figure, but a complete character with the ability to fight and care for others. She was very accepted with the fans and that was great for encouraging more women characters to be written into other shows.

TCC: Beast Wars, your next encounter with the Transformers franchise, featured many female Transformers and voices. This time you primarily worked as the Voice Director for the show. Any fond memories you'd like to share?

SB: It was wonderful to have gone full circle with the franchise. I love directing and I understand the characters on

many different levels. The cast in Vancouver was terrific and fun to work with. They were

very talented and loved to wrap their heads around their characters. They all came up with great ideas. I knew them from directing He-Man a few years earlier. We laughed a lot together and never stopped having fun during the Beast Wars series. I



loved watching the transition of the show from Transformers to Beast Machines, and yet the characters like Optimus and Megatron retained the same personalities through the series.

TCC: The fans are familiar with how crazy Scott McNeil can be with all his voices. How was he to work with and direct?

SB: Scott is a true performer. He is extremely talented and very funny. He also is a good friend who I just loved working with. He gave me such great performances and also would take and listen to my direction. We carved out his wonderful characters together. He is a true hoot and a holler. He was very respectful of everyone on the show but made us laugh all the time. I love Scottie.

TCC: You've been in the unique position of directing David Kaye as both the evil villain Megatron in the Beast Wars series and now as the young Optimus Prime in the new Transformers Animated series airing on Cartoon Network. Did you play a part in his casting for Animated?

SB: I brought David in to audition for the show. The producers and everyone loved his acting and voice for Optimus. I was only the messenger. He won the part. They didn't shoot the messenger that time! He is a wonderful Optimus Prime.





TM

Universe: Dinobot

an interview with hasbeo's BILL PAWLEY

he Transformers 25th Anniversary is almost here! Bill Rawley, lead designer for the 25th anniversary line, stopped by to shed some light on the line, tell us how it came about and what we can look forward to. And hey, what would a behindthe-scenes look at the line be without plenty of pretty pictures? The 25th anniversary madness is about to start!

Transformers Club Magazine: With everything going on with Transformers right now, how did the idea of doing a line specifically geared towards the 25th anniversary come about?

Bill Rawley: Well, 2009 does mark the 25th **Anniversary of Transformers. With the** new movie, a lot of people have recently returned to the brand, but it's important to realize that Transformers has always been here. It's been around for 25 years in one form or another. We're using our 25th Anniversary to celebrate and show off our various eras, styles and characters that have made this fantastic brand what it is today.

TCC: Which character do you feel is the biggest surprise for the fans?

BR: I'd have to say the Legends Cosmos. Honestly, I never thought we would ever get a Cosmos in the line. But fans kept asking for it and so, now we're going to have one. I like to think that Hasbro does a pretty good job of listening to their fan base and trying to offer them what they want. Cosmos is a great example of that.

> **Universe: Hot Shot** Size Class: Deluxe (Wave 3)



TCC: Which character do you feel received a "super star" treatment in this line?

BR: In my opinion, Hound would be the "super

star". He's a fan favorite and one of my person-

al favorites. From the beginning, I wanted Hound to have something extra special. I wanted to celebrate the tapes somewhere in our 25th Anniversary line and since there were no plans for a Soundwave, where better to put Ravage than with Hound. In the original three episodes of G1, Hound captures Ravage. I wanted to play that up a bit in the Deluxe version of our toy. A bonus is the fact that our new Rayage will be able to fit inside the re-release TRU Soundwave. He's the thickness of one tape.

TCC: Any updates on the possibility of a Headmaster, Masterforce, or Victory character making an appearance?

BR: As of right now, we do not have anything planned for Headmasters or Masterforce but there is a "little" tribute to Victory that will be out in the later half of 2009. There will, however, be a Targetmaster Nightstick that will come with our Deluxe Cyclonus.

TCC: Everybody loves repaints... With certain iconic characters like Cyclonus, will your approach be geared towards making it a different character or just a themed repaint?

> BR: Wherever possible, I try to design a new head with Takara early on with the repaint already in mind. This way fans are not just getting new paint. For certain iconic characters like Cyclonus, where it is more difficult to reuse the molds for a different character, I would have to say we would probably look to theme his repaint. He is one where we did not design an alternate head in advance.

TCC: Is there any character that was put on the table as a potential toy that you really wanted to see but did not make the cut?

BR: There were a few actually. One that comes to mind right away is Bludgeon. We even started early design sketches for him but the fact that he would transform into a tank, in a line that had a lot of tank- like vehicles in it, meant that he would have to be put on hold...for now.

TCC: Will there be any kind of story via print or on-line that might tie these figures together or is this line solely meant as a celebration?

BR: This line is really just meant as a celebration. There will be certain call outs such as a timeline on the package that will help people remember and follow the various eras that we're choosing to celebrate. But as for one storyline that would include everything we have planned for the 25th Anniversary, I'd have to say no, nothing planned as of right now.

TCC: With the popularity of the G.I. Joe Anniversary line and fans demand to see that line continue, could the Transformers 25th Anniversary line carry over into the future?

BR: We are getting a very positive response from the fans on all of the 25th Anniversary items that we've shown. Although our main focus for 2009 will be movie product, the characters from the history of the brand will always resurface in one



Universe: Cosmos

Universe: Wheelie

(Wave 2)

Size Class: Legends

(Wave 2)

Size Class: Legends

Transformers Cybertron: The Ultimate Collection

DVD Review by R.M. Eljay

ith the latest DVD boxed set of Transformer animation to be released, fans can now have the entire series run of Transformers Cybertron. The 52episode run of this series is spread across 7 discs, presented in 4 slim line cases inside a nicely designed slipcase. The series logo is printed over a foil stamp and the series main opponents (Optimus Prime and Megatron) are embossed, giving the set a nice presentation on the outside. The interior slipcases are a bit lackluster, but the art is nice and is mirrored on the interior disc. All in all, from a

TRANSFORMERS LVBERTRON

The onscreen menus for the set are pretty straightforward but while featuring some great art, they lack in animation or sound. Now, for some this might be considered a bad thing, but personally, I have grown weary of menus that either make me dizzy with spinning and whirling graphics and / or deafen me with some repetitive refrain from the materials soundtrack. I think menus in general are overdone and fall into the realm of "you had the technology, but should you have used it?" Actually being able to navigate a simple, elegant, and low key menu was a pleasure. The video itself is presented in full screen format, as I'm sure the series was done that way from the outset. The image is crisp and vibrant with smooth motion. Visually, it's quite stunning.

packaging standpoint, the set is more than adequate.

The use of computer motion frames for the robots and vehicles gives the series a very...well...mechanical look. The transformations of the robots to vehicles and back again subsequently look very 'true' and mimic the play action of the toy characters represented with the highest level of accuracy.

This set really doesn't offer much as far as bells and whistles. There are no commentaries or extra video content on this set, but due to the sheer volume of the episodes, it is not missed.

Transformers Cybertron is another in a long series of Transformers television animation going all the way back to the original show from 1984. In Transformers Cybertron, the Transformers home planet of Cybertron is threatened by a looming black hole. The Transformers must spread out across the universe in order to find the lost Cyber Planet Keys - their only hope for the salvation of Cybertron. Out to thwart the good deeds of the heroic Autobots are the evil Decepticons. This is a show designed for kids, so the plots are not multifaceted, but there is plenty of robot battling action and the robots themselves are beautiful to look at thanks to the toy design work of Takara and Hasbro who co-produced the show.

Certainly for the Transformers completist, this set is a must have, but even the casual fan will enjoy the slickly produced visuals. Kids, most of all, will connect with this series and the volume of episodes at a great price makes it a good entertainment value.

List Price: \$59.98



TRUE BLU...

(... continued from page 3)

TCC: Having directed for both Beast Wars and Animated, you are probably aware of the similarities between the two shows: the depth of storylines, the progression of a small cast of characters through those storylines, etc. These similarities have led many in the fan community to make other comparisons between the two. What similarities and differences have you experienced in directing the two shows?

SB: They have kept the integrity in the writing of the scripts. Marty Eisenberg, our story editor, wrote for both Beast Wars and Animated. The story lines are really good at bringing in new characters and keeping the honesty of the old.

TCC: Arcee was brought back in the Animated series for a brief cameo. These cameos by characters from past series are very popular with the fans. How did you feel about returning to the character?

SB: I loved bringing Arcee back. The older I get, Arcee just stays the same in personality and voice. I wonder what will happen next year???

TCC: Was the voice something you remembered or did you need to review your work from 20 years ago to find the voice again?

SB: Arcee is a big part of me. She has always been with me and wasn't hard at all to bring back. I was pretty much used my own voice.

TCC: What were your thoughts on the Transformers live action movie. Have you had a chance to see it?

SB: I feel the voices were too much alike and treated too much in the same way. I think they could have done more with that. I liked the movie and all the special effects.

TCC: Were you aware that Arcee is rumored to be in the sequel?

SB: I haven't heard that, but hope the fans write in to keep the same actor, if that's true!

TCC: Have you been approached by anyone or have you tried contacting anyone about possibly being a part of the sequel?

SB: No, I haven't yet. Thanks for the heads up.

TCC: The Animated series has just recently completed its second season on Cartoon Network. Can you tell us any new information regarding the possibility for a third season?

SB: If I said anything, they would have to shoot me. It's a great season though and I can't wait for you to see it.

TCC: Are you aware of the acceptance and enthusiasm that many within the fan community have for the Animated series?

SB: You guys make it possible for us to keep making more. I was thrilled to make another season and am so grateful to the fans for the enthusiasm. Keep it coming. I hope it goes on forever.

TCC: You are one of the few people who have made their career in voice acting and yet had the chance to also make appearances in TV shows and movies. Which do you find more difficult and why?

SB: I find it all exciting and challenging. I love the voice over community because we can act in our jeans and not have to wait around the set all day. I loved on camera acting and I think it gave me a nice mixture of knowledge.

I love actors and have nothing but respect for them.

TCC: With so many great projects that you have already been a part of during your career, what would you say, at this point, is a "dream project" of yours?

SB: Actually, there is something I have written and want to produce shortly. Thank you for the opportunity to participate in your interview.

Special thanks to Susan for taking the time to chat with us and for bringing so much to Transformers throughout these last 25 years!

ARTIST SPOT-LIGHT!

"Go Fish" by Teresa Levy



THE WORLD OF...



Allegiance: Intelligence Directorate

"Check this data, then check it again. I'm not taking this to Prime until we're one hundred percent sure."

BIO

Prowl sometimes wonders why Optimus appointed him to work so closely alongside Starscream. After all, he's been the Prime's trusted friend for cycles – since long before he became Prime, in fact. So why plug him in next to a careerist slagheap like Starscream?

Before Optimus assumed the role of Prime, Prowl served as a high-level agent in the Intelligence Directorship, as well as an advisor to then-Senator Optimus. He kept his grill clean – even in the dirty contest leading up to the Matrix being passed to Optimus. Prowl left his post as an agent to avoid a conflict of interest, and he refused to engage in the muckraking politics of Senator Ratbat.

Now, as an Intelligence Director, he's just as careful. He personally liaises with each of his agents to be sure they aren't compromised, and his top analysts report directly to him.

He's instituted redundancies and communications protocols in the Directorate that have lead to unprecedented speed and accuracy in reporting, despite Starscream's ossified bureaucracy.

WEAPONS/ABILITIES

Prowl has always been an extremely careful agent, believing that quick thinking supplants the need for weaponry. He has a few low-level lasers and disruptors, but most of his upgrades are devoted to computing power. He is able to conduct analyses for which most TransTech require an independent computer, as well as build highly accurate predictive models in his head. Optimus Prime relies heavil on him for guidance.

WEAKNESSES

Though his agency is very fast, his own obsession with certainty can often delay action, which has caused him to deliver dire warnings too late. His dislike of Starscream leads him to engage in some otherwise uncharacteristic workplace politics; he has made some recent hiring decisions based on countering Starscream's ambition, rather than the needs of the Directorate.

TRANSTECH



Allegiance: Intelligence Directorate

"It would be best to simply tell the truth. I assure you, my agents are quite skilled at detecting falsehoods."

BIO

To describe Starscream as ambitious is to make an understatement of phenomenal proportions. He has spent his entire life angling for more authority.

Under his directorship, bureaucracy is a fine art of conflicting interests and obfuscating guidelines. He is an expert at appointing toadies and

others just as ambitious and amoral as he is to positions from which they can do his career the greatest good, or the least harm.

It is only his focus on the advancement of his career that keeps him from true greatness as an intelligence agent. He is highly intelligent, keenly insightful, and – when he needs to be – deeply subtle. Many of the most important intelligence coups in recent history, from the Liege Maximo incident to the exposure of endemic corruption under the regime of Sentinel Prime (from which scandal Starscream and his agency escaped curiously unscathed), have been due to his directorship, or to hard intelligence gathered by him, personally. Unfortunately, his ambition has caused him to overreach on occasion, resulting in some embarrassing, and highly public, intelligence blunders.

WEAPONS/ABILITIES

Starscream has packed his body with experimental weaponry and sensors. He focuses mostly on defensive weapons designed to disable his opponents, including a null-field that can temporarily deactivate nearby attackers that have not been specially combat-hardened. He also has highly sensitive voice-stress and spark-pattern analyzers that can detect lies and predict behavior with a high degree of accuracy.

WEAKNESSES

Arrogant ambition served him well as a low-level analyst and agent, but as he has advanced, his attitude has alienated him from his peers. He devotes too little of his time to direct interaction with his agents, which can lead to tragic mistakes. His jealous rivalry with Prowl is dangerously close to open hatred.

ESD - Battle Masks

Most TransTech are equipped with what are known as ESDs, often referred to by the Outworlders as battle masks. These "battle masks" can enhance sensory perception and also provide defensive protocols that can be used if/when conflict arises in Axiom Nexus or on any other part of Cybertron. Some TransTech actually operate with the ESDs engaged even when it would appear they are not needed. There are those Outworlders who believe the TransTech do this to make clear their technical superiority, a way of intimidating the Outworlder population, while the TransTech would tell you it is merely the desire to always be operating at maximum sensory efficiency.











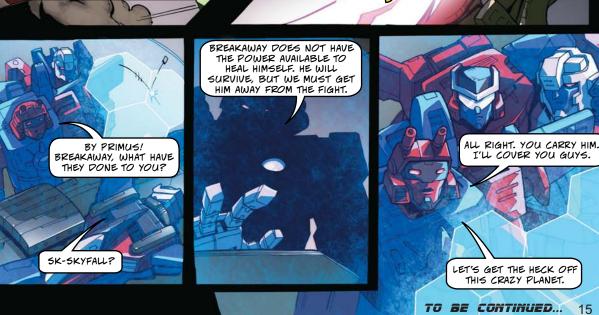
























See you next time...



Transformers Universe keeps the hits coming with this amazing tribute to the Gen 1 Combaticon Leader; Onslaught! Ever since I first laid eyes on this beautiful baddie, I knew I had to have him in my collection. And finally, after many hours searching, I found what just might be one of my favorite new toys.

Even though Onslaught prefers military strategy to actual battle, his alt mode is a menacing Special Weapons And Tactics vehicle complete with Autobot annihilating plow and twin gun turret. In addition, the lights and three different sounds really add to the action!

In robot mode, this guy stands almost 10" tall, and has a button activated laser cannon and large battle shield. The multiple points of articulation make for some awesome poses and his sound button can be reached on the back for easy machine gun firing fun.

The store where I found my Onslaught had only one left and I couldn't wait to tear the box open when I got home. This is one toy that should never stay sealed in it's package! Open him up and make some military mayhem of your own!

