

THE TERMINATOR™



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The Terminator

SEGA GAME GEAR

Instruction Manual

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Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert The Terminator cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, The Terminator title screen will appear.
4. If the title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: The Terminator is for one player only.

INSERT SEGA CARTRIDGE



Pressed for Time!

The machines rose from the ashes of the nuclear fire. Their war to exterminate mankind had raged for decades, but the final battle would not be fought in the future. It would be fought here in our present... Tonight!

Get ready for your toughest mission yet! Return from a hopeless future of nuclear holocaust to the streets of present day Los Angeles (an only slightly more civilized place), find a girl named Sarah Conner, convince her that she needs protection from something called the Terminator and find a way to put a stop to his terror once and for all! No problemo, right? Well the Terminator has a different program in his memory banks.

Follow this unstoppable cyborg through the time displacement equipment and keep Sarah Conner from her dance with death at the Technoir disco. Even the police can't stop the indomitable Terminator from reaching you and Sarah as they have problems of their own. Run for your lives and figure out how to crush the Terminator permanently.

Take Control!

For best results, learn how to use the Control Pad before you start playing.



Directional Button (D-Button)

- Press left or right to move Reese.
- Press down to make Reese crouch.
- Press down and press Button 1 to make Reese crouch and roll a grenade along the ground in the direction he is facing.

Start Button

- Press at the title screen to start the game.
- Press to pause the game; press again to resume play.
- Press to skip through the between level interludes.

Button 1

- Press to make Reese throw grenades or fire his gun.
- Press and hold the D-Button up to make Reese lob grenades in a high arc.

Button 2

- Press to make Reese jump.

Getting Started

The Skynet satellite, built by man to protect himself from the threat of nuclear war, was launched into space and shortly turned against its creators. Deciding that man was both a threat to himself and to Skynet, the computer declared war against humanity. Those who survived Skynet's worldwide nuclear deployment gathered together in underground bunkers and formed a rebellion against Skynet. In self-defense, Skynet assaulted the resistance with deadly mechanized Hunter-Killers and Terminators.

John Conner, leader of the rebel forces, discovered the computer's plan to send one of its unstoppable cyborgs back to the past to terminate his mother, Sarah, before she can give birth to him. Humanity's only hope rests in the hands of John Conner's right hand man, Kyle Reese, who must invade the Skynet underground lab complex, follow the Terminator back into the past and save his unsuspecting victim, Sarah Conner, from termination.

Read the interlude screens before each level to find out how the world met its future in a holocaust. Reese will relate the setting and the details of your mission for each level. Help him find Sarah and protect her from the Terminator!

Avoid Termination!

As you play the game, keep an eye on the status bar at the top of the screen. It displays the score and how much life force Reese has left. When Reese's heart meter reaches 0%, your game is over and you must restart your game from the beginning. Reese's heart meter is filled to a full 100% after he completes each scene.

Reese's Items

Reese must find 2 items in the first level to make it to the time displacement equipment and follow the Terminator back to the past. Reese can pick up or activate these items by running over or jumping on them.

Machine Gun: Find this item to power up Reese's weapon to a machine gun and to make the time bomb appear.

Time Bomb: Touching this item will begin the self-destruct sequence for the time displacement equipment and will start the countdown at the top of the screen. You must locate and escape into the time machine before the timer runs out.



The Future Holocaust 2029 A.D.

Dodge swooping Hunter-Killers and battle your way into the Skynet underground lab complex. There you'll fend off a security system of Terminators as you locate your gun and the time bomb to destroy the place, but not before you've made your jump into the time displacement equipment.

Los Angeles 1984

Run along the streets of Los Angeles in your search for the Technoir club. Just when you thought it was safe to disco in L.A., the punks are back to have another say, and they think you're worth roughing up over it. As if that wasn't enough to worry about, the police are hot on your trail too.

Technoir

Once you've reached Technoir, it's only a short matter of time before the Terminator gets to Sarah in her corner booth. Now that you've got his attention, it's your job to wear him down and drive him off.

The Police Station

Defeating the Terminator was only a temporary victory, for you've been picked up by the police due to your disturbance at Technoir. Having busted out of your cell, you know that Sarah is scared and awaits her rescue from police custody somewhere in the station, and all you have to do is find her. The only things standing in your way are more punks, more cops and more of the relentless Terminator, who is raging through the station in a "rescue" attempt of his own. Find Sarah and get out alive!

The Factory

This is it! Your last, desperate stand against the menacing Terminator happens here. Track down the cyborg, stripped of his synthetic flesh, and impress your fear and anger upon him!

Scorebook

Date				
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Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play.

Limited Warranty

Virgin Games, Inc. warrants to the original consumer purchaser that this Cartridge shall be free of defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Virgin Games will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Virgin Games Customer Service Department at:

1-714-833-1999

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Virgin Games Customer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Virgin Games Service Center shall be paid by the purchaser.

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Credits

Developed by	Probe Software Ltd.
Programming	Dominic Wood
Graphics	Mark Knowles
Music & Sound Effects	Matt Furniss
Music Driver	Shaun Hollingsworth
Producer	Neil Young
Published by	Virgin Games, Inc.
Producer	Lyle J. Hall II
UK Production	Ian Mathias
Manual	Lyle J. Hall II
Manual Editing	Lisa Marcinko
Testing & Quality Assurance	Darren Lloyd, Michael Gater, Noah Tool, Justin Norr, Joey Kuras

HANDLING THE SEGA™ GAME GEAR™ CARTRIDGE

- The Sega Game Gear Cartridge is intended exclusively for the Sega Game Gear System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Do not leave game paused for a long period of time as the image may "burn" into the screen.

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Address all correspondence regarding this DOMARK game to:

TENGEN Inc., Warranty Department, P.O. Box 360782, Milpitas, CA 95036-0782

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Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276;
Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)