

SEGA
GENESIS
16-BIT CARTRIDGE

THE TERMINATOR™



INSTRUCTION MANUAL



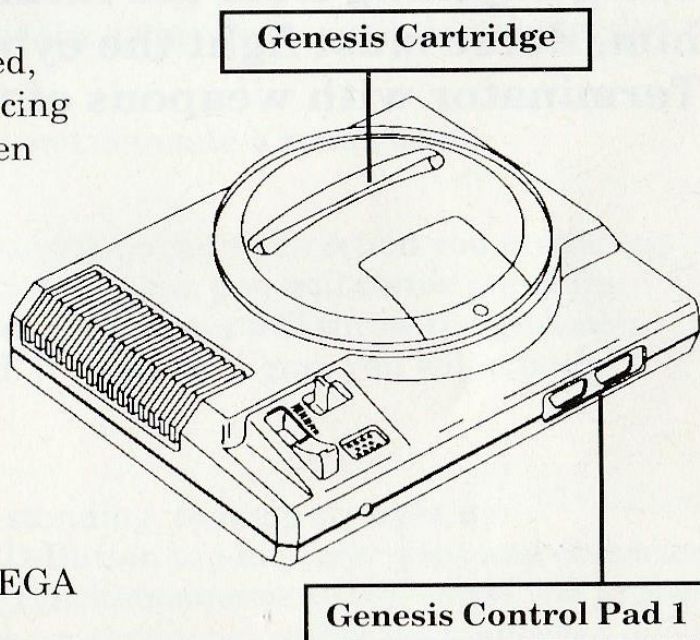
Terminator

Sega Genesis

Starting Up

1. Set up your Genesis System as described in it's instruction manual. Plug in control Pad 1. (*Terminator is for one player only.*)
2. Make sure the power switch is OFF. Insert the *Terminator* cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments, the Sega screen will appear.
4. Press Start when the title screen appears.

Important: If the Sega screen does not appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the SEGA cartridge.



Avoid Termination!

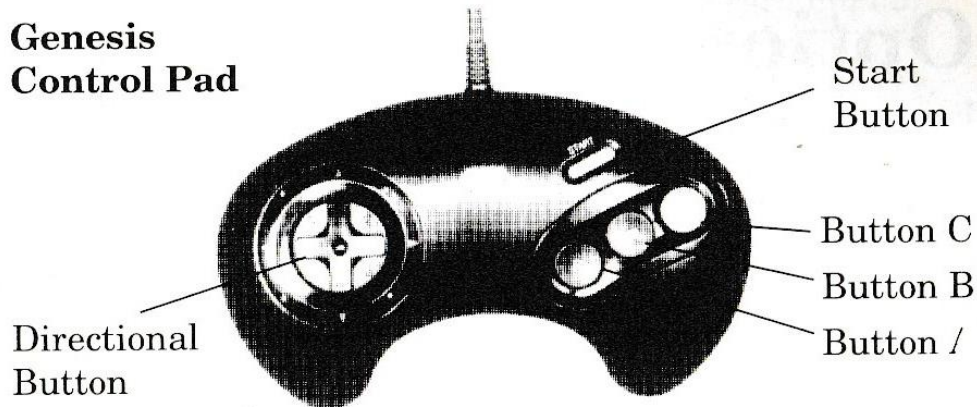
The machines rose from the ashes of the nuclear fire. Their war to exterminate mankind had raged for decades, but the final battle would not be fought in the future. It would be fought here in our present. Tonight...

Kyle Reese has an impossible mission set before him: He must fight his way into the SkyNet Lab's building, find the Time Displacement Equipment and use it to go back in time, to modern-day Los Angeles. Once there, he must find the woman who holds the key to survival of the human race and protect her from the Terminator who has travelled back from the future to destroy her. Unable to bring anything from the future with him, Reese must fight the cyborg Terminator with weapons of the past!

Take Control!

You are Kyle Reese, who is well prepared for his fight with the Terminator, but you will only have limited energy and one life to find Sarah Conner before the Terminator does! For best results, learn the different button functions before you start.

Genesis Control Pad



Directional Button (D-Button)

- Press up or down to choose Start Game or Options Screen.
- Press right or left to move in those directions.
- Press down to duck oncoming fire from enemies.
- Press up or down to move Reese in those directions while on a ladder.

Start Button

- Press to pause the game. Press again to resume play.

A Button

- Press to drop and detonate a smart bomb.

B Button

- Press to fire your gun in the direction you are facing. If you do not have a gun, you will throw grenades.
- Press down and B and you will throw the grenades underhanded. If you have a gun, you will crouch and fire.

C Button

- Press, while standing, to jump straight up.
- Press C and D-Button to jump over gaps and obstacles in your way. Touching an enemy will cause you to lose energy unless an enemy has either been knocked down or is flashing.

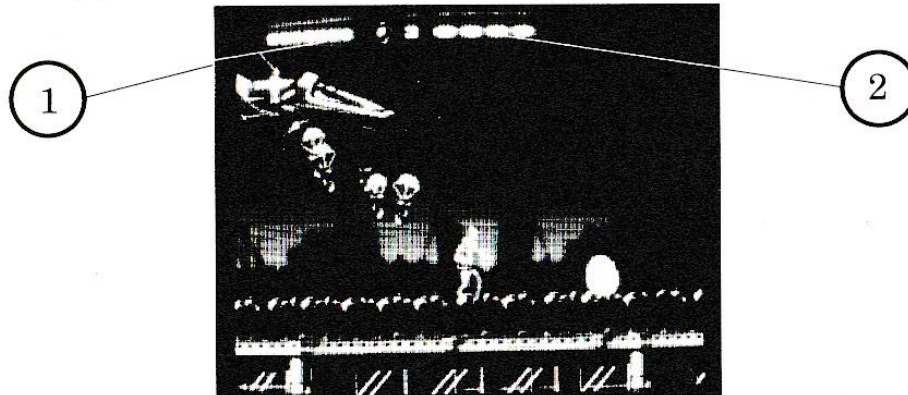
The Game

When you turn on the game, the title screen will appear and you will be given background information to prepare you for your encounter with the Terminator. Press the Start Button to move to the Start Game/Options screen.

Options

From the Options screen, press the Start Button at any time to begin the game. You can choose your difficulty level: Easy, Normal, Difficult or Very Hard. You can also choose a sound test, or you may opt to customize functions for buttons A, B, and C.

Player Information



1. Your present score.
2. Your current health. When hit by your enemies, you will lose health points. There are health bonuses throughout the game that will restore your health if you have lost energy.

Scoring

You will score points by hitting enemies and by finishing the level. There is an added score bonus based on the amount of time used to complete the level.

Levels

Level One

Your odyssey begins in post-holocaust Los Angeles in the year 2029. You must avoid and destroy land and air Hunter Killers and terminators in the underground lab complex. To get by the terminators you must find a gun and locate the explosives you will need to blast your way into the Skynet Lab. To complete the level, you must find and sabotage the cooling pipe system of the Time Displacement Reactor located in the underground labs and escape into the Time Displacement Machine on the surface before your time runs out.

Level Two

Transported to the past, you are in Los Angeles, in the year 1984. You must meet Sarah Conner at the TechNoir Bar and save her from the Terminator before it kills her! To get there, you must battle past the Police and street punks on the city streets.

Level Three

Finding yourself separated from Sarah when you are locked away in the Los Angeles Police Department, you must locate her, escape, and fight the Terminator all the way out!

Level Four

Fleeing to the "safety" of an unoccupied factory, you must find a way to destroy the Terminator once and for all!

Hints & Tips

- Use the Smart Bombs on Level 1 to blow up any obstacles in your path.
- If you are having trouble completing the first level, try selecting "Easy" from the Difficulty Level select on the Options screen.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection television.

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Scorebook

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Terminator Credits

Developed by **Probe Software, Ltd.**

Programmed by David Perry

Graphics by Nick Bruty

Music/Sound Effects by Krisalis Software

Produced by Neil Young

Published by **Virgin Games, Inc.**

Executive Producer Dr. Stephen H. Clarke-Willson

Product Manager Lyle J. Hall II

Quality Assurance by Lyle J. Hall II
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Edited by Lisa Marcinko



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