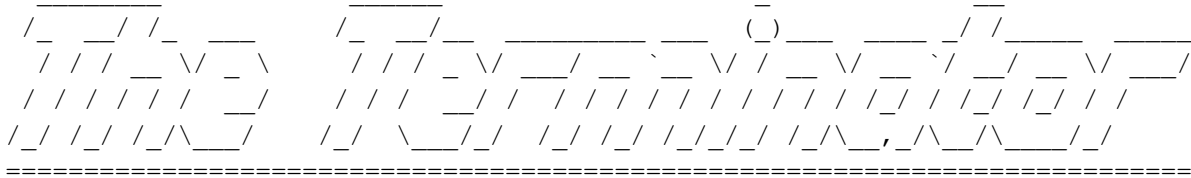


The Terminator FAQ/Walkthrough

by Beautiful Affair

Updated to v1.00 on Jun 24, 2014

This walkthrough was originally written for The Terminator on the GENESIS, but the walkthrough is still applicable to the SNES version of the game.



The Terminator (Genesis) FAQ/Walkthrough

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Version History

Version 1.00 | 11 January 2013
* The first, complete posted version of this FAQ/Walkthrough.

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=====
i. Introduction
=====

Hello and welcome to my FAQ/Walkthrough for the Terminator. This is a full walkthrough designed to guide you step-by-step through the game, and will also provide other handy things to know about the game. The Terminator was released on the Sega Genesis system in 1992, and follows the plot of the 1984 film of the same name. In it, you play as Kyle Reese, sent from the future to guard the life of Sarah Connor from a seemingly indestructible cyborg assassin known as The Terminator, who as we all know was played by Arnold Schwarzenegger. The Genesis port of the game is sadly very short with only four levels and can be completed within a matter of minutes. Still, it is well-made with good controls, graphics, sound and gameplay so it's worth a go once.

=====
1. GAME OVERVIEW [0100]
=====

1.1. Controls [0101]

- D-Pad: Down: Crouch
 - Descend ladders
 - Move cursor down in menu screens
- Start: Begin the game from the title menu
 - Skip story screens
 - Pause the game during play; resume the game when paused
- A: Confirm selections in menu screens
 - Use Smart Bombs (Level 1 only)
- B: Return to Options menu from Trigger Selections/Sound Test
 - Fire weapon
- C: Return to Options menu from Trigger Selections/Sound Test
 - Jump

1.2. Basics [0102]

START GAME: Begin playing The Terminator.

OPTIONS:

- * DIFFICULTY: Choose the game's difficulty setting: you can choose from between EASY, NORMAL, DIFFICULT or VERY HARD. Locations of weapons, and strength and number of enemies will differ according to which difficulty level you choose.

- * CUSTOMISE TRIGGER SELECTIONS: Here, you can change the controls layout for the game. A picture of a Genesis controller with button layouts will be shown, press A to change the layout, and press C when finished. Here are the six different layouts you can choose from:

D-Pad - LEFT/RIGHT/CROUCH
A - SMART
B - FIRE
C - JUMP

D-Pad - LEFT/RIGHT/CROUCH
A - SMART
B - JUMP
C - FIRE

D-Pad - LEFT/RIGHT/CROUCH
A - FIRE
B - JUMP
C - SMART

D-Pad - LEFT/RIGHT/CROUCH
A - FIRE
B - SMART
C - JUMP

D-Pad - LEFT/RIGHT/CROUCH
A - JUMP
B - FIRE
C - SMART

D-Pad - LEFT/RIGHT/CROUCH
A - JUMP
B - SMART
C - FIRE

- * SOUND TEST: Listen to the game music. The playlist is as follows:

TURN MUSIC OFF
INTRODUCTION
HOLOCAUST
IN LOS ANGELES
POLICE STATION
IN FACTORY
STORY TEXT
FUTURE SCENE
REESE ARRIVAL

TUNE 1
FROM FLAMES
BONUS
TIME TO ESCAPE
TECHNOIR DISCO
THROUGH POLICE
TERMINATION
GAME OVER
CREDITS AT END
LASER TYPE 1
LASER TYPE 2
LASER TYPE 3
BIG LASER
CS-101 CHASSIS
HUGE FOOTSTEPS
HUNTER KILLER
BEEP 1
BEEP 2
BEEP 3
BEEP 4
BEEP 5
BEEP 6
BEEP 7
BEEP 8
BOOP 1
BOOP 2
BOOP 3
BOOP 4
PICKUP OBJECT
BIKE ENGINE
UZI-9MM SHOTS
SMALL EXPLODE
BIG EXPLOSION
HUGE EXPLOSION
URGGGGHHHH
AAARRRGHHH
OOOOUFFFHH
SHOTGUN FIRING
ARNIE SPEAKING

* EXIT: Return back to the main menu.

o-----o
| Game Screen |
o-----o

Score: Shown in the top-left corner of the screen. Bump this up by collecting items, defeating enemies, and completing levels.

Smart Bombs: The number shown next to a picture of a bomb; between the Score and Life meter at the top of the screen.

Life: In the top-centre of the screen; Reese starts with 4 life bars, and as you take damage, a bar gradually fades until it is gone. When this is entirely depleted, it's Game Over. You only have 1 life to play through the game with and no continues, so if you lose, you'll have to begin again from the start!

o-----o
| Other Basics |
o-----o

Scoring -----

When you complete any level, you see some scoring bonuses appear as your score is totalled up. They are:

ENERGY REMAINING BONUS: 300 points per full life bar remaining in your life.

ENEMY KILLS BONUS: Varies on how many enemies you have killed in the level.

LEVEL COMPLETION BONUS: A set bonus score for completing the level.

TOTAL: The three score bonuses above, combined.

Weapons -----

There are 4 weapons to use in the game (more information about them to be found in the Weapons section of this FAQ). In the first level of the game, set in the future, Reese has a variety of futuristic and stronger weapons. You get unlimited hand grenades (which are superceded by the machine gun when you collect it), and Smart Bombs, which you can find being generated at various spots in the first level; planting one of these blows away all cyborgs on-screen, and also destroys the time displacement equipment when found.

Once Reese arrives in 1984, his only weapon of use is, like in the film, a sawn-off shotgun. Although there is no ammo limit for the use of this shotgun, it is considerably weaker than your other weapons and has no rapid fire function. Also, you have to press the fire button first to whip out the weapon in the direction Reese is facing before firing it. A good tip for use of the shotgun is to crouch before firing, as this saves a few potentially valuable split-seconds, and the rapid fire works better.

2. WALKTHROUGH

[0200]

NOTE: This walkthrough was written based on the EASY difficulty setting.

2.1. Level 1 - Los Angeles 2029

[0201]

Walk over to the raised part of the ground, and some Smart Bombs will appear. Pick them up, then wait for a few seconds for some more to appear, and pick those up. Keep doing this until you have 9 (maximum possible you can hold) of them, then head right until you reach the Hunter Killer Tank. Repeatedly tap the fire button to hurl grenades at it, and aim for the orange-coloured part of its body. Keep your distance however, as you will instantly die if Reese gets caught in the wheels of this machine. Eventually, after you hit the HK with enough grenades, it will be destroyed and you can move on.

As you head right, a Hunter Killer Aircraft appears to drop bombs down at you. It is possible to destroy it with your hand grenades but there is little point as another will just appear straight away. So it would be better to just run right and avoid the bombs dropped down. Eventually, when you reach a ladder, go down it and into the base. To the right of the ladder is the Machine Gun (this appears elsewhere in the level on higher difficulty settings). Pick this up, and it will supercede your hand grenades. This weapon has rapid fire and defeats the Future Terminator enemies almost instantly.

Now, walk left until you reach a sealed door. Plant a Smart Bomb right there to blow it open and clear any Terminators off the screen. Now head left through the passage, shooting down any Terminators. You'll get to another sealed door; again, do the same thing and blow it open with a Smart Bomb. Head left to the very end, jump over the gap, and keep going left as far as you can, and you can find more Smart Bombs.

Go right, down the stairs, drop down, and head into the room on the left. The HK mini guards this room (on higher difficulty settings the Machine Gun is in here, so you must defeat this enemy in order to get it). Shoot it down until it is destroyed. Now head right and up the stairs, then you'll have the choice to go down the stairs or jump onto the ledge to the right and head along that way. Take the latter route, shooting down any Terminators that confront you. When you reach the next staircase, go down it and continue along the bottom route. Eventually, you reach a sealed door; blow it open with a Smart Bomb.

Go up the stairs, along the ledge and down the stairs to a small enclosed area with large, orange-coloured tubes - this is the time displacement equipment. Place a Smart Bomb right in front of the biggest tube, then after it explodes, the area turns red and you have 45 seconds to escape the level via the time machine. So waste no time; head back up the stairs on the right, jump over to the left, run left and down the stairs, through the corridor shooting any Terminators you encounter, then go up the next set of stairs and jump over the gap to the right onto route above the one you've just gone through. Continue to run right, up another set of stairs, then climb the ladder to get back out to the overworld. Now run right quickly and get into the time machine to finish this level before the countdown expires.

2.2. Level 2 - Los Angeles 1984

[0202]

You begin right beside a ladder; climb that and onto the top of the building, then head right. A police helicopter will appear to attack Reese, but just take no notice of it. At the very end of the rooftop, jump right to get onto the next one. Do again from this one, and climb the ladder that leads onto the next building. Keep running right without stopping, and Reese will automatically swing from the pole and onto the next building.

Climb the ladder to the top of the next building and continue to run right (and you will also notice a Terminator poster!), and Reese will swing from the pole at the end of the building to drop down onto the next building. Run right and jump over the gap to the next building, and at the end, drop down to the ground, and continue to advance to the right. As you head on, you'll encounter Thugs and Coppers; use your shotgun to knock them down/kill them, and you can advance further on. Eventually you'll reach the phone box; when you step into it, you'll enter the next "part" of the level and your life will be restored.

From here, now keep running right, and shoot down the Coppers that confront

you, and while they are down, you can advance further on. You'll reach a construction site; walk up the first girder and jump over to the left, go up another girder and jump right, basically following this procedure until you reach the top of the scaffolding, then drop down to the ground and continue to advance on to the right. Shoot down more Thugs and Coppers as you go right, then after passing the red fencing in the background you'll see a ladder that leads up beside the next building; climb it to get onto the rooftop.

Go right as far as you can, and climb another ladder to reach a higher rooftop. Go right along it, then descend the ladder on the other side. Now, go right and shoot down any Coppers here, then you'll reach the Tech Noir club. Enter it.

Inside the club, keep running right until you see shots being fired from the right-hand side of the screen; it's The Terminator! Keep your distance, and shoot The Terminator several times until it falls over, but don't approach it just yet as it will get up again; again shoot several times to knock it over, and it will get back up again. Shoot several times and after knocking The Terminator over for a third time, its body will flash, indicating you can run past it. Do this quickly, then just keep heading right until you reach the table where Sarah Connor is sitting, and as you approach her, you win the level.

2.3. Level 3 - The Police Station

[0203]

Head all the way left, shooting down any Thugs and Coppers, then go up the stairs to the next floor and advance right as far as you can, then up another set of stairs to the next floor. Advance left as far as you can, and after going up the stairs you reach a ladder that leads up to the police station roof. Climb it and run right without stopping until you reach another ladder that leads back down into the station, so go down that.

Shoot down any nearby Thugs and Coppers, and keep going right. You'll see another ladder; descend that to the floor below, then head left. Several Thugs and Coppers guard the area with the wire fencing, and you'll also see The Terminator! Clear the enemies and shoot down The Terminator three times, so that when its body is flashing, you can run past it.

Shoot down any more enemies you come across as you head left, and go up the stairs in the next room. Now, just keep going left as far as possible, shooting down any enemies, and when you approach Sarah, you finish this level.

2.4. Level 4 - The Final Confrontation

[0204]

The only enemy in this level is The Terminator metal endo-skeleton, which, if you've seen the film, is the result of a vehicle fire that destroys the machine's flesh and organs, leaving behind only the endo-skeleton puppet. Anyway, you can shoot it away when it corners you, but be warned, after so many times you shoot it away, it loses the lower half of its body, and Reese CANNOT jump over the crawling Terminator when it loses its legs, so if you are cornered, you are in trouble.

When you start, immediately head right and shoot The Terminator away, go up the steps and climb the ladder up to the next level. Walk right and shoot The Terminator away as it appears, and go down the next ladder going down when you

see it. Head right and go past the next ladder, go up the stairs, go right and drop down the gap, then go left, down the stairs and descend the ladder. Go right and up the steps, up the ladder, then right and down the next set of steps. Head right until you see another ladder, then climb that up to the next level, then go right along the descending platforms, letting The Terminator drop down if it is walking along one first, and jump over the gap between the third and fourth platforms.

Jump onto the next ledge after this, and go down the ladder. Now head right as far as you can and past the compactor to where Sarah is waiting. Now just wait here for The Terminator to walk into the compactor, and it will be crushed, defeated, and you have beaten the game.

Congratulations upon completing The Terminator!

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3. ENEMIES [0300]

=====

Copper

- * Level(s): 2 & 3
- * Description: Guys in blue police uniforms that shoot at Reese on sight. You can repeatedly shoot them with your shotgun to knock them down, which stuns them temporarily so that you can advance past them, but you can't kill them.

Future Terminators

- * Level(s): 1
- * Description: Seen throughout the whole first level in the base. They are easily defeated with a few shots of the machine gun, or you can completely clear the screen of them with the use of a Smart Bomb.

Hunter Killer Aircraft

- * Level(s): 1
- * Description: They fly around from left to right, dropping parachute bombs down at Reese. You can destroy them by throwing hand grenades at them, but this usually proves pointless as another one will appear straight away, so it's just best to evade their bomb attack airstrikes.

Hunter Killer Tank

- * Level(s): 1
- * Description: A large, upright tank that fires lasers down at Reese. Destroy it by throwing several grenades into the orange part. Be careful not to get too close, or it will instantly kill Reese if it runs him over.

Hunter Killer Tank Miniature

- * Level(s): 1
- * Description: Seen in the bottom-left room of the base. On the NORMAL difficulty setting it guards the Machine Gun so you will need to hit it with a few hand grenades, otherwise on the EASY setting you can just keep shooting at it with the Machine Gun until it is defeated. It shoots horizontal lasers, which you can avoid by crouching.

Police Helicopter

- * Level(s): 2
- * Description: As Reese walks the rooftops, it appears to shoot rockets down at him.

Street Thug

- * Level(s): 2 & 3
- * Description: Guys dressed in green shirts and jeans, who throw molotov cocktails at Reese. Shoot them a few times with your shotgun to kill them.

The Terminator (Arnie)

- * Level(s): 2 & 3
- * Description: Sent back in time to 1984 to assassinate Sarah Connor, and it's your job to hold this enemy at bay and protect Sarah. This form of The Terminator is dressed completely in black, and fires a rapid-fire pistol at you when nearby. You can easily avoid its attacks by crouching while you fire your shotgun. Remember, you cannot kill The Terminator, only stun it. At both points in the levels where you encounter this enemy you need to advance past it; to do so, shoot it repeatedly to knock it down three times and it will flash. Quickly run past it while it is down and flashing.

The Terminator (Metal endo-skeleton)

- * Level(s): 4
- * Description: It chases you throughout the factory level. Again, like its flesh-coated counterpart, this enemy is indestructible. You can blow it away with a few blasts of your shotgun, but beware, after doing this a few times it loses its legs and crawls. You CANNOT jump over the enemy when it has lost its legs and crawls towards you, so if you get cornered, you are more or less certain to lose. It is best to lure the enemy to a position where you can get around it in order to progress. When you reach the compactor where Sarah is waiting, lure it in to crush it and beat the game.

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4. WEAPONS [0400]

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Hand Grenade

- * Level(s): 1
- * Description: Reese's initial weapon. You can throw these at Hunter Killer vehicles to destroy them. This weapon is replaced by the Machine Gun when you pick it up later on in the same level.

Machine Gun

- * Level(s): 1
- * Description: When collected, it supercedes the hand grenades as your weapon of choice. It has rapid fire and is perhaps the strongest weapon in the game, as it clears enemies away in seconds.

Shotgun

- * Level(s): 2, 3 & 4
- * Description: The only weapon Reese can use once he has been transported to the past. It has no rapid fire, so when you whip this weapon

out, you will have to repeatedly press the fire button to shoot it.

Smart Bomb

* Level(s): 1

* Description: Bombs with timers that Reese can collect (you can hold up to a maximum of 9 bombs; collecting them gives you 3 at a time). These weapons have 3 main uses; you can clear all on-screen enemies at once by setting one of these off, you can blow sealed doors open, and you need to use one to blow up the time displacement equipment to destroy the base before you enter the time machine to finish the first level.

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5. ITEMS [0500]

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Life: The only actual non-weapon pickup in the game, this looks something like a drinking bottle with black and yellow diagonal stripes on it. Pick this up to restore a portion of Reese's life meter.

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6. CHEATS [0600]

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o-----o
| Codes |
o-----o

Hide Text From Level 1 Story Screen

When you begin the game from the title screen, quickly press and hold Up on the D-Pad. You'll see the background appear, but the story text itself will not show up until you let go of the button. A bit pointless, but a "cheat" is a cheat.

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ii. Credits

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Mike Truitt

* Whose "Hidden Text" cheat on GameFAQs I had used in this FAQ.

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iii. Legal Disclaimer/Contacting Me

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future update, with full credit given.

Thank you for reading my FAQ, and please feel free to read any of my other video game-related literature, which can be found at:

<http://www.gamefaqs.com/users/RJHarrison>

This file is dedicated to the memory of four late GameFAQs users, each of whom passed away well before their time. Chris MacDonald (d. May 17, 2004), Elliot Long (d. August 27, 2004), Mitchell Lee Stuekerjuergen (d. January 4, 2006), and Steve McFadden (d. June 28, 2011). The latter was one of my closest and dearest friends whom I had met through GameFAQs, and was one of the most well-known and prolific contributors to the site. Steve was an inspiration to myself to take up video game writing and always took the time to speak to me online about gaming or other interests, as well as comment on my writing. Rest in Peace guys, you will all be dearly missed.

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