

# Terminator FAQ/Walkthrough

by SSJ4Kain

Updated to vFinal on May 14, 2007

This walkthrough was originally written for Terminator on the NES, but the walkthrough is still applicable to the PS2 version of the game.

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                Terminator - FAQ/Walkthrough.
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                Walkthrough Version: Final.
                Last Updated: 5/14/07.
                System(s): Famicom And NES.
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NOTE: I've added a Search Engine into all my FAQs now. To use this, if there's something you wish to find instantly in my FAQ, in the above table, on the left is the name of a section or sub-section. To the right is a weird code, like GOK5.1. Basically, if you wish to go to the section where I tell you about Goku under The Playable Characters Of The Story, on your Keyboard, hold Ctrl and then hit F and a window will open. Type in GOK5.1 and hit Find Next. It'll bring you to that section instantly. The code to reach the Table Of Contents is just that: Table Of Contents. I hope this makes browsing my FAQs easier for you. Enjoy!

=====  
= I. Introduction . . . . . [ INTR1 ] =  
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Hello and welcome to another walkthrough by Kain Stryder. This time, I'm covering the rather odd game known as Terminator for the NES. It's been labeled as one of the hardest games in existance, mainly for it's 3 Lives and no continues, insanely hard gameplay and 0 fun ratio. Well, I've sat down now and written a complete walkthrough for it to help anyone who needs it. Just a quick reminder, though. I've written this walkthrough for free. I did it to help any gamer wishing to complete this game and that's it. This walkthrough is not to be edited in any way, shape or form and is not to be stolen and claimed as your own work. I worked rather hard on this and to have someone go and steal it for their own personal gain is rather low. This walkthrough is to ONLY be on GameFAQs and nowhere else, unless I personally give permission. Anyway, just use it to help you through the game and nothing more. So, with that said, onto the walkthrough! Enjoy!

Update: This walkthrough is now available at IGN.

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= II. Current Updates . . . . . [ CURUP2 ] =  
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5/14/07 - Just writing in to let any readers know if they E-Mail me any questions or comments, that my address still works. My willpower to write walkthroughs over the last few years died, mostly to college and real life, but I may just start this up again. Feel free to write in, thanks.

12/23/03 - I've completed this walkthrough and done everything there is to do and I've marked it as final. If I ever need to update it again for whatever reason, reader submissions or corrections, I will, but until that time, enjoy the walkthrough and I hope it helps you!

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= III. FAQ (Frequently Asked Questions.) . . . . . [ FAQ3 ] =  
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Q. What's a "high jump?" You state it a few times in your walkthrough.

A. A high jump is performed by holding Up on the D-Pad and then hitting

the B Button. It's nothing noticable, but you jump a bit higher and it helps in some situations.

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= [ IV. How To Play ] . . . . . [ HOTP4 ] =
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- A. Controls And Menus . . . . . [ COAM4.1 ] -
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Alright, well, let's start with the controls, shall we?

D-Pad - Moves Reese around. When driving the Car, depending on your direction, hold the correct direction to speed up and the opposite direction to slow down. Also used to climb ladders and when holding the Up Button in conjunction with the B Button, you can perform a high jump. When you find an Item, press the Down Button to pick it up. When firing the Machine Gun with Reese, hit the Up or Down Button to fire diagonally up or diagonally down.

Select - Changes your current weapon to whatever else you have.

Start - Pauses the game.

B Button - Makes Reese jump. When used with the Up Button, you can perform a high jump. When driving the Car, this makes you fire to the left of the screen.

A Button - Fires your current weapon. When using Grenades or any projectile weapon, holding down the A Button longer makes the weapon be thrown farther. Though, once the maximum distance is reached, Reese will release the weapon automatically. When driving the Car, this makes your fire to the right of the screen.

Ok, that does it for the controls. Now, since there's no real Menu in this game, there is an on screen menu. I'll go over what you see there, telling you the various stuff on the bar at the top of the screen, starting from the left:

Points - As you defeat/fight Enemies, this goes up. Whenever you score 50,000 Points, you get an extra Life.

Heart Symbol - Shows you how much Health you have left. To heal yourself, find Red Hearts.

Small Stick Man - Represents how many Lives you have left. When all your Lives are gone, it's Game Over. Do NOT let this happen if you can help it, as you will have to start ALL OVER again, no matter HOW far in the game you are.

Bomb Symbol - Shows you how many explosives you currently have. (Though, this is also used to represent how many disposable weapons you're carrying, such as Baseballs or Grenades, even Yellow Blocks.)

Gun Symbol - Shows you what your main weapon is currently. Either a Gun, P, (Punch.), K, (Kick.) (), (Grenade.) O (Baseball.) or II (Yellow Block.)

S Symbol - I have no idea what this is. I only saw it get marked with an "x" when I acquired the Key in the final level. I'm guessing it means

"Special" Item or something. Oh well, it's not important.

And with that, that explains and covers the controls and "menus".

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- B. Moving Around . . . . . [ MOAR4.2 ]-  
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This is rather simple. Terminator is your basic Action/Platform game, riddled with platforms and pits and you having to reach your goal, while fighting hoards of Enemies and collecting power ups and such along the way to keep you alive. Enemies constantly respawn, so there's never clearing a room of them, meaning, only fight when you must, as losing Health is not good in this game. Though, there ARE a fair supply of Red Hearts to heal you throughout the game, which is good, because you'll need them all.

Now, unfortunately, Reese is not the most agile or movable character you've ever played as. Frankly, he sucks. Movement with him is sluggish and it takes a second for him to get going. Not to mention he's rather hard to control while in mid air, which makes timing jumps and landing on VERY small platforms a pain in the ass. Expect to be dying quite a lot before you get the hang of controlling him. Aside from that, Reese is actually a good fighter and can take out any Enemy with 4-6 hits, hell, even the Terminator falls with just 6 Punches!

Now, as you go along, you'll find various things on the ground for you to get. To grab them, simple move over them and hit the Down Button and it's yours. Use what you find to help you survive, as you will be needing everything.

Anyway, other than avoiding pits and just stay alive, Terminator is rather basic, but very hard. Have fun with it.

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- C. Tips & Tricks . . . . . [ TITR4.3 ]-  
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- Gather anything you see. Either it being Red Hearts, Grenades, anything. You never know when you may need it.

- Always proceed with caution. Terminator is not a game where you run around happily. It's a slow moving game where you must use strategy to take down your Enemies, as 1 Enemy can easily kill you alone. Same goes when you're jumping on platforms or over pits. One false move and bam, there goes one of your VERY precious Lives.

- If you're using an Emulator, (I PRAY you are.) then Save State often. Save whenever you come to a tricky jump or don't know what's ahead. Better safe than sorry and trust me, you WILL want to save, ALOT.

- Once you're back in the past, you can't use any guns and must rely on your fists and feet. Basically, since Police Man and Terminator will be the main Enemies you're fighting, for both, duck and wait till they attack, then come up and pummel them both, then duck again and repeat. Using this strategy works everytime and you'll easily get by.

- For the first area you're in, (Before you get into the Truck and try to get to Skynet.) try to get a score of 100,000 by fighting Enemies over and over. Have 2 extra Lives WILL make a life or death difference

at the Truck part. This goes triple for those playing on the actual NES.

- Use your Punch over your Kick. I know the Kick has a longer range, but since your attacks lightly push your opponent away each time, getting in close to fight is going to be a must with you, so learn to always fight with your fists.

- Only fight when you have to. Never fight opponents that you can easily avoid and move on.

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= V. The Walkthrough . . . . . [ THEWA5 ] =  
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Note: I PRAY TO GOD you're playing this game on a Emulator. I don't care how good you are, beating this game without cheating is near impossible. You have 3 Lives, no continues. If you lose all your Lives, you start at the VERY beginning again. It sucks, I know, but trust me, if you aren't playing on a Emulator, really, I wish you the best of luck, but do not say I didn't warn you.

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- A. Beginning . . . . . [ BEGI5.1 ]-  
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Eh...not much of a backstory, really. If you've seen the movie, you'll know it, but I'll give a quick rundown since the game doesn't. Basically, you play as the Soldier Kyle Reese, who volunteered to go back in time to stop a Terminator, a futuristic killing machine, (Literally.) who is going to kill Sarah Conner, the woman who gives birth to John Conner, the man who leads the Human Race to victory against the machines in the major war in the future. If she dies, the Humans will have no chance in the future and thus the machines will win. Since the movie starts out in the past and you see nothing of the future, except from Reese's Memories, this game actually starts in the future and you must fight your way to Skynet and get back to the past. Let's begin.

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- B. The Path To Skynet...Get Back To The Past!. . . . . [ PTSGBP5.2 ]-  
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Enemies In The Area: Airship, Giant Robot, Human Terminator and Terminator.

Tip: Watch out for the green slime falling from the ceilings and whatnot here. It can damage you. That and the spears that come out of the floors in the Skynet area. By the way, since you have the Machine Gun, it'd be advised that if you want to live, spend some time killing some Enemies over and over to rack up 50,000 Points. Mainly, to get extra Lives. For every 50,000 Points, you'll get one and with Enemis here giving you 900-1,100, it'll be rather easy. Trust me, you WILL want to do this. Also, SAVE STATE OFTEN. I can NOT stress this enough. If you come to a tricky jump or anything, SAVE. You have 3 Lives, so use them wisely.

As the game begins, you start out with a Machine Gun with unlimited ammo and 8 Grenades. Now, first, get use to the controls of this game, as they aren't something that would be classified as easy. Once you feel confident, move forward cautiously, as Enemies do appear here randomly. As you go along, you'll see a Red Heart. If you've been hurt, make your way to it, otherwise, ignore it and move on. You'll come across another

Red Heart nearby, but again, take it only if you're hurt. The Enemy AI in this game is insanely low and you'll see how stupid they act throughout the game. (Well, except the car chases.) If an Enemy appears, just shoot them until they die as fast as you can. Most of the time, since this level has so many pits to it, they'll jump or fall into them and kill themselves. Just make sure you don't do that yourself.

Anyway, continue on and jump carefully over the pits/spikes and watch out again for the green slime. You'll reach the end of this area, with a ladder leading up, plus a Red Heart and a Grenade nearby. Grab them if you need to, otherwise, climb up the ladder. In this area, you'll see a Grenade above you. To get it, move forward and jump onto the cylinder like teal platform, then jump over to the other platform and make your way over to collect it. Now, here's a choice for you. If you continue on up on the higher up platforms here, at the end, you can get another Grenade, but if you go down back to where you were and continue on, you can get a Red Heart. Do whichever you like, but just watch out for the Enemies here. Though, I STRONGLY suggest you take the path up where the Grenade is, as the bottom path ends with a VERY tricky jump.

It's possible to make it across, but you have to be near the end of the ledge to make it over. Just to make things easier, take the top path. Take both if you want to get each Item, but either way, at the end is another ladder and yet another Grenade. When you're ready, head up the ladder. In this area, you'll see a ladder above you with a Grenade nearby. This is where you need to get up to. To get there, just follow the path and jump over the pits, taking out any Enemies you come across, but again, proceed with caution. Now, once you reach the conveyer belts, REALLY go carefully here and at the end, you'll find 2 Grenades. Grab them, then make your way up the conveyer belts and backtrack to where you were and when you reach the final conveyer belt, jump over to the higher up platform and move on, taking out any Enemies that appear and at the end, grab the Grenade and then climb up the ladder.

Now, in this area, you'll see a Red Heart and a Grenade above you. If you really need them, you can get them, but first, follow the path and take out any Enemies that come your way. When you come to some platforms, you can now get up to the higher platforms above you and if you now wish, you can go and grab the Red Heart and Grenade you saw, plus there's another Grenade just before these two Items, so, take it if you went ahead and went for these two Items. Also, there's another Red Heart above you from where you jumped up onto the higher platform here, so, take it if you need to, otherwise, when you are ready, continue on the path. Now, you have a choice here. You'll see a Grenade on the bottom path, but if you take it, there'll be a few tricky jumps ahead of you. If you want to really play it safe, take the top paths. On the bottom path, you will find a Red Heart, plus at the very end near the ladder, yet another Grenade.

The top path will get you another Red Heart, but you can't get this if you took the bottom path, as it's too high for you to reach. (You can, however, fall below and get the Grenade at the end if you took the top path.) Just, though, watch out for the Enemies, as they like to randomly appear in the most unwanted times to distract you and make your life hell. Anyway, once you reach the ladder, if you're on the bottom path, you'll need to do a high jump to reach the platform. Either way, once there, head up.

Whew, you're outside, finally. Ok, here comes a dash and gun part. Basically, move and don't stop, as Enemies will continuously keep coming

at you. If one appears, stop, shoot it down, move on. Once you reach the end of this small part, you'll see a ledge and a huge pit. Just wait and platforms will come flying in. Make your way across carefully, but I suggest you Save State your game here, just incase. Once across, move on, but you'll come across a Gun Turret, so duck and shoot. The bullets it fires will JUST barely graze the top of your head, but you won't take damage. Once it falls, move on and you'll find a Red Heart. Take it and you'll come across another Gun Turret, but it's facing away from you. Either use a Grenade or just aim your Machine Gun downwards and fire to hit it. Move on and take out yet another Gun Turret that you see and again, it's not facing you. Next, continue on and grab the Red Heart you find, but quickly either use a Grenade to take out the Gun Turret nearby.

You MUST score a direct hit with it, as the game's a bitch when it comes to calculating what's a hit and what's not. Once it's destroyed, move on, but do it carefully and duck once you see the next Gun Turret. Shoot it, then move on, but Save State here, as this next part will be your first major challenge in the game. There's 2 Gun Turrets ahead and to get by them is not easy. I suggest you scout ahead on a suicide run first to see what I mean, then reload your game and do this. Take a Grenade and run in and kill the first one, then duck. Make sure you have some decent Health left, then switch to your gun and jump over and aim downwards and shoot as fast as possible to kill the final one. You WILL get hurt here and it'll take a few times probably for you to do this, but keep at it and you'll get by. If you're low on Health, well, either take a a dive here and die and redo it or just pray you can get by with what you have.

Anyway, after this, move on and grab the Red Heart you see, then Save State your game and walk to the end of the screen and the next major challenge of the game begins. Alright, now, you'll appear in a truck, with a giant Airship above you firing at you. This part is INSANE, that's all I have to say. First, the main key here is to speed up, then slow down, attempting to dodge the fire of the Airship. Now, the goal is to either outrun it or destroy it. I suggest you destroy it. Basically, fire your gun off and after a few direct hits, it'll go down and you'll automatically go to the next part of the level. If you don't shoot it down, after a while, you'll move on anyway, but trust me, to save you Health and Lives, shoot it down. Just, you WILL be Save Stating and reloading ALOT here, so get ready. (Note: You WILL have to take a hit of 1-2 of your Lives here, so, sorry. Unless you happen to be THAT good, you won't get by with anything less.)

Now, here comes the next part. If you managed to survive the Airship, you now must outrun a Giant Robot. Yeah, have fun with that. The best strategy I can offer you is to speed up, then slow down and then repeat. You can dodge 1 of it's lasers, but the other will hit you. A slower death, but trust me, it's the best way to get by this. If you manage to survive long enough, you'll reach Skynet. Congratulations. Now, for the final little part, once you enter, make your way up this insane little puzzle of small platforms and grab the Red Heart on your way if you need it and watch out for the spears that come out here and there, as they can harm you. Anyway, once you're at the top, fall down while holding Left on the D-Pad and you'll make it to the next area. (Make sure there is no Enemy on the platform below you or else they'll push you off and you'll die.) Once over here, head up the final set of small platforms, again, taking your time and watch out for the spears again. Once you reach the top, you've completed this level and now you're sent back to the past.

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Enemies In The Area: Dog, Punk and Police Man.

Tip: Well, guess what? You have no more Machine Gun or Grenades. If you saw the movie, you'll know why Reese has no weapons, but I'll tell you why. Basically, nothing non-organic can go back. The Terminator came through because of the Human skin, but both him and Reese have absolutely nothing. In the movie, both quickly acquire clothes and weapons, but unfortunately, you will NOT get any weapons. (I have NO idea why.) So, you're only armed with your fists and legs, so you'll have to survive Bruce Lee style for the rest of the game. Have fun.

Alright, as you start this level, you'll be unarmed. Now, you can fight Enemies still, but it takes a little strategy. For the Police Man, duck and when he fires his bullet, it'll go over you. Immediately rise up and punch/kick him about 2-3 times, then duck and wait for the bullet to fire over you again. Repeat and he'll die. As for the Punk, just continuously beat him up and for the Dog, RUN. Do NOT attempt to fight the thing. So, as you begin, follow the path, but stay up on top of the bricks, so you can avoid any unnessesary fights. As you go along, beat up any Enemies you come across, but only fight when you must. Grab the Red Heart on the garbage can you'll come across if you need it, other wise, move on. After a while, you'll reach some buildings, with a Red Heart resting on the ledge of a window. Grab it if you need to, then move on. Pretty soon, you'll have to jump across window after window, with another Red Heart near you and again, take it if you need to.

After the window part, you'll be forced to continue on on the ground, so use the afore mentioned strategy to take out any Police Man and Punk along the way and just continue on. After a short time, you'll find a door which you can reach by climbing up 2 ladders. Do so and take out any Enemy here and then enter the door. Now, you'll enter the outlit place where Reese gets his clothing from in the movie. As you start this area, I suggest you take the lower path and not climb the ladder and follow the top path. Trust me, the lower it easier, because you don't have the blue slime falling from the ceiling on you and if a Police Man appears right near you, you're screwed, as in terms of getting near him to fight and trying to avoid the blue slime. Anyway, as you move on, take out any Enemies and if a Dog appears, jump over it. As you go, you'll find 2 Baseballs, which you can use as weapons over and over, as long as you recollect them. (Note: For some reason, they're labeled as "Bombs" on your Menu...)

They're useless, really, unless you fight the Dogs with them, but trust me, don't bother. You'll also come across a Red Heart and another Baseball, plus yet another Baseball above you on the top path, which you can't reach, but if you did take the top path, then you can get it. Continue on and you'll find yet another Baseball, plus an escalator which is out of service, so you have to climb it. Hold the D-Pad Up to do so and you'll go to the next area. Once here, immediately move out of the way, as a blue slime will fall on you and collect the Baseball you see. Again, I suggest you take the bottom path over the top, but it's your call. It's the same as the last area, so trust me, take the bottom path. Anyway, before you do, you can climb up to the top path and grab another Baseball, then just quickly go back to the bottom path. Continue on and grab the Baseball you find and if you took the top path, you can get one up here, too.



Anyway, continue on to find yet another Baseball and a Red Heart, then move on to find another escalator leading to the roof. Go up it, but watch out for the blue slime near it. Now, you'll appear on the roof, with some Police Man nearby. Also, notice now that you've lost your Baseballs...somehow. Oh well, they were useless, anyway. Now, fight your way through and climb down the ladders to the next area. Well, here comes another tricky part. There's 2 Punks here and an electric field separating the two platforms here. The best advice I can offer you is to fall through the first electric field and hold Left on the D-Pad and you'll fall onto the platform below. Now just jump over and take out the Punk here and then go down the ladder. (Note: There is a Red Heart near you on the other platform, but don't go for it. When you jump over, you'll hit the electric field and hurt yourself, so it's not worth it.)

In this area, again, it's the same as before, just take out the Police Man here and then head down the ladders to the next area. In the next area, a Punk will be near you, so either ignore him or kill him, but either way, continue on and head down the ladder and try to grab the Red Heart near you if you can. Next, get onto the ground and move on, taking out any Enemies that come after you. Once you reach the end of the screen, exit it and you'll find Sarah, but the Terminator is chasing you. (Hmm, what happened to the whole dance club scene? Anyway, you skip that and go right to where he's chasing you now in a car.)

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- D. Terminator's In Hot Pursuit! Get Away Fast! . . . . . [ TIHP5.4 ] -  
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Enemies In The Area: Terminator In Car.

Tip: Alright, well, you found Sarah, but this type of level is the one that's a major pain in the ass. You're in a Car and the Terminator is after you, also in a Car. He'll try ramming you over and over, which will hurt you. That and if you crash into another Car, it hurts you, but flying full speed into anything else does nothing. Hmm, makes sense.

Ok, here's the strategy for this part. You have to survive "30" roads or something on those lines before you can win. You're in the red Car, the Terminator is in the blue Car. He'll be slamming into you whenever he can get the chance, plus shoot at you, but you can stop him for a split second by shooting him. (When did you get a gun?) Use the B Button to fire to your left or the A Button to fire to your right. If you hit him, you'll get 400 Points for every hit. Also, the roads here are VERY repetitive. Basically, whenever you see a 4-way crossroad, SLOW DOWN, as there's a road coming up with a green Car in it that'll hit you. Depending on which side of the road you're on will determine where the car comes from. If you're on the far right of the road, it'll come out of the left side of the screen and vice versa. Slow down to avoid this. Again, basically shoot the Terminator as much as you can, so that he won't crash into you ever .5 seconds and avoid the green Cars.

If you can survive until the little timer in the corner hits 0, (You MUST move, you can NOT sit still, as you have to cover a certain amount of distance before you win.) you'll come out of this alive. Try Save Stating at the start and trying to get by on 1 Life and not dying. Once you win, you'll reach the Police Station, where, like in the movie, Reese under goes interrogation and Sarah is kept there for protection.

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- E. The Police Station...Well, They're No Help . . . . . [ TPSW5.5 ] -  
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Enemies In The Area: Police Man.

Tip: What a level and boy, what the Terminator did to this place. Anyway, you start off after the part in the movie where the Terminator came to the Police Station and went nuts on everyone. So, you're trying to find Sarah now, yet the Police are fighting you, the unarmed guy, while the Terminator runs around killing everyone. Huh. Makes sense. Oh well, deal with it. Just watch out for the pits and the broken electrical outlits here, as they are a BITCH to deal with. Also, when I first placed this game, I spent 2 hours here trying to figure out what to do. Luckily, I now know, so I can help you get by. By the way, any door that's on fire or that's cracked you can't enter. Just make a note of that. Alright, let's get going.

As you start this level, you must find Sarah. Also, this place is probably the most confusing and largest single area in the game, so I will only tell you how to get through it. There's doors for you to enter, which either lead to rooms full of fire, (Which, amazingly, you're immune to. Go figure.) office rooms with nothing or rooms with Red Hearts in them. Not to mention there's hallways and elevators. I suggest you follow what I say, since, 1. It's pointless and stupid to explore and 2. Don't bother with Health, just get out of here as fast as possible. Anyway, let's begin. From the start, you'll see what appears to be a crudely drawn hallway near you. You can enter these dark spaces by holding up when you're in the middle of them. Don't enter the first one, since I was just using it as an example, but instead, move on and fight any Police Man that comes your way and watch out for the pits and electric outlits.

Once you find the second hallway, enter it and you should see a Yellow Block on the ground. Go over and take it. The game, for some reason, records this as a "Bomb", the same as it did with your Baseballs, but it's not a weapon. You'll see what it does in a minute. Now, exit and head back to the first hallway now and enter it. Cross over to the other side and exit and you'll enter a new area. It doesn't look new, but trust me, it is. Continue on and enter the first door you see, as it'll bring you up to the floor above you and now, move on to your left until you come to a large pit. Switch over to that Yellow Block you got before and throw it into the pit now. It'll automatically fix itself up, so that you can jump over onto it. Do so, then cross over to the otherside and enter the door. You'll find Sarah and both of you will escape together.

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- F. Escape The Terminator! Another Chase! . . . . . [ ETTA5.6 ]-  
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Enemies In The Area: Terminator On Motorcycle.

Tip: This is just like the level before last, but this time, you have to survive for 52 seconds or whatever. Also, the Terminator is on a Motorcycle this time and there's nothing but you, Sarah and him. Enjoy.

Ok, to start, this road is really curvy. You won't take damage for some reason when you fly full speed into walls, but bullets and the Terminator ramming you will hurt you. Huh. Anyway, again, the strategy here is to shoot him to stall him for a bit and just get through here and get your timer down to 0. You may lose a Life here, but don't worry if you only have 2 left, as the next level is the final level of this short, but yet INSANELY hard game.

Enemies In The Area: Terminator.

Tip: Ok, this is the final area of the game. If you have 1-2 Lives left, you're good. If you have more, well, great. Again, watch out for the green slime here. Also, appears they skipped the whole scene from the movie where he gets into a giant 18 Wheeler and comes after them, but they throw a Pipe Bomb into it's exhaust and it explodes, leaving the Terminator without any more skin and just his normal stage. Really cool scene, actually. Then they get chased to a warehouse and well, this is where the game picks up. Anyway, just get ready.

As you start this level, move to your right and follow the path, taking out any Terminators you see. (Remember, duck and let them punch, then quickly rise up and get ONE hit in, then duck again and repeat. They ARE fast, so be careful.) Follow the path and jump onto the Red Block and head right to continue on. Once you make your way all the way to the end of the short area, grab the Yellow Block here, (Notice the Key above you, which you'll be getting in just a second.) then backtrack to where you used the Red Block to jump over to this area again and standing on the Red Block, use the Yellow Block and it'll fix itself. Then, jump on it and head to your right onto the platform and follow the path over and grab the Key. Now, backtrack to the start of the level and you'll see platforms moving here. Here comes the tricky part. You see the key hole near the top of the screen?

Well, you have to jump up there. I suggest you Save State here, as this part took me forever to figure out and do. Get over onto the platforms and get as close and high as you can to it and do a high jump and get near it. You'll exit this area and go to the next.

(Note: Here's a VERY rough sketch of where you should jump.)

```
[ K ]  
|   |  
|   |   You  
|   |   ---
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Key:

K - Key hole.

--- - Platform.

| - Area that you pass through and fall to your death.

Make SURE the platform is at it's maximum height and high jump before it starts moving to your right. Anyway, once you make it, head you'll go to the next area. In this area, Take the top path by going to the stairs and hitting Up on the D-Pad. Now, I don't suggest you take the bottom path, even if there is 4 Red Hearts down there. Trust me, just don't, you're at the end here. If you are REALLY hurting, then go and get them, but you'll want to take the top path regardless. Watch out for those damn electric outlits again and the countless assaults of the Terminator here. Once you reac the end, head down the stairs to find a Red Heart and a compacting machine. Now, here's what you have to do. Go back up to the top area and get the Terminator to appear and follow you. When he does, head back down to the lower area with the compactor and carefully time

it right to jump through the compactor and rush to the otherside before you get crushed. The Terminator will follow you down and try to come after you, even try to jump onto the compactor. When he does, he'll be crushed and guess what? You win!

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- H. Ending . . . . . [ ENDI5.8 ] -  
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Well, the scene fades out to a rather crappy image of the Terminator dead, as you are congratulated on saving Sarah Conner and killing the Terminator, although, the ending to this game isn't what happened in the movie...true the Terminator is crushed, but...well, watch the movie if you haven't already, I won't spoil it for you. After the rather shitty ending, the title screen pops up for you to play again. But uh...I don't think so. Throw your controller (Ha, yeah, right.) or Keyboard into the air, as you've just beaten one of the toughest games in history. Good job! Well, thanks for reading my walkthrough. I hope it came in handy for you as you played.

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= VI. Weapon/Item List . . . . . [ WEAITL6 ] =

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- A. Weapons . . . . . [ WEAP6.1 ] -  
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Weapon Name: Baseball.

Information: Utterly useless. You can use it over and over, but really, your Punch and Kick is so much better.

Weapon Name: Kick.

Information: After going back in time, you are armed with only your feet. What's strange is they're as strong as bullets, but they have a rather medium attack range, much longer than your fists. Both your feet and fists do the same damage, though.

Weapon Name: Machine Gun.

Information: You start the game with this. It has unlimited ammo, but a very low firing rate of one bullet at a time. You can only fire an additional shot if the bullet leaves the screen or hits an enemy. Cherish it, as you'll be begging to have it back at the later stages of the game. (It's also used in the car chasing levels, but God knows how you got one and why you can't use it when you're not doing this. Ugh. Damn fists.)

Weapon Name: Punch.

Information: After going back in time, you are armed with only your fists. What's strange is they're as strong as bullets, but they have a very low attack range.

Weapon Name: Grenade.

Information: You begin the game with a set amount of these. They have a limited range, but can floor any enemy they come into contact with. They explode almost immediately as they hit the ground. Useful, but use them only when you really need them.

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- B. Items . . . . . [ ITE6.2 ] -  
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Item Name: Key.  
Information: Starts up the factory.

Item Name: Red Heart.  
Information: Heals a small part of your Health.

Item Name: Yellow Block.  
Information: Used to create a platform for you to jump onto. Can only be used in designated parts.

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= VII. Enemy List . . . . . [ ENELI7 ] =  
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Note: All Enemies take about 4-6 hits to kill, despite what your Weapon is, but the Grenade can kill anything in 1 hit. Also, all Enemies will give you 100 Points for every successful hit you get on them, until they die, then you'll get the total amount awarded for killing them.

Enemy Name: Airship.  
Information: A giant aircraft that is used as one of Skynet's main air defenses. It fires lasers out of its cannons, which are quite deadly and should be avoided at all costs.  
Points Gained For Killing It: None.

Enemy Name: Dog.  
Information: A regular Dog, but it's rabid and will attack you for MASS amounts of damage. Avoid it, don't bother fighting it.  
Points Gained For Killing It: 700.

Enemy Name: Giant Robot.  
Information: A giant defense robot that is one of Skynet's main ground defenses. It fires lasers from its guns, just like the Airship and is very deadly.  
Points Gained For Killing It: None. (You can't destroy it.)

Enemy Name: Gun Turret.  
Information: A normal Gun Turret placed to kill Humans. Fires using Machine Gun rounds.  
Points Gained For Killing It: 500.

Enemy Name: Human Terminator.  
Information: A Terminator who looks like a Human. Armed with a Gattling Gun. Not too terrible, but his bullets can push you back and if you're standing on a ledge, a few shots could send you to your death.  
Points Gained For Killing It: 900.

Enemy Name: Police Man.  
Information: A regular cop out to stop you. If you saw the movie, the you'll know why. Anyway, they use what appears to be Shotguns, so watch it. And no, you can't steal one like in the movie. I know, it sucks.  
Points Gained For Killing It: 900.

Enemy Name: Punk.  
Information: A lowly punk waiting to beat you up and take anything of importance. Uses a club to fight, but really doesn't come after you. He'll only attack if you come near him.

Points Gained For Killing It: 600.

Enemy Name: Terminator.

Information: A Humanoid machine. This is what the Terminators look like without their Human skin on. Attacks with its fist. VERY, VERY DEADLY. Do NOT get in close range with it if you can help it. If you do, DUCK and fire.

Points Gained For Killing It: 1,100.

Enemy Name: Terminator In Car.

Information: The Terminator has stolen a Car and is using it to take you out. All he does is fly around the road and try to slam into you and shoot you. Rather dangerous and he can kill you if you aren't good enough.

Points Gained For Killing It: 400. (You can't kill him, but every hit gets you that much.)

Enemy Name: Terminator On Motorcycle.

Information: The Terminator has stolen a Motorcycle and is using it to take you out. All he does is fly around the road and try to slam into you, plus shoot at you. Very dangerous, so watch out.

Points Gained For Killing It: 400. (You can't kill him, but every hit gets you that much.)

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= VIII. Secrets . . . . . [ SECRE8 ]=  
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None at the moment. If you think you have one, E-Mail me at ssj4kain@aol.com with the subject as "Submit-Terminator" and I'll be sure to give you full credit for it.

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= IX. Credits . . . . . [ CREDI9 ]=  
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Well, here's where I give credit to the ones that helped make this guide possible. Here's the following people:

Mindscape/Radical Entertainment - For creating this rather poor excuse for a game. Really, sorry to say, but this game is WAY too hard and way too short. Doesn't really do the movie justice. Poor controls, poor everything, really (Well, except the cutscene images.) and what the HELL were you thinking in making Reese unarmed for over 90% of the game? Oh well, you guys probably aren't even around anymore. Thanks anyway, though.

Myself - For putting myself through hell (Actually, 4 hours.) to write this walkthrough. Thanks me.

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= X. My Words . . . . . [ MYWOR10 ]=  
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Thanks for reading my walkthrough first of all. I sure hope it helped you. If you wish to submit something to this walkthrough, send it to ssj4kain@aol.com and label the subject as "Submit-Terminator" and as nothing else please. It isn't too hard and I'm not asking for alot. If you have any questions regarding this game, also send them to me and label the subject as "Question-Terminator" please. Again, not asking much here and it isn't hard to understand. Now for the legal stuff.

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