



MINDSCAPE

A SOFTWARE TOOLWORKS COMPANY

60 Leveroni Court
Novato, California 94949

EmuMovies

PRINTED IN JAPAN

NES-NA-USA

THE TERMINATOR™



INSTRUCTION BOOKLET



SOFTWARE, MANUAL AND PACKAGING COPYRIGHT© 1992 MINDSCAPE INC. • A SOFTWARE TOOLWORKS COMPANY. ALL RIGHTS RESERVED. THE TERMINATOR® 1994 CINEMA '84. A GREENBERG BROTHERS PARTNERSHIP. ALL RIGHTS RESERVED. LICENSED BY HEMDALE FILM CORPORATION. THE TERMINATOR™ DESIGNATES A TRADEMARK OF CINEMA '84. A GREENBERG BROTHERS PARTNERSHIP. SUBLICENSED BY BETHESDA SOFTWARE. MINDSCAPE AND ITS LOGO ARE REGISTERED TRADEMARKS OF MINDSCAPE INC. • A SOFTWARE TOOLWORKS COMPANY. 60 LEVERONI COURT, NOVATO, CA 94949 (415) 883-3000.

THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM™

NINTENDO AND NINTENDO
ENTERTAINMENT SYSTEM ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA, INC.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO® HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM™. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on it. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, Nintendo of America Inc. will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Caution

Insert or remove the game pak from your NES only when the power is off. Inserting or removing the pak while the power is on can cause permanent damage to the pak.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be

TABLE OF CONTENTS

determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits. If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems — This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4

Advisory

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

Introduction	1
Starting The Game	2
Object Of The Game	2
Game Controls	3
Level One	4
Level Two	6
Level Three	8
Level Four	10
Level Five	12
Level Six	14
Technical Support	20

CREDITS

Developer: *Radical Entertainment*

Producer: *Ian McGee*

Associate Producer: *Linda C. Norton*

Business Group Senior Vice President: *Mark Beaumont*

Product Marketing Assistant: *Debra L. Milliken*

Quality Assurance: *Ken George, W. Kian Tang*

Technical Support: *Larry Coffey, Kevin P. Costello, Stephen Feaster,
Milton Hodges, Christopher R. Kosel, Dave Locke, Douglas J. Valente*

Technical Support Manager: *Dave Buoncristiani*

Senior Vice President/

Chief Technical Officer: *David P. Grenewetzki*

Marketing Project Manager: *Julie A. Lippold*

Technical Writer: *Anne Schwimer*

Graphic Design: *Judy Ringseis, Leanne York*

Copy Writer: *Michael C. Miller*

Trafficking: *Mary H. Eaves, Shannon Van Scotter*

Creative Director: *Lyza Swearingen Latham*

Marketing Director: *Craig Harper*

Public Relations: *Tracy Egan, Doug Mealy*

Legal Services: *Ted Grabowski, Paul Jakab*

THE TERMINATOR™



LOS ANGELES 2029 A.D.

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 IN OUR PRESENT.

TONIGHT...

THE TERMINATOR™

OBJECT OF THE GAME

YOU ARE: Kyle Reese, time traveler and urban commando.

YOUR MISSION: Journey from the nightmare future to 1984 and prevent The Terminator from killing Sarah Connor. Unknown to her, Sarah is to become the mother of John Connor, the man who will one day save mankind from extinction. Stop The Terminator at all costs—or humanity is doomed and machines will rule the earth.

LEVELS: Move Kyle Reese or his vehicle through six levels, elude The Terminator, and protect Sarah Connor from him.

STATUS BAR: The screen top shows your score, health bar, lives, available defenses, and a Sarah indicator (S). Every 50,000 points gets an extra life up to a maximum of six lives. The health bar drops when Reese sustains damage. After each Level, bonus health may be awarded based on performance. Whenever Kyle finds Sarah, an X appears next to the Sarah indicator.

HINT: Pick up health bonuses (♥). **TO START THE GAME:**

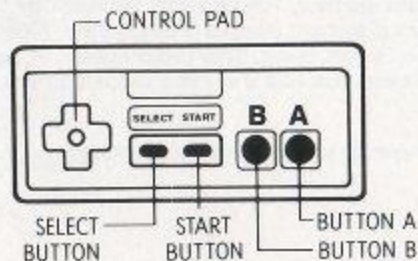
- 1 Put The Terminator in your Nintendo Entertainment System® (NES).
- 2 Turn on the NES.
- 3 At the title screen, press **Start**.

THE TERMINATOR™

GAME CONTROLS

CONTROL PAD: Move Kyle Reese (levels 1, 2, 4, and 6) or his vehicles (levels 3 and 5).

- Start** Begin game play, pause, and continue.
- Select** Choose a weapon, self-defense technique, or object. See specific instructions for each level.
- A, B** See specific instructions for each level.
See each level for specific instructions about the **Control Pad** and buttons.



LEVEL ONE

Location

Begins in an underground Human Resistance Base, sometime in the future after the nuclear holocaust initiated by Skynet. Drive through a ruined L.A. street to the Skynet base and laboratory.

Objectives

Find Skynet's Time Displacement Equipment, then follow The Terminator back in time to 1984.

Reese struggles through devastated buildings, which are infiltrated with Terminators. On the surface, Reese must rendezvous with a transport pickup truck. If he survives constant attacks from Hunter Killers and Destroyer Tanks, Reese reaches the Skynet Base. There, he fights his way through the lab. The level ends when Reese reaches the Time Displacement Equipment and travels back to 1984.

HINT: Press **A** longer to throw grenades farther.

Game controls

Move Kyle Reese or his vehicle:



Run right, or slow down pickup truck.



Run left, or speed up pickup truck.



Aim weapons up.



Duck, aim rifle or grenade down, or aim truck gun right.

A

Fire rifle, throw grenade, or fire truck gun.

B

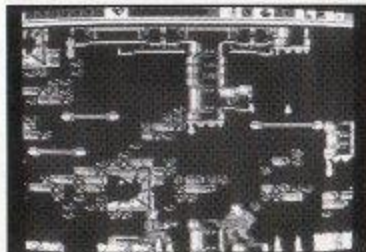
Jump.

Select

Choose weapon (rifle or grenade).

Start

Pause; continue.



LEVEL TWO

Location

Begins in a dingy alley behind a department store in Los Angeles, May 12, 1984, 1:52 AM. Moves through downtown mall, onto the roof, and back to the alley.

Objectives

Elude the police in the alley and store, climb to the roof, escape down a fire exit, back to the alley.

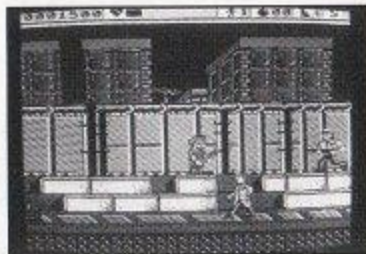
Reese arrives through time and picks up a trenchcoat and some pants. Immediately, the police begin pursuit with dogs and guns. Defenses include punches, kicks, and baseballs. Move up to the roof to find the fire escape back to the alley. The level ends when the street is reached.

HINT: Elude street kids. Throws baseballs at dogs.

Game controls

Move Kyle Reese:

- Run right.
- ← Run left.
- ↑ Climb up.
- ↓ Climb down or pick up items.
- A** Punch, kick, or throw items.
- B** Jump.
- Select** Choose punch (P), kick (K), or baseball (⊕)
- Start** Pause; continue.



LEVEL THREE

Location

Set in the streets of L.A.

Objectives

Drive through L.A. traffic with The Terminator in hot pursuit.

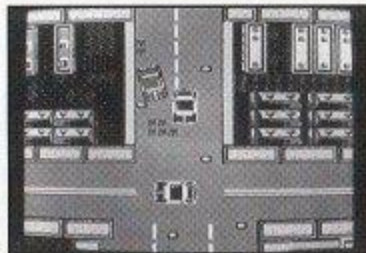
Kyle and Sarah must stay ahead of The Terminator. Defenses include nudging The Terminator's car and shooting at it. Nudging damages the getaway car, so keep an eye on the strength bar. Watch out for cross traffic in the intersections. The level ends when the mile counter reaches zero.

HINT: Score points by rapid firing on The Terminator's car.

Game controls

Drive the getaway car:

- | | |
|--------------|------------------|
| → | Drive right. |
| ← | Drive left. |
| ↑ | Accelerate. |
| ↓ | Brake. |
| A | Fire gun right. |
| B | Fire gun left. |
| Start | Pause; continue. |



THE TERMINATOR™

LEVEL FOUR

Location

L.A. Central Division Police Station, which The Terminator has stormed.

Objectives

Find Sarah Connor and escape from the police station.

Reese starts in a wrecked corridor. He must enter the room Sarah is in before The Terminator does. The building is on fire and the police are on the attack. Reese has no weapons, but he can run, jump, duck, squat, punch, and kick. The level ends when Reese finds the door to her room.

HINT: Pick up yellow box; use it when needed. Certain rooms have bonus health.

THE TERMINATOR™

Game controls

Move Kyle Reese:



Move right.



Move left.



Use doors and elevator.



Duck or pick up item.

A

Punch, kick, or throw item.

B

Jump.

Select

Choose punch (**P**),
kick (**K**) or box (**II**).

Start

Pause; continue.



THE TERMINATOR™

LEVEL FIVE

Location

Drives through the streets of L.A. to an industrial section of town.

Objectives

Now that you have a pickup truck and shotgun, try to escape from The Terminator who is on a motorcycle.

Kyle and Sarah speed along a winding suburban road to an industrial sector. Their gunfire can slow The Terminator's progress, but he'll always catch up—his bike is faster. The level ends when the industrial complex is reached.

THE TERMINATOR™

Game controls

Drive the pickup:



Drive right.



Drive left.



Accelerate.



Brake.

A

Fire gun right.

B

Fire gun left.

Start

Pause; continue.



THE TERMINATOR™

LEVEL SIX

Location

Takes place inside a factory in an industrial complex.

Objectives

Avoid The Terminator and destroy him under the compressor.

Timing is essential here, but defenses are useless. Reese can only use the maze of machinery to avoid his enemy. The Terminator must be led into the compressor, where he is terminated.

HINT: Find a yellow box and a key. Create stepping stones and use moving platforms to move upstairs in the factory.

THE TERMINATOR™

Game controls

Move Kyle Reese:



Move right.



Move left.



Go upstairs, use key.



Pick up box and key, duck, go downstairs.

A

Punch, kick, throw box.

B

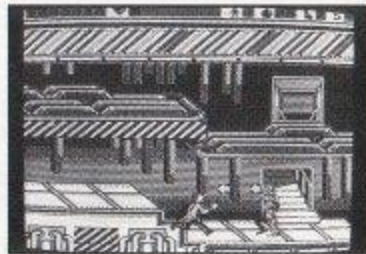
Jump.

Select

Choose a punch (**P**), a kick (**K**), or the box (**I**).

Start

Pause; continue.



THE TERMINATOR™

LIMITED WARRANTY

Mindscape Inc. warrants to the original purchaser of this product that the recording medium on which the Game Pak is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

Mindscape Inc. does not warrant that the Game Pak will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE GAME PAK ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

THE TERMINATOR™

IN NO EVENT WILL MINDSCAPE INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GAME PAK.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Mindscape Inc., 60 Leveroni Court, Novato, CA 94949, or call:

USA	(415) 883-5157
UK	(0) 444 239-600
Australia	(02) 899-2277

THE TERMINATOR™

TECHNICAL SUPPORT

**For technical support in
the USA, please contact:**

Mindscape Inc.
A Software Toolworks Company
60 Leveroni Court
Novato, CA 94949
Telephone: (415) 883-5157

**For technical support in
Europe, please contact:**

Mindscape International
PO Box 51, Burgess Hill
RH159FH, West Sussex,
England, United Kingdom
Telephone: (0) 444 239-600
FAX: (0) 444 248-996

**For technical support in
Australia and New
Zealand, please contact:**

Mindscape International
5/6 Gladstone Road
Castle Hill, New South Wales
Australia 2154
Telephone: (02) 899-2277