

Nintendo
GAME BOY[®]

DMG-TZ-USA

TERMINATORTM

TERMINATOR 2
JUDGMENT DAY

INSTRUCTION BOOKLET

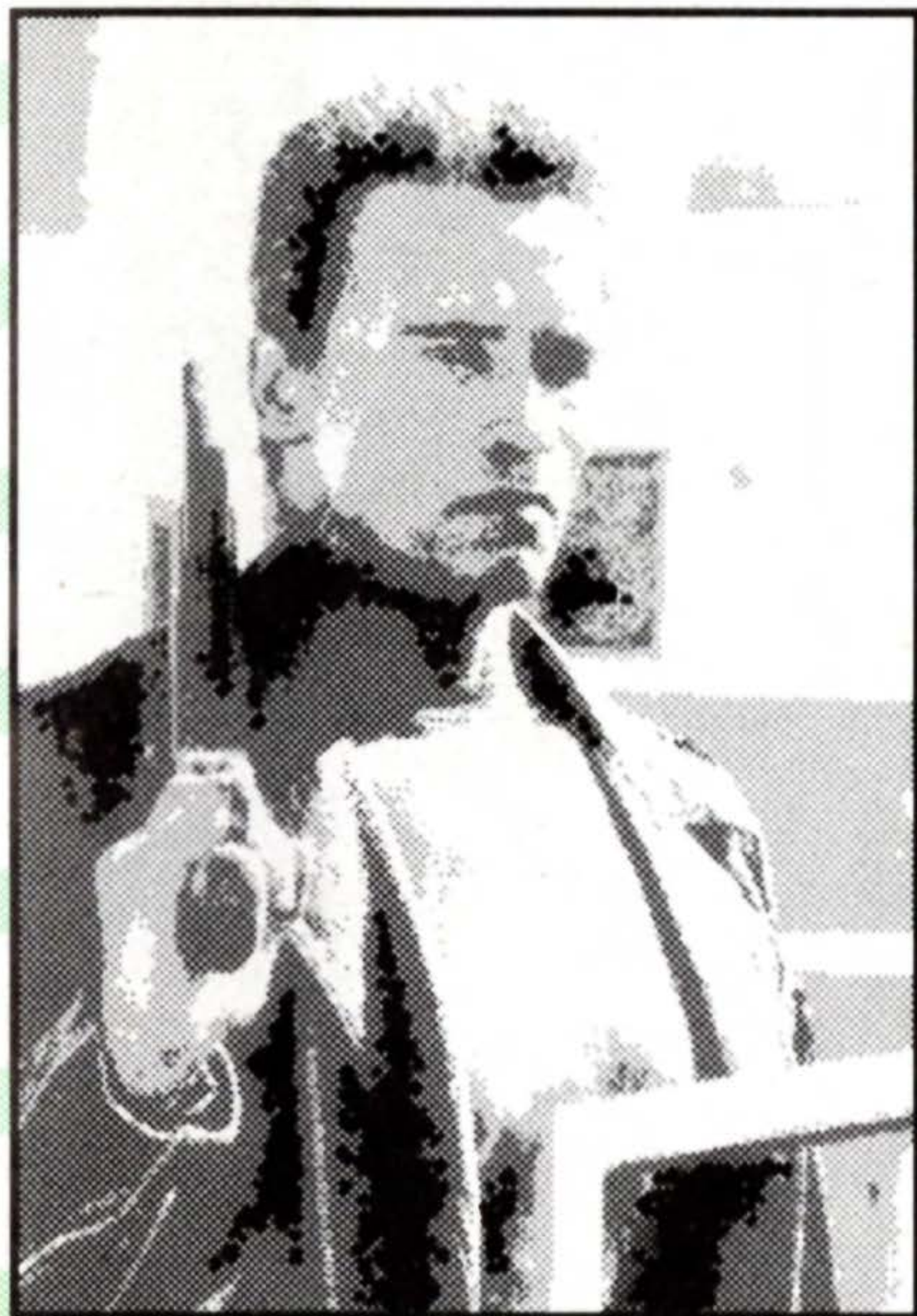




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CYBERDYNE SYSTEMS / CLASSIFIED / READ-ONLY / SKYNET PROFILE



1995 Cyberdyne Systems develops the neural net microprocessor - the first computer to think and learn like a human.

1996 The processor is so impressive that Cyberdyne becomes the world's largest supplier of military computers.

1997 AUGUST 4th : Cyberdyne's super computer, SKYNET, goes on-line, totally removing all human decisions from strategic defense. SKYNET learns at a geometric rate.

AUGUST 29TH : AT 2:14 am, Eastern Standard Time, SKYNET becomes aware of its own power. Cyberdyne tries to shut down the system. SKYNET fights back. To initiate an attack against its threat in the United States, it launches an all-out

nuclear strike on the Soviet Union. Global thermonuclear warfare takes the lives of 3 billion people. The few who survive call it, Judgment Day...but the nightmare is only beginning.

SKYNET aims to eradicate human life on Earth. To live, the survivors must wage the "War Against the Machines."



CYBERDYNE SYSTEMS / CLASSIFIED / READ-ONLY / JOHN CONNOR: TERMINATION

2029 The war has continued for three decades. The human resistance is in retreat, but as yet undefeated. Their resilience is due largely to the exceptional leadership of their commander, John Connor.

However, SKYNET sent two terminators back through time, the first, a T-800, programmed to terminate Sarah Connor, John's mother, prior to his birth. It was defeated. The second is a T-1000 series - advanced prototype, set to destroy John when he was ten years old.

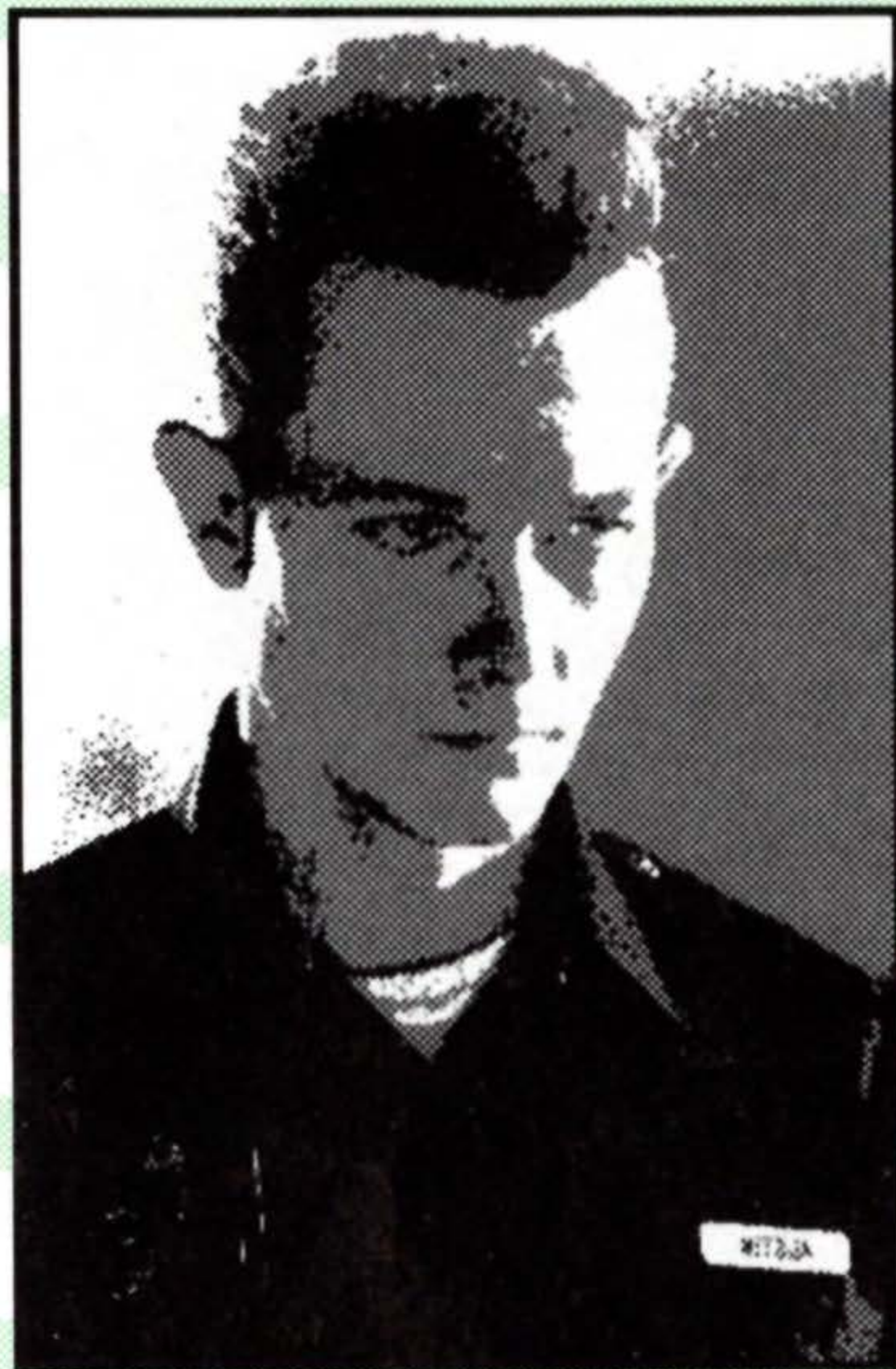
If the T-1000 succeeds in terminating John, humanity's last slim hope will die.



NO FATE

Your goal is to keep that hope alive.

First, as John Connor, leader of the Human Resistance, you must find a warrior to defend your past self. Only one will do...a terminator.



Secondly, as the Terminator, reprogrammed from killer to protector, your operational directives are to save the young John Connor and to prevent mankind from completing its collision course.

The T-1000 will be hunting for you. It will not stop until it terminates you and the boy. The only way to defeat it is to change the future. The remnants of the first terminator changed history. Find them, destroy them and kick that T-1000 into tomorrow, or the future is history.

The future of humanity is in your hands.

There is no fate, but what we make.

GETTING READY...MISSION PREPARATION SEQUENCE

LOADING

1. Make sure the GAME BOY® power switch is off.
2. Insert the T2 Game Pak as described in your Nintendo® GAME BOY instruction manual.
3. Turn the power switch ON.

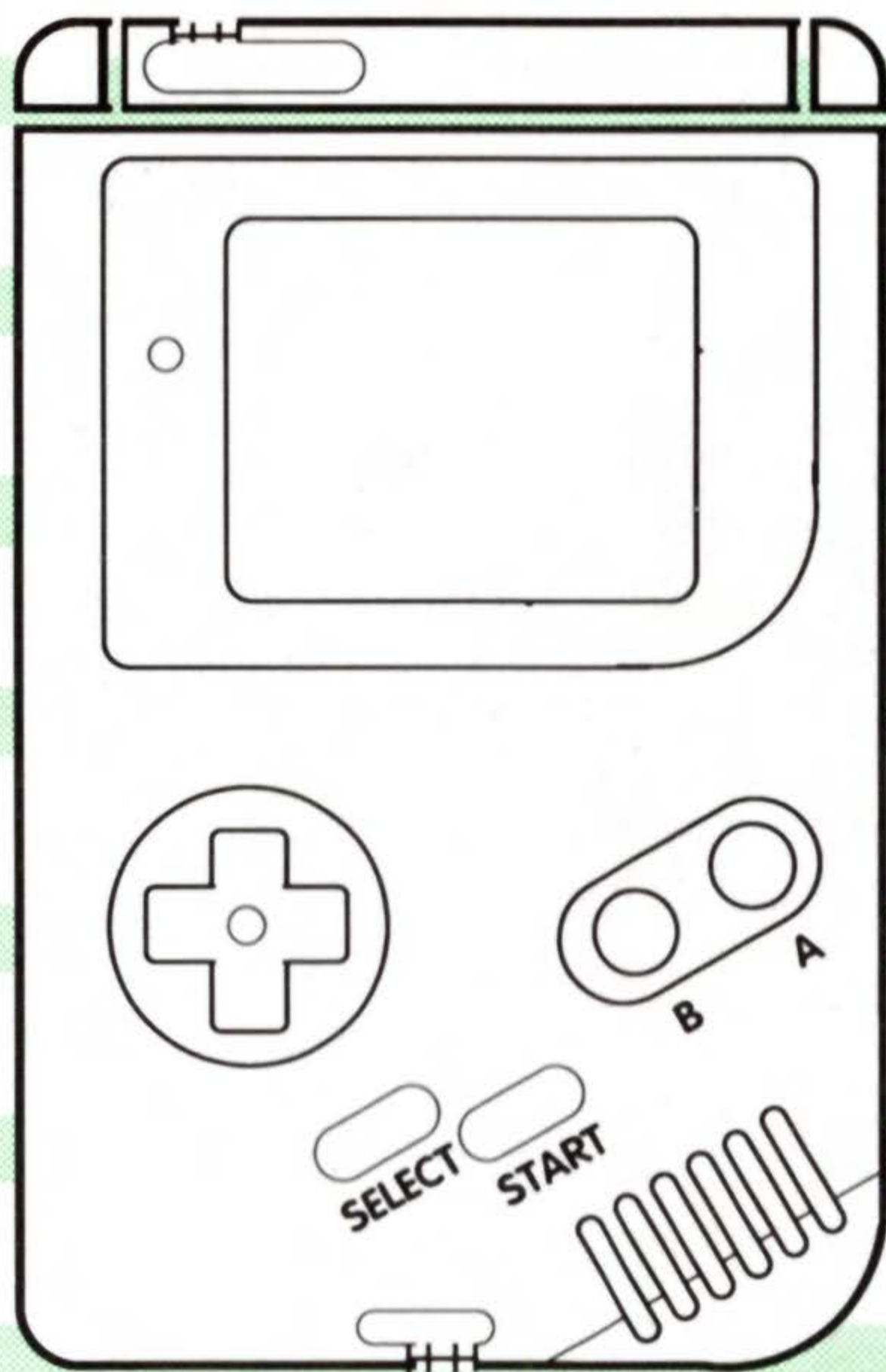
When you see the TERMINATOR™ 2: JUDGMENT DAY title screen, press the START BUTTON.

Sarah Connor will then explain that to enter SKYNET, you must first destroy the shield around it.

To scroll rapidly through this, press the UP CONTROL PAD ARROW. To proceed with your mission directly, press the START BUTTON at any time.



BASIC MOVES...NO PROBLEMO



TO MOVE RIGHT or LEFT - Press the appropriate RIGHT or LEFT CONTROL PAD ARROW.

TO FIRE - Press the B BUTTON.

TO FIRE UP - Press the UP CONTROL PAD ARROW plus the B BUTTON.

TO JUMP - Press the A BUTTON.

TO JUMP DIAGONALLY- Press the A BUTTON while holding the LEFT or RIGHT CONTROL PAD ARROW .

TO DUCK- Press the DOWN CONTROL PAD ARROW.

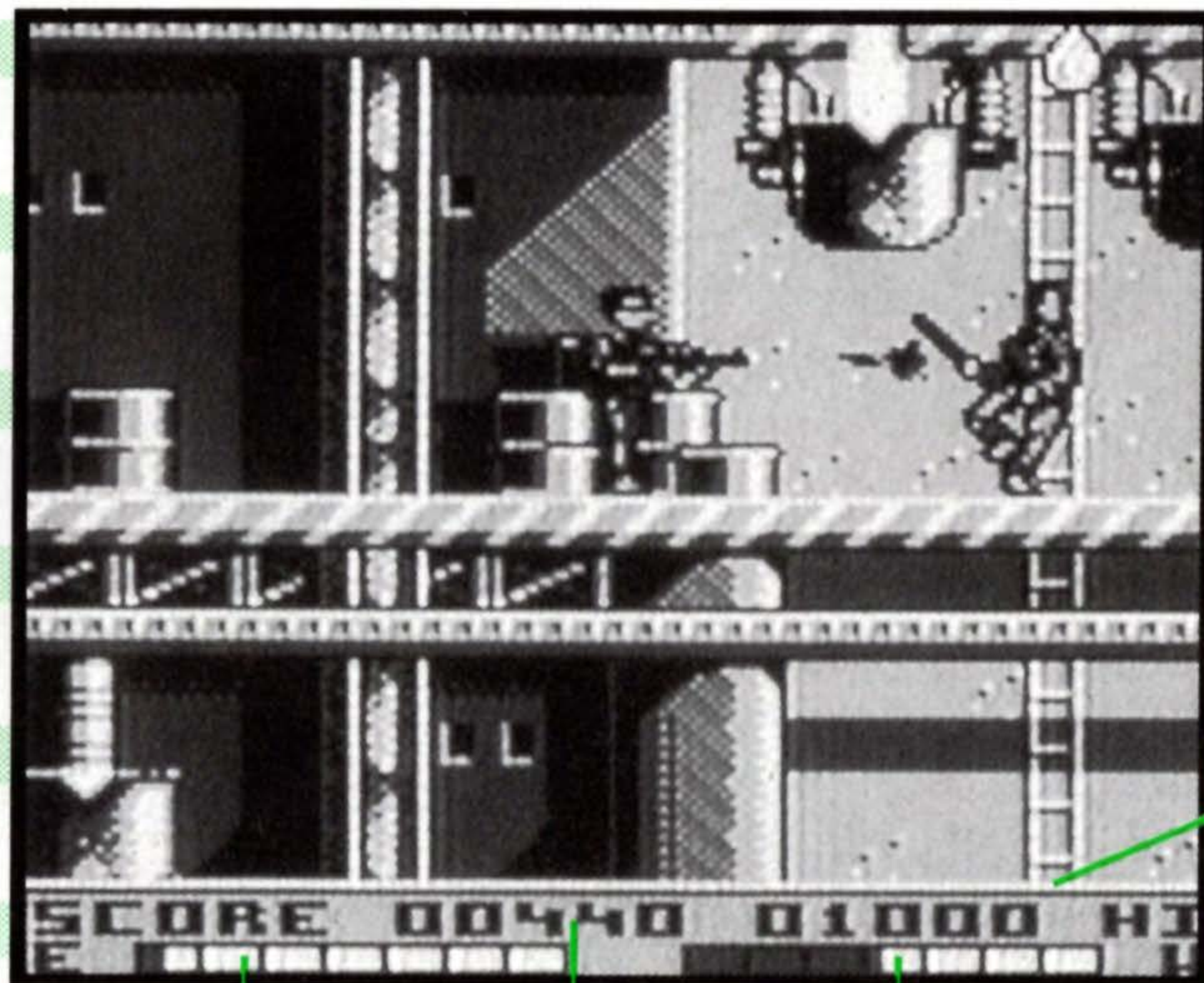
TO PAUSE/RESUME - Press the START BUTTON.

MUSIC ON/OFF- Press the SELECT BUTTON.

TO RESTART - Press the SELECT BUTTON again.

TO GO UP OR DOWN LADDERS - Press the UP or DOWN CONTROL PAD ARROWS.

SCREEN DATA



High
Score

Energy

Score

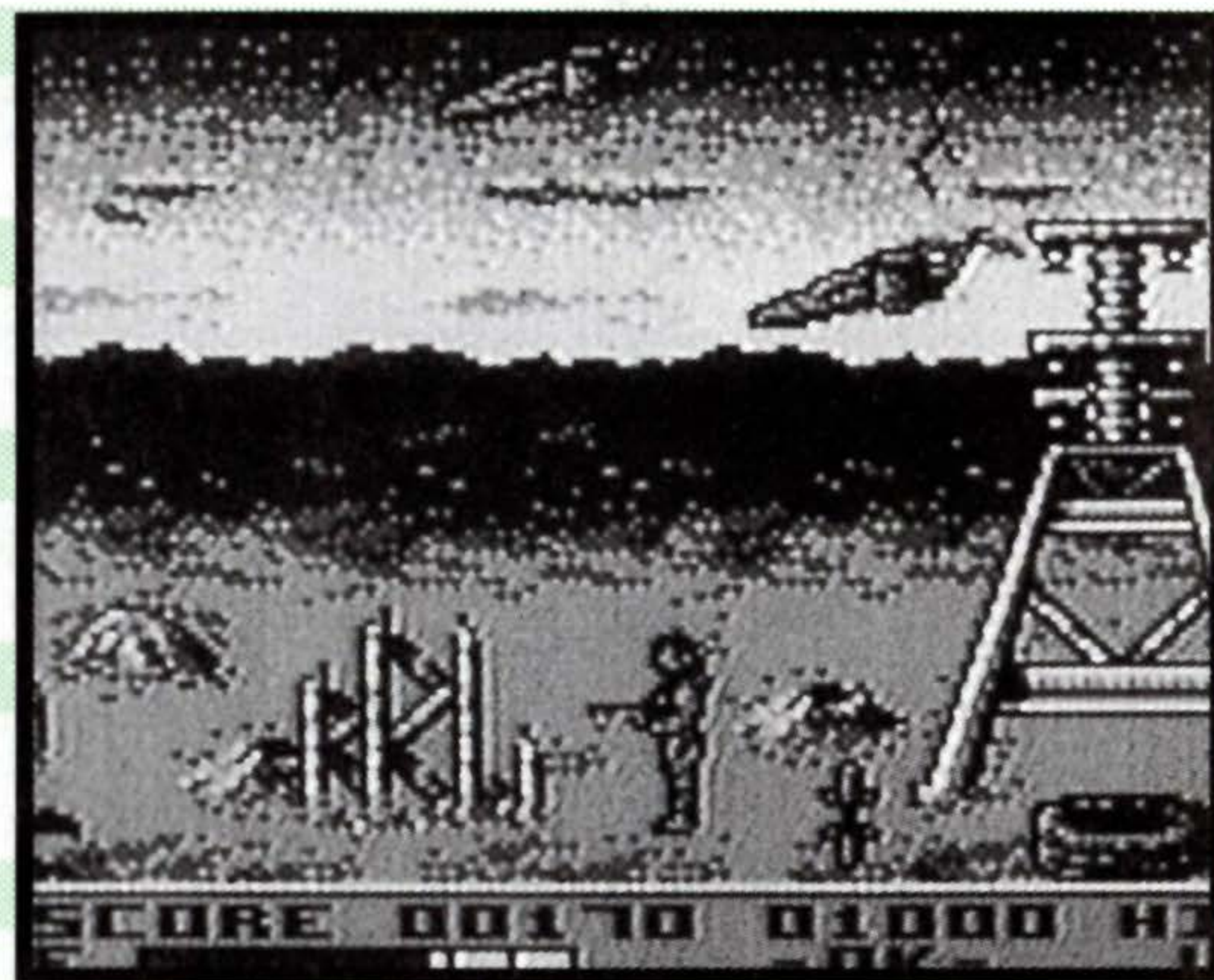
Weapon
Status

LEVEL 1 - SKYNET DEFENSE SHIELD

To reach SKYNET you must destroy each of the 5 defense shield beacons...in the correct order. (You must determine this order using trial and error.) To eliminate a beacon, stand directly beneath it and fire up.

Take care : around you will be T-800's trying to terminate you. From above, Aerial HK's (Hunter Killers) will be dropping time delayed bombs. On the ground, land mines threaten to blow your mission into oblivion.

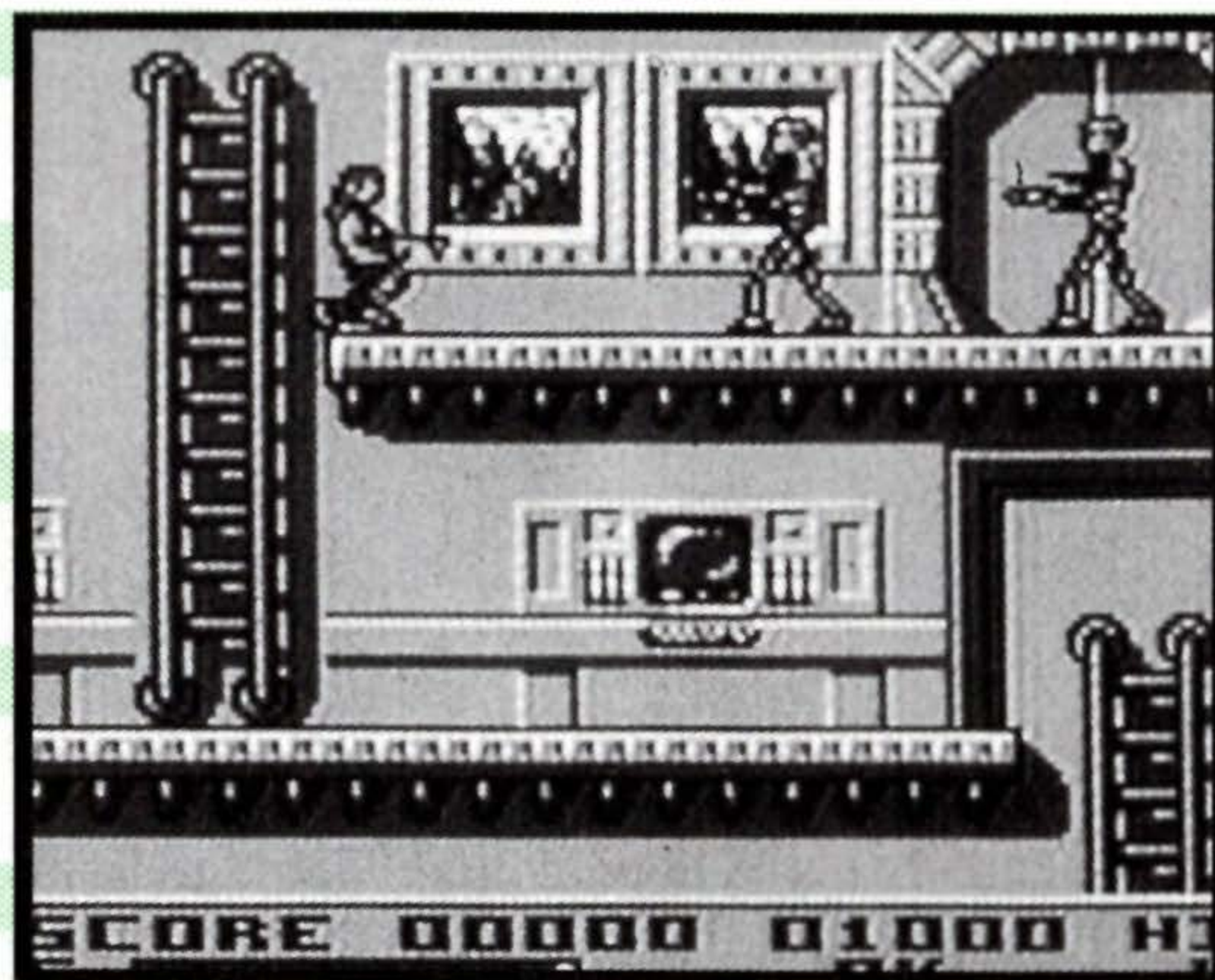
INTELLIGENCE REPORT #001 :
Information to the correct destruction sequence of the beacons is hidden somewhere amidst the ruins.



LEVEL 2 - SKYNET

Your objective is to obtain a terminator by locating the Terminator Storage Area. The area is found by observing a T-800's entry into the correct room...although hanging around for a T-800 is not guaranteed to be good for your health.

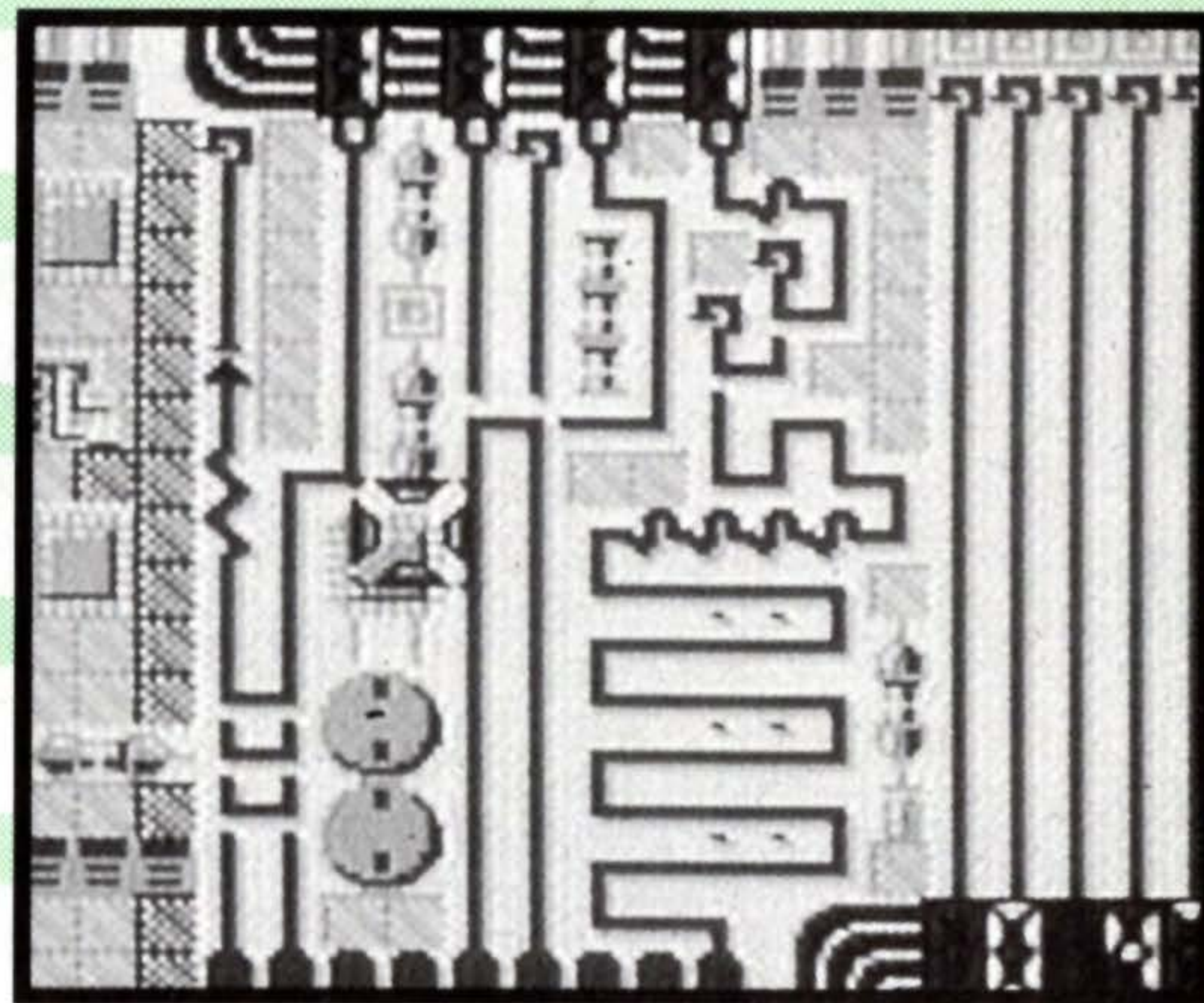
INTELLIGENCE REPORT #002 :
Information leading to the locating of a T-800 to follow is hidden somewhere in SKYNET.



LEVEL 3 - TERMINATOR CPU REPROGRAMMING

To transform the captured T-800 into John's protector, its CPU (Central Processing Unit) circuits must be reprogrammed so that the read-outs all display 0.

For the read-outs to change, the path from the bottom of the circuit to each of the read-outs must not be broken, so that when the circuit is activated, the electric pulses will be able to freely run to the read-outs.

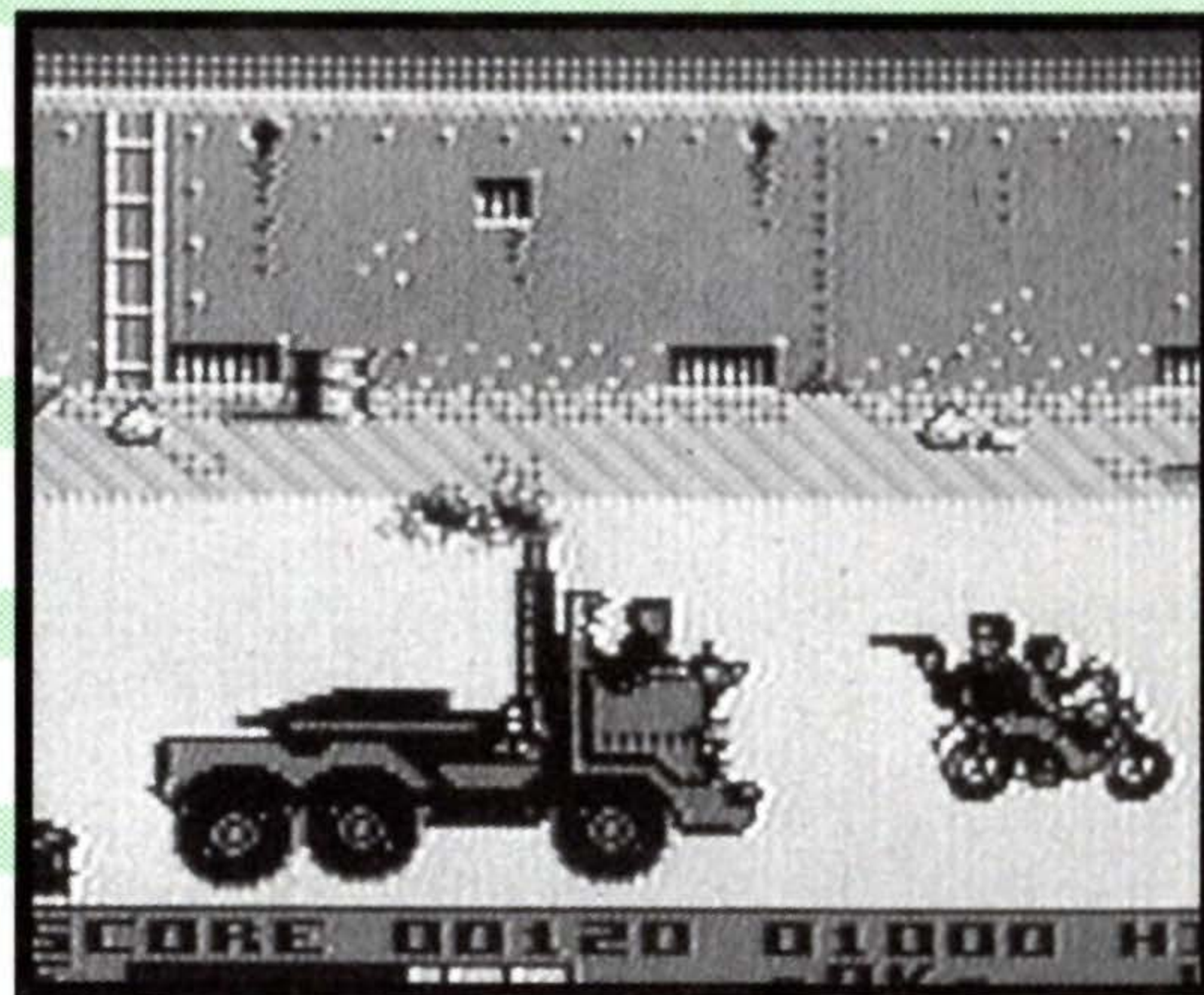


Note : To reprogram a T-800, 3 sets of circuit read-outs must be successfully adjusted. Each circuit will be harder than the preceding.

LEVEL 4 - DRAINAGE CANAL

You are a Terminator. Your mission is to protect 10-year-old John Connor and to reach the Cyberdyne Systems building. To aid you in your mission, you have a Harley Davidson Custom Electro-Glide and a 10-gauge Winchester level-action shotgun.

Junk and debris block your route through the drainage canal. Avoid the obstacles or blow them away with the 10-gauge, but don't hang around because right behind you is the T-1000 attempting to acquire its target with a 23,000 lb. big-rig tow truck. Hit it with some lead or you and the future will be terminated.



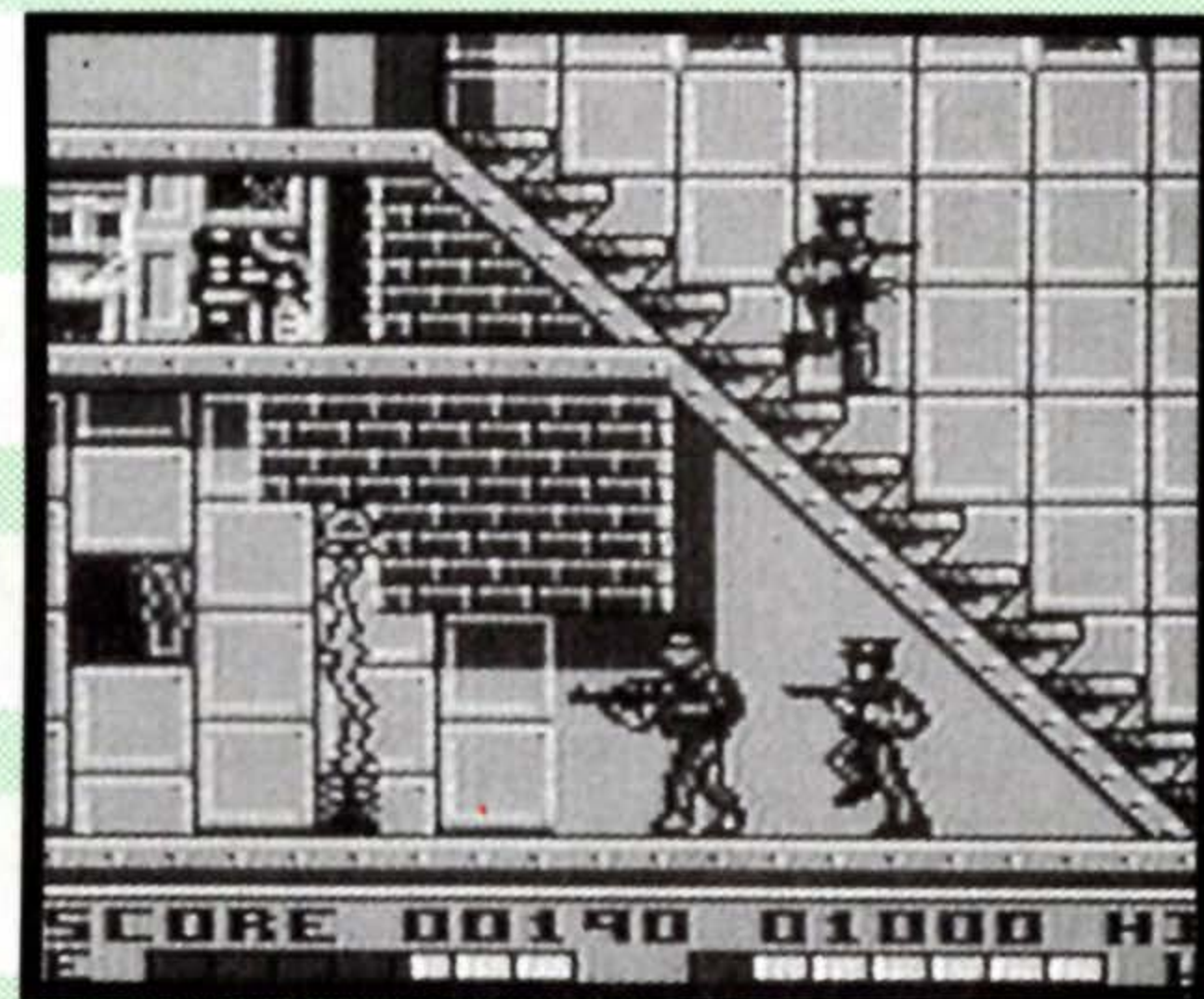
MOTORCYCLE HANDLING- To move RIGHT, LEFT, UP, or DOWN - Press the appropriate RIGHT, LEFT, UP, or DOWN CONTROL PAD ARROW.

LEVEL 5 - CYBERDYNE SYSTEMS...

SKYNET was based on the design of the computer chip and the arm of the first terminator sent back to 1984. To rewrite history and remove the vital link in SKYNET'S development, you must go through the Cyberdyne Systems building and retrieve the arm and the chip.

Unfortunately, as Cyberdyne's future also depends on these two spare parts, they are not about to hand them over to you with a big "thanks for saving the planet." The parts are locked in hidden vaults that can only be reached by following the correct path and only opened with the appropriate key cards. Guards and elite M-16 armed SWAT teams are swarming all over the building, with strict orders to "shoot-to-destroy". You may be a cybernetic organism with living tissue over a metal endoskeleton, but get hit by enough rounds and you'll be another lump of scrap headed for the junkyard.

On the up side, you do have an M-16 machine gun with one clip and your 10-gauge.



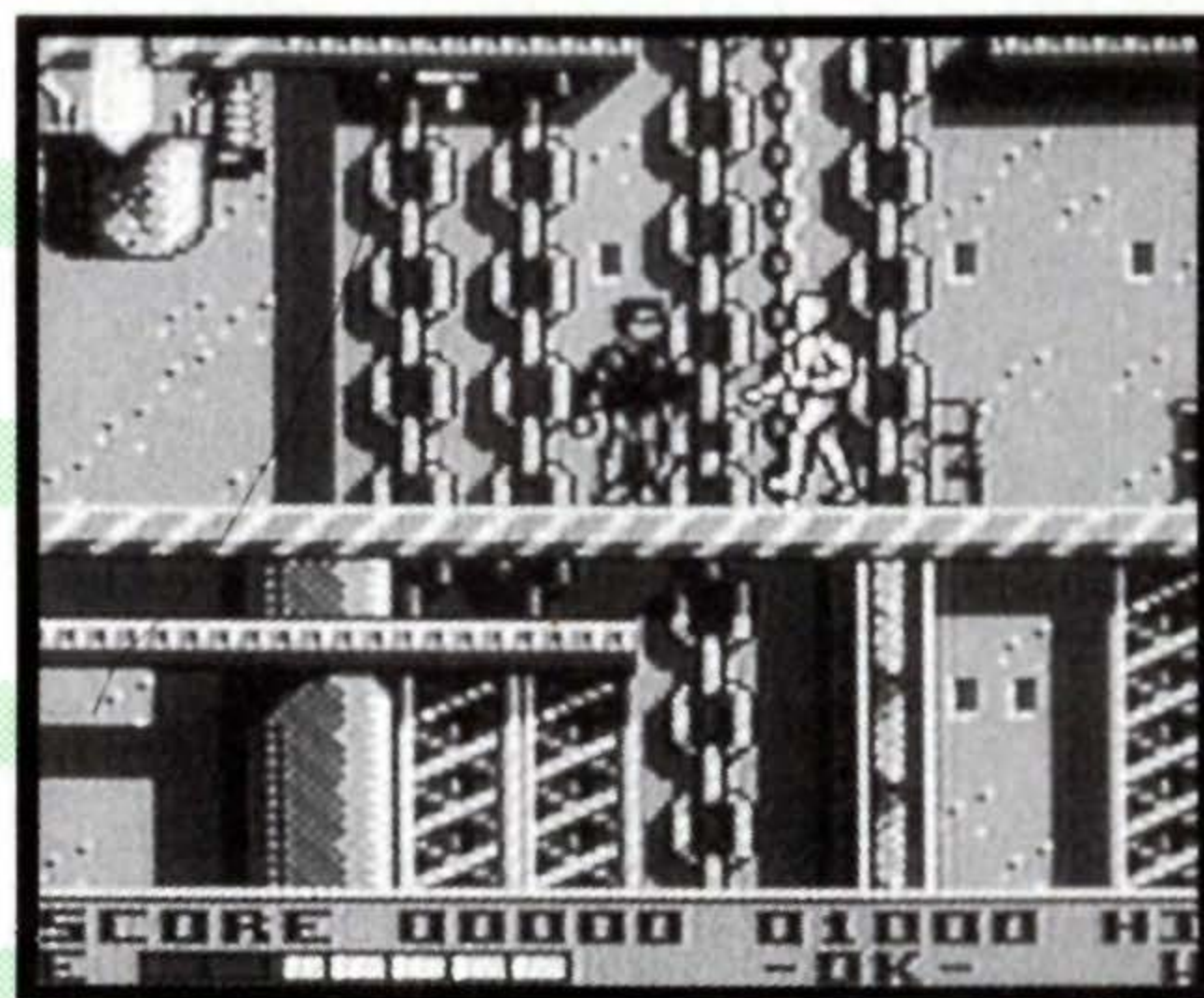
LEVEL 6 - STEEL MILL... HASTA LA VISTA, BABY

With the Terminator arm and chip recovered, only one enemy remains...the T-1000. The advanced prototype is mimetic polyalloy (liquid metal). Comparing a T-800 to a T-1000 would be like comparing a pick-up truck to a racing car, a pea-shooter to a semiautomatic, or a killing machine to a machine killer.

To defend yourself, you have your bare hands and, if you can locate them, your M-16 and the M-79.

Your fists and the M-16 will save you in a close-call, but only the grenade launcher can cause the T-1000 any serious trouble. It won't kill it, but some heavy shelling will put that liquid metal-head right where you want it.

But beware! The T-1000's pursuit of its mission is relentless...seeming destruction may barely slow its stride. Find a way to stop it, permanently, or mankind is gone the way of the dinosaur. You are the only hope. Terminate the Terminator.



LIFE AND BATTERY LIFE

Both as John Connor and as the Terminator, you have only one life. However, as a man forged in the furnace of war and as a machine built with a 120 year warranty, you are difficult to eliminate. It will take many injuries to kill you. Your condition is shown in the bottom left of the screen. Each injury takes away a part or a whole square. Once all 7 squares go blank, the clock on your life, and on the human race, stops.

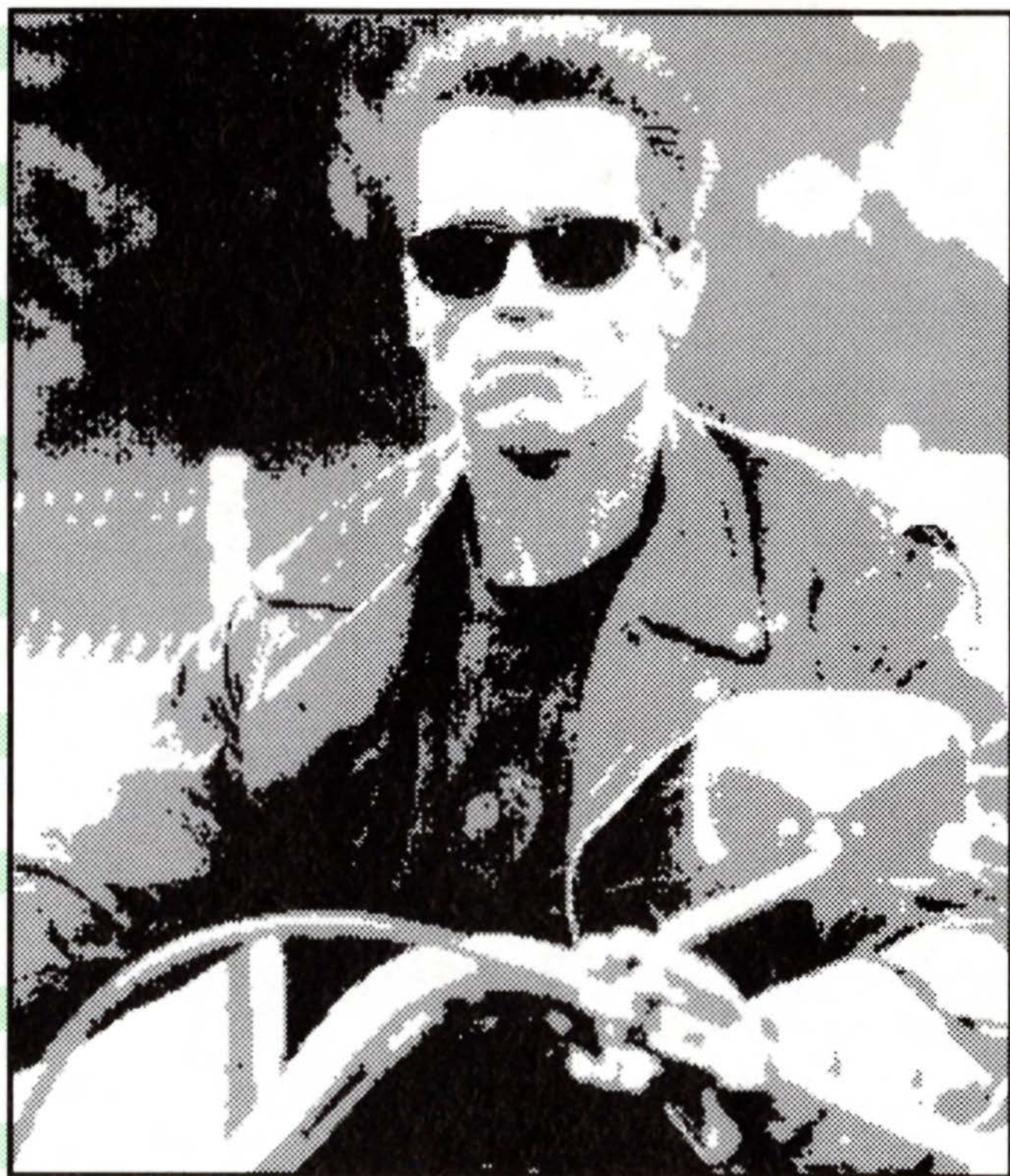
YOU ARE THE FUTURE

Saving the future by sending a machine into the past is an idea that messes with your head, but 3 billion lives lost and an endless war against a merciless machine demands action, not Einstein.

Fail in your mission, and there won't even be anyone left to read about it.

Get into SKYNET. Turn your enemy into your friend and, if a machine can feel the value of human life and destroy the T-1000, hope for mankind will exist again.

There is no time to waste. You are making up history as you go. The future is not set. It is now.



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TERMINATOR 2 JUDGMENT DAY

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