

TERMINATOR 3

RISE OF THE MACHINES™

Carson Element
Device Specifications
00A2 1402 VDM 2032
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Cell Core...
Part C-01 reset value
function cell C061
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ATARI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

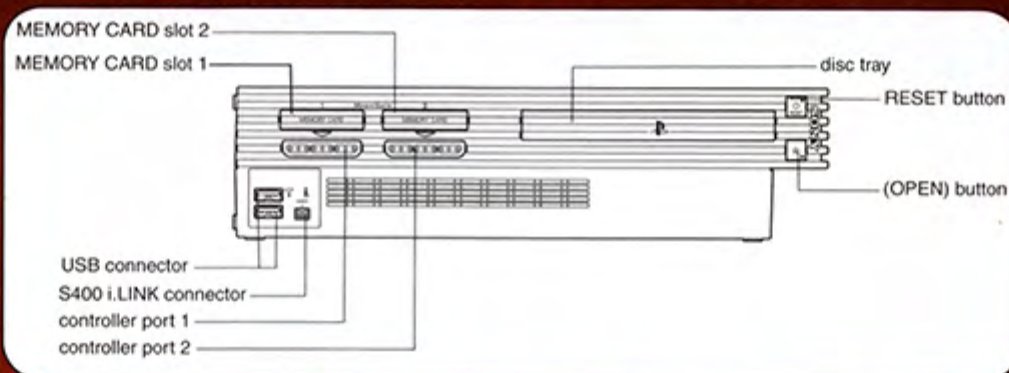
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Terminator®3: Rise of the Machines™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

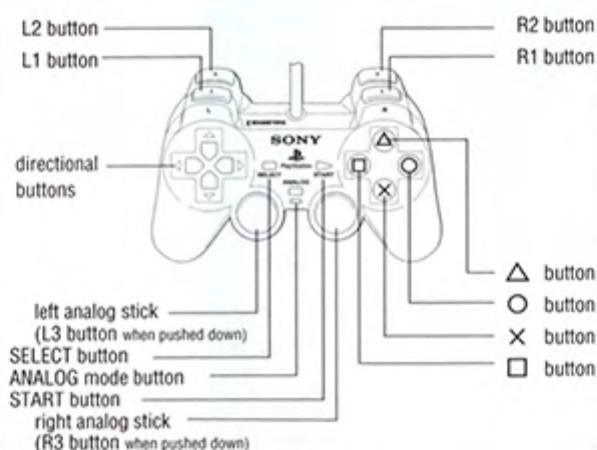
Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot if you wish to load a saved game or save a game. *Terminator®3: Rise of the Machines™* requires 80KB of free space on your memory card to save your game progress.

Note: Never remove the memory card or turn the console power OFF when loading or saving a game. It is also advised that you do not insert or remove accessories once the power is ON. Make sure there is enough free space on your memory card before commencing play.

Terminator®3: Rise of the Machines™ supports the DUALSHOCK®2 analog controller. Digital controllers are not supported.

CONTROLS

DUALSHOCK®2 analog controller configuration



Weapon Combat Controls

CONTROL	ACTION
left analog stick up / down	Walk or run forward / back
left analog stick left / right	Strafe
right analog stick up / down	Aim up / down
right analog stick left / right	Turn left / right
▲ button	Cycle weapons up
● button	Cycle weapons down
■ button	Reload
✖ button	Use object
R1 button	Fire primary weapon
R2 button	Secondary fire
L1 button	Target lock
L2 button	Jump
R3 button	Display Mission Objectives
L3 button	Center view
L3 button x 2	180-degree turn
directional buttons up / down	Zoom in or out / Scroll through Mission Objectives when displayed
directional buttons left / right	Scroll through weapons up / down
SELECT button	Cycle vision modes
START button	Pause

Hand-to-Hand Controls

CONTROL	ACTION
▲ button	Kick
■ button	Hold to block / Press just before an attack to counter
● button	Shove
✕ button	Medium punch / Charge shove when running
✕ button + left analog stick toward enemy	Quick punch
✕ button + left analog stick away from enemy	Strong punch
✕ button + left analog stick up	High punch
✕ button + left analog stick down	Low punch
● button + left analog stick toward enemy	Hard throw forward
● button + left analog stick away from enemy	Overhead throw
● button + left analog stick up	Sideways shoulder throw
● button + left analog stick down	Throw down

INTRODUCTION

A decade has passed since John Connor helped prevent Judgment Day and saved mankind from destruction. Now in his early twenties, Connor lives "off the grid" — no home, no credit cards, no cell phone, no record of his existence. There is no way he can be traced by Skynet — the highly developed network of machines that once tried to kill him and wage war on humanity. Until...

Out of the shadows of the future steps the T-X, Skynet's most sophisticated cyborg killing machine. Now Connor's only hope for survival is the Terminator®. Together, they must triumph over the technologically superior T-X and forestall the looming threat of Judgment Day — or face the apocalypse and the end of civilization.

SAVING AND LOADING

Saving the Game

Terminator® 3: Rise of the Machines™ uses an automatic save feature that saves your game at the end of each level segment. If you begin a new game with Autosave enabled, previous automatically saved games will be lost. You must have a memory card in MEMORY CARD slot 1 to save your game.

Loading a Game

You can load a game from the Options menu in the Main Menu. Use the **left analog stick** to select Save / Load and press the **X button**.

MAIN MENU

Use the **left analog stick** or **directional buttons** to highlight an option in the Main Menu. Press the **X button** to confirm your selection.

New Game

Select New Game to start a new *Terminator® 3: Rise of the Machines™* game. Press the **X button** to accept.

Continue

If you exit back to the Main Menu from a game that has been started or loaded, this option will be available. Select Continue and press the **X button**. Previously completed levels will be available.

If you are terminated three times during one level and use all of the in-game Continues, you may select Restart or Quit.



Options

Display the Options Menu. You can also access the Options menu in-game by pressing the **START** button. See "Options" below for details.

Special Features

Check here for movie clips that you have unlocked, including exclusive clips shot just for the game and "B-roll" footage that shows alternate angles of scenes and allows you to see behind the scenes of the movie.

You'll also find storyboards used to create the game and production concept art.

Also check out "The Making of Terminator 3: The Game" for exclusive interviews with the cast and crew and a behind-the-scenes look at what went into putting the game together.

Some of these features will be available when you start playing and others unlock as you play so check here often.

Don't forget to look for some hidden classic Atari games as you advance through the game.

OPTIONS

Audio

Adjust the volume of the in-game music, voice-overs and sound effects and switch between stereo and mono sound. Move the **left analog stick** up or down to select which feature you want to adjust. Move the **left analog stick** left or right to decrease or increase the volume, respectively.



Controls

Re-map the controller configuration to suit your own preferences. You can save and load saved configurations or reset the controller to its default setting.

Game Settings

XY Sensitivity

You can change the speed at which your weapon reticule moves by adjusting the XY slider. Move the **left analog stick** left to move the slider toward the negative symbol (-) to slow down the rate of speed at which your reticule moves. Move the **left analog stick** right to move the slider toward the positive symbol (+) to increase the rate of speed at which your reticule moves. Press the **x** button to confirm.

Difficulty

There are three difficulty settings: Easy, Medium and Hard. The difficulty setting affects the health and accuracy of enemy units.

Vibration

Turn DUALSHOCK®2 analog controller vibration ON or OFF.

Invert Controls

Set invert controls to YES or NO. When set to yes, moving the **right analog stick** down causes the Terminator to look up, and moving the **right analog stick** up causes the Terminator to look down.

Auto-Save

Toggle Auto-Save ON/OFF. With Auto-Save ON, your game is saved automatically each time you complete a level.

Weapon Auto-Switch

Toggle Weapon Auto-Switch ON/OFF. With Weapon Auto-Switch ON if the Terminator picks up a weapon that is more effective he will automatically switch to that weapon.

Save / Load

Select Load Game and press the **✖ button** to load a game from memory card. You can load any successfully completed game segment. See "Saving and Loading" on page 5 for details.

Cheats

Enter codes to unlock special game cheats, movies and more!

PAUSE MENU

Press the **START** button during gameplay to pause and enter the Pause menu. Here you can acquire additional information or access the Options menu.

Resume

Return to the game in progress.

Mission Objectives

View the current mission objectives.

Map Screen

Display the map of the current level.

Options

Adjust game settings. See "Options" on page 6 for details.

Restart Level

Restart the current level segment.

Quit Game

Exit the game in progress and return to the Main Menu.



HEADS-UP DISPLAY

Objective Proximity meter



Objectives/
Pickup display

Ammo

Weapon Reticule

Charge

The Heads-Up Display (HUD) appears on-screen during gameplay. The HUD provides mission-critical information.

Charge

The Charge indicates your health and is displayed incrementally, with 100 being full health. As you take damage, getting closer to death, Power drops. If the Charge reaches 0, the mission is terminated and you must start the game over or reload from the last point saved. Pick up Fuel Cells to recharge your health.

Ammo

The Ammo readout indicates the amount of ammunition available for the currently selected weapon.

Pickup Display

This is updated as you pick up objects and power-ups.

Objective Proximity meter

The Objective Proximity meter is located on the upper-left corner of the HUD. The white cone indicates your current heading. Use this in conjunction with the yellow Mission Objective indicator — located on the outer ring of the radar — to track down your current mission objective. As you get closer to the mission objective, the inner rings start to fill in, indicating your proximity to the objective. The current distance from the target is indicated in meters.

Objectives

Objectives will be displayed as you receive instructions from Kate Brewster. The yellow dot on the Radar is the Mission Objective indicator. The Mission Objective indicator shows the location of the active mission objective.

As new objectives become available, new instructions will appear on-screen. Press the **R3 button** at any time during a mission to display the active objective. At certain times during the game, you will have multiple objectives you can complete in any order. If you want to swap your current mission objective for another one, press the **R3 button** to display all active objectives and then use the **directional buttons** to highlight the objective you want to complete. During the game a white cone of vision will indicate your current heading. As you get closer to the mission objective, the radar starts to fill in to indicate your proximity to it.

Weapon Reticule

The Weapon Reticule appears on-screen as a translucent icon and is used to aim your weapons. When you move the **right analog stick** to aim, the reticule will move on-screen. When a threat appears and you move the reticule towards the target, targets will be highlighted. Friendly units are highlighted in blue, while threats are highlighted red.

In Terminator vision mode, additional data will appear, such as the "Weakness Analysis" enhancement indicating weakened structures.

WEAPONS

Present Weapons



9mm Pistol – 33-shot clip



Pump Shotgun – 8-shell capacity



AR-15 – 30-shot clip, 1-shot grenade launcher



MP5 – 30-shot clip



Tear Gas Launcher – 8-grenade capacity



RPG – 1 rocket propelled grenade



T1 Mini-Gun – 100-round belt



.30 cal Machine Gun – 120-round belt

Future Weapons



Skynet Plasma SMG – 40-shot clip



Skynet Phase Plasma Rifle – 30-shot clip, 5-shot grenade launcher



Skynet Arc-Laser – 400-round charge



Skynet Assault Cannon – 35-shot clip



Skynet Lightning Gun – 200-charge fuel cell



Tech-Com Plasma Rifle – 20-shot clip, 2-shot grenade launcher



Tech-Com Micro Rocket Launcher – 5-rocket magazine



Tech-Com Sniper Cannon – 3-shell clip



Tech-Com EMP Gun – 50 round clip



Tech-Com SAM Launcher – 1 Surface-to-air missile



Tech-Com Light Machine Gun – 100-round

Explosives



Hand Grenade



C4 Plastic Explosives



EMP Grenade



Plasma Grenade



Hydrogen Fuel Cell Bomb

CHARACTERS

Terminator Classes



T-900 Green

The green T-900s travel in packs and are the most commonly encountered. They are the easiest to terminate.



T-900 Yellow

The yellow T-900s carry two guns. They are tougher than their green-colored counterparts.



T-900 Red

The red T-900s carry Skynet Assault Cannons. They are by far the toughest to terminate.



T-X

Skynet's most sophisticated and lethal killing machine, the T-X is driven by a plasma reactor and is designed for extreme combat. T-X has been sent back through time with one mission: To ignite the war and begin the rise of the machines.

F/K Classes

The Future Killers, manufactured by Skynet, pose the biggest threat to the safety of humankind in the future.

The Flyers



F/K Kite

Light and versatile fliers.



F/K Fighter – Light

Versatile killing machines that patrol the skies.



F/K Fighter – Standard

Heavily armored killing machines that patrol the skies.



F/K Fighter – Heavy

A hovercraft that searches for prey.



F/K Transport

A lightly armed utility vehicle used to quickly move Skynet forces to different locations on the battlefield.



CRS Labs Hunter/Killer

The first generation of Skynet flying attack craft.

Ground Units



F/K Rover

Designed for reconnaissance and espionage missions.



F/K Rover-Bombs

Sentry units designed to self-destruct at the approach of unauthorized personnel.



F/K Tank – Light

The smallest of the deadly Skynet armored units.



F/K Tank – Medium

Behemoths of the battlefield, these armored monsters are the bane of the Tech-com forces.



F/K Sentry Gun

Smaller version of the F/K Turret, used to guard the interiors of Skynet facilities.



F/K Turret

Immobile Skynet gun batteries placed to guard areas or create kill-zones.



T1

The first generation of Skynet armored battle tanks.



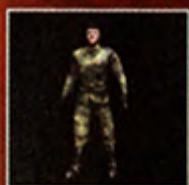
Tech-Com Soldiers

Resistance fighters trying to overthrow Skynet, led by John Connor and Kate Brewster.



S.W.A.T.

Summoned to rescue the kidnapped Kate Brewster at the Valley of Peace cemetery. Termination of the peace officers will result in mission failure for the Terminator.



Air Force Personnel

Located inside of CRS Labs, they are unsuspecting victims when the machines revolt. Termination of any Air Force personnel will result in mission failure for the Terminator.

OTHER ITEMS



Continues

Look for these hidden power-ups to increase your number of continues.



Fuel Cell

Fuel Cells will recharge your health when acquired.



Energy Cell

These energy cells provide primary ammunition in all future weapons.

AMMO



These ammunition boxes are used as the primary ammunition in all present day weapons.



Ammo Crate

These boxes provide the ammunition for future and present weapons.



Grenades

These grenade boxes provide the Terminator with handheld explosives in the future and present.

COMBAT COMBOS

Two-Hit Combos

CONTROL	ACTION
✖, ✖	Medium punch combo
left analog stick toward enemy + (✖, ✖)	Quick punch combo
left analog stick away from enemy + (✖, ✖)	Strong punch combo
left analog stick up + (✖, ✖)	High punch combo
left analog stick down + (✖, ✖)	Low punch combo
✖, ▲	Medium punch with leg shove
left analog stick toward enemy + (✖, ▲)	Quick punch with leg shove
left analog stick away from enemy + (✖, ▲)	Strong punch with leg shove
left analog stick up + (✖, ▲)	High punch with double knee
left analog stick down + (✖, ▲)	Low punch with double knee
✖, ●	Medium punch with throw forward
left analog stick toward enemy + (✖, ●)	Quick punch with hard throw forward
left analog stick away from enemy + (✖, ●)	Strong punch with overhead throw
left analog stick up + (✖, ●)	High punch with sideways shoulder throw
left analog stick down + (✖, ●)	Low punch with throw down

Three-Hit Combos

CONTROL	ACTION
✖, ✖, ✖	Medium punch three-hit combo
left analog stick toward enemy + (✖, ✖, ✖)	Quick punch three-hit combo
left analog stick away from enemy + (✖, ✖, ✖)	Strong punch three-hit combo
left analog stick up + (✖, ✖, ✖)	High punch three-hit combo
left analog stick down + (✖, ✖, ✖)	Low punch three-hit combo
✖, ✖, ▲	Medium punch two-hit combo with leg shove
left analog stick toward enemy + (✖, ✖, ▲)	Quick punch two-hit combo with leg shove
left analog stick away from enemy + (✖, ✖, ▲)	Strong punch two-hit combo with leg shove
left analog stick up + (✖, ✖, ▲)	High punch two-hit combo with double knee
left analog stick down + (✖, ✖, ▲)	Low punch two-hit combo with double knee
✖, ✖, ●	Medium punch two-hit combo
left analog stick toward enemy + (✖, ✖, ●)	Quick punch two-hit combo with hard throw forward
left analog stick away from enemy + (✖, ✖, ●)	Strong punch two-hit combo with overhead throw
left analog stick up + (✖, ✖, ●)	High punch two-hit combo with sideways shoulder throw
left analog stick down + (✖, ✖, ●)	Low punch two-hit combo with throw down

CREDITS

Special thanks to Arnold Schwarzenegger, Jonathan Mostow, C2 Pictures and everyone involved in the making of the *Terminator 3* film for their support

Black Ops Entertainment, LLC

Jose Villeta
Project Director

John Botti
Executive Producer

Kelly McCarthy
Lead Game Programmer

Dan Geisler
Matthew C. Harmon

Joey Headen
Doug Kuppinger

Andrew Taylor
Sr. Game Programmers

Justin Braach
David Dearing
Garret Foster
Alexandra Getty
Brayton Matheson
Bryan Perfetto
John Whipple
Game Programmers

Justin Butler
Audio Programmer

Rudi Kammerer
Tools Programmer

Tim Berry
Will Botti
Steven Duan
Mark Jawad
Kyle Riccio
Additional Game Programming

J C Boone II
Lead Designer/Producer

Aaron Butler
Brian Chan
Daniel Choe
Cole Harris
James Payne
Designers

Nick deSomov
Art Director

Mike Lomibao
Narry Cinelli
2D Artists

Jason Lee
Marcus Lull
Concept/Story Board Artist

Thor Benitez
Kim Haines
TJ Stamm
Sr. 3D Artists

Gregg Daly
David Grega
James Haywood
Daniel I-Hsiao Lin
John Ployhar
Brian Watson
3D Artists

Sam Ware
Lead Animator

Fernando Castillo
Dan Goldman
Mike Laygo
Fill Marc Sagadraca
Animators

Ivan Bouinatchou
John Gibson
Charles Hu
Kurt Klockau
Adam McCarthy

Joe Sanabria
Jason Suarez
Additional Art

Jessica Budin
Line Producer
Joseph Lamas
Associate Producer/Designer

Rob Hargraves
Seth Kleinberg
Garrett Parcels
Greg Bogosian
Additional Testing

John Botti
Manuela deSousa
Miguel Ortiz
Video Edit Team/Location Photographers
Tim Johnson
Human Resources/Recruiting Manager

Special Thanks

Natalie Martin
Christine Nielsen
John Sheen
Will Woodard

Riptide Music

Rich Goldman
Audio Director

Martin Jacob Lopez
Dan Silver
Peter O'Brien
Andreas Fetz
Sound Design

Motion Capture Production Crew

Jose Villeta
Director

John Botti
Producer

Jessica Budin
Line Producer

Chad Stahelski
Stunt Coordinator

Smashcut, Inc.
Stunts Provided by

Sam Ware
Animation QA

Manuela deSousa
B-Roll Photography

Richard Dorton
Arlene Palegie
Tanoai Reed
Chad Stahelski
Tim Sitarz
Scott Workman
Motion Capture Talent

House of Moves

Tom Tolles
*Executive in Charge of Production, Motion
Capture*

Jarrold Phillips
Executive Producer, Motion Capture

Matthew Lawrence
Chief Operating Officer, House of Moves

Christopher Bellaci
Motion Capture Production Manager

Greta Anderson
Production Coordinator

Josh Ochoa
Senior Motion Capture Artist

Jennifer Becherer
Senior Motion Capture Artist

Darin Velarde
Lead Motion Capture Artist

Michael Jantz
Motion Capture Artist

Johnny Ravenna
Motion Capture Director

Brian Wilson
Motion Capture Video Assist

Legend Entertainment

Bob Bates
Additional Design and Dialogue

Peter Carlson
Level Design

Travis Doggett
Level Art

Paul Mock
Additional HUD Design

Ted Warnock
Animation

Shiny Entertainment

Stuart Roch
Production Support

Michael "Saxs" Persson
Additional Technical Direction

Soren Hannibal
Additional Engine Support

Shawn Berryhill
Level Design

Gabriel Rountree
Fighting Animation Direction

Manjit Jhita
Steve Klett
Brian Chambers
Additional Fight Animation

Charlie Bloomer
Additional Special Effects Direction

Rob Jolliff
Particle Artist

Tony Bennett
Particle Tool Programmer

David Msika
Particle Tool Programmer

Darran Hurlbut
Jason Lewis
Jon Gwyn
Sean Ekanayake
Artist

Scott Holty
Geoff Erickson
Richard Skala
Stephen Wu
Gameplay Programmers

Humongous Entertainment

Roberto B. Sanchez
3D Character Animator

C2 Pictures

Andrew G. Vajna
Co-Chairman and President

Mario F. Kassar
Co-Chairman and President

Alex Sandor Rabb
Vice President – Interactive Entertainment

Sam Falconello, Jr.
Chief Operating Officer and Chief Financial Officer

Erick Feitshans
Executive Vice President and General Counsel

Joel Michaels
President of Production

Michael Hackett
Vice President – Development

TERMINATOR 3: RISE OF THE MACHINES™ Film Production

Jonathan Mostow
Director

Mike Tinger
Post-Production Supervisor

Digic Pictures, Hungary
Sgt. Candy Scene Visual Effects

T3 Productions, Inc.

Paula Hoppe

Europlay Capital Advisors, LLC

Mark Dyne
Chairman and Managing Partner

Pam Colburn
Managing Director

Damien Petty
Senior Associate

Intermedia

Moritz Borman
President

Stubbs, Alderton & Markles, LLP

Scott Alderton
Partner

ATARI – United States

Jean-Philippe Agati
Senior V.P. – Santa Monica Label

Steve Ackrich
V.P. Product Development / Executive Producer

Peter Wyse
Senior Producer

Francois Lourdin
Aron Drayer
Producer

Mark Soderwall
Art Director

Scott Snyder
Audio Director

Shawn Monroe
Senior Artist

Patricia Swanson
Administrative Support

Aaron Berger
Micah Winklespecht
Production Interns

Steve Allison
V.P. of Brand Marketing

Jean Raymond
Director of Brand Marketing

Scott McCarthy
Brand Manager

Kristine Keever
Director of Marketing Communications

Matt Frary
Public Relations

Brandon Smith
Public Relations

Jon Nelson
Executive Web Producer

Kyle Peschel
Senior Web Producer

Tim Campbell
Director of New Business Development

Mark T. Morrison
Content Manager

Jamie Wilson
Licensing

Steve Madsen
VP of Business and Legal Affairs

Travis Stansbury
Director of Business and Legal Affairs

Joy Schneer
Strategic Relations Senior Manager

Shaila Patel
Strategic Relations Specialist

Gale Alles
VP of Marketing Services

Steve Martin
Director of Creative Services

David Gaines
Senior Art Director

Erica Hoppe
Graphic Designer

Kathryn Sala
Production Artist

Liz Mackney
*Director of Editorial
and Documentation Services*

Chris Dawley
Documentation Specialist

Luis Rivas
Senior Manager, Engineering Services

Ken Edwards
Engineering Specialist

Eugene Lai
Technician

Michael Gilmartin
Director of Quality Assurance

Ken Ford
I.T. Manager/Western Region

Michael Vetsch
Manager of Technical Support

Dave Strang
QA Project Manager

Jeff Loney
PS2 Project Lead

Tom "Pussy-Willow" Andrade
PS2 Assistant Lead

Mark Alibayan
Adrian Toler
Franco Junio
Kenny Robinson
Scotte Kramer
Stefan Nelson
Kenny Yan
Alvin Wong
John Seefurth
Ray Cicero
Dennis Chan
Core Testers

Special Thanks

Yves Blehaut
Jean-Claude Boursiquot
Kathy Butters
Sara Buxton
Steve Cavazos
Serene Chan
James Gaines
Jim Galis
Lorraine Garcia
Dave Gatchel
Josh Hackney
Tim Hess
John Hight
Kristene Lowell
Simon Miller
Tony Peterson
Paula Richardson
Harry Rubin
Susan Tumang
Karen Williams
Shawn Wright

ATARI EU

Jean-Marcel Nicolai
Senior VP, International Product Services

Rebecka Pernered
Sébastien Chaudat
Caroline Fauchille
Jenny Clark
Vincent Hattenberger
Estelle Baudet
Marion Gallavardin
Republishing Team

Lewis Glover
Olivier Robin
Vincent Laloy
Quality Control Team

RelQ Software PVT LTD
Software Testing Team

Philippe Louvet
Stéphane Enteric
Emeric Polin
Engineering Services

David Chomard
Maud Favier
Gérard Barnaud
Monika Steinhauer
Localization Support Group

Babel Media Ltd.
Localization Testing

KBP
Synthesis International
Translation

Sophie Wibaux
Jérôme Di Tullio
Certification and Planning Support Group

Martin Spiess
Cyril Voiron
Cindy Church
Mathieu Brossette
Aidan Minter
International Marketing Team

Sonia O'Keeffe
Lynn Daniel
Lee Kirton
Simon Callaghan
International PR team

United Kingdom - Emma Rush
France - Alexandre Enklaar
Germany - Heiko Kaspers
Spain - Carlos Sacristan
Iberica - Laura Aznar
Nordic - Nikke Lindner
Switzerland - Simon Stratton
Australia - Jeff Wong
Benelux - Simone Goudsmit
Local Marketing Teams

A Creative Experience
Repackaging Agency

Special Thanks

ATARI US Creative Services
Advanced Graphics
Chuck Highlund, VP Sales and Marketing,
sales@advancedgraphics.com
Darren Epstein, Cards, Inc.
darren@cardsinc.com

For more details on obtaining official
Terminator® 3: Rise of the Machines™ Standees
visit Advanced graphics at
www.advancedgraphics.com

ATARI Japan K.K.

Nicolas di Costanzo
Chief Operating Officer

Takafumi Ueoro
Marketing Manager

Masatoshi Higuchi
Executive Producer

Shinji Yoshikawa
Producer

Kyoko Makino
Special Thanks

ATARI Melbourne House

Paul Motion
Localization Producer - Asia

Vito Trifilo
QA Manager

Rhys Le Quiniat
Lead Tester

ATARI Brazil

Glauco D'Alessandro Bueno
Marketing Manager

Attitude Studios - CG Cutscenes

Antoine Charreyron
Director

Rémi Brun
Motion Capture Supervisor

Olivier Renouard
Setup and Animation Supervisor

Jérôme Desvignes
Modeling Supervisor

Stéphane Marty
Visual Effects Supervisor

Laurent Martin
Research and Development Supervisor

David Vandergucht
Compositing Supervisor

Farid Kermici
Storyboarder

Julien Mazon
Editing

Marc Maggiori
Laurent Gapaillard
Background Designer

Guillaume Noblet
Casting

Christelle Naga
Production Coordinator

Ali Cherkaoui
First Assistant Director

Noémie Bercot
Annika Boman
Brigitte Murcia
Kilou Picard
Production Coordinator Assistants

Dir Prod
V.P. Production

Emni Blackori
Marie-Line Burguières
Anne Le Chartier
Vincent Haquin
Frédéric Kontogom
David Mlodziawkoski
Delphine De Turckheim
Acting Talents

Philippe Guégan
Stunt Coordinator

Alain Gaudiard
Stunt Coordinator Assistant

Sybille Blouin
Gilles Conseil
Stunt Men

Frédéric Vandenberghe
Shooting Supervisor

Pierre Herbourg
First Shooting Supervisor Assistant

Guy Louis
Second Shooting Supervisor Assistant

Christian Dupeux
Florent Fouquet
Set Constructor

Béatrice Herczog
Floor Manager

Christophe Corréani
Xavier Jacolot
Jean-François Szlapka
Frank Vayssettes
Motion Capture

Sabine Chamroeun
Rachid Chikh
Jérémy Delchiappo
Fabien Giuliani
Sébastien Haure
Alexandre Henri
François-Xavier Lepeintre

Medhi Rami
François Rimasson
Sébastien Rossi
Bertrand Schutz
Jean-Marie Seznec
Modeling

Jean-François Azzopardi
Benjamin Bardou
Jérôme Billet
Dan Neal
Arnaud Pecqueur
Texture Mapping

Emmanuel Gorinstein
Matte Painting

Cyril Caron
Pascal Lemaire
Layout

Pierre Avon
Marie Célaya
Audrey Delpuech
Minh Nghuyen
Laurent Pierlot
Philippe Raoux
Fabienne Rivory
Neila Terrien
Setup and Keyframe Animation

Jérôme Brack
Emmanuel Campin
Gilles Cornut
Anthony Fristot
Julien Lambert
Olivier Sarécot
Shading, Lighting and SFX

Gaëlle Bossis
Sylvain Fabre
Vincent Guttman
Robin Kobinski
Martin Lipmann
Gaston Marcoti
Thibault Pétillon
Arnaud Roquette
Yacine Taoufik
Compositing

Lionel Buisson
Julien Robert
Renderfarm Operators

Marie Cecile Auzeill
Philippe Delorme
Benjamin Godon
Sébastien Masino
Alexandre Verlhac
Research and Development

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Sylvia Abenzoar
Jean-Paul DaSilva
Sylvain Debes
Carole Djaouti
Julien Doussot
Laurent Guilleminot
Samantha Guanine
Boris Hertzog
André Leyronnas
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Soundelux Design Music Group — Cinematic Sound Design

Peter Zinda
Sound Supervisor

Scott Martin Gershin
Creative Director

Bryan Celano
Dutch Hill
Sound Designers

Sara Huddleston
Asset Manager

James Tabb
Audio Visual Coordinator

Nerses Gezalyan
Foley Mixer

Jeffrey Wilhoit
James M. Moriana
Foley Artists

Scorpio Sound

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SAG Voice Over Casting, Recording and Editing

Gregory J. Hainer, MPSE
Shawn Johnson
J.S. (Mongo) Ross
James Warren
Henri Yonet
Voice Over/ Dialogue Editors

Arnold Schwarzenegger
Nick Stahl
Billy Brown
Pat Fraley
Doug Gochman

Nicholas Guest
Phil Lamarr
Poppi Monroe
Wendy Schenker
Steve Susskind
Fred Tatasciore
Voice Actors

Music Composition

Marshall Parker
Producer - Atari Melbourne House

Ric Formosa
Danny Beckerman
Composers

Ricky Edwards
Rob Clarke
John Barrett
Additional Music composed by

Recorded at Alan Eaton Studios - Melbourne
Australia
Mixed at Sing Sing - Melbourne Australia
Engineered and mixed by Chris Scallan &
Robin Gray
Performed by The Victorian Philharmonic
Orchestra

Additional Script Support

Buzz Dixon
Writer

Making of Video

Eric Matthies Productions
Production

Damien Valentine
Music

Additional Music

Theme from "Terminator 2: Judgment Day"
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