

TERMINATOR® 3

THE REDEMPTION



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.

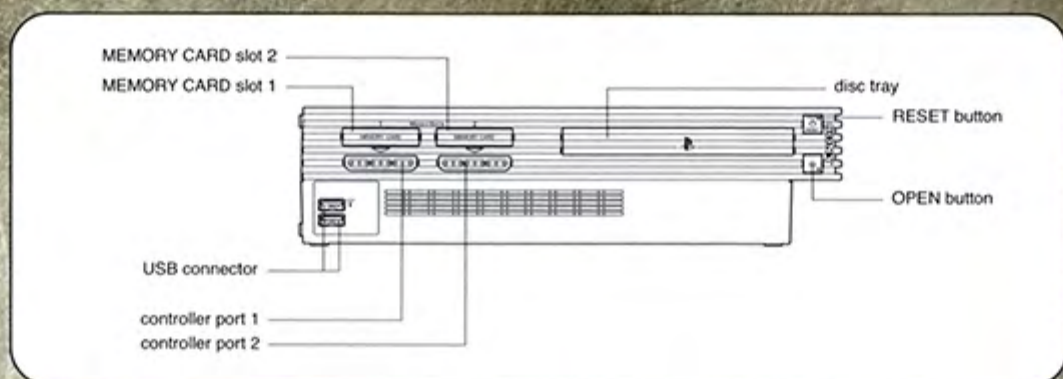
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

TABLE OF CONTENTS

Getting Started	2
Controls	3
Saving and Loading	4
A New Mission	4
Main Menu	5
Pause Menu	5
Heads-Up Display	6
Playing the Game	7
Upgrades	9
Tech-Com Force Mode	9
Character Dossier	10
Weapons	11
Vehicles	12
Credits	14
Atari Web Sites	17
Technical Support	17
End-User License Agreement	19

GETTING STARTED



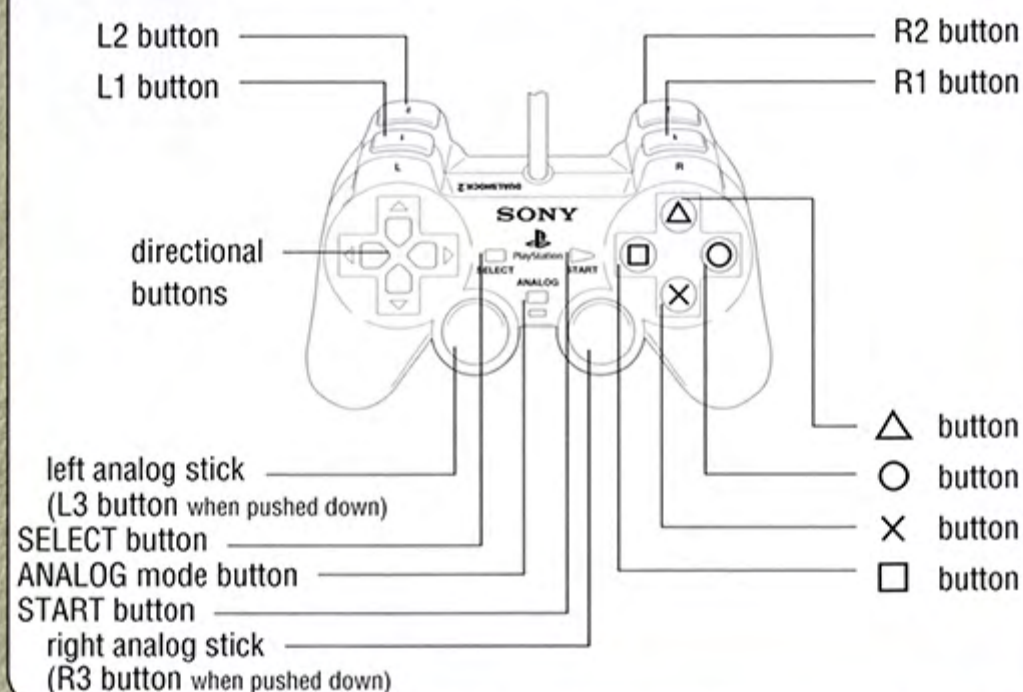
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the *Terminator® 3: The Redemption* 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.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

CONTROL	ACTION
left analog stick	Navigation
directional buttons	Navigation
× button	Confirm selection
▲ button	Cancel

On-Foot Controls

CONTROL	ACTION
left analog stick	Movement
right analog stick	Aim
R3 button	Align camera
× button	Hand-to-hand attack
● button	Scan Vision
■ button	Hand-to-hand attack / Grab object
▲ button	Enter / Exit vehicle or turret
L2 button	Speak
R2 button	Reload
L1 button	Secondary fire / Throw object
R1 button	Primary fire
START button	Pause Menu
SELECT button	Switch Camera View

Vehicle Driving Controls

CONTROL	ACTION
left analog stick up / down	Accelerate / Reverse
left analog stick left / right	Turn left / right
right analog stick	Aim
L1 button	Secondary fire
R1 button	Primary fire
X Button	Knock off attacking units
▲ button	Exit vehicle / Trigger special event
■ button	Apply handbrake

Vehicle Gunner Controls

CONTROL	ACTION
right analog stick	Aim
left analog stick	Change driving lane
X Button	Knock off attacking units
L1 button	Secondary fire
R1 button	Primary fire

Tech-Com Force Controls

CONTROL	ACTION
right analog stick	Aim
L1 button	Secondary fire
R1 button	Primary fire
R2 button	Reload

SAVING AND LOADING

When you complete a level, a save prompt appears that allows you to save your game to the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. Make sure you have a memory card with a previous *Terminator® 3: The Redemption* save or 94 KB free inserted in MEMORY CARD slot 1. Select "Yes" to save.

Previously completed levels are unlocked and may be played at any time through the Main Menu "File Select" and "Chapter" menus.

A NEW MISSION

You are the ultimate killing machine. Created by a calculating robotic master, you fight in the desolate future war of 2032. You are the T850 Infiltrator, an assassination machine invented to mimic a human being in every detail. You enter the human ranks, posing as one of their own, and devastate from within.

You become the ultimate protector when John Connor's human resistance army captures and reprograms you. You will be sent back to 2003 with orders to protect Connor and Kate Brewster – back to a time before the war – before his fate, and the fate of humanity, was cast.

Connor and Brewster must live through the past to secure a chance at life for the human race. Protect them from danger no matter the threat – including the relentless and technologically superior T-X.

MAIN MENU

Move the **left analog stick** or **directional buttons** left or right to navigate through the menus. To make a selection within the menu, move up or down on the **left analog stick**. Press the **X button** to confirm your selection.

File Select

Start a new game, continue a previously saved game or enter Free Play mode. By selecting Free Play all levels will be unlocked, however, you will not be able to obtain any Upgrades or save your progress. In order to obtain Upgrades or save your progress you must return to the File Select screen and select a previously saved game or start a new game.

Chapters 1.0 – 4.0

Play any of the previously unlocked levels by selecting the Chapter, then the Level. If you replay a previously completed level, only your best performance is saved.

Credits

View the names of the people that brought this game to the present.

Extras

View unlocked movies, concepts and other cool stuff.

Tech-Com Force

Begin a fast-paced mission where two players cooperatively battle against Skynet. (See Tech-Com Force Mode on page 9 for details.)

PAUSE MENU

Press the **START button** to pause the game. Press the **START button** again to return to the game. The Pause Menu offers several choices:

CONT (Continue Game)

Return to the game in progress.

UPGR (Upgrades)

View mission time, enemies killed, secrets found, current Upgrade levels and Terabytes earned.

OBJT (View Objectives)

Display the current objectives.

ATTK (Combo Moves)

View the different hand-to-hand combat moves you can perform.

T850 (Statistics)

Display the current recharge rate, powercells and weapon statistics of the T850 unit.



OPTS (Adjust Options)

Adjust Video, Sound and Controller options to your requirements. Move the **left analog stick** up or down to select the option you wish to modify. Then, move left or right with the **left analog stick** to adjust the options setting.

Sensitivity – Adjust the aiming movement sensitivity.

Brightness – Adjust the screen brightness.

Contrast – Adjust the contrast of the screen.

Sound Effects – Adjust the volume of the in-game sound effects.

Music Vol – Adjust the volume of the in-game and menu music.

Invert Y – Adjust the aiming vertical pitch to Normal or Inverted.

Vibration – Toggle Vibration mode to Active or Disabled.

Sound Mode – Toggle the sound mode to Mono, Stereo or Surround Sound.

Controller – Advance to the controller layout screen.

QUIT (Quit Game)

Quit the current game and exit to the title screen.

HEADS-UP DISPLAY

Mission-critical information appears on the Heads-Up Display (HUD).



Power Meter

Displays the amount of power you have remaining until termination. Once the power meter reaches zero, you fail all objectives and the game ends.

Vehicle Integrity

Shows the functional integrity your vehicle has left before it becomes inoperable. As this amount becomes lower, you may want to find another vehicle to hijack. You will lose some power if the vehicle is destroyed while you are in it.

Aiming Reticle

A small circle shows your weapon fire direction. The target lock indicator appears when you aim at an enemy or object that can be destroyed.

Target Lock Indicator

Indicates that you are aiming at an enemy or object that can be destroyed. The small bars

on the top of the aiming reticle show the target's remaining health. The small arc on the lower-right of the aiming reticle displays how much ammo is in your primary weapon. The small arc on the lower left shows how much ammo remains in your secondary weapon if one is equipped.

Acquire Indicator

Identifies vehicles and other special items that can be acquired. When an object can be acquired, the indicator is gray. Once you are close enough to the item, the indicator will change to an orange rotating mark. You can then acquire the item.

Scan Vision

Indicates how long Scan Vision will remain on once activated. It also shows recharging progress after Scan Vision deactivates.

PLAYING THE GAME

Movement

Move the **left analog stick** slightly in the direction you wish to walk. Move it all the way to run. Use the **right analog stick** to move the camera around for targeting.

Entering Vehicles

Most of the game requires the use of vehicles to complete objectives. Vehicles provide stronger weapons and additional protection. To enter a vehicle, press the **▲ button** as you approach it. If you are close enough and the vehicle can be obtained, you will enter it.

At times, you may need to switch to a different vehicle without stopping. Drive close to the vehicle and press the **▲ button**. A prompt will appear, indicating you can switch vehicles.

If you want to exit a vehicle and proceed on foot, stop the vehicle and press the **▲ button**.

Driving the Vehicle

Move up on the **left analog stick** to accelerate the vehicle forward. To reverse, move down on the **left analog stick**. Turn by moving left or right on the **left analog stick**. You can use the vehicle's brakes by pressing the **■ button**.

Riding as a Gunner

At times throughout the game, you may be required to jump onto a vehicle as a gunner. In those cases, you don't have to worry about driving, but you must destroy as many enemies in your path to have a chance of completing your mission.

Scan Vision

With Scan Vision, you can see additional tactical data and your targeting system will improve. Press the **● button** to activate Scan Vision. Don't count on it lasting long; this feature was damaged before you were reprogrammed and can only be used for short periods of time.

Regaining Power

To regain some lost power, look for white surges of electricity emitting from power lines or other devices. As you approach the electrical surge, a white and blue beam of electricity will arc toward you, replenishing your power level.

If you approach any of these surges while driving a damaged vehicle, the vehicle will be repaired as well.

Ranged Combat

Using Ranged Weapons

To target an enemy, move the **right analog stick** so the aiming reticle appears over a target. Once the reticle changes to the target lock indicator, you can fire at the enemy.

Press the **R1 button** once to fire a single shot from your primary weapon. Press and hold the **R1 button** for continuous fire. If the weapon has a secondary fire, you can fire it by pressing the **L1 button**.

Using Fixed Turrets

If you are on foot and come across a turret gun, press the **▲ button** to use it. The firing mechanism on a turret works the same as it does on foot or in a vehicle. Press the **R1 button** to fire, or press and hold the **R1 button** to continue firing.

Hand-to-Hand Combat

The Basics

While on foot, you can also engage enemies in hand-to-hand combat. To throw a punch, press the **✕ button** when standing directly in front of an enemy unit. Press the **✕ button** multiple times to perform combo moves, which deliver a more powerful attack.

Press the **■ button** to grab an enemy unit. Press the **■ button** two or more times to perform different grab combos that inflict more damage to the enemy unit.

Using Environment Objects

While battling on foot, you may also want to use some objects found around the environment such as traffic signs. To pick up an object, move toward it and press the **■ button**. While holding the object, you can swing it by pressing the **✕ button** or **■ button**. To throw the object, press the **L1 Button**.

Whenever you enter a vehicle, you will immediately drop any secondary objects you are carrying.

Advanced Tactics

You control a powerful Infiltrator machine and its great strength is shown through hand-to-hand combat. Perform advanced moves by combining punch and grab attacks against endoskeletons.

The following table shows the first two levels of hand-to-hand attacks. There are many more available for discovery by playing the game, or referring to the in-game "Attack" screen.

CONTROL	ACTION
✕ button	Basic swing attack
■ button	Grab enemies, guns and other objects
✕, ✕	Head attack
■, ■	Big grab that stuns the enemy
■, ✕	Grabs the enemy and hits him back into the air
✕, ■	Knocks the enemy to the ground
✕, ✕, ✕	Kick the enemy back
✕, ✕, ✕, ✕	Big attack that knocks the enemy back, then shoots its head off

UPGRADES

As a T850, you are equipped with a powerful learning CPU that enables you to upgrade core systems to higher levels. This ability comes from gathering Terabytes of information. You earn Terabytes by completing a mission within a certain amount of time, destroying Skynet units, interacting with objects and performing other actions throughout the game.



Making Upgrades

Once you start collecting Terabytes, the Upgrade Menu appears at the beginning of each level. During this time, you can perform upgrades as long as you have enough available Terabytes to complete the upgrade. You can also trade upgrades at this time to gain more Terabytes for different upgrades.

To make or trade in an upgrade, move the **left analog stick** up or down to select Upgrade and press the **X button**. Move the **left analog stick** to highlight the core system you wish to modify and then move the **left analog stick** right to make an upgrade, or left to trade in an upgrade. When you are finished, highlight Finished and press the **X button**.

Recharge – Every new level allows you to recharge more energy near overloaded power lines.

Vision Time – Each level enables you to use Scan Vision for longer periods of time.

Vision Damage – Each level increases the effectiveness of Scan Vision, enabling you to deliver more damage to enemies.

Vision Charge – Increases the rate that Scan Vision power levels recharge.

TECH-COM FORCE MODE

Tech-Com Force is a hectic, arcade-style mini-game where a single player, or two players working cooperatively, battle against Skynet forces. Your orders are to man an attack helicopter and blast a clear path for a reprogrammed T850 invading the enemy TDC installation.

Menu System

Though the menu may look different, it functions the same way as the Main Menu. Move the **left analog stick** left or right to toggle between the menus, or up and down to highlight different options. When you have selected the option you want, press the **X button**.



Level Select – Select the previously unlocked level you wish to play.

High Scores – View all of the high scores.

Options – Change music volume, sound effects volume, etc.

Playing the Game

You and your partner are sitting side-by-side in a Tech-Com Helicopter. Neither of you have to worry about flying the craft. Your only duty is to gun down all of the Skynet forces that you can. Aiming and shooting works the same as it does in *Terminator 3: The Redemption*. Use the **right analog stick** to aim, and use the **R1 button** for primary gunfire and the **L1 button** for secondary fire.



Each player scores separate points for all of his or her kills. Player One's score is displayed toward the upper left-hand side of the screen; Player Two's is located at the upper right-hand side of the screen. Amassing a high score earns a player more powerful weapons. Once a player earns enough points for a better weapon, that weapon is automatically equipped and available.

Though each player earns separate scores, both of their lives depend on keeping the helicopter in the air. The helicopter's health appears at the top of the screen between the players' scores. Make sure to shoot incoming missiles or the mission could be over for both of you.

CHARACTER DOSSIER



The Terminator

The T850 model 101 is a Skynet battle chassis surrounded by living flesh. Possessing the ability to mimic human skin in appearance, smell and touch, the T850 is almost undetectable in a group. The T850 is an expert infiltrator and can attack the heart of the human resistance.

This particular T850 was captured by the human resistance and reprogrammed by Daniel. Kate Brewster issued the order for the T850 to travel back in time to 2003 and protect the people who would eventually become John Connor's lieutenants. The Terminator's unique endurance and strength allow it to excel at this crucial task.



John Connor

Nearly a decade has passed since John Connor prevented Judgment Day and the extermination of humanity. Now he lives as a nomad, always cautious of settling down, never feeling safe.

His despair is well-founded as the chase begins again. After John accidentally stumbles into a clinic run by his childhood friend, Kate Brewster, the two run from the unstoppable T-X. Connor's only chance for survival is the T850, sent from his future and programmed for protection.



Kate Brewster

In 2003, Kate Brewster is an intelligent and idealistic young woman working as a veterinarian with dreams of a loving family. All of her plans for the future are destroyed by a surprise encounter with long-lost friend, John Connor. Their reunion is interrupted by an attack by the T-X cyborg assassin.

In 2032, Brewster becomes a battle-hardened fighter in humanity's struggle for freedom against the onslaught of Skynet killing machines.

Kate faces a terrible decision as John Connor's future wife — destroy his T850 assassin, or trust its reprogramming and send it back in time to protect Connor's younger self.



T-X

The T-X features the latest in independent-action, cybernetic technology packed beneath a layer of fluid metallic skin. The ultimate infiltration unit, it can adapt its appearance to perfectly match that of any human being. The T-X was designed to be incredibly durable and strong. Its most deadly feature is an array of weapons built into its arm: a flamethrower, a radial cutting blade and a high-energy plasma rifle.

Daniel

Daniel, a soldier in the human resistance army and one of Connor's most trusted techs, has been given ongoing orders to salvage enemy equipment and adapt it to human needs. Years of converting energy weapons, metal composite armor and power supplies have culminated in his ultimate project — capturing and reprogramming a T850 infiltration unit.

This expert engineer proves that the struggle against Skynet killing machines is fought with subtle hacking skills just as much as gritty field combat. Machines will always be susceptible to clever human attacks — a person need only know how to reach the off switch.



WEAPONS

The T850 metallic battle chassis is a powerful combat weapon, but a complete arsenal of guns is necessary to battle Skynet. Here are some of the weapons you'll use to complete your mission.



G365

The G365 is a conventional assault rifle that quickly became a Tech-Com mainstay due to its light composition and large capacity of armor-piercing rounds.



M249

A much heavier caliber weapon, the M249 is normally mounted on a tripod, but those with superhuman strength can carry and fire it one-handed.



Shotgun

The pump-action shotgun is a simple and reliable means of putting the hurt on tight groups of attackers or taking down a single, close-in threat.



M37 Machine-gun

This .30 caliber, air-cooled machine-gun chews through targets thanks to an efficient side-mounted, belt-fed, metal ammo drum.



Plasma Rifle

Super-heated, high-energy rounds are ejected at maximum velocity from the muzzle of the plasma rifle.



Plasma Missile Launcher

The most powerful portable Skynet weapon spews huge rounds of self-propelled energy that explode on impact, causing devastating damage.

VEHICLES

Present Day

Police Motorcycle



Top Speed: 114 MPH

Weight: 0.3 tons

Armor: None

Armament: None

Black Hearse



Top Speed: 108 MPH

Weight: 2.1 tons

Armor: None

Armament: None

Pickup Truck



Top Speed: 45 MPH

Weight: None

Armor: None

Armament: None

**Future
Tech-Com Truck**



Top Speed: 74 MPH

Weight: 2.4 tons

Armor: 20mm steel plate

Armament: C15 Single Plasma Cannon, SAT-44 Coaxial Missile Launcher

Tech-Com Car



Top Speed: 89 MPH

Weight: 1.6 tons

Armor: 11mm steel plate

Armament: C15 Single Plasma Cannon, SAT-44 Coaxial Missile Launcher

Tech-Com Helicopter



Top Speed: 127 MPH

Weight: 1.4 tons

Armor: 12 mm ballistic fiber

Armament: M134 Minigun

CREDITS

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

Atari

Mike Webster

Director of Brand Marketing

Andrew Shiozaki

Senior Brand Manager

Kristene Lowell

Marketing Coordinator

Lorraine Garcia

Marketing Assistant

Brian Hsieh

Research Assistant

Steve Martin

Director of Creative Services

Elizabeth Mackney

*Director of Editorial &
Documentation Services*

David Gaines

Art Director

Chris Dawley

Documentation Specialist

Norm Schrager

Copywriter

Michael Gilmartin

Director of Publishing Support

Ken Ford

I.T. Manager/Western Region

Michael Vetsch

Manager of Technical Support

David Strang

Q.A. Supervisor

Jeff "Lip Chop" Loney

Lead Testers

Adrian "Nog" Toler

Assistant Lead

Adam Caldwell

Andy Fang

Chris Morales

Dan Schneider

Dennis Chan

Eduardo Baraf

Elong Chiu

Erick Lenfers

Feisal Maroof

Franco Junio

Geoff Nappo

Jason Anderson

Jason Gates

Joel Yabrudy

Kendrick Chan

Leonard Sayers

Marco Mah

Mark Alibayan

Michael Pierce

Max Fitzmaurice

Nick Trubic

Piers Sulton

Sarah Cherlin

Tony Hsu

Vince McDonnell

Testers

Vito Trifilo

Sean Baxter

Clint Reid

Grigor Pedrioli

Melbourne Testers

Ken Edwards

Engineering Services Specialist

Eugene Lai

Engineering Services Technician

Cecelia Hernandez

Sr. Manager Strategic Relations

Joy Schmeer

Sr. Manager Strategic Relations

Brandon Smith

Senior PR Manager

Jon Nelson

Director, Global Web Services

Scott Lynch

Producer, Online

Gerald "Monkey" Burns

Senior Programmer, Online

Richard Leighton

Senior Web Designer, Online

Sarah Horton

Online Marketing Manager

Todd Curtis

Vice President, Operations

Eddie Pritchard

Director of Manufacturing

Lisa Leon

Lead Senior Buyer

Gardnor Wong

Senior Buyer

Tara Moretti

Buyer

Janet Sieler

Materials Planner

Nichole Mackey

Process Planner

Paradigm Entertainment

Shawn Wright

Lead Game Designer

Jim Galis
Executive Producer

Josh Hackney
Producer

Mahdad Ansari
Lead Artist

Allan Ditzig
Lead Art Director

Mike Christian
Lead Programmer

Angus Henderson
Lead Programmer

J.D. Smith
Audio Director

Brian Baird

Eric Best

David Calla

Mike Fox

Shawn Halwes

Michael Harrison

Todd Johnson

Lionel Laissus

Brian Langevin

Steven E. Meyer

Mike Petersen

Samuel Rensimer

Brad Robnett

Noel Stephens

Galen Valentine

David Venturini

Benny Wilson

Programmers

Dustin Nulf

John Rogers

Audio Programmers

Justin Hendry
Lead Level Designer

Mahdad Ansari

Rhett Baldwin

Benjamin Groves

Myque Ouellette

Sean Palfen

Robert Sellitto

Designers

Raymond Arriaga

Chris Donelson

Judson Rogers

Lewis M. Walden III

Lead Environment Artists

Michael Benson

Randy Brown

Trudi Buchanan

Raymond Casady

Hobie Johnson

Justin McGuire

Jason Neal

Chris Oliver

Justin Owens

John Pearl

Ivan Villavicencio

Environment Artists

Robert Walden

Lead Vehicle Artist

Robert Gaines

Lead Special FX Artist

Chris Moffitt

Lead Character Artist

Mark Grigsby

Lead Animator

Mikkel S. Caiafa

Marco Capparelli

Christine Smith

Sean Willsey

Animators

Woody Smith

Lead Cinematic Artist

Jason Alexander

James Gilligan

John Grebas

Mitch Stevens

Cinematic Artists

Aaron Wright

Lead Graphic Design Artist

John "Andy" Gotcher

Graphic Design Artist

Matt Burke

Lead Concept Artist

Romarick Jeanne

Concept Artist

Rob C. Rossow

Core Technology Lead Programmer

Nick Basargekar

Marvin J. Douma

Mike Engeldinger

Paul Hiley

Stephan LeBrun

Brandon Power

Andrew Richards

Sergio Tacconi

Brenden Tennant

Stephen Wilkinson

Core Technology Group

Joe Fried

Bobby Steele

Associate Producers

Michael Niswander

Robert Portis

Production Assistants

Robin Armstrong

Craig Bolin

Sam Christiansen

Dave Krueger
Nathan Rausch
Ken Tabor

Additional Contributions

Dave Gatchel
Management, CEO/Studio Head, Paradigm Entertainment, Inc.

Donna Henry
Management, CFO, Paradigm Entertainment, Inc.

Chris Johnson
Management, VP Product Development, Paradigm Entertainment, Inc.

Steve Lotspeich
Management, Director of Engineering, Paradigm Entertainment, Inc.

Amechi Amanugi

James Beaty

Dana Bradshaw

Paula Davenport Brummelt

Lisa Scott

PEI Support Staff

Bob Daspl

Music Composition, Artisan Music

Cris Velasco

Additional Music Composition

The Freeman Group:

Glenn M. Benest

David Freeman

Dialog and Script Writing

Blur Studio

Additional Cinematic Creation

Hydrogen Whiskey Studios

Additional Cinematic Creation

Voice Talent

Mark Mosley

The Terminator

Poppi Monroe

Kate Brewster

Keith Ferguson

John Connor, Pilot, Tech-Com Voices

Cameron Dye

Mechanic, Police, Tech-Com Voices

Michelle Hurd

Female Soldier, Civilians, Additional Voices

Don Harvey

Pilot, SWAT, Tech-Com Voices

Sean Donnellan

Soldiers, Scientist

Chris Edgerly

Daniel, Driver, Policemen, Additional Voices

Union Signatory Services – Blindlight

Voice Talent Agency

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

James Middleton

Vice President - Development

Andrew Gaspar

Licensing Coordinator

Intermedia

Moritz Borman

Chairman and CEO

Jon Gumpert

Vice Chairman, Head of Motion

Picture Operations

Bahman Naraghi

Chief Operating Officer

Scott Kroopf

President, Motion Picture Group

Linda Benjamin

Executive Vice President, Business & Legal

Affairs

Mary Beth Bambridge

Senior Vice President, Distribution & Finance

Europly Capitol Advisors, LLC

Mark Dyne

Chairman and Managing Partner

Pam Colburn

Managing Director

Damien Pelty

Senior Associate

Stubbs, Alderton & Markles, LLP

Scott Alderton

Partner

"Bad To The Bone"

© 1981 Del Sound Music (BMI).

All Rights reserved.

Performed by George Thorogood

Courtesy of EMI Records

Under License from EMI Film & Television Music

Hollywood Sign™ & © 2003 Hollywood

Chamber of Commerce. Licensed by Global

Icons. All Rights Reserved.

Uses Bink Video. Copyright © 1997-2004 by

RAD Game Tools, Inc.

ATARI WEB SITES

To get the most out of your new game, visit us at:

<http://www.us.atari.com>

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.atari.com/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ataricommunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

www.us.atari.com/terms_of_service.asp

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.atarisupport.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7106**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7106** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and "applets" incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

1. If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer.
2. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession.
3. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

Terminator® 3: The Redemption © 2004 Atari, Inc. & IC Video LLC. All rights reserved.
Developed by Paradigm Entertainment. Terminator® used under license. TM © 2003 IMF Internationale Medien und Film GmbH & Co. 3 Produktions KG.

Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

GODZILLA

SAVE THE EARTH



EIGHTEEN WORLD-FAMOUS
MONSTERS, LEGIONS OF
ARMIES, VICIOUS ALIENS...
AND ONE MONUMENTAL HERO.



THE MIGHTY
BEAST AWAKENS
HOLIDAY 2004



WWW.GODZILLA.COM



PlayStation 2



Visit www.esrb.org
for updated rating
information.

Godzilla®: Save the Earth © 2004 Atari, Inc. All Rights Reserved. Developed by Pipeworks Software, Inc. Anguirus, Baragon, Batta, Biollante, Destoroyah, Ebirah, Gigan, Godzilla®, Hedorah, Jet Jaguar, King Ghidorah, King of the Monsters, Mechagodzilla, Mecha-King Ghidorah, Megaguirus, Megalon, Moguera, Mothra, Orga, Rodan, SpaceGodzilla and the character designs are trademarks of Toho Co., Ltd. © 2004 Toho Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires internet connection, Network Adaptor (for PlayStation 2) and Memory Card (8 MB) (for PlayStation 2) (each sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners.

ATARI

REGISTER ONLINE TODAY!
IT'S AS SIMPLE AS 1, 2, 3!

1. Go to www.gameregister.com
2. Enter your game's info
3. Select a great offer

Receive game-related info and other special offers by registering online today! That's it. Atari will not contact you without your express permission. For more information about our privacy policy, go to www.atari.com/us/privacy_policy.asp