

**THE
TERMINATOR™
DAWN OF FATE**



AT&T

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.

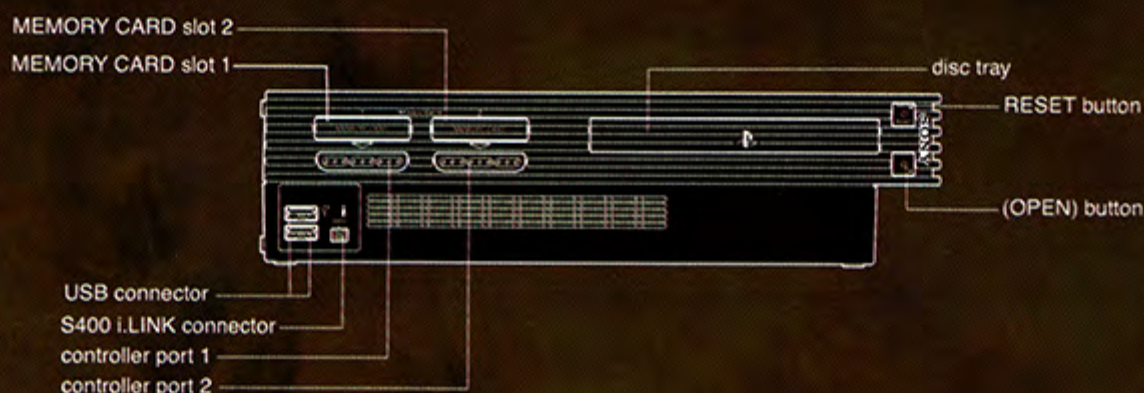
THE TERMINATOR™

DAWN OF FATE

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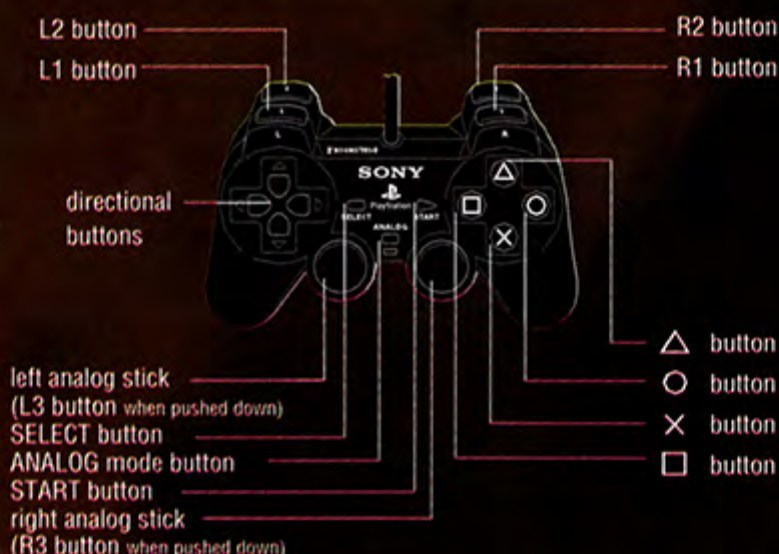
GETTING STARTED



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 RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *The Terminator™: Dawn of Fate* 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.

CONTROLS

DUALSHOCK®2 analog controller



DUALSHOCK®2 ANALOG CONTROLLER

The Terminator™: Dawn of Fate is best played with the DUALSHOCK® analog controller. For one player, the controller should be connected to controller port 1. The ANALOG mode button and the mode indicator should be set to ON.

When Vibration is set to ON, the controller may vibrate if you are hit or when you fire a weapon. You can turn Vibration ON/OFF in the Settings menu.

MEMORY CARDS

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

At least 105KB of free space must be available in order to save. If less free space exists, erase older data before saving. Do not remove the memory card or turn OFF the power to the PlayStation 2 while data is being saved or loaded. Your game data may be lost if you do.

GAMEPLAY CONTROLS



⊗ button	Attack hand-to-hand
□ button	Shoot Weapon
△ button	Use game object, reload weapon
○ button	Dodge-roll
L1 button	Adrenaline toggle
L2 button	Weapon inventory
L3 button	First-person zoom toggle
R1 button	Lock-on enemy
R2 button	First-person aiming
R3 button	Map toggle
left analog stick	Movement
right analog stick	Camera pan
SELECT button	Task-list and settings (in-game)
START button	Pause (in-game)

STARTING THE GAME

NEW GAME

Choose New Game and you will be asked for a name and a save slot. At this point you can adjust settings, practice in the training mission, or start the game from the beginning.

LOAD GAME

Load a game to continue after the last mission saved, or replay any completed mission.



TRAINING

Once a game has been established you can play through the training level as many times as you like. It is not required, but it gives a guided tour of the basic equipment in the game. It's a good place to practice the skills necessary to survive the concrete jungle of 2027.

MISSION SELECT

Completed missions are available at all times in the Mission Select screen. You can replay the game entirely starting from any completed level. This may be advantageous to a person wanting to pursue a different upgrade path, or just for fun.

You can replay all of the missions in any difficulty, as long you have completed the previous one. Three difficulty modes exist, with "Terminal" being the most difficult. "Terminal" difficulty is unlocked once you complete the game having won four awards with the difficulty set on Medium.

SETTINGS MENU

SOUND EFFECTS LEVEL

Use the left and right directional buttons to decrease or increase the sound effects volume.

MUSIC VOLUME

Use the left and right directional buttons to decrease or increase the background music volume.



BRIGHTNESS

Use the left and right directional buttons to decrease or increase how bright the screen appears.

VIBRATION

Turn the controller vibration ON or OFF.

MAP

Show or hide the mini-map radar from the Heads-Up Display.

SCREEN FORMAT

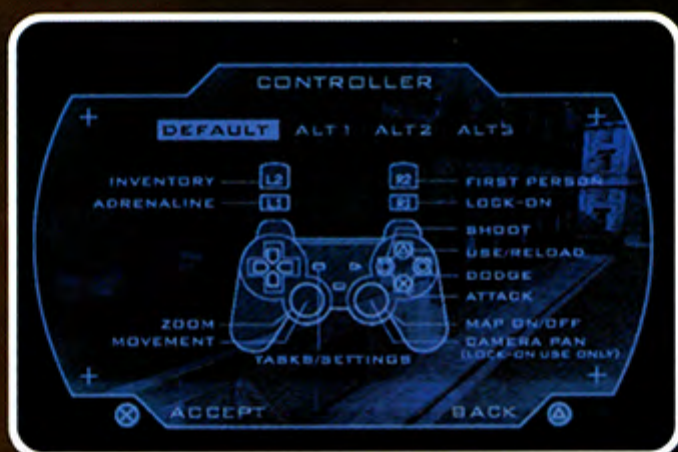
Use the left and right directional buttons to select your preferred type of screen format.

SOUND MODE

Use the left and right directional buttons to select your preferred type of audio output.

CONTROLLER

Select this option to go to another screen dedicated to controller configuration.



The controller screen shows the functions assigned to each button. Choose between four preset controller configurations to fit your style of play.

Settings Available In-Game

You can change most of these settings during gameplay through the SELECT menu.

GAME SCREEN

HEADS-UP DISPLAY

The Heads-Up Display overlays the screen during the game and shows several important character statistics.



Health

Displays your current health.

Armor

Displays the status of your armor.

Adrenaline

Shows how much adrenaline you currently have.

Weapon Equipped

Shows the currently equipped weapon.

Ammo

Shows how much ammo is in the clip of your weapon, and how many rounds you have in reserve.

Map

Shows the surrounding area in outline form. Red dots show enemies near you. White dots show friendly forces. The blue dot in the middle represents you, and the cone shows field of view.

Context-Sensitive Use Icon

This icon lights up whenever you are near something that you can use – for example, a door you can open, a member of Tech Com you can speak with, or a switch you can flip.

Buddy Life Gauge

When the player escorts a friendly NPC (non-playing character), his name and health gauge are shown.

Enemy Boss Life Gauge

A health gauge and name are shown during dedicated fights against particularly powerful enemies.

Status Line

Important information will be reported to you in the line along the bottom of the screen. Information about mission tasks and acquired items will be briefly shown.

TASK LIST

The task list screen displays all objectives required to complete the mission. One task is always listed from the beginning, and others may be added as the mission progresses.

There will be an X marked next to each task entry when it is completed. Push up and down on the left analog stick to review each task. Detailed descriptions are offered as each task is selected.

Look to the status line for incoming tasks added dynamically during a mission. As you complete tasks, a confirmation appears in the same area.



COMBAT

MOVEMENT

Push the left analog stick slightly to walk in the same direction on screen. Push it all the way to run.

WEAPON FIRE

Press and hold the shoot button to fire the currently equipped weapon. This will simply fire forward. Take advantage of Lock-on to select an enemy and direct your fire in that target's direction. All player shooting will be directed at that target.

Most weapons have auto-fire, so holding the button will continue shooting. A brief stutter in firing occurs when you empty a clip. This brief downtime lasts while you automatically reload a fresh clip from your inventory.

LOCK-ON

Lock-on allows you to concentrate your attacks on a single enemy. You will face the enemy and you can then circle-strafe around it. Moving the left analog stick left/right will move left/right of the enemy, and forward/backward on the left analog stick will move closer to or farther away from the enemy.

To Lock-on an enemy, press and hold the R1 button. A cursor will appear on the closest enemy in front of you. You will turn to face the threat and all of your attacks will be directed at it. You cannot Lock-on while aiming in the first-person view.

To select another enemy quickly tap and hold the R1 button. To exit Lock-on mode, release the R1 button.

FIRST-PERSON AIMING

Press and hold the first-person button to switch to a first-person view. The currently equipped weapon is shown, and a crosshair in the center of your screen allows you to aim precisely. The left analog stick allows you to look up/down and left/right. Release the first-person button to return to normal mode.

HAND-TO-HAND

Press the Hand-to-Hand Attack button to swing the Plasma Baton. The Plasma Baton is always available.

Rapidly press the Attack button up to three times to get a fast combination of swings. You can use Lock-on to direct your attacks, or allow auto-aim to choose the nearest opponent. Each swing of the combo does progressively more damage.

BATON FINISHING STAB

When an enemy is lying prone on the ground, step over it and press the Hand-to-Hand Attack button to inflict a killing blow with the Plasma Baton.

SWEEP KICK

Stand near an enemy, pull back on the left analog stick, and press the Attack button to knock an opponent down to the ground. This move can be executed after the first or second Baton swing. The sweep kick inflicts only minor damage, but the solid hit leaves your enemy prone and stunned for a few seconds.

Use that time to blast it with weapon fire, perform a strategic retreat, or move forward and use the Plasma Baton for a finishing stab.

RUSH

Run forward and press the Attack button to leap high and bash an enemy with both legs in a flying drop kick. This will inflict damage, knock back the opponent, and stun it for a moment.

DODGING

Press the Dodge button to execute a quick roll. Time it correctly and you can effectively evade enemy weapon fire. Use left analog stick combined with the button tap to move in any direction.

ADRENALIZED COMBAT

Clicking on adrenaline, by pressing the L1 button, allows you to run faster, hit stronger, shoot deadlier, and perform everything with more attitude. Adrenaline builds up during combat by defeating enemies. Killing an enemy using Hand-to-Hand attacks earns more adrenaline from the frenzied battle rage compared to weapon fire.

BATON TIME

After executing an adrenalized rush or finishing stab, press and hold the attack button to activate the slow motion Baton Time mode. In this mode you can watch your character pull the combat move in slow motion. You return to regular game speed when the move is complete, or when you release the attack button.

ADRENALIZED SHOOTING

Adrenalized Shooting combined with Lock-on does a lot more damage because it provides critical hits to an enemy's weak spot. For most opponents Adrenalized Shooting automatically aims right between the eyes.

It only takes a few critical hits to instantly kill most threats. It's an easier way to clear out a room, but it burns adrenaline faster.

ADRENALIZED HAND-TO-HAND

Attacking with adrenaline provides stronger and bolder rush attacks and sweeps. The sweep stuns an enemy longer, and the rush inflicts more damage.

WEAPONS

PLASMA BATON

Plasma Batons are advanced hand-to-hand weapons created for skilled fighters. The telescoping baton is made of titanium and fitted with a plasma emitter. Batons trigger an aggressive electrical discharge when enemies are struck.

Standing next to an endoskeleton is far more intimidating than most soldiers dare, but a trained fighter will use this complex weapon for dealing sinister hand-to-hand attacks. Defeating an enemy with the Plasma Baton will boost adrenaline far more than a gun will.

AP50

The AP50 is the standard issue sidearm across the ranks. The dual auto-pistols shoot 50 caliber rounds formed of depleted uranium for maximum impact to metallic bodies.



PLM40

Plasma rifles in the 40-watt range were adapted years ago from salvaged enemy rifles. These heavy-duty weapons have evolved into the primary weapon for Tech Com Infantry.



CANISTER BOMB

Canister Bombs are thrown explosives with a shaped charge built to do huge damage to a wide area. They are triggered to detonate on contact.



C4 EXPLOSIVE

C4 explosives must be set on a wall or floor, then remotely triggered. After placing an explosive, you automatically equip the C4 Detonator to trigger the device.



TURRET GUN



The heaviest Tech Com weapon available shoots plasma rounds from a stationary platform. You will find them posted around the entry points of most bases.

Turret guns are unique because you must walk near the gun and press the Use button to activate it. Turrets are operated in first-person aiming mode.

You'll have an infinite number of rounds, but the gun will eventually overheat if fired in prolonged bursts. Allow it to cool or it will shut down. Tap the Use button to exit turret mode.

Equipping Weapons

To equip a weapon, press and hold the Weapon Inventory button and use the left analog stick to navigate through the list. Release the inventory button to equip the currently selected weapon.

The game pauses during weapon selection to allow you enough time to choose the proper weapon for the job.

EQUIPMENT

ARMOR

Kevlar body armor plates are held together with woven lengths of titanium threading to provide soldiers protection in the fight against SkyNet.



You will find armor in various places and can pick it up by walking over it. Armor remains on the ground for later use if your current armor rating is the maximum allowed.

AMMO

Weapon ammo is found throughout missions. Walk over ammo to add it to your total inventory. If you already have maximum ammo for the weapon, the new ammo remains on the ground for later acquisition. Ammo looks like the weapon from which it is fired.



MEDI-PAK

Medi-Paks are found throughout the game. Walk over a Medi-Pak to add it to your inventory. To heal yourself, select a Medi-Pak from your inventory. You automatically use a Medi-Pak if your health is dangerously low.

SKYNET TECH

ACCUMULATING POINTS

SkyNet technology is scattered randomly throughout mission locations. Walk over an object to add it to your inventory. A point total lets you know the value of the scavenged technology.

RESEARCHING UPGRADES

Acquiring SkyNet technology provides Tech Com with more sample objects to study and specimens with which to experiment. At the end of a level, you can direct Tech Com's Sci/Tech groups to pour their efforts into subject advancements at the cost of Technology Points.



The Buy-Up screen allows you to buy attribute improvements at the cost of Tech Points.

UPGRADING ADRENALINE

This upgrade increases the maximum size of your adrenaline pool. It allows you to store more adrenaline over time, and therefore allows a longer burn during combat.

UPGRADING ARMOR

Upgrading Tech Com armor makes it more effective versus enemy weapon fire. Each piece of acquired armor gives you added armor points and increases the maximum amount of armor that you can wear.

UPGRADING HEALTH

Upgrading Health makes Medi-Paks more effective in healing damage sustained during combat. Each upgrade level increases the healing power of future Medi-Paks, as well as your overall health pool.

UPGRADING WEAPONS

This upgrade provides more efficient ordinance storage. Every upgrade level increases your total potential ammo inventory and expands clip sizes, allowing you to carry more rounds for each of your weapons.

MISSION SCORING

GENERAL STATISTICS

Completing a mission gives you a summary of performance statistics.



UNLOCKING BONUS ITEMS

Almost every mission on every difficulty level has an associated Bonus Item. Earning any four of the six possible awards will unlock the mission's Bonus Item. Complete every mission on all three difficulty modes to unlock all of the game's special features.

FIELD AWARDS

Up to six awards are available per mission. Awards are given to recognize exceptional mission performance.



Selecting an award shows how many total of its type have been earned throughout the game.

MISSION COMPLETE

After completing a mission, you can Buy Upgrades, Save Game, Restart Level, Continue, or Exit Game. To save a game, a memory card (8MB) (for PlayStation®2) with at least 105KB of free space must be in MEMORY CARD slot 1. Do not remove the memory card or turn OFF the power to the PlayStation 2 while data is being saved or loaded. Your game data may be lost if you do.



PLAYER HEROES

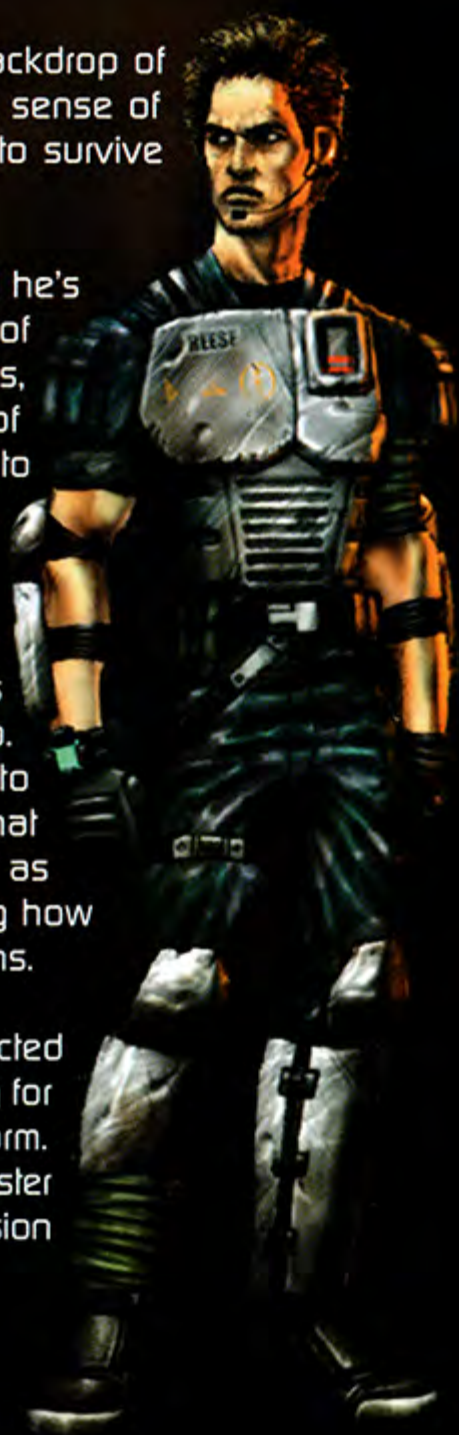
SERGEANT KYLE REESE

Reese was raised against the grim backdrop of The Future War. At times only a fierce sense of self-preservation has allowed Reese to survive as long as he has.

A life of fighting is all he's known and he's grown numb to the explosive sounds of war's agony. Years of nightly patrols, crawling through the concrete jungles of devastated cities, have turned him into the very definition of a fighting machine.

Connor recruited Reese nearly a decade ago and has spent years watching his military career develop. Recently, Reese was transferred to Perry's unit with the understanding that the Captain should teach the Sergeant as much as possible while understanding how critical Reese is to Connor's future plans.

Connor knows Reese must be subjected to every hazard possible while training for the future mission he alone can perform. Pushing Reese to the very brink of disaster prepares him for the unique survival mission Connor knows Reese must execute.



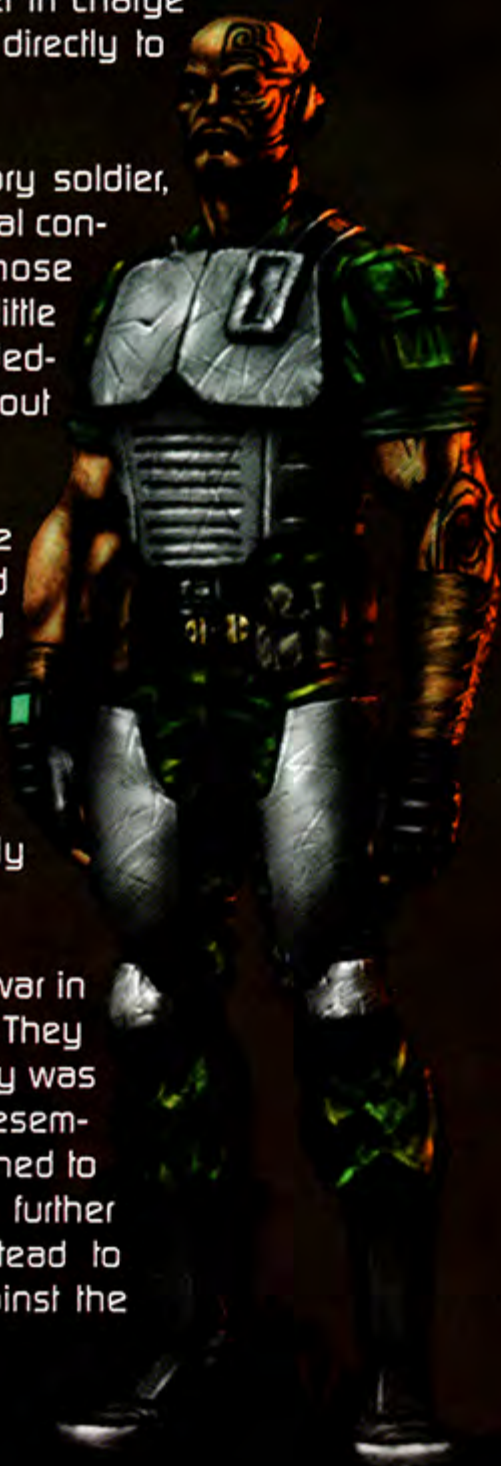
CAPTAIN JUSTIN PERRY

Perry is a dedicated field commander in charge of the Special Forces unit reporting directly to General Connor.

Stoicism has made him an exemplary soldier, but left him without the sort of personal contacts people are accustomed. Those around him admit they know very little about the man, but they respect his dedication and follow his command without question.

The Future War has made everyone an active participant. Able-bodied humans have joined the fight, and the remaining run from it. Perry has dedicated himself to the military, and thinks of it as an art and a science. Most survivors are simply fighting for a chance to live, but he has deliberately chosen combat as a way of life.

Perry formalized his opinion on the war in the aftermath of his parents' deaths. They joined the Haven enclave when Perry was just a boy, in a desire to lead a life resembling normalcy. He could have remained to defend friends and neighbors from further SkyNet raiding parties, but left instead to seek a final, resounding victory against the mechanical enemy.



LIEUTENANT CATHERINE LUNA

Luna grew up in Haven, treating Perry as an older brother from whom she learned martial arts and respect. Life in Haven provided a sense of real community in what was otherwise a war-torn world of random violence.

Luna pleaded with Perry to stay and help defend the Haven enclave when his parents were killed, but to no avail. His decision to leave was like abandonment to the teenage girl.

A few years later she found joy when she married a young man named William. Her happiness was short-lived, as he was killed by a stray Hunter/Killer patrol during one of the periodic Haven migrations. Luna realized that humans could not live a proper life until SkyNet was completely destroyed. Joining Connor and Tech Com provided the organized structure she needed to actively pursue her optimistic dream.

Calm patience and silent agility made Luna the perfect addition to Tech Com's Infiltration and Disruption (I.D.) division. As a solo agent she performs missions of remote sabotage of enemy positions, and field recon before large assaults.

TECH COM SOLDIERS

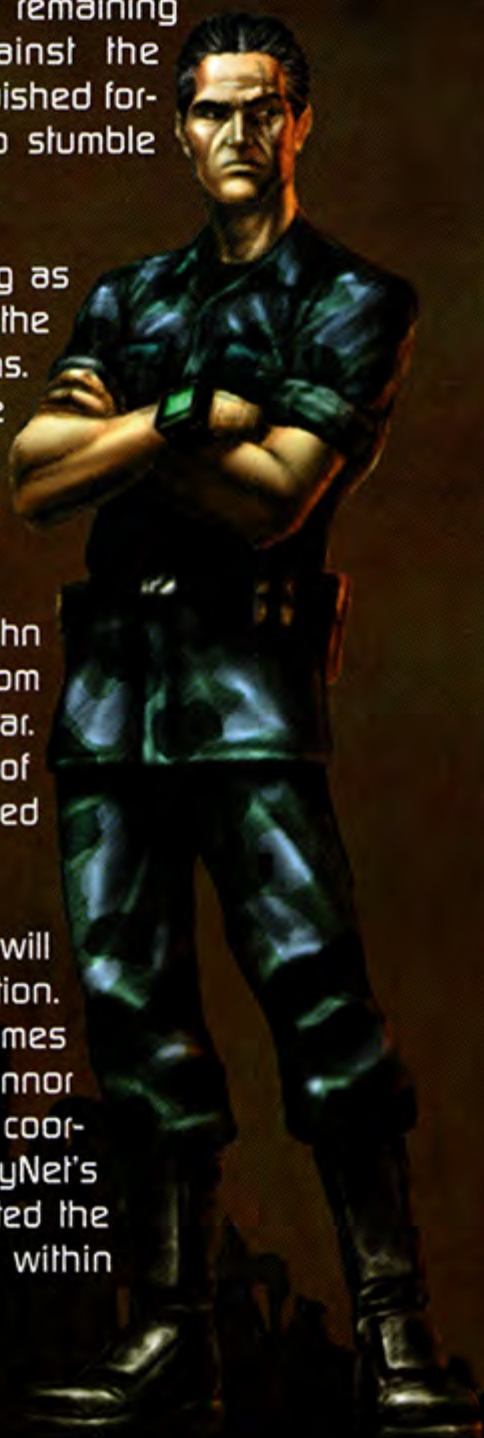
GENERAL JOHN CONNOR

Decades ago Connor taught the few remaining human survivors how to fight against the machines. Before humanity was extinguished forever, they stormed the prison gates to stumble toward freedom.

Any real sense of freedom was fleeting as SkyNet began inventing machines with the sole purpose of hunting down humans. As new Hunter/Killer units rolled off the assembly lines, Connor was forced to match metallic power with ingenuity and adaptation.

Years passed, then decades, and John Connor evolved into the leader for whom all look to for guidance in the Future War. He serves as the supreme commander of Tech Com, the human rebellion organized against SkyNet.

He knows that at some point soon he will reach the time where he must take action. That unrelenting responsibility sometimes makes him bend, but never crack. Connor has readied his strongest battalions to coordinate a final decisive attack on SkyNet's home base. The enemy has appropriated the computers at NORAD, buried deep within Cheyenne Mountain in Colorado.



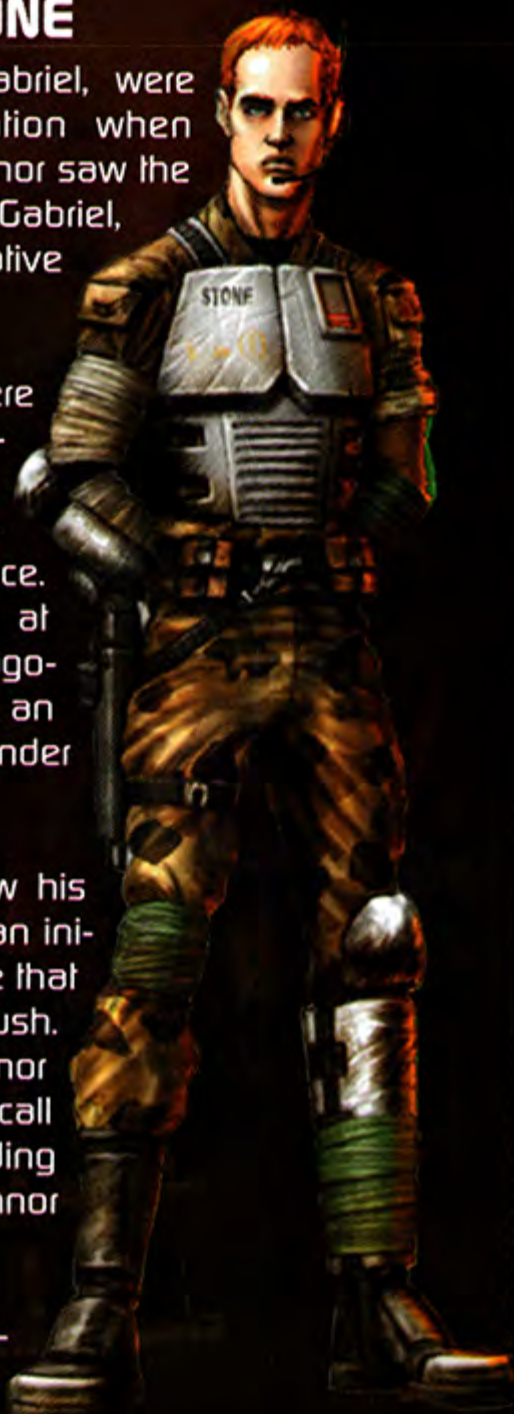
PRIVATE ALEXANDER STONE

Alexander, and his older brother Gabriel, were brought to General Connor's attention when Alexander was only 16 years old. Connor saw the potential of a great tactical leader in Gabriel, but the younger brother had a negative attitude about teams and leadership.

Connor understood the two brothers were inseparable, and taking one meant taking the other. Gabriel was enlisted, and Alexander assigned to a Haven outpost serving as a technician's apprentice. Two years later, Alexander excelled at engineering and grew out of his antagonism. By that time Gabriel was already an accomplished leader and had Alexander assigned to his unit.

Less than a year later Alexander saw his older brother's death. It stemmed from an initially well-planned raid on a SkyNet site that rapidly degraded into a machine ambush. Each time a call for help went out, Connor denied additional support. On the third call he ordered a retreat. It is against standing orders to leave people behind, but Connor wouldn't risk more casualties.

The ensuing years have seen the ambitious Alexander turn introverted and hostile. He holds Connor personally responsible for Gabriel's death. Alexander's disgust has spilled over to Reese and Perry who support the General's final decision. Now Alexander seems like a man who measures his time — as if waiting for something to happen.



EXTRAS

UNLOCKING BONUS MATERIAL

Almost every mission on all three difficulty levels has an associated Bonus Item. Complete the mission and earn any four of the six possible field awards to unlock the Bonus Items.

A message on the scoring screen lets you know if you have unlocked something new. You can access the feature through the Main Menu. Some of the Bonus Items are stand-alone extras, others are cheats that you can activate to alter gameplay.



Concept Art Gallery

The Concept Art Gallery provides a review of pre-production art used to visualize enemies, locations, weapons, and other aspects of the game.

Music Gallery

Here you can listen to all of the game's songs on a jukebox.

Threat Assessment Data

This Tech Com engineered database gives a high-level review of the enemy forces you have encountered.

DVD Extras

All of the game's rendered movies and some of the preproduction movies can be viewed in the Movie Player.

GAME EXTRAS

HOW TO UNLOCK A CHEAT

At the end of every level your performance is ranked and judged for six qualities. If your performance is exceptional in a category you'll receive a Field Award. Unlock a level's special feature by collecting any four of the six awards.

HOW TO USE A CHEAT

Load a game file where the cheat was previously unlocked and saved. Select a cheat and play the game to feel how it changes the experience.



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Jeff Lujan
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Rafael Curulla
Christine Fromm
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CRUSH
Linn PR

Don't forget to go to
terminator-game.com

"Full Metal Contact"
Performed by Fear Factory
Produced by David Tickle and Fear Factory
Mixed by Mike Plotnikoff and Fear Factory
Lyrics by Burton C. Bell
Music by Dino Cazares, Christian Olde Wolbers and Raymond Herrera
Published by Roadblock Music, Inc. Hatefile Music c/o/ BMG Songs, Inc. [ASCAP]
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"Hi-Tech Hate"
Performed by Fear Factory
Produced by Rhys Fulber and Fear Factory, additional production by Greg Reely
Mixed by Gred Reely, Rhy Fulber and Dino Cazares
Lyrics by Burton C. Bell
Music by Dino Cazares, Christian Olde Wolbers and Raymond Herrera
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"Terminate"
Performed by Fear Factory
Produced by Rick Will and Fear Factory
Recorded and Mixed by Rick Will
Protools Engineer: Dave Holdredge. Assisted by Branden Abeln
Recorded and Mixed at Ameraycan Studios, North Hollywood, CA
Lyrics by Burton C. Bell
Music by Dino Cazares, Raymond Herrera, and Christian Olde Wolbers
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TECHNICAL SUPPORT

(U.S. & Canada)

Help Via the Internet

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

<http://www.ina-support.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/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames, Inc. **Tech Support** at **(425) 951-7106**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you 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 **Tech Support #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Tech Support #** 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 Tech Support #. (For example, Tech Support # **04-12345** would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Tech Support # 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.

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

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. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B 101, Box 180
Woodinville, WA 98072-9965
RMA #:

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), Infogrames, Inc. will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames, Inc. will replace the product storage medium for a nominal fee.

Strategy Guide Available:

There is an Official Strategy Guide available for this game. Please refer to our Strategy Guide Availability List at www.ina-support.com, or find out how to place an order by telephone or mail after selecting the product **The Terminator™: Dawn of Fate** from the automated phone system menu at 425-951-7106.

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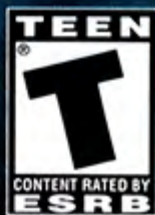
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