Instruction Booklet
WARNING:
PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS GAME IS LICENSED BY NINTENDO® FOR PLAY ON THE

SUPER NINTENDO
ENTERTAINMENT SYSTEM

SOFTWARE, MANUAL AND PACKAGING COPYRIGHT© 1993 MINDSCAPE INC. • A SOFTWARE TOOLWORKS COMPANY. ALL RIGHTS RESERVED. THE TERMINATOR© 1984 CINEMA '84. A GREENBERG BROTHERS PARTNERSHIP. ALL RIGHTS RESERVED. LICENSED BY HEMDALE FILM CORPORATION. THE TERMINATOR™ TM DESIGNATES A TRADEMARK OF CINEMA '84. A GREENBERG BROTHERS PARTNERSHIP. SUBLICENSED BY BETHESDA SOFTWORKS. MINDSCAPE AND ITS LOGO ARE REGISTERED TRADEMARKS OF MINDSCAPE INC.

LICENSED BY
NINTENDO

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS AND SUPER NES IS A TRADEMARK OF NINTENDO OF AMERICA INC.

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

Instruction Booklet

Licensed by Nintendo® for play on the Super Nintendo Entertainment System®
<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Introduction</td>
<td>1</td>
</tr>
<tr>
<td>Object Of The Game</td>
<td>2</td>
</tr>
<tr>
<td>Starting The Game</td>
<td>2</td>
</tr>
<tr>
<td>Game Controls</td>
<td>3</td>
</tr>
<tr>
<td>Level One</td>
<td>4</td>
</tr>
<tr>
<td>Level Two</td>
<td>6</td>
</tr>
<tr>
<td>Level Three</td>
<td>8</td>
</tr>
<tr>
<td>Level Four</td>
<td>10</td>
</tr>
<tr>
<td>Level Five</td>
<td>12</td>
</tr>
<tr>
<td>Level Six</td>
<td>14</td>
</tr>
<tr>
<td>Technical Support</td>
<td>19</td>
</tr>
</tbody>
</table>
LOS ANGELES 2029 A.D.

THE MACHINES ROSE FROM THE ASHES OF THE NUCLEAR FIRE. THEIR WAR TO EXTERMINATE MANKIND HAD RAGED FOR DECADES, BUT THE FINAL BATTLE WOULD NOT BE FOUGHT IN THE FUTURE.

IT WOULD BE FOUGHT IN OUR PRESENT.

TONIGHT...
OBJECT OF THE GAME

YOU ARE: Kyle Reese, elite member of the Human Resistance cadre fighting the Skynet Computer System and its plot to destroy the human race.

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

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

SCORING: The top of the screen shows your score, any bonus weapons, remaining lives, and current health.

HINT: Always try to pick up weapon, life, health, and hidden bonuses.

TO START THE GAME:

2. Turn on the Super NES.
3. At the title screen, press Start.
**GAME CONTROLS**

**CONTROL PAD:** Move Kyle Reese or his vehicle:

- ▶ Move right.
- ▼ Move left.
- ▼ Kneel down, or go down ladders.
- ▲ Aim weapons up, or go up ladders.

**BUTTONS:** Use other game features:

- **Start** Begin game play, pause, and continue.
- **A, B, X,** Letter buttons' uses vary. See each
  **Y, R, L,** Level for specifics.
THE TERMINATOR™

LEVEL ONE

Location
A Human Resistance Base, sometime in the future after the nuclear holocaust initiated by Skynet.

Objectives
Find Skynet's Time Displacement Equipment, then follow The Terminator to 1984.

Game controls
Move Kyle Reese or his vehicle:

- Run right, or aim truck gun right.
- Run left, or aim truck gun left.
- Kneel down, or go down ladders.
- Aim weapons up, or go up ladders.
- Throw grenades.
- Jump.
- Fire special weapon.
- Fire standard gun.
- Speed up truck.
- Slow down truck.

Start: Pause; continue.
Reese struggles through devastated buildings, which are infiltrated with Terminators. Somewhere on the surface, Reese must rendezvous with a transport truck and survive constant attacks from Satellites, Hunter Killers, and a Destroyer Tank. If an enemy destroys the truck, Reese may continue on foot toward the Skynet Base. There, he fights his way to the lab that houses the Time Displacement Equipment. The Level ends when Reese enters the door to the lab.

HINT: Fire at the head of the Destroyer Tank.
Location
May 12, 1984, 1:52 AM.

The Terminator arrives in a dingy alley in Los Angeles. Shortly thereafter, Kyle Reese follows.

Objectives
Elude pursuers on the rooftops of the city.

Game controls
Move Kyle Reese:

- Run right.
- Run left.
- Kneel down, or go down ladders.
- Aim gun up, or go up ladders.
- Throw grenades.
- Jump.
- Fire gun.
- Start Pause; continue.
Kyle Reese comes through Skynet's Time Displacement Equipment to an alley in L.A. Immediately, he must defend against alley punks and thugs with a gun and any grenades that he may find. Reese makes his way along the rooftops by climbing fire escapes and jumping from building to building. The Level ends when Reese shoots down a combat helicopter.

Hint: Pick up grenade, rapid-fire, and life bonuses.
Location
Streets of L.A.

Objectives
After running from the Tech Noir nightclub on Pico Boulevard, Kyle and Sarah jump into a car and drive through L.A. nighttime traffic with The Terminator in hot pursuit.

Game controls
Drive the getaway car:

- Drive right.
- Drive left.
- Fire right.
- Fire back.
- Fire left.
- Slow down; release to speed up.
- Pause; continue.
Kyle and Sarah must stay ahead of The Terminator and shoot at him. Take care to avoid road hazards, such as traffic and barricades. The Level ends at a police road block.

**HINT:** Keep firing on The Terminator.
LEVEL FOUR

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

Objectives
Find Sarah Connor and escape from the police station.

Game controls
Move Kyle Reese:

▶ Move right.
▼ Move left.
▼ Kneel down (pick up item), or go down ladders.
▲ Aim gun up, or go up ladders.
A Punch.
B Jump.
X Open door.
Y Fire weapon.
Start Pause; continue.
Reese escapes from his holding cell into a wrecked corridor and begins a frantic search behind doors for Sarah Connor. At first, Reese has no ammo, and can only use hand-to-hand combat. Reese must fight escaped prisoners and fire at them or at The Terminator, but he should not shoot the police. Ammo, bullet-proof vest, and brass knuckle bonuses really help here. The Level ends when Kyle finds Sarah.

**HINT:** Be sure to open every door.
LEVEL FIVE

Location
The Terminator chases Kyle and Sarah from a motel room into the streets of L.A.

Objectives
In a pickup truck, try to escape from The Terminator, who is on a motorcycle.

Game controls
Drive the pickup:

- Drive right.
- Drive left.
- Fire right.
- Fire back.
- Fire left.
- Slow down; release to speed up.
- Pause; continue.
Kyle and Sarah speed along the streets of L.A. to an industrial sector. Along the way, they must dodge traffic, barricades, and police cars. Their machine gun fire will temporarily slow The Terminator's attack. But he is relentless. The Level ends with The Terminator emerging from the fiery crash of a gasoline tanker—no longer human in appearance!

**HINT:** The Terminator can anticipate oncoming traffic.
LEVEL SIX

Location
Inside a factory in the industrial complex.

Objectives
Stall The Terminator, construct a pipe bomb, and explode it in The Terminator’s chest cavity.

Game controls
Move Kyle Reese:

► Move right.
▼ Kneel down.
△ Club with the pipe.
B Jump.
Start Pause; continue.
Timing is essential here. Reese must stall The Terminator to give Sarah enough time to build a pipe bomb. The best stalling defense is hit The Terminator with a pipe, back off, then do it again. Timing the punch that thrusts the grenade into The Terminator's chest cavity is critical. The explosion produces a kill radius that does not include Sarah Connor. Crippling The Terminator wins the game!

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

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

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

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.
IN NO EVENT WILL MINDSCAPE INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GAME PAK.

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

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

Developers David R. Sullivan, Kevin Hoare, Gray Matter
Sr. VP/Chief Technical Officer David P. Grenewetzki
VP, Software Development Don Laabs
Producer Ken George
Business Group Sr. VP Mark Beaumont
Quality Assurance Testers Marty LaFleur, Randy Lee, James Thornton
Quality Assurance Lead Wi Kian Tang
Quality Assurance Director Scot Lane
Technical Writer Anne O'Brien Schwimer
Graphic Designers Judy Ringseis, Leanne York
Creative Services Coordinator Ruth Weston
Creative Services Manager Julie Lippold
Marketing Services Manager Kathy Rogers
Public Relations Doug Mealy, Tracy Egan
Legal Services Ted Grabowski
Technical Support Kevin Costello, Stephen Feaster, Susan Hayes, Milton Hodges, Alexei Kulberg, Dan Mack, Douglas Valente
Technical Support Manager David Buoncristiani
TECHNICAL SUPPORT

For technical support in the USA, please contact:
Mindscape Inc.
A Software Toolworks Company
60 Leveroni Court
Novato, CA 94949
Telephone: (415) 883-5157

For technical support in Europe, please contact:
Mindscape International
PO Box 51, Burgess Hill
RH159PQ, West Sussex,
England, United Kingdom
Telephone: (0) 444 239-600
FAX: (0) 444 248-996

For technical support in Australia and New Zealand, please contact:
Mindscape International
5/6 Gladstone Road
Castle Hill, New South Wales
Australia 2154
Telephone: (02) 899-2277
FAX: (02) 899-2348