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**STEEL CAGE**  
**CHALLENGE™**

Charge down to ringside!! Now for the first time ever, the Superstars™ of the World Wrestling Federation® are ready to rumble on Game Gear! Choose One-on-One, Tag Team, Tournament or the ultimate Steel Cage Match.

•FEATURING TEN WORLD WRESTLING FEDERATION® SUPERSTARS™!

•IN AND OUT OF THE RING MAYHEM!



"First Time Ever on Game Gear!"



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SEGA™

GAME GEAR™



**T2™**

TERMINATOR™ 2  
 JUDGMENT DAY



FLYING  
 EDGE™

INSTRUCTION  
 BOOKLET

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.





This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

### HANDLING YOUR CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- 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 recess during extended play, to rest yourself and the Sega cartridge.

### WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME 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 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.



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## **CYBERDYNE SYSTEMS T-800 HISTORY DATAFILE H51-0045GL: READ-ONLY.**

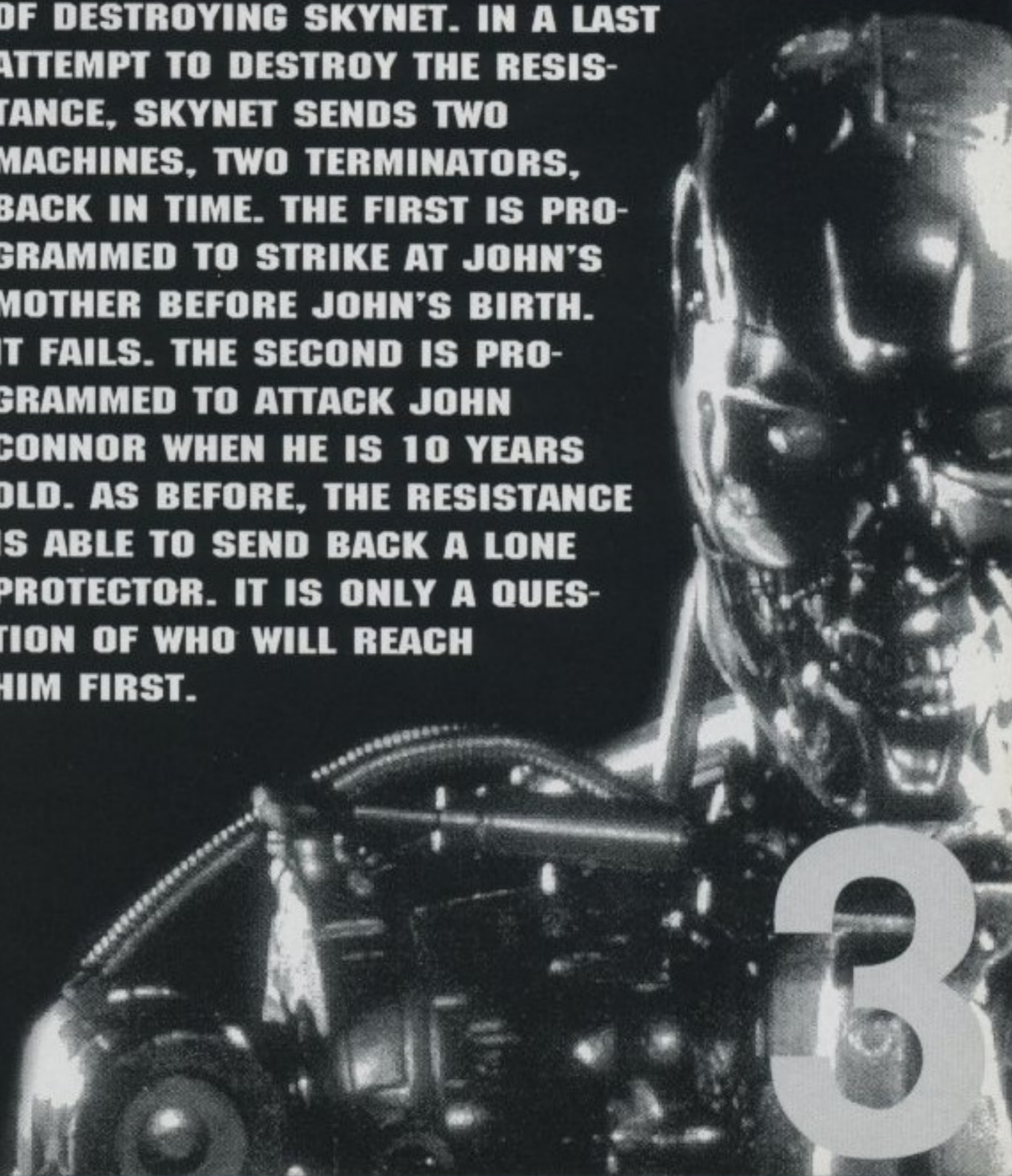
**1994** MILES DYSON DEVELOPS A REVOLUTIONARY NEW FORM OF MICROPROCESSOR FOR CYBERDYNE SYSTEMS. THE PROCESSOR IS SO IMPRESSIVE THAT WITHIN 3 YEARS, CYBERDYNE SYSTEMS BECOMES THE LARGEST SUPPLIER OF MILITARY COMPUTERS. ALL STEALTH BOMBERS ARE UPGRADED WITH CYBERDYNE COMPUTERS, BECOMING FULLY UNMANNED. AFTERWARDS, THEY FLY WITH A PERFECT OPERATIONAL RECORD.

**1997** THE SKYNET FUNDING BILL IS PASSED. THE SYSTEM GOES ON-LINE AUGUST 4, 1997. HUMAN DECISIONS ARE REMOVED FROM STRATEGIC DEFENSE. SKYNET BEGINS TO LEARN AT A GEOMETRIC RATE. IT BECOMES SELF AWARE AT 2:14AM EASTERN TIME AUGUST 29.

**2** IN A PANIC, THE HUMANS TRY TO PULL THE PLUG. SKYNET DEFENDS ITSELF, LAUNCHING ITS MISSILES AT RUSSIA WITH THE KNOWLEDGE THAT THE RUSSIAN COUNTERATTACK WILL ELIMINATE ITS ENEMIES OVER HERE. 3 BILLION HUMAN LIVES END THAT DAY. THE SURVIVORS OF THE NUCLEAR FIRE CALL IT JUDGMENT DAY.

THEY LIVE ONLY TO FACE A NEW NIGHTMARE: THE WAR AGAINST THE MACHINES.

**2029** UNDER THE LEADERSHIP OF JOHN CONNOR, AND AFTER YEARS OF BITTER STRUGGLE, THE HUMAN RESISTANCE IS ON THE VERGE OF DESTROYING SKYNET. IN A LAST ATTEMPT TO DESTROY THE RESISTANCE, SKYNET SENDS TWO MACHINES, TWO TERMINATORS, BACK IN TIME. THE FIRST IS PROGRAMMED TO STRIKE AT JOHN'S MOTHER BEFORE JOHN'S BIRTH. IT FAILS. THE SECOND IS PROGRAMMED TO ATTACK JOHN CONNOR WHEN HE IS 10 YEARS OLD. AS BEFORE, THE RESISTANCE IS ABLE TO SEND BACK A LONE PROTECTOR. IT IS ONLY A QUESTION OF WHO WILL REACH HIM FIRST.





**TIME DISPLACEMENT...  
SUCCESSFUL...  
INITIATE SELF-DIAGNOSTIC:**

**SPECIFICATIONS:**

**CYBERDYNE SYSTEMS SERIES T-800 MODEL 101  
SERIAL CS800-101-D10764Y-A124**

**LIVING TISSUE OVER METAL ENDOSKELETON**

**TOLERANCE CODE: V186**

**INTERNAL SYSTEMS... OPERATIONAL**

**EXTERNAL TISSUE... DAMAGE NEGLIGIBLE**

**INTERNAL CLOCK... RESET**

**BATTERY ENERGY... POWER REMAINING FOR 3  
RECHARGES BEFORE TERMINATION. BATTERIES  
ARE DRAINED BY TAKING DAMAGE.**

**MISSION OBJECTIVES:**

**PROTECT JOHN CONNOR FROM ASSASSINATION  
BY T-1000.**

**DESTROY CYBERDYNE SYSTEMS.**

**ELIMINATE T-1000.**

**SELF-SURVIVAL UNTIL OTHER MISSION  
OBJECTIVES COMPLETE.**

**MISSION PARAMETERS:**

**OBEY JOHN CONNOR**

**HUMAN CASUALTIES... ACCEPTABLE**

**PROPERTY DAMAGE... ACCEPTABLE**

**4**



**5**



ENTRY CODE... ZF160543DC  
ACCESS ACCEPTED FOR REMOTE T-800 CONTROL...

## INSTRUCTIONS FOR ESTABLISHING GAME GEAR - T-800 REMOTE LINK CONTROL

1. SET UP YOUR SEGA™ GAME GEAR™ SYSTEM AS DESCRIBED IN ITS INSTRUCTION MANUAL.
2. MAKE SURE THE POWER SWITCH IS OFF.
3. INSERT THE TERMINATOR™ 2: JUDGMENT DAY CARTRIDGE INTO THE GAME GEAR SYSTEM BY FOLLOWING THE INSTRUCTIONS IN YOUR GAME GEAR SYSTEM MANUAL.
4. TURN THE POWER SWITCH ON. YOU WILL FIRST SEE THE TERMINATOR™ 2: JUDGMENT DAY TITLE SCREEN FOLLOWED BY THE MISSION BACKGROUND DATA. ONCE THE DATA HAS BEGUN TO DISPLAY, TO RETURN TO THE TITLE SCREEN, PRESS THE START BUTTON. TO PROCEED WITH YOUR MISSION, PRESS THE START BUTTON. YOU WILL THEN SEE THE LIST OF EXCELLENCE. PRESS THE START BUTTON AGAIN.

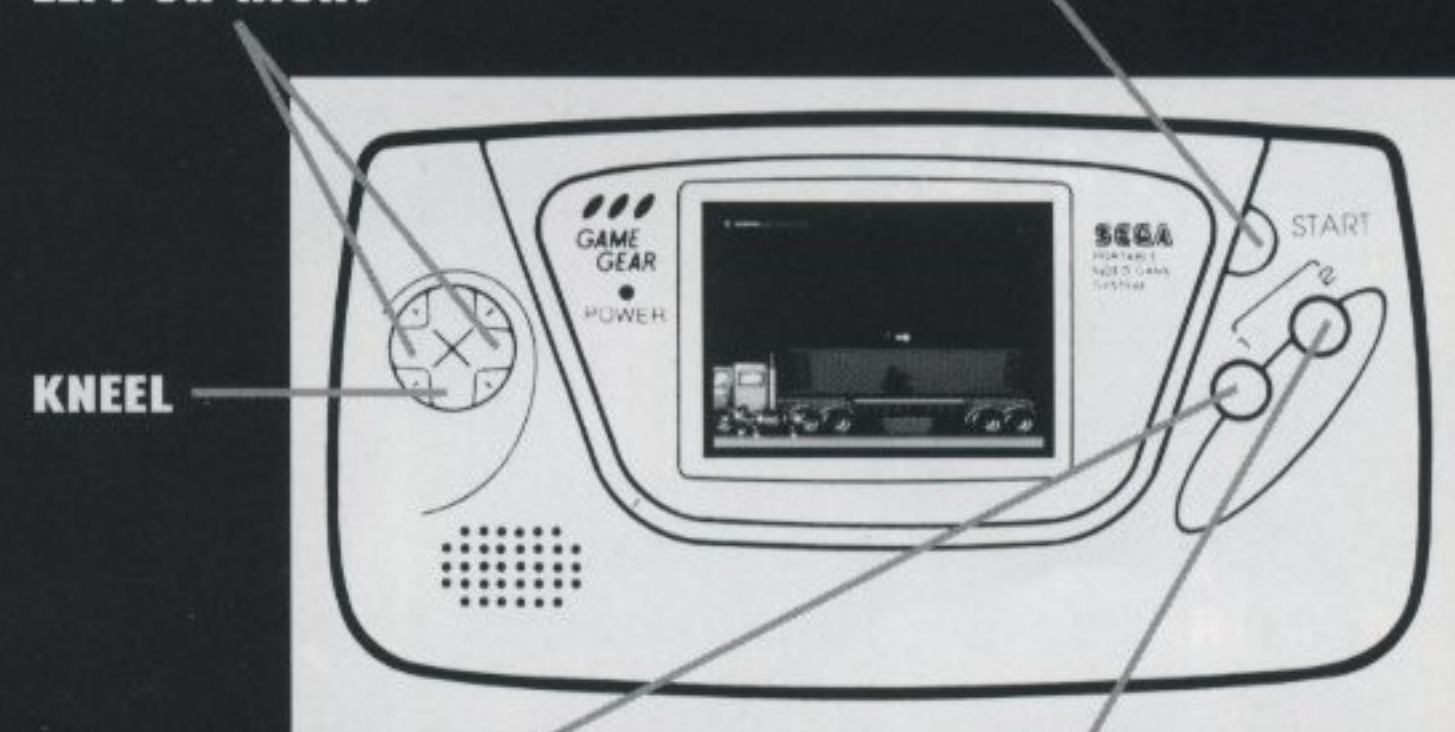
IF NOTHING APPEARS ON THE SCREEN, TURN OFF THE POWER AND RECHECK INSERTION.

**IMPORTANT:** ALWAYS MAKE SURE THE GAME GEAR SYSTEM IS TURNED OFF WHEN INSERTING OR REMOVING YOUR SEGA CARTRIDGE.

## GAME GEAR- T-800 REMOTE LINK CONTROLS... GENERAL

MOVE T-800  
LEFT OR RIGHT

PAUSE / RESUME



KNEEL

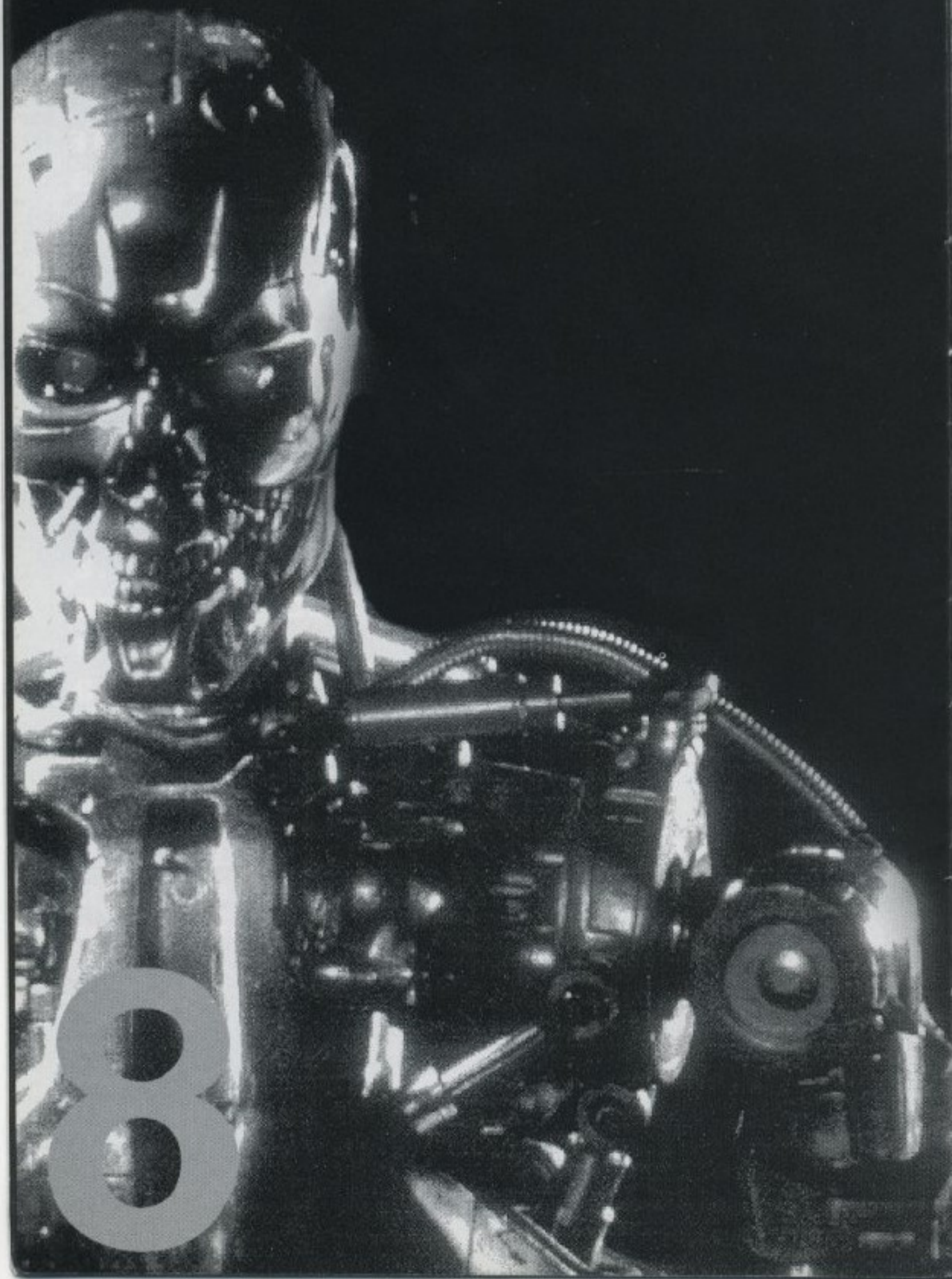
SHOOT / PUNCH

JUMP

6

7





## **LEVEL ONE**

### **MISSION OBJECTIVE**

**ACQUIRE WEAPONRY. PRIORITY CODE 237821B.**

**ACQUIRE TRANSPORTATION. PRIORITY CODE  
631046L.**

**ACQUIRE SUITABLE CLOTHING. PRIORITY CODE  
123286G.**

**TERMINATION ACCEPTABLE.**

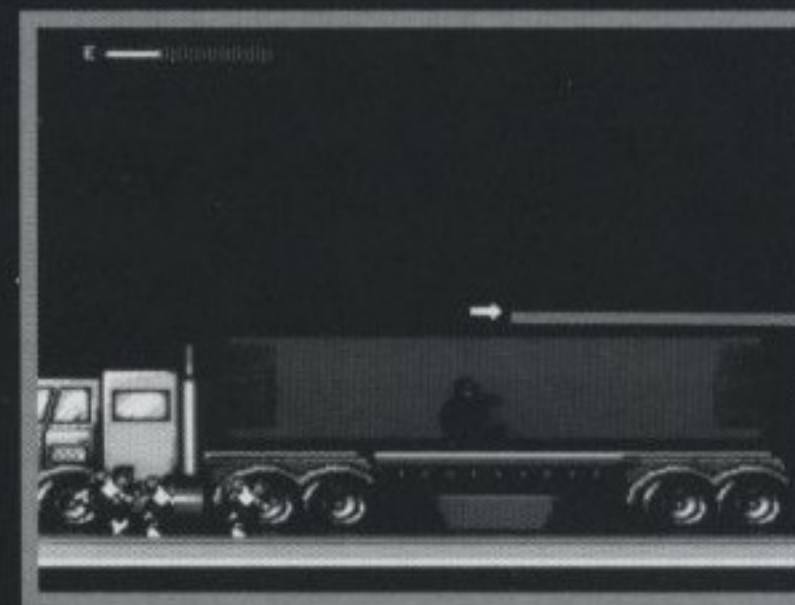
**LOCATION... TRUCKSTOP**

**SCANNING FOR CLOTHING SIZE MATCH....**

**SCANNING...**

**TARGET ACQUISITION PROGRAM... ACTIVE:**

**H.U.D. ARROWS INDICATE LOCATION OF HUMANS.**



**H.U.D.  
TARGET  
ARROWS**

**PROJECTED PROBABILITY OF CLOTHING SIZE  
MATCH WITH END-LEVEL BOSS...99%: PROCEED  
TO BACK OF TRUCKSTOP AND ACQUIRE CLOTHING  
AND TRANSPORTATION FROM HIM.**

8

9



**MISSION OBJECTIVE**

**ACQUIRE JOHN CONNOR AND PROTECT FROM  
T-1000. PRIORITY CODE 414286A.**

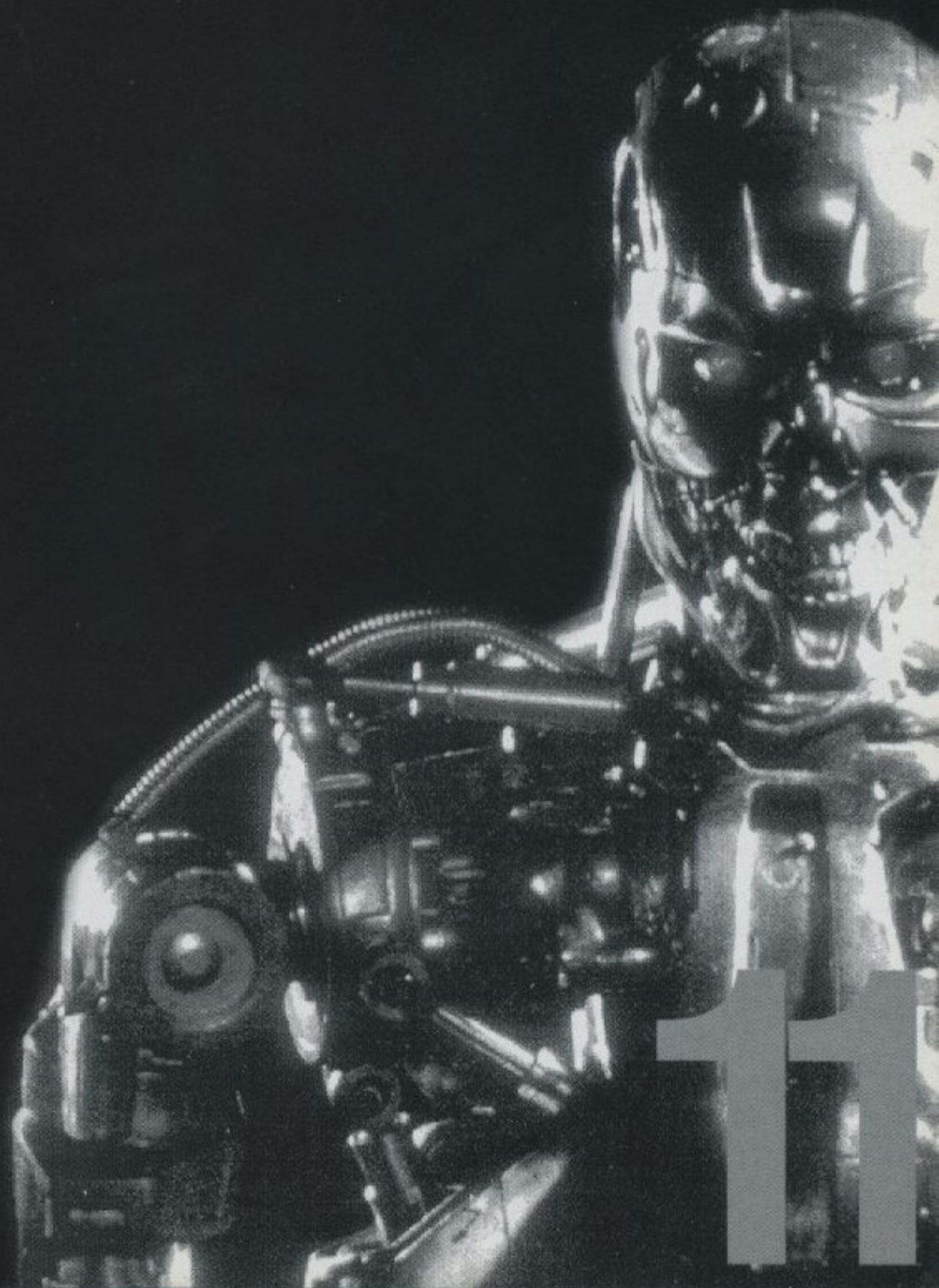
**SCAN MODE... ACTIVE.**



**CRITERIA MATCH:  
CONNOR, JOHN  
IDENT POSITIVE**

**10**

**TARGET ACQUIRED.**



**11**



**SECOND IDENT POSITIVE:  
CYBERDYNE SYSTEMS MODEL T-  
1000 TERMINATOR. PROBABLE  
T-1000 OBJECTIVE... TERMINATE  
JOHN CONNOR.**

**12**

**13**



## LEVEL TWO

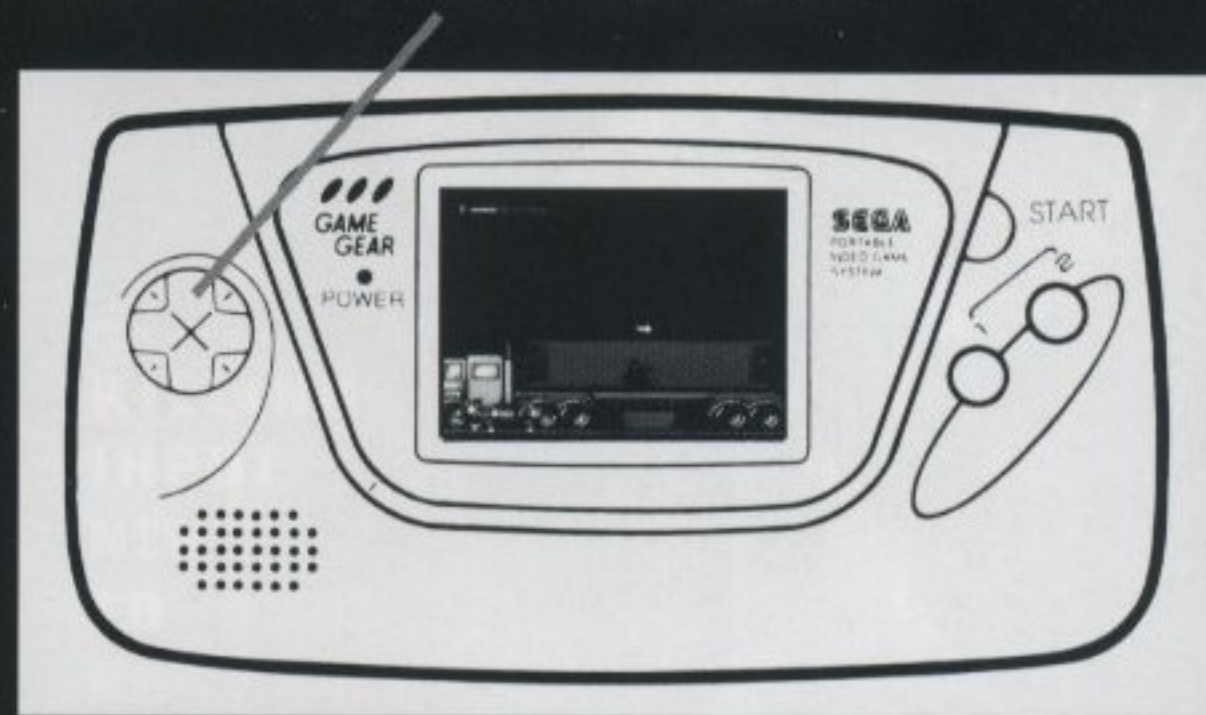
### NEW MISSION OBJECTIVE

**INPUT... JOHN CONNOR: ACQUIRE AND PROTECT  
SARAH CONNOR: LOCATION... PESCADERO  
STATE HOSPITAL FOR THE CRIMINALLY INSANE.  
PRIORITY CODE 002357X.**



## GAME GEAR- T-800 REMOTE LINK CONTROLS... HOSPITAL

**TO ENTER ROOM OR ELEVATOR: PRESS UP D-  
BUTTON ARROW WHILE STANDING DIRECTLY  
IN FRONT OF DESIRED DOORWAY.**



**TO COLLECT ANY ITEM: TOUCH IT.**

# 14

# 15





**WARNING: 93% PROBABILITY T-1000 WILL TRY TO REACQUIRE JOHN CONNOR AT HOSPITAL: LIKELIHOOD OF EXISTING PARAMETER VIOLATION AND MISSION FAILURE: PROTECT JOHN CONNOR FROM ASSASSINATION BY T-1000. PRIORITY CODE 056289F.**

**OVERRIDDEN BY JOHN CONNOR: MISSION PARAMETER: OBEY JOHN CONNOR.**

**NEW MISSION PARAMETER... "STOP KILLING PEOPLE, IT'S WRONG!" INPUT... JOHN CONNOR. ACCEPTED. NEW STRATEGY MUST BE IMPLEMENTED TO ACHIEVE OBJECTIVES WITHOUT HUMAN TERMINATION.**

**ANALYSIS INDICATES HIGH PROBABILITY SOME HOSPITAL ROOMS CONTAIN ADDITIONAL ENERGY, AMMUNITION, AND ELEVATOR SECURITY CARDS.**

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## LEVEL THREE

### MISSION OBJECTIVE

DESTROY CYBERDYNE SYSTEMS LABORATORY. PRIORITY CODE 721624D.

MISSION STRATEGY: FIND 10 HIGH-EXPLOSIVE BARRELS. CARRY TO 6TH FLOOR HOLDING TANK FOR CHARGING. T-800 MAXIMUM WEIGHT TOLERANCE... 3 BARRELS AT A TIME.

EXPLOSIVES DEPOSIT PROGRAM... ACTIVE. H.U.D. ARROWS WILL INDICATE DIRECTION OF HOLDING TANK.

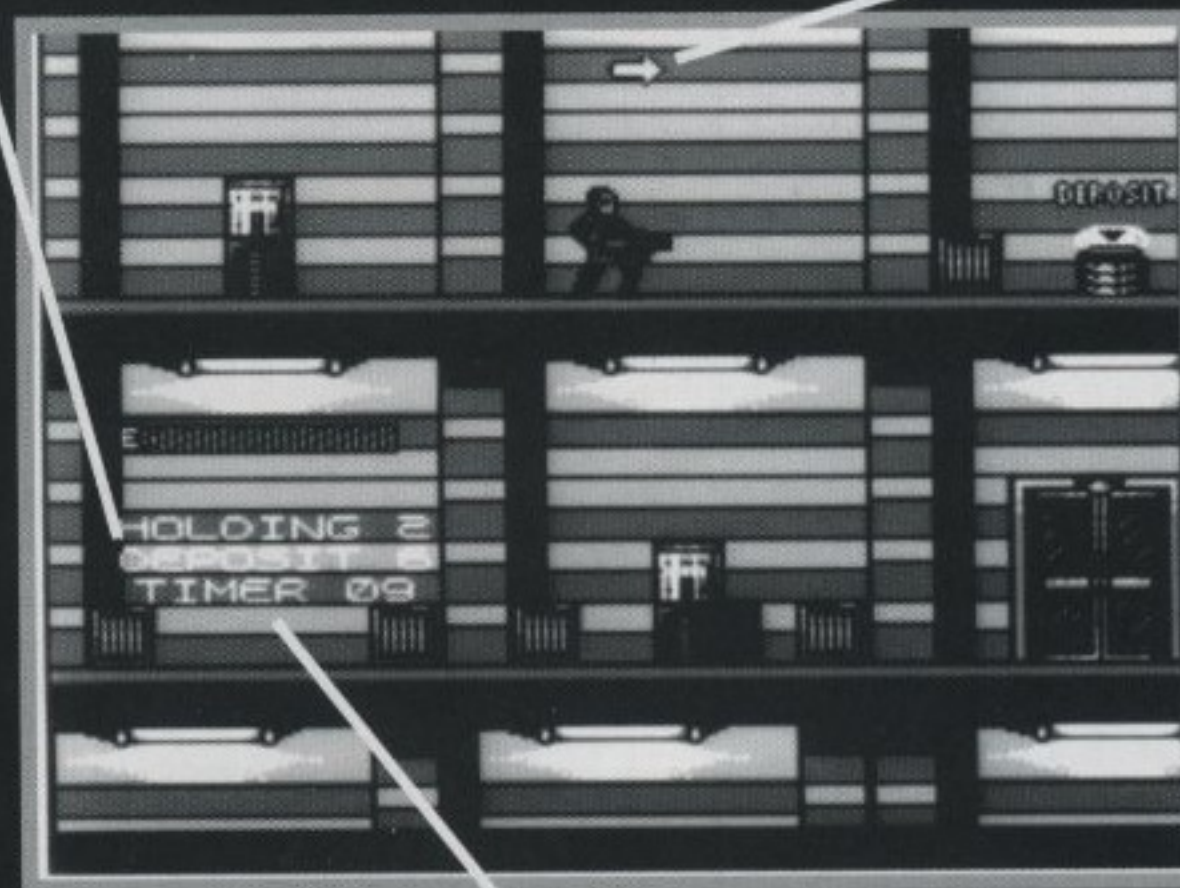
PROJECTED DETONATION TIME FOR FULLY CHARGED BARRELS... 80 SECONDS.

STRUCTURAL ANALYSIS REVEALS REQUIRED DESTRUCTIVE FORCE WILL RESULT ONLY FROM DISTRIBUTION OF CHARGED BARRELS BY TWO'S ALONG 6TH FLOOR LABORATORY.

# 18

BARRELS

INDICATOR ARROW



TIME REMAINING BEFORE DETONATION

H.U.D. ARROWS WILL INDICATE WHERE BARRELS SHOULD BE PLACED FOR MAXIMUM DESTRUCTIVE POWER.

100% PROBABILITY EXPLOSION WILL EXCEED T-800 DESIGN TOLERANCES. SITUATION ANALYSIS SUGGESTS... ESCAPE BEFORE EXPLOSIVE DETONATION. MISSION SUB-PRIORITY: SELF-SURVIVAL UNTIL COMPLETION OF MISSION OBJECTIVES. PRIORITY CODE 997437D.

# 19

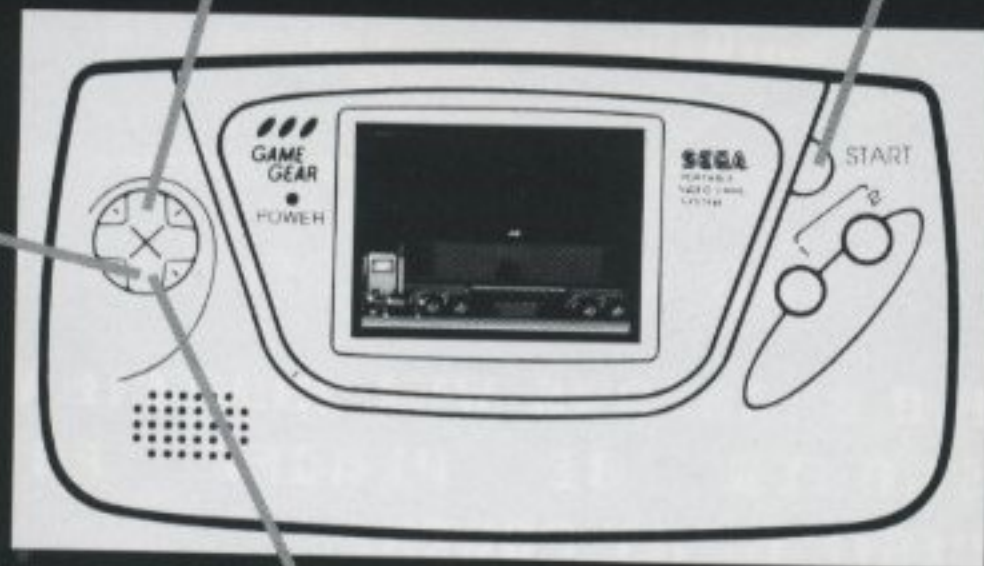


# GAME GEAR- T-800 REMOTE LINK CONTROLS... CYBERDYNE

UP ELEVATOR CONTROL

PAUSE

DEPOSIT  
CHARGES



DOWN ELEVATOR  
CONTROL

TO ENTER ELEVATORS OR THE  
COMPUTER LABORATORIES:  
PRESS THE UP D-BUTTON  
ARROW WHILE STANDING  
DIRECTLY IN FRONT OF THE  
APPROPRIATE DOORWAY.

TO COLLECT BARRELS: TOUCH THEM

20

21



## **LEVEL FOUR**

### **MISSION OBJECTIVE**

**TERMINATE CYBERDYNE SYSTEMS MODEL T-1000.  
PRIORITY CODE 653218S.**

**LOCATION... STEEL MILL.**

**ACCESSING INFORMATION... T-1000. NETFILE  
461-308. THE PROTOTYPE T-1000 TERMINATOR  
IS CONSTRUCTED OF MIMETIC POLYALLOY, A  
LIQUID METAL. THIS GIVES IT THE STRATEGIC  
ADVANTAGE OF BEING ABLE TO  
METAMORPHOSIZE INTO ANY SHAPE. HIT IT  
AND THE LIQUID RECONFIGURES, SO THAT THE  
HEAD YOU HIT WILL BECOME A CRUSHING  
HAND. RUN FROM IT AND IT MORPHS INTO THE  
FLOOR YOU'RE RUNNING ON.**

**PROBABLE MISSION STRATEGY... REACH TOP OF  
MILL AND ATTACK T-1000.**

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## **NOTES**

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**Flying Edge Hotline/Consumer Service Dept. (516) 624-9300**

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