

SEGA™

GAME GEAR™

TERMINATOR™

THE ARCADE GAME™



ARENA™

INSTRUCTION MANUAL

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.

# **TERMINATOR 2**

## **JUDGMENT DAY**

**3 billion human lives ended on August 29th, 1997. The survivors of the nuclear fire called the war Judgment Day. They lived only to face a new nightmare, the war against the machines!**

**This war has raged endlessly for three decades...but the tide is turning. The human Resistance scores greater victories with every day. SKYNET—the supercomputer controlling the machines—has been forced into a last desperate effort to destroy its enemy. It has sent two terminators back through time to eliminate the future leader of the Resistance...John Connor.**

**The first terminator was programmed to strike his mother, Sarah Connor, in the year 1984... before he was born. It failed.**

**The second—a T-1000 Advanced Prototype—was sent to strike John himself when he was 10 years old. As before, the Resistance must send a lone warrior to protect him.**

**The only question is who will reach John first: the T-1000 or you...a Cyberdyne Systems Model 101 T-800 Terminator captured and reprogrammed by the Resistance? Your skin of living tissue allows you to blend in with humans unnoticed. Your metal endoskeleton can withstand relentless punishment. Your lethal efficiency as a terminator makes you, a machine, the only warrior who can save John Connor and mankind!**



# MISSION READY SEQUENCE

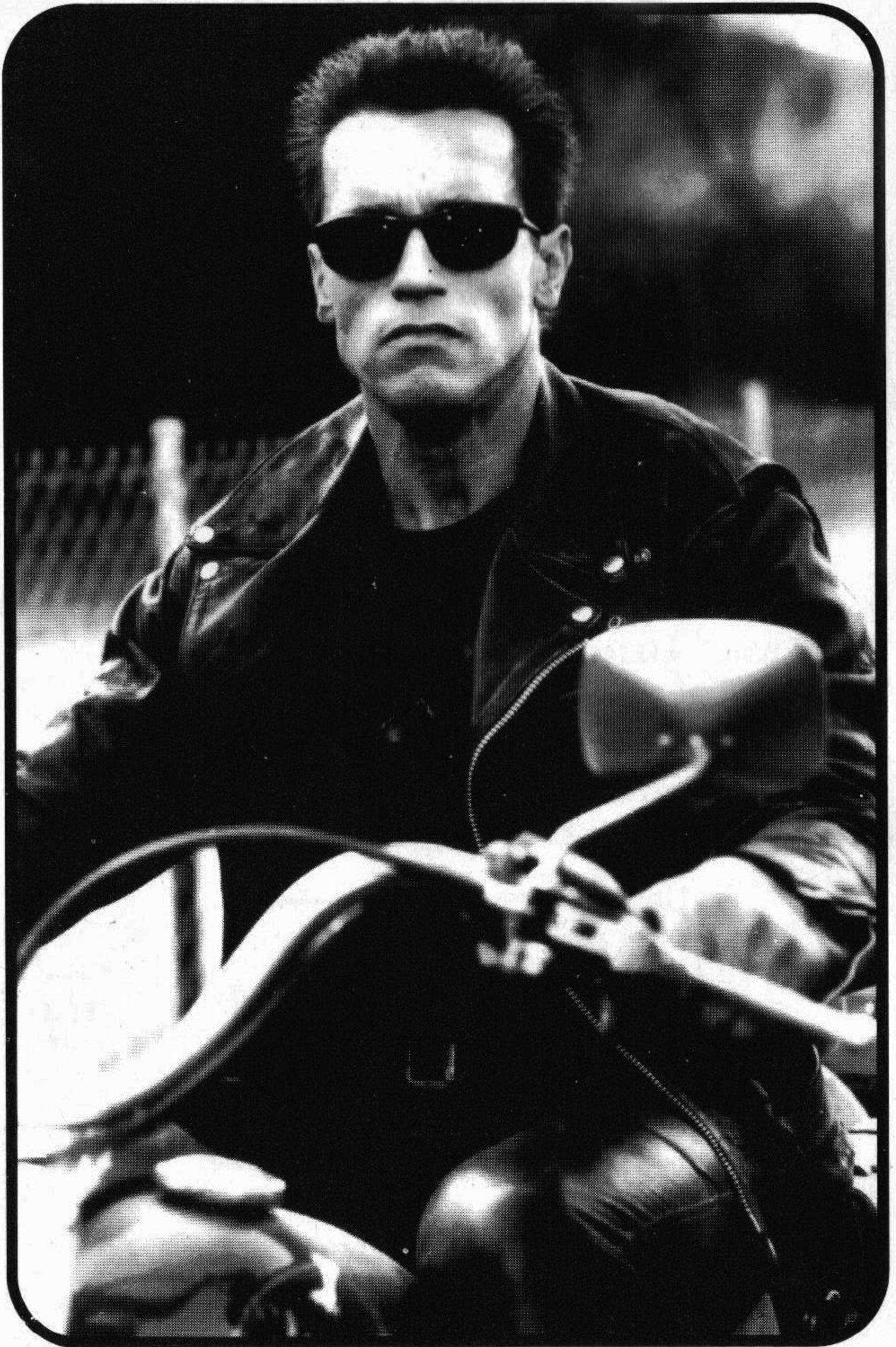
## STARTING UP

1. Make sure the power switch is OFF.
2. Insert the T2™: THE ARCADE GAME™ cartridge into the SEGA™ GAME GEAR™ SYSTEM as described in your GAME GEAR™ SYSTEM instruction manual.
3. Turn the power switch ON. In a few moments the Sega screen, license screens, and story screens will appear.
4. When you see the T2™: THE ARCADE GAME™ title screen, press the START BUTTON again.

**IMPORTANT:** Always make sure the power switch is OFF before inserting or removing the Sega cartridge.



**NOTE:** T2™ The Arcade Game™ is a one player game only.



# **T-800 REPROGRAM: MISSION PARAMETERS:**

**MISSION 1: Los Angeles, 2029.** Battle the machines in the ruins of Los Angeles and within the Resistance hideout, and then penetrate SKYNET. At its center lies the Time Field Generator: the sole means of sending you back to the past to protect the young John Connor. Failure will mean the end of the human Resistance before it has even begun!

**MISSION 2: Los Angeles, Today.** Save the future...in the present! Unaware their research will create a doomsday machine, Cyberdyne Systems is racing to develop the computer prototypes that will lead to SKYNET. Stop their progress... permanently. Destroy Cyberdyne Systems, immobilize the SWAT teams and terminate the liquid metal T-1000. If it targets John Connor, humanity is history.

The future is not set. There is no fate but what we make!

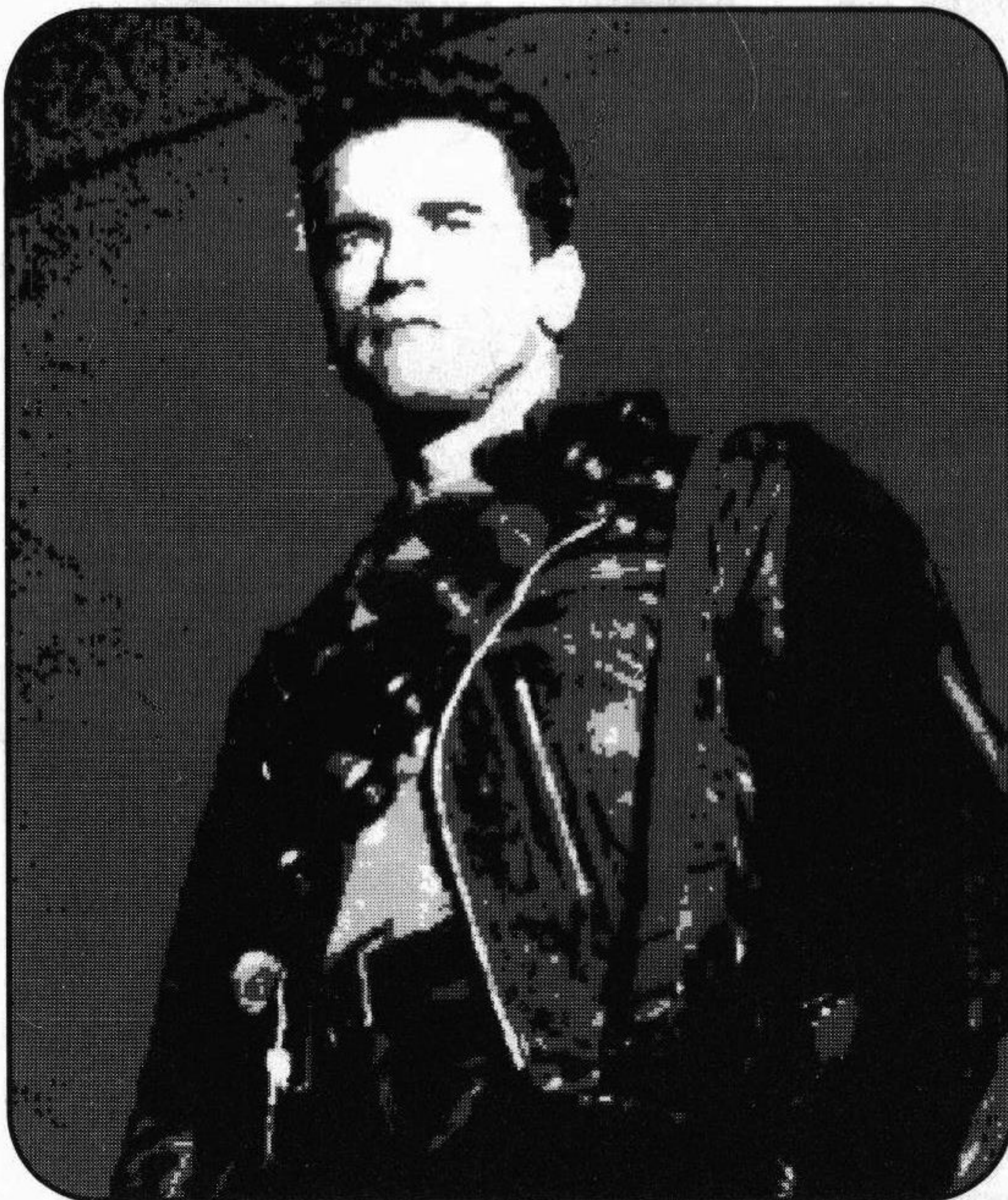
## **WEAPONS...INTENSE!**

**In both missions your main weapon is a machine gun. Its supply of ammunition is limitless; however, constant use gradually overheats it and decreases its efficiency as shown by the gun power indicator lights in the bottom left and right of the screen going out. To cool the gun and restore it to maximum efficiency, quit burning rounds until all the indicator lights reappear... just don't get wasted in the interim!**

**Your secondary—and most destructive—weapon in Mission 1 is a rocket launcher, in Mission 2, a 10-gauge lever-action shotgun. The former will blow apart Aerial and Ground Hunter Killers, blast walls, bunkers, and more. The latter will destroy equipment, tear gashes in tanker-trucks, and seriously slow even a T-1000. However, your stock of rockets and shotgun shells is limited. Be careful not to run out at crucial moments!**

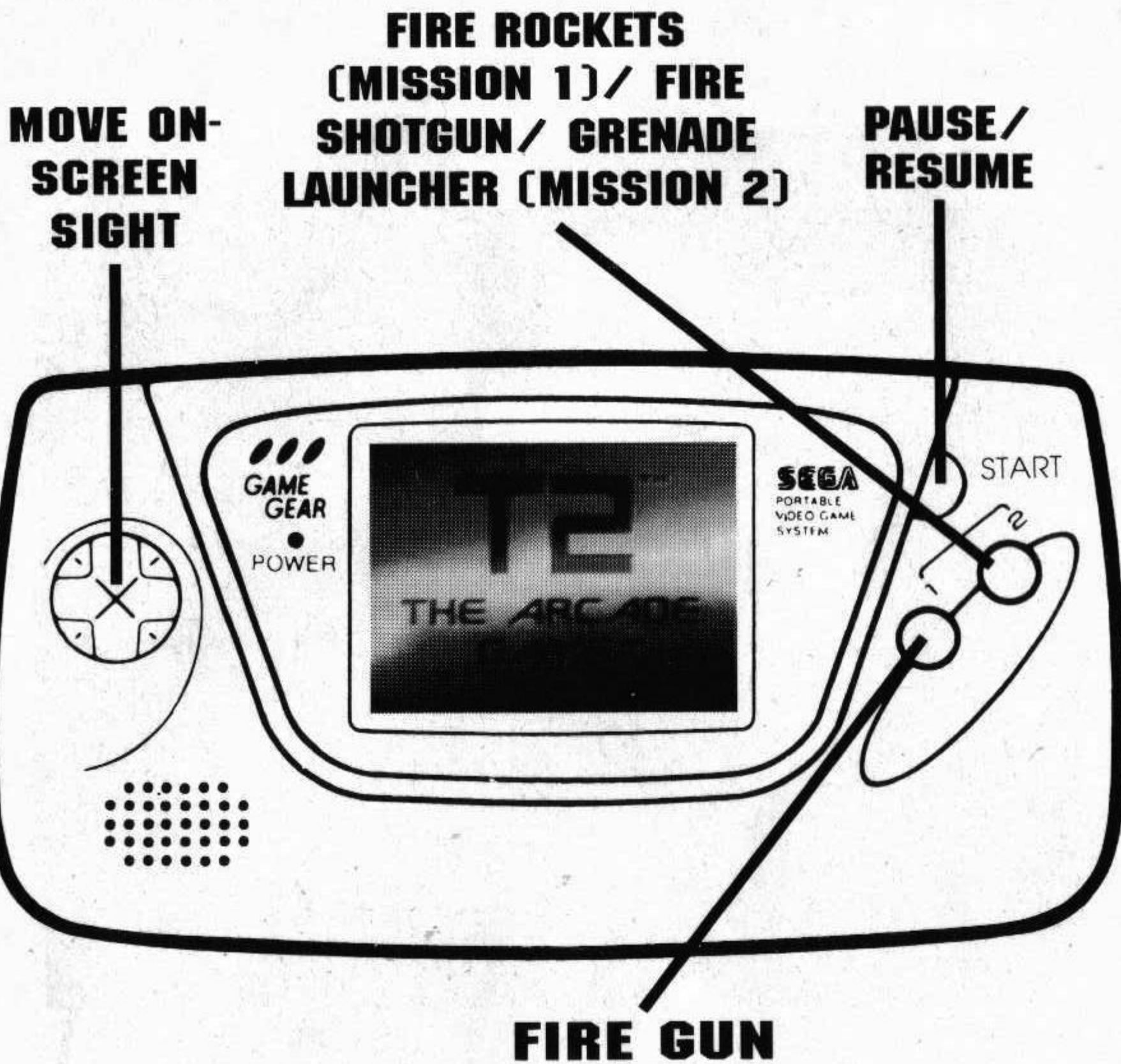


**Note: For pick-ups that keep your main weapon at maximum efficiency, upgrade main weapon performance, and replenish secondary weapon ammo, see PICK-UPS...NO PROBLEMO! on pages 10 & 11.**



# THE CONTROLS... ARCADE FIREPOWER!

When using the joypad, the control points for both missions are as follows:



**NOTE: To fire the Grenade Launcher, you must have the appropriate pick-up. (See PICK-UPS...NO PROBLEMO on pages 10 & 11.)**

# ON THE SCREEN... ARCADE ACCURACY

The game play information appears on the screen as follows:

**ON-SCREEN SIGHT**



**ENERGY**






**SCORE**







**MAIN GUN  
POWER**

**ROCKET/  
SHELL STOCK**

# PICK-UPS...NO PROBLEMO!

Victory depends on ceaseless firepower, staying alive, and the right weapon at the right time. Grab pick-ups when you can or you're terminated!

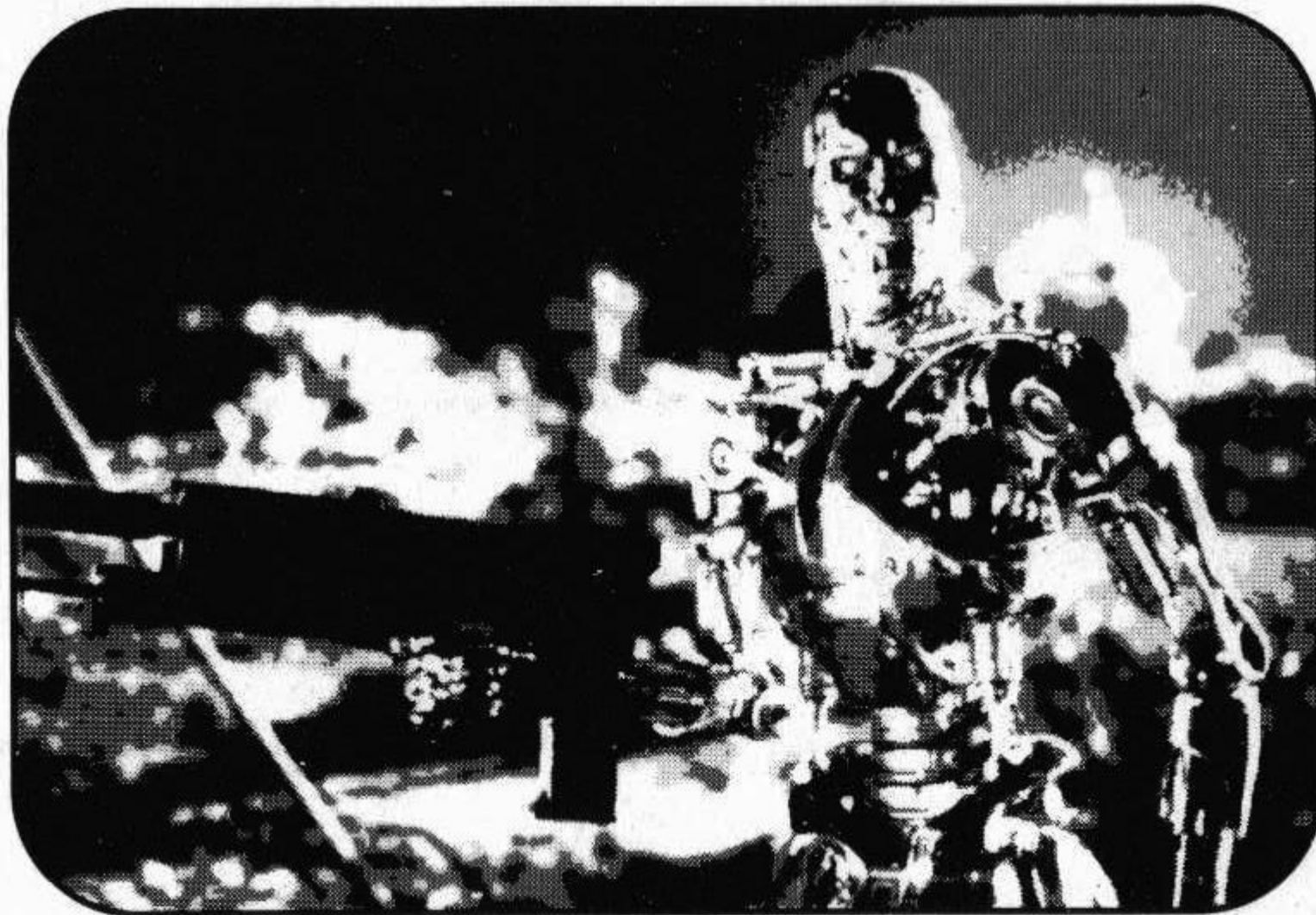
ICON	PICK-UP	MISSION	FUNCTION
	<b>EXTENDED RAPID FIRE COOLANT</b>	<b>1</b>	Temporarily allows you to fire your machine gun without overheating or loss of efficiency.
	<b>RAPID FIRE RECHARGE</b>	<b>1 &amp; 2</b>	Instantly restores your machine gun to maximum efficiency (without the need to stop firing).
	<b>BODY SHIELD</b>	<b>1 &amp; 2</b>	Temporarily reduces the damage inflicted on you by incoming fire.
	<b>SMART BOMB</b>	<b>1</b>	Destroys all enemies on the screen.
	<b>FULL RECHARGE</b>	<b>1 &amp; 2</b>	Fully recharges your energy

ICON	PICK-UP	MISSION	FUNCTION
	<b>PLASMA PULSE ENERGIZER</b>	<b>1</b>	Temporarily increases the destructive power of your machine gun.
	<b>ROCKET</b>	<b>1</b>	Adds 3 rockets to your total.
	<b>CREDIT</b>	<b>1 &amp; 2</b>	Additional continue.
	<b>SHOTGUN SHELL</b>	<b>2</b>	Adds 3 shells to your total.
	<b>MINI-GUN</b>	<b>2</b>	Temporarily makes your main weapon a rotating-action six-barrel mini-gun.
	<b>M-79 GRENADE LAUNCHER</b>	<b>2</b>	Temporarily makes your secondary weapon a grenade launcher armed with 40mm HE ammunition.

Throughout both missions, pick-ups will drop out of defeated enemies, appear suddenly on the screen, or, more often, will be stored in ammo boxes, packing crates, and more. Blast everything to find them.

**TO GET ANY PICK UP, shoot it.**

# **MISSION 1: LOS ANGELES, JULY 11, 2029**



## **1. The Battlefield**



**Where once stood a city, now stretches mile after mile of shattered concrete, charred ruins, and the advancing ranks of the machines! Blast the T-800**

endoskeletons with your machine gun. Pound missile firing Aerial and Ground HK's with your rockets. The Resistance have no more cover than a few feet of bricks in the foreground...but their determination has thwarted SKYNET for thirty years. Every soldier is crucial. Don't hit one of your own.

## **2. The Human Hideout**



Model 101 T-800 Infiltrator Units have invaded the Resistance hideout in your sector and are now leading a full scale attack assisted by lethal Orbs. Protect all human life. Eliminate the machines!

## **3. TRIP TO SKYNET**

SKYNET has used the Time Field Generator to send a T-1000 back through time to terminate John Connor when he was 10 years old.

**You must penetrate SKYNET so the Resistance can also use the Generator to send you back to protect the future leader.**



**Reaching SKYNET requires running a gauntlet of Aerial HK's in nothing more than a lightly armed pick-up truck. But the importance of the task demands that you not only risk everything to succeed, but also that John Connor himself will head the mission. Squads of endoskeletons will be in close pursuit, but concentrate on the Aerial HK's and it's easy money! Move out!**



#### **4. SKYNET**



**The SKYNET perimeter defenses are dense with endoskeletons, Infiltrator Units, and Aerial HK's ready for take-off. Waste the suckers before they even leave the ground, and anything else you can find!**



**Inflict the maximum damage possible. Every blow at SKYNET is a Resistance life saved. But, remember the mission. Even crippling SKYNET is worthless if you don't reach the Time Field Generator.**

# **MISSION 2: LOS ANGELES, TODAY**

## **1. Cyberdyne Systems**

**Cyberdyne Systems came into possession of the arm and Central Processing Unit (CPU) of the first terminator sent back to destroy Sarah Connor. Its unique design revolutionized their approach to computer science.**

**Led by Miles Dyson, their Special Projects Team is on the brink of creating the neural net processor—the first computer to think and learn like a human. They will then develop SKYNET, a supercomputer that will remove all human decisions from strategic defense. On August 29, 1997, SKYNET will become aware of its own power. Cyberdyne will try to shut it down. In self-defense, SKYNET will initiate global thermonuclear warfare. The rest is history...that you must rewrite!**

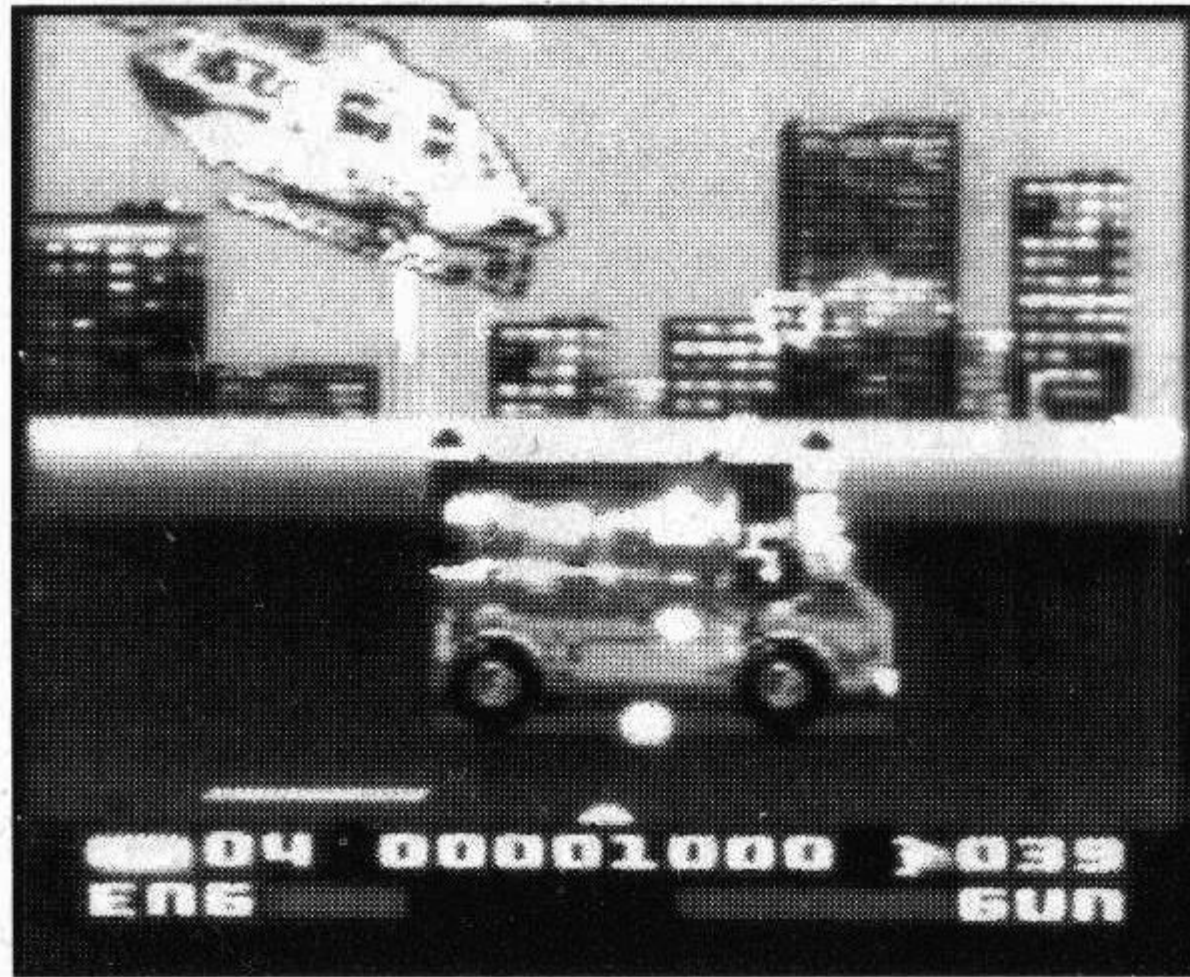


**Destroy every piece of Cyberdyne's research. Even one work station left could be enough to carry on SKYNET's development.**



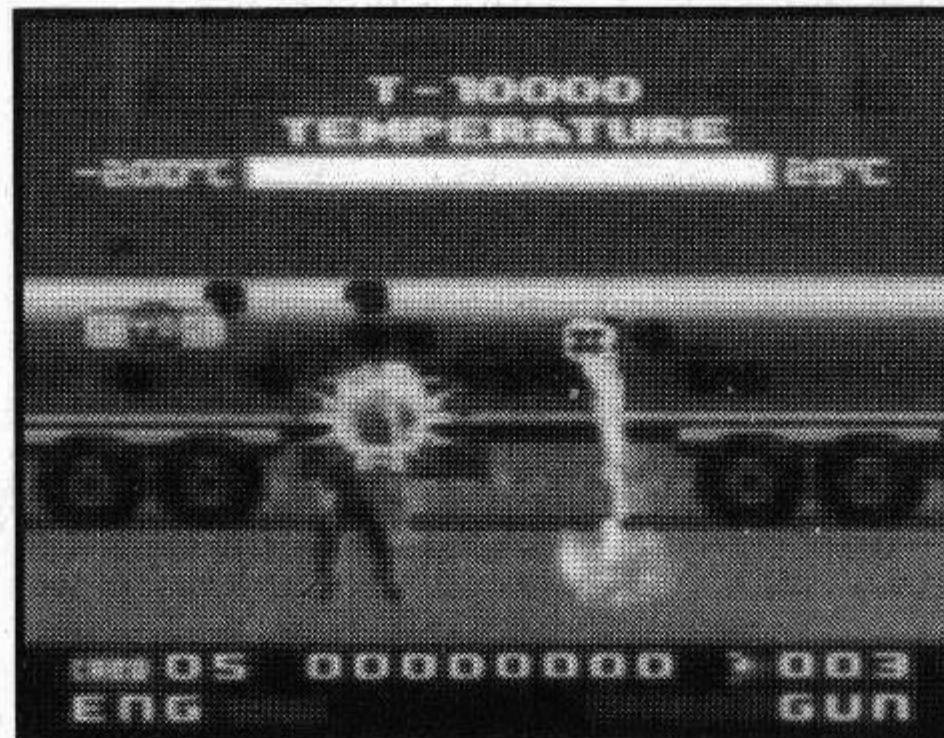
**You must wreck everything...while also immobilizing the M-16 armed SWAT teams and flask-throwing lab technicians intent on reducing you to scrap!**

**To help send Cyberdyne back to the dark ages, Sarah and John Connor will be placing vital pick-ups every few yards. Get all you can!**



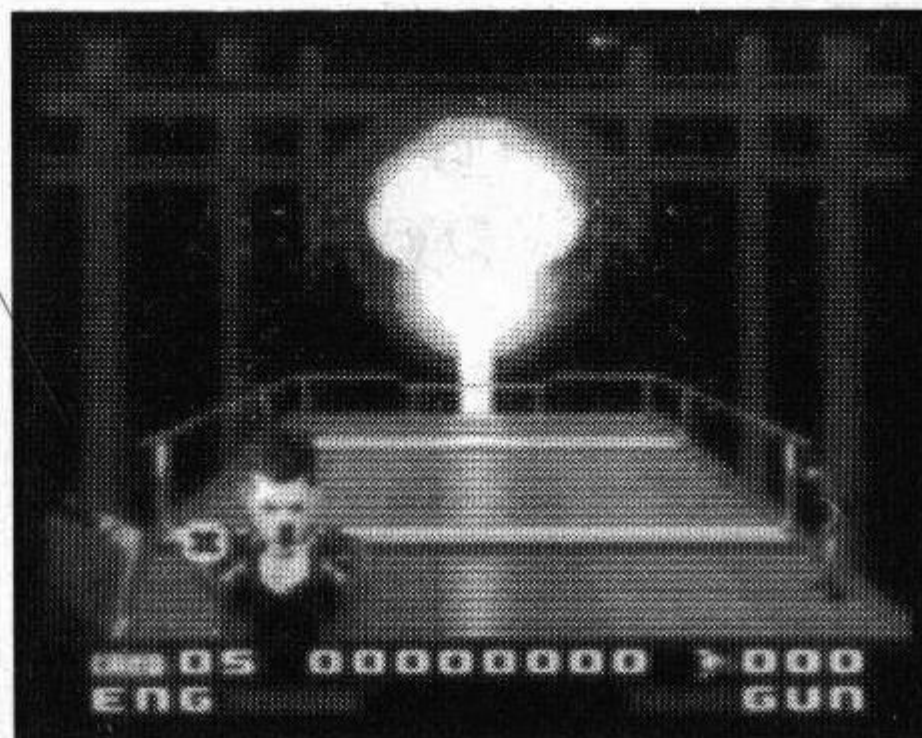
## **2. The Freeway**

**You, John, and Sarah escape from Cyberdyne in a SWAT team van. Only, the T-1000 is right behind you in a police chopper. It has no thought of survival. Its only goal is to terminate John. If the helicopter hits the van, the war's over. Blast it out of the sky. However, don't wait for the explosion to waste the T-1000. Not only is it sure to survive, but, without missing a beat, it will also grab the first vehicle available—an 18-wheel tanker—and continue its mission! Hit the road hog with everything you've got!**



### **3. The Steel Mill**

**The T-1000 has you cornered in a steel mill. The only way to buy time is to blast open the tanker and freeze it in  $-230^{\circ}$  liquid nitrogen!**



**The only way to save the future is to push it into a vat of molten steel! Then it's "Hasta la vista, baby!"**

**NOTE: Stopping the T-1000 for good takes heavy artillery! Get the Grenade Launcher as soon as you see it and rip the liquid assassin wide open!**

# **ENEMIES... FUTURE AND PRESENT!**



## **T-800 ENDOSKELETONS**

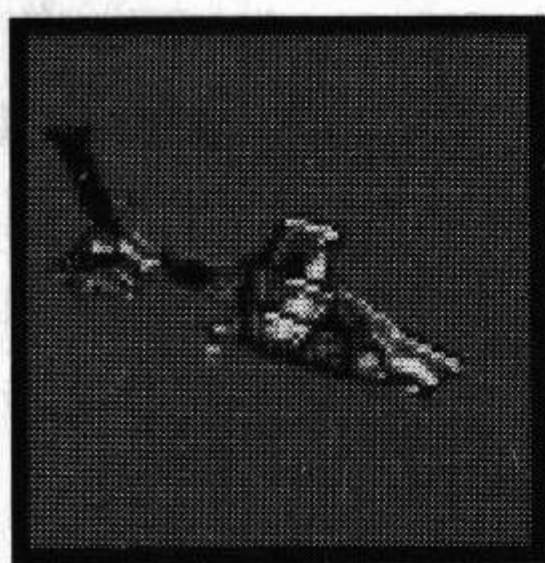
The ultimate soldiers: no fear, no pain, and no compassion! Armed with their massive battle rifles and powerful plasma grenades, these high-tech skeletons are the backbone of SKYNET's infantry.

## **MODEL 101 T-800 INFILTRATOR UNITS**

Part man, part machine! Microprocessor controlled and composed of living tissue over a hyper-alloy combat chassis, the purpose of these cybernetic organisms is to pass as humans in order to infiltrate and terminate the Resistance!



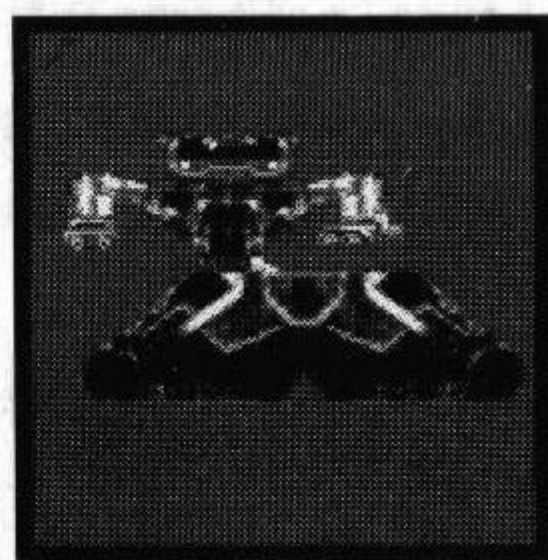
## **AERIAL HUNTER-KILLERS**



Their huge flood-lights sweep the ground, searching for Resistance strongholds. Their speed, multi-launch missile systems, and unerring accuracy make them almost invincible!

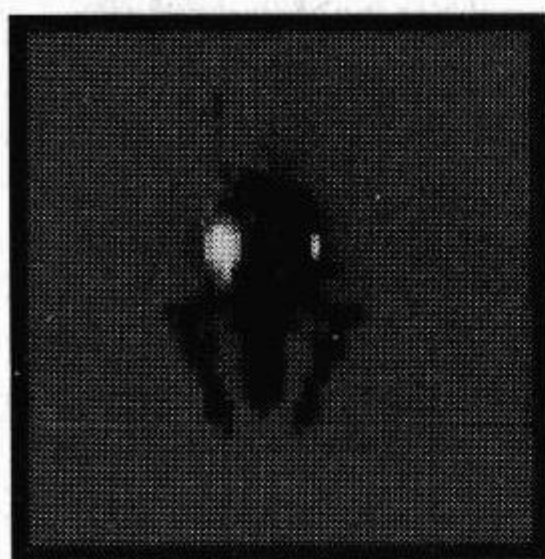
## **GROUND HUNTER-KILLERS**

Created by SKYNET in the automated factories that survived Judgment Day, these future tanks carry twin beam weapons and a



limitless supply of missiles. John Connor was the first to perfect their destruction. Follow in his footsteps. Take it apart piece by piece.

## **ORBS**



These machine gun firing pods are launched either directly from their storage bays or from protective "shells." They move fast, but placing a few rounds in the right place explodes them instantly.

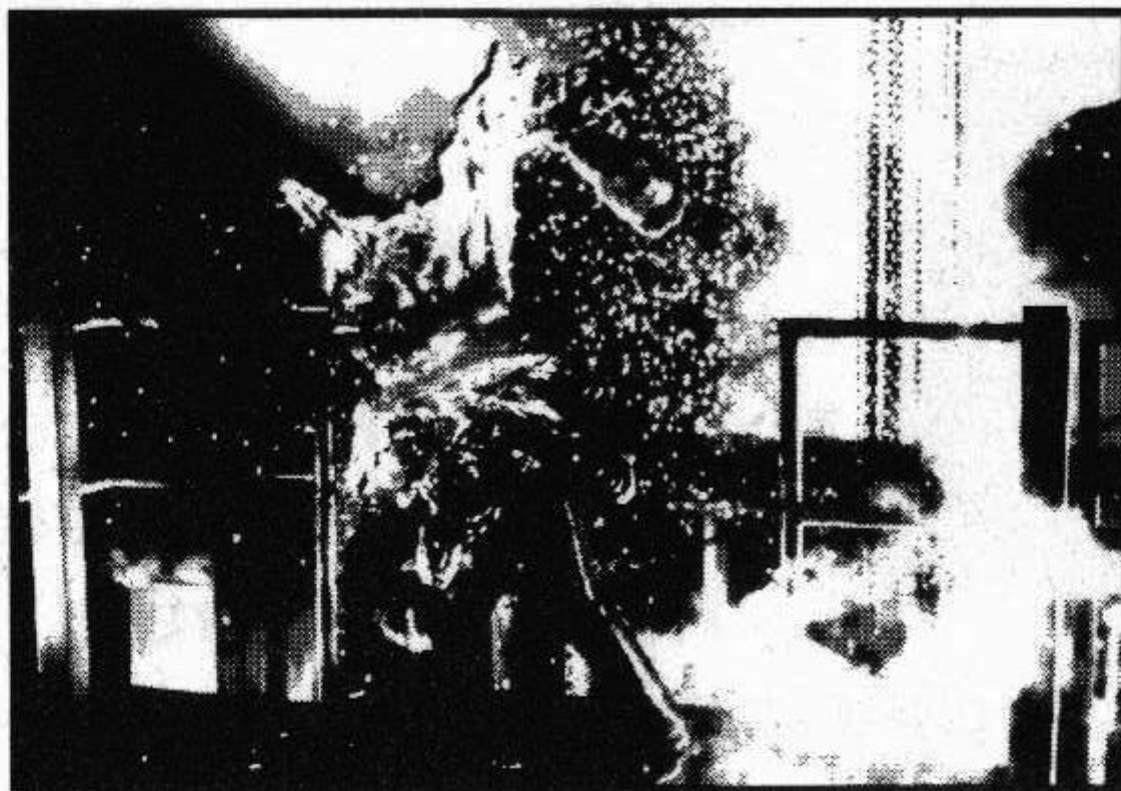
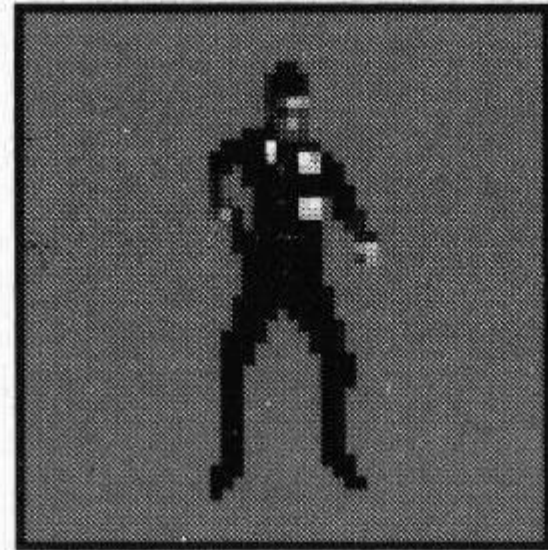


## **SWAT TEAMS**

**Ignorant of your aim to save humankind from destruction, these crack police squads only see you as the same heavily armed maniac who tore apart a police station ten years ago. They will attack on every front. Immobilize them.**

## **T-1000 ADVANCED PROTOTYPE**

**The ultimate terminator! Built from mimetic polyalloy-liquid metal-it can change shape at will and absorb any blow...even the blast of a 10-gauge at point blank range! It cannot be reasoned with or bargained with. It will not stop until it acquires its target...or is terminated!**

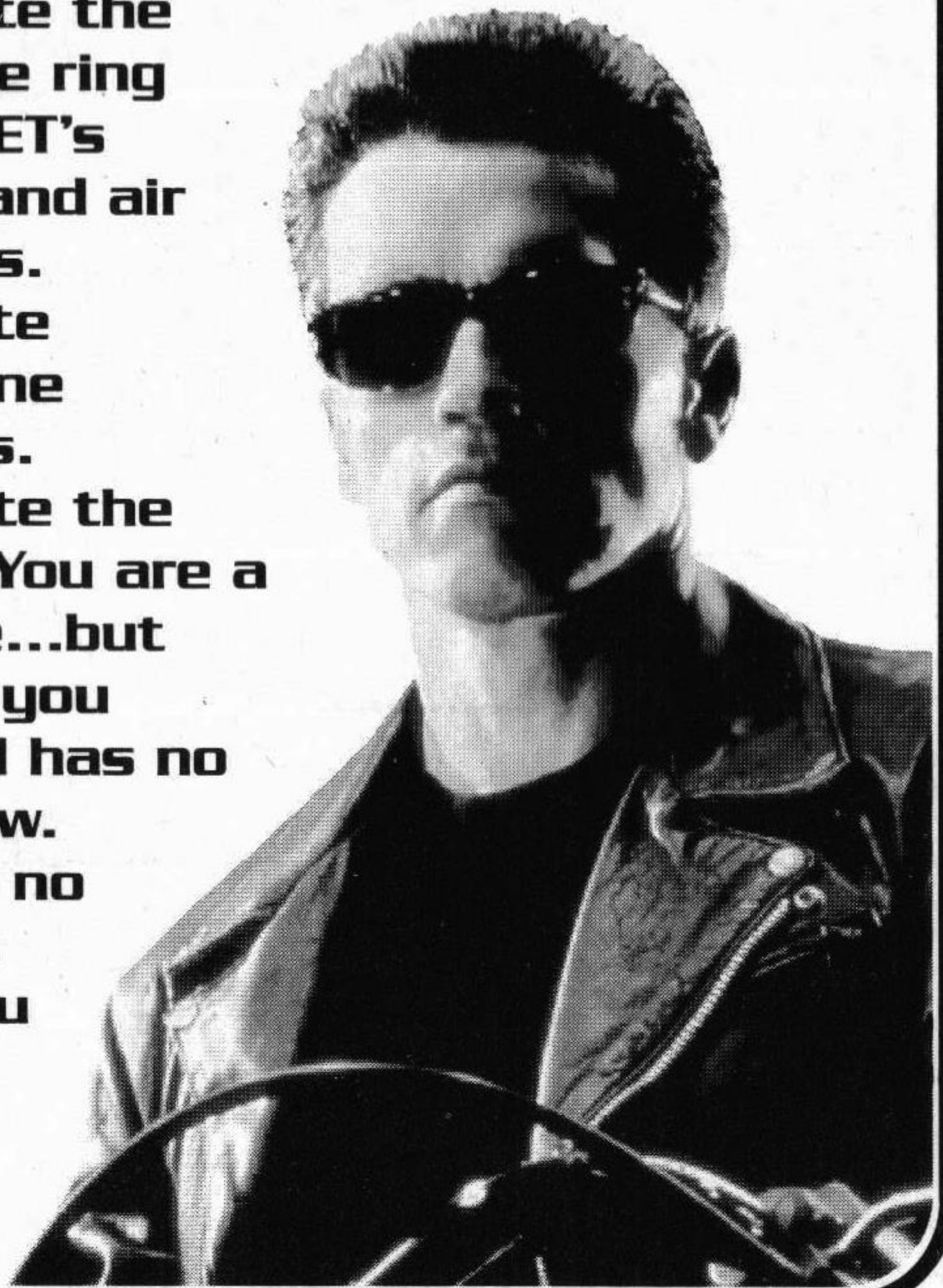




## **NO FATE!**

**SKYNET ended 3 billion lives on Judgment Day. Now, it will end all human life on earth...unless you help the John Connor of the future and the John Connor of the present! Waste the soulless endoskeletons in the war torn ruins of Los Angeles.**

**Penetrate the invincible ring of SKYNET's ground and air defenses. Obliterate Cyberdyne Systems. Terminate the T-1000! You are a machine...but without you mankind has no tomorrow. There is no fate but what you make!**











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**Arena Entertainment Hotline/Consumer Service Dept. (516) 624-9300**

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Name: \_\_\_\_\_

Phone: (     ) \_\_\_\_\_ Date: \_\_\_\_\_

Street Address: \_\_\_\_\_

City, State, Zip: \_\_\_\_\_

1. Game title: T2™: THE ARCADE GAME™ GAME GEAR™

2. Who **purchased** this game?  Male  Female Age \_\_\_\_\_

3. Who **plays** this game the most?  Male  Female Age \_\_\_\_\_

4. Why was game purchased for **player**?  Self-purchase  
 Requested Gift  Unrequested Gift

5. How did you hear about this game?  Friend  Radio  TV  
 Newspaper  Magazine Ad  Game Review  In-Store Display  
 Played Before Buying  Arcade  Salesperson

6. How would you rate the game play?  
1 2 3 4 5 6 7 8 9 10 (Best)

7. How would you rate the graphics?  
1 2 3 4 5 6 7 8 9 10 (Best)

8. Which kind of game do you like most?  Action  Role-Playing  
 Sports  Simulation  Maze/Puzzle

9. How often do you play coin-op arcade games?  
 Never  Sometimes  Frequently

10. What game/computer systems are in your household?  NES  
 Super NES  Genesis  Game Gear  Game Boy  
 PC (IBM or other)

11. How many times a month do you rent video games? \_\_\_\_\_

12. Which magazines and comic books do you read?  
\_\_\_\_\_

13. Comments: \_\_\_\_\_  
\_\_\_\_\_

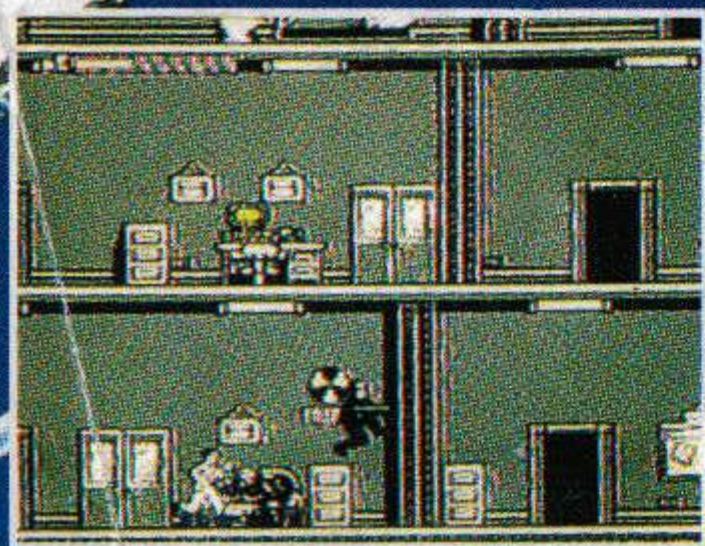
Send to: Arena Entertainment, P.O. Box 9003, Oyster Bay, NY 11771-9003

**Cut along dotted line and send to Arena Entertainment**

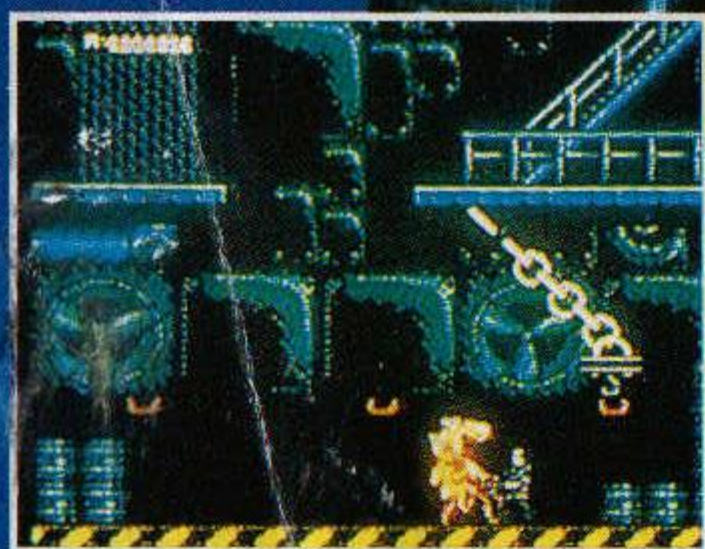
# TERMINATOR™ 2 JUDGMENT DAY



PREVENT JUDGMENT DAY



DESTROY CYBERDYNE RESEARCH



HASTA LA VISTA, BABY!

HE'S  
BACK...  
ON GAME  
GEAR!



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