SEGA™

TM

THE TERMINATOR™



SEGA CD™

Virgin

OFFICIAL SEGA SEAL OF QUALITY

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

Rated by V.R.C.

MA-13

Parental Discretion Advised.

Mature Audiences

™

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 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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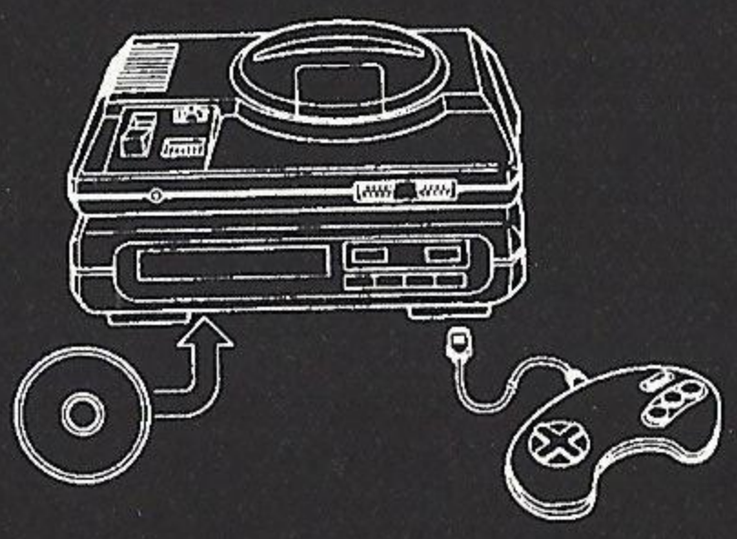
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Getting Started



1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.

2. Make sure that there is no game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.

3. Follow Sega CD System directions to OPEN the Sega CD drive from the Sega CD Control Menu.

4. Carefully place the TERMINATOR CD game disc in the Sega CD System with the label-side facing up.

5. close the Sega CD drive from the Sega CD Control Menu and then select CD-ROM on the Control Menu to launch the TERMINATOR and begin play.

About This Game

the Terminator... Sega CD!

the Terminator Sega CD is not just an upgrade of the Genesis game, it is a unique product, containing 10 entirely new levels of backgrounds and animations along with cinematic intermissions and an original score.

Actual scenes from the Terminator films have been combined with state-of-the-art game play, sound and graphics to produce a level of movie-like realism previously unavailable to game players due to technological limitations. The nearly unlimited memory capability of CD, however, provides the entry point for this exciting new game experience in which the player controls the heroic Reese, a warrior from a dystopian future who serves as bodyguard to Sarah Connor in order to insure the birth of her son, John — the man who will one day lead the Human Resistance Movement against the robotic ruling class.

The innovative musical score by Tommy Tallarico — recorded at Hollywood's legendary A&M Studios — makes use of the exciting, new QSound™ audio technology. Any stereo TV is capable of projecting QSound, a remarkable recording technique which produces the audio equivalent of 3-D. By positioning yourself between the two speakers, the music will sound as if it is literally floating around you, providing CD-quality sound that is actually superior to what can be heard using headphones.





QSound

QSound Virtual Audio is a revolutionary, multi-dimensional sound placement technology providing a greatly expanded sound field that requires only traditional stereo playback systems for reproduction. QSound was developed through many years of study of the human hearing process. More than 550,000 experiments were performed to develop the psychoacoustic formulas. To date, QSound Ltd. has been awarded six United States patents and several international patents.QSound Clients:Sting,INXS,Bad English, Luther Vandross,Madonna,Europe, Winger, Julian Lennon,Paula Abdul, Kiss, Roger Waters, Joe Cocker

QSound Setup
BALANCE

If each speaker has a separate volume control, set them as equally as possible. If your system has a single balance control, it should be set to the center balanced position.

NOTE: Set both volume controls to equal for independently powered speakers.

SPEAKER PLACEMENT

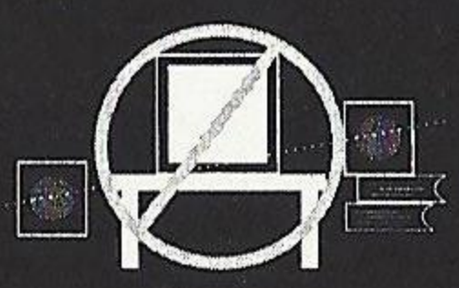
Try to keep the speakers at least three feet from the side walls, and on the same plane. They may be angled in slightly if preferred.

Speaker Cabling

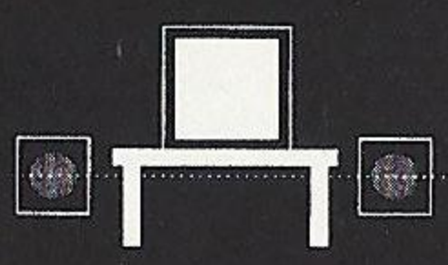
Speaker Cabling/Placement

You must make sure to connect red to red and black to black (positive to positive, negative to negative) on both left and right speakers to amplifier or sound board to achieve proper phasing. One side of speaker wire or lamp cord is often marked for this purpose with a line or ridge.

Speaker Placement



Wrong



Right:
Speakers should be ar same height,





Soundscape

Soundscape-The Terminator with QSound Virtual Audio vs. The Terminator with Stereo

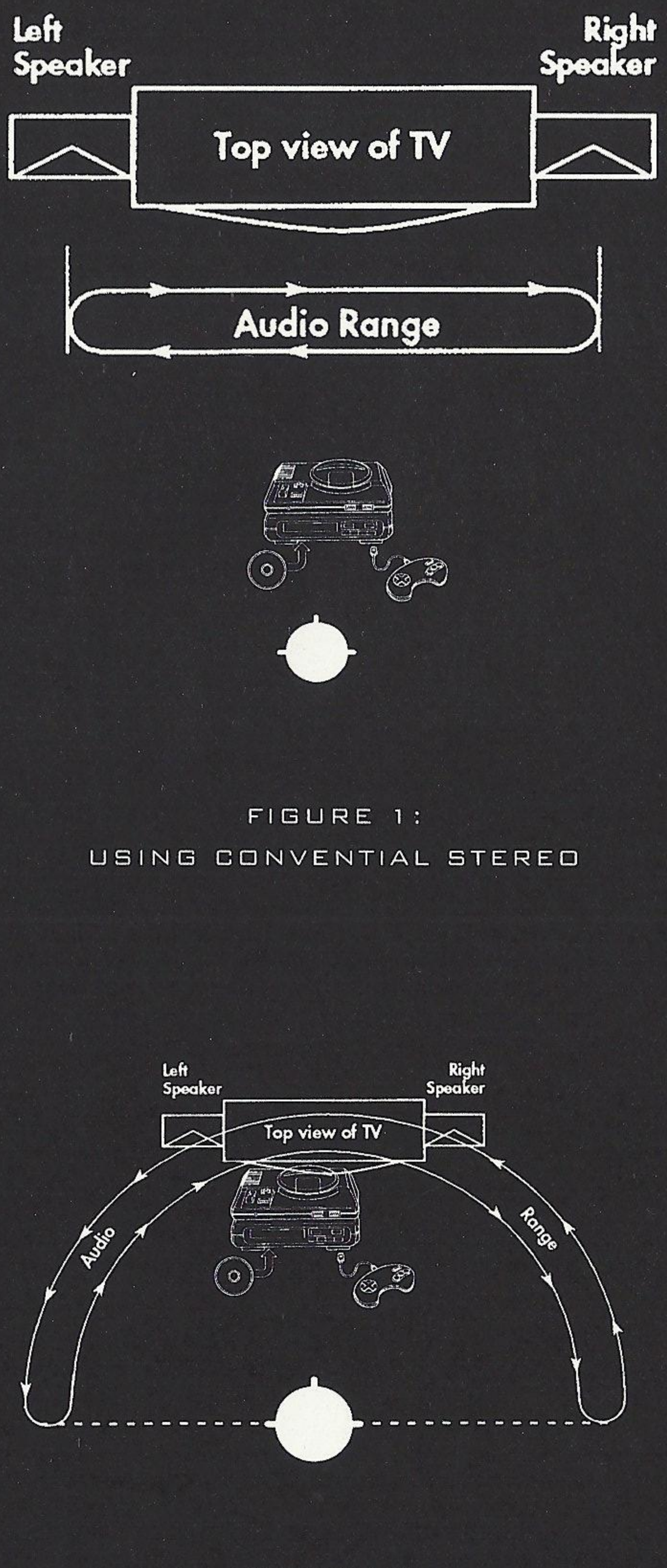


FIGURE 1:
USING CONVENTIAL STEREO

FIGURE 2:
USING QSOUND VIRTUAL AUDIO

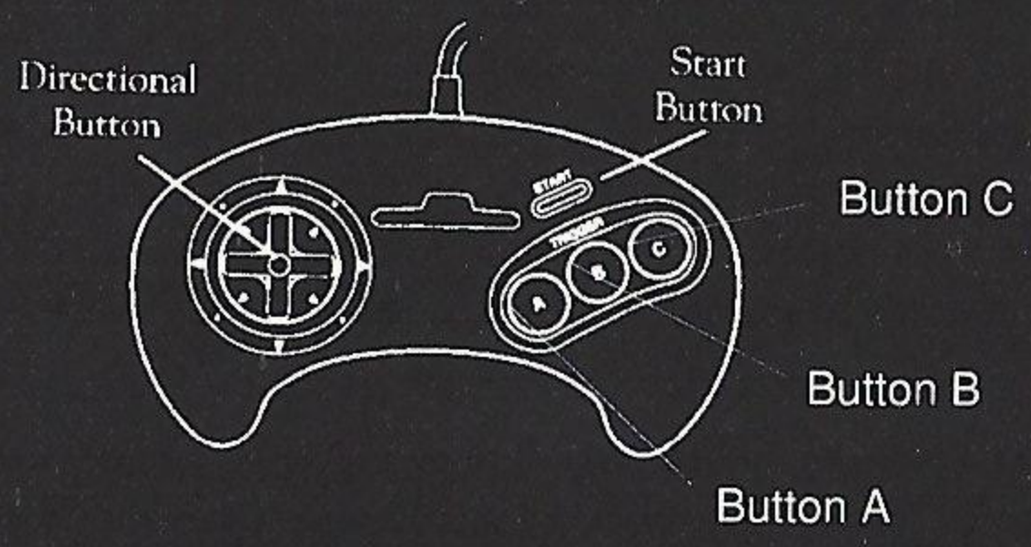
Introduction

Avoid Termination!

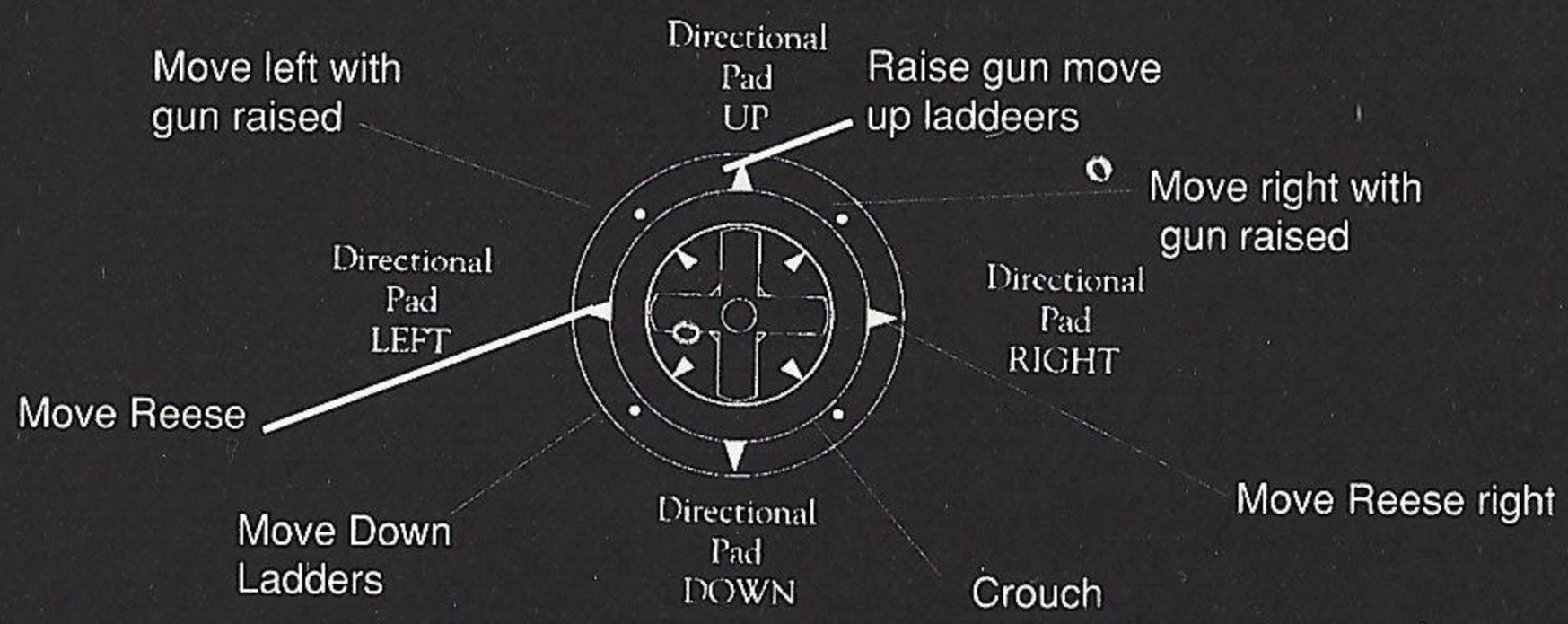
The machines rose from the ashes of the nuclear fire. Their war to exterminate mankind had raged for decades, but the final battle would not be fought. It would be fought here in our present. Tonight...

Kyle Reese has an impossible mission set before him: He must fight his way into the SkyNet Lab's building, find the Time Displacement Equipment and use it to go back in time, to modern-day Los Angeles. Once there, he must find the woman who holds the key to survival of the human race and protect her from the Terminator who has travelled back from the future to destroy her.

Directional Pad



This manual refers to the following directions:



Take Control

Controlling Reese

The following is a complete list of commands for guiding Reese through his mission:

LEFT/RIGHT	Moves Reese left or right
UP	Allows Reese to climb stairs or ladders
DOWN	Moves Reese down ladders or stairs
(B)	Reese stands and Fires his weapon
(A)	Reese Jumps from a standing position
(C)	Standing Grenade throw
(B) then (A)	Jump and Fire
DOWN + (C)	Reese ducks Grenade throw
DOWN + (A)	Reese ducks Fire
LEFT/RIGHT + (A)	Reese simultaneously Runs and Fires to the left or right
LEFT/RIGHT + (B)	Reese takes a Running Jump to the left or right
LEFT/RIGHT + (B) then (A)	Reese takes a Running Jump to the left or right and Fires in the air

On ladders and stairs, if player presses (A) Reese will remain stationary and the Direction Pad (D Button) will dictate the firing arc. Grenades can be dropped from ladders.





Game Play

Reese can run, jump, duck, fire his weapon, throw grenades and acquire power-ups. Some of these actions can even be performed simultaneously: he can fire his weapon while running or climbing a ladder and he can jump while running. Reese begins the game with a standard-issue resistance weapon. It is limited in terms of both fire-power, rate of fire and firing arc. Power-ups are available which can restore Reece's health or provide him with a superior weapon. Some are available only in the future and others can be located exclusively in the past (LA in '84).

Power-Ups

Repeater Rifle Heavy-duty weapon capable of continuous fire

Particle Rifle Same impact as the default weapon, but capable of firing in a wider arc

Battle Rifle This powerhouse offers three times the fire-power of the default weapon but discharges at a slower speed

Energy Field When encapsulated within an Energy Field, Reese is temporarily invulnerable

M15 CAW Heavy-duty weapon capable of continuous fire

SPAS 12 Offers the same firepower as the default weapon with a wider firing arc

<u>M203</u> Similar to the futuristic Battle Rifle, with three times the hit power but a slower rate of fire

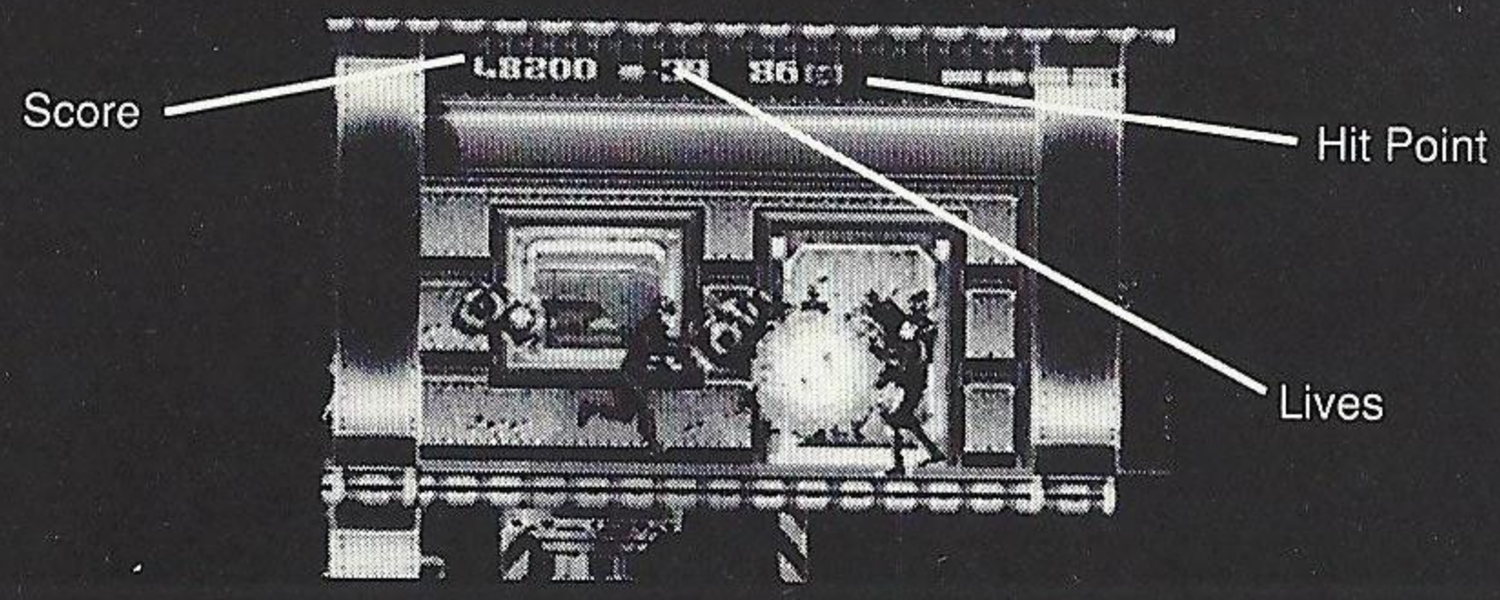
<u>Flak Vest</u> Temporarily shields Reese from contemporary weapons

<u>First-Aid Box</u> Partially restores Reese's health

<u>Bomb Canister</u> Contains three grenades.

<u>Pipe Bomb</u> Can be picked up and thrown as a grenade.

Character Status Bar



The following items appear in the upper left corner of the screen:

<u>Score</u> Number of points the player has tallied

<u>Lives</u> Number of remaining lives

<u>Hit Points</u> A bar gauge indicating the amount of damage Reese has suffered. It starts out full and diminishes as he takes damage. HPs can be added by picking up a first-aid kit. When Reese picks up an Energy Field or Flak Vest, the energy field flashes around Reese as long as it is active.



Level 1 By Level

Level-by-Level Breakdowns

The following is a level-by-level guide to each of the ten scenarios Reese must overcome in order to save the future of mankind.

Level One: Human Outpost

Play Objective: Reese must escape the human base which has now been over-run by Terminators.

Enemies: Terminators, Endo-Skeleton Terminators, and machine gunners

Level Two: Holocaust L.A.

Play Objective: In the rubble that was once Los Angeles, Reese continues his journey to the SkyNet base while avoiding Hunter-Killers (HKs) and Terminators.

Level Elements: Fire and destroyed vehicles

Enemies: Endo Skeleton Terminators, Spider HKs, Flying HKs, Huge Tank HK

Level three: skynetbase, Part 1

Play Objective: Reese must penetrate SKYNET's outer defenses, fight his way through the Base's launch bay section and avoid aerial HKs.

Level Elements: Automated SKYNET defenses include Motion Sensors, Track Canons and Energy Barriers.

Enemies Include: Endo Skeleton Terminators, Endo skeleton dogs and HK Units

Level four: skynetbase, Part 2

Play Objective: Reese must blast his way through SKYNET's automated defenses in order to reach the Time Project and defeat the Terminators that guard and control it.

Level Elements: Motion Sensors, Track Canons, Energy Barriers, Elevators, Endo Skeleton-type Terminators equipped with Gatling guns and Control Panel Triggers.

Enemies: Endo Skeleton Terminators, HK Units





Level 5

LEVEL FIVE: City Streets

Play Objective: Via Time Displacement, Reese is transported to LA, circa 1984. Unfortunately, he arrives in the worst 'hood in town and must take on roving bands of punks and bikers.

Level Elements: Elevator, Steel I-Beam with Cable and Control Panels

Enemies: Street Punks, Bikers

LEVEL SIX: City Rooftops

Play Objective: If Reese survives the streets of LA, he must fight his way across the rooftops, where he finally spots the T-800 model Terminator taking over a Police Helicopter. Reese must battle it out with the lethal chopper in order to reach his next location: the Technoir Bar.

Level Elements: Cranes, Control Panel Triggers

Enemies: Street Punks, Terminator-controlled Helicopter

LEVEL SEVEN: TECHNOIR BAR

PLAY OBJECTIVE: INSIDE THE LOWLIFE TECHNOIR BAR, REESE MUST MAKE HIS WAY THROUGH PACKS OF CRAZED PUNKS IN ORDER TO LOCATE SARAH. HE ALSO ENCOUNTERS THE TERMINATOR HERE.

LEVEL ELEMENTS: SKYLIGHT, CEILING FAN VENT, LIGHT FIXTURES, TV MONITORS AND STROBING LIGHTS

ENEMIES: STREET PUNKS AND THE TERMINATOR

LEVEL EIGHT: POLICE STATION

PLAY OBJECTIVE: REESE MUST SINGLE-HANDEDLY ATTACK THE POLICE STATION WHERE SARAH IS BEING HELD. IF HE LOCATES HER, HE THEN ENCOUNTERS THE TERMINATOR IN THE POLICE GARAGE.

LEVEL ELEMENTS: CONTROL PANEL TRIGGERS, ELEVATORS

ENEMIES: PUNKS, TERMINATOR



LEVEL NINE: Cyberdyne Factory, Part 1

Play Objective: After instructing Sarah to run for safety, Reese must work his way through the Cyberdyne factory, moving toward the compressor device. The Terminator, now stripped of his synthetic skin, pursues relentlessly.

Level Elements: Video Cameras, Furnace, Conveyor Belts, Elevators, Crates, Control Panel Triggers, Droids

Enemies: Endo Skeleton Terminator, Cyberdyne Droids, Cyberdyne Defense Systems

LEVEL TEN: Cyberdyne Factory, Part 2

Play Objective: Reese must somehow lure the Terminator through the Cyberdyne factory to the gigantic compressor where Sarah waits.

Level Elements: Cyberdyne Security Equipment, Furnace, Conveyor Belt, Lift, Flashing Lights

Enemies: Endo Skeleton, Cyberdyne Droid

Handling Your Sega CD Disc

- The Sega CD disc is intended for use exclusively with the Sega CD System.

- Handle it with care. 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 a recess during extended play, to rest yourself and the Sega CD Disc.

- keep your sega cd disc clean. Always hold by the edges and keep in its case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING:

For Owners of Projection Televisions
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.



Terminator Sega CD credits

TERMINATOR SEGA CD CREDITS

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ROBIN KAUSCH AS SARAH CONNOR
DAVID LUEHMANN AS REESE
ADDITIONAL ANIMATION MODELS:
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SPECIAL THANKS TO: RAND MARLIS AND RUTH SALISBURY OF CREATIVE LICENSING

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FX TECHNICIAN: STEVE HENIFIN

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MIXED IN QSOUND BY BUZZ BURROWES
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MIXED AT: A+M STUDIOS, HOLLYWOOD & THE ENTERPRISE, BURBANK
MASTERED AT: FLYWHEEL DIGITAL STUDIOS, VIRGIN GAMES, IRVINE

THANKS TO: MOM & DAD, STEPHEN "THE DOC" CLARKE-WILLSON, MARTIN ALPER, KATHY HOLCOMB, BRIAN COWIESON OF QSOUND, ROLAND KEYBOARDS, MARTIN KITCAT, MIKE TALLARICO AND SYLVESTER STALLONE.

SPECIAL MUSICAL THANKS TO: SCOTT SPEAR, JOE MCLAUGHLIN, JOHN KITCHEN, EVERRETT MANN, AND EDDIE VAN HALEN.

TRACK	SONG	TIME
2	THE TERMINATOR THEME*	2:35
3	TAKING TO THE AIR	3:25
4	FUTURE SHOCK**	4:03
5	DESTINATIONZ UNKNOWN	5:10
6	THIS WAY	4:08
7	VISIONS V	4:17
8	ON YOUR SIDE	3:28
9	CYBERTEK VV	1:33
10	METAMORPHOSIS	3:38

* THE TERMINATOR THEME WRITTEN BY BRAD FIEDEL EUPHONIOUS MUSIC, INC. (ASCAP)

CD MUSIC



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Singapore# 88-155;
Japan# 82-205605 (Pending)

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