



3 Times the Suspense 3 Times the Danger 3 Times the Terror

The Aliens are fast, spit acid and are right behind YOU! No time to think, no time to catch your breath...RUN!



Ripley's the only survivor
of the crash landing on
FURY 161...

...or is she?!



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Nintendo
GAME BOY



LICENSED BY



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SAFETY FIRST...

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

ADVISORY

READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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...

It has raged endlessly for three decades...but the tide is turning. The human Resistance scores greater victories with every day.



1

SKYNET—the supercomputer responsible for the nuclear holocaust and that controls 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.

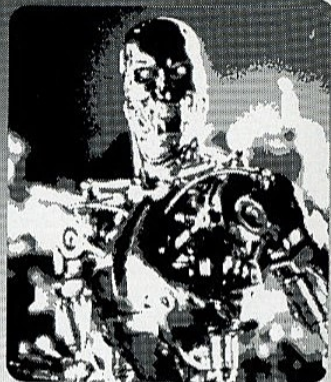
The first terminator was programmed to strike his mother, Sarah Connor, in the year 1984...before he was born. It failed.

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.

2

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 while your metal endoskeleton provides virtual invincibility. Your lethal efficiency as a terminator makes you, a machine, the only warrior who can save John and mankind!



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!

MISSION READY SEQUENCE

LOADING

1. Make sure the GAME BOY® power switch is OFF.
2. Insert the T2™ Game Pak as described in your NINTENDO® GAME BOY® instruction manual.
3. Turn the power switch ON.

You will then see the title and high score screens. To begin the story screens, press the START BUTTON at any time. To scroll through the story, press the START BUTTON again or the A BUTTON.

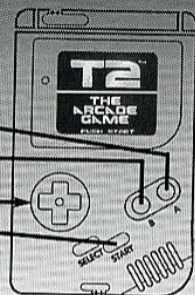
NOTE: T2™: The Arcade Game™ is a one player game only.

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THE CONTROLS... ARCADE FIREPOWER!

The control points for both missions are as follows:

- FIRE MAIN WEAPON
- FIRE ROCKETS (Mission 1)/
FIRE SHOTGUN/GRENADES
(Mission 2)
- MOVE ON-SCREEN SIGHT
- PAUSE / RESTART

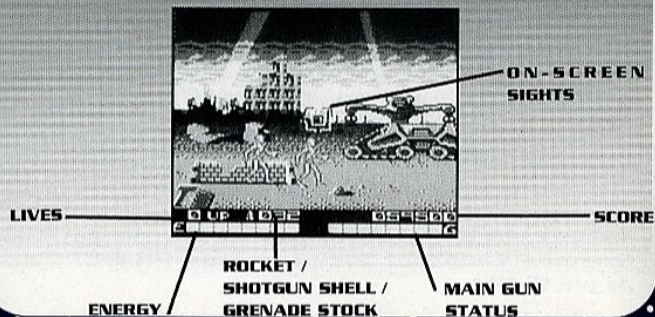


NOTE: To fire grenades, you must first get the Grenade Launcher Pick-Up. (See PICK-UPS on pages 10-12.)

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ON THE SCREEN... ARCADE ACCURACY

The game play information appears on the screen as follows:



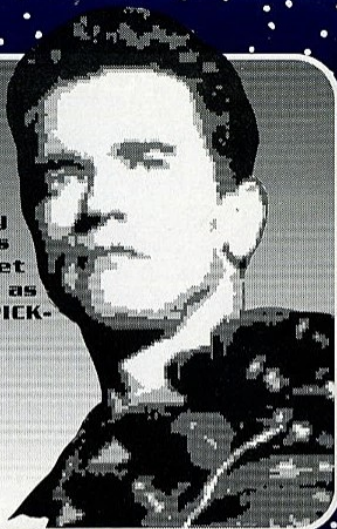
WEAPONS...INTENSE!

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 in the main gun status indicator in the bottom right of the screen. To cool the gun and restore it to maximum efficiency, quit burning rounds until the indicator is back at 8 squares...but don't get wasted in the interim!

In Mission 1 your secondary and most destructive weapon is a rocket launcher. It will blow apart Aerial and Ground Hunter Killers, blast walls, bunkers, and more. In Mission 2, you carry a lever-action shotgun, plus, if you can find them at the Steel Mill, M-79 grenade launchers each with 3 rounds of high explosive ammunition! The shotgun will

destroy equipment, tear gashes in tanker trucks, and slow even a T-1000. But for serious damage...go with the heavy artillery!



Note: Your secondary weapon stocks of rockets and shotgun shells get the appropriate pick-ups as shown in the section **PICK-UPS** on pages 10-12.






PICK-UPS... NO PROBLEMO!




The Pick-Ups scattered throughout both missions will provide vital bonuses, like body armour, weapon coolant, and secondary weapon ammunition.

The Pick-Ups are as follows:

ICON	PICK-UP	MISSION	FUNCTION
	EXTENDED RAPID FIRE COOLANT	1&2	Temporarily allows you to fire your machine gun without overheating or loss of efficiency.
	RAPID FIRE RECHARGE	1&2	Instantly restores your machine gun to maximum efficiency (without the need to stop firing).

ICON	PICK-UP	MISSION	FUNCTION
	BODY SHIELD	1&2	Temporarily reduces the damage inflicted on you by incoming fire.
	SMART BOMB	1	Destroys all enemies on the screen.
	EXTRA LIFE	1&2	Bonus life.

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ICON	PICK-UP	MISSION	FUNCTION
	ROCKET	1	Adds 16 rockets to your total.
	SHOTGUN SHELL	2	Adds 4 shells to your total.
	M-79 GRENADE LAUNCHER	2	Temporarily makes your secondary weapon a grenade launcher with 3 rounds of 40mm HE ammunition for the first pick-up, and 1 round after that.

TO GET ANY PICK UP, shoot it.

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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.

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2. The Human Hideout

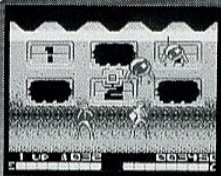
Model 101 T-800 Infiltrator Units have invaded the Resistance hideout in your sector and are now leading a full scale attack assisted by lethal Orbs. Protect all human life. Eliminate the machines!

3. SKYNET Area 1

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. The SKYNET perimeter defenses are dense with endoskeletons, Model 101's, and Aerial HK's. Destroy them, and anything else you can find!



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4. SKYNET Area 2

Within SKYNET's defenses are squadrons of machine troops, Orb storage bays, and more! Inflict the maximum damage possible. Every blow at SKYNET is a Resistance life saved. But, remember the mission.

Even a crippled SKYNET is worthless if

you don't reach the Time Field Generator. Defeat the Ground HK and you're through to the heart of the machine! Blast it with every rocket you've got!

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.



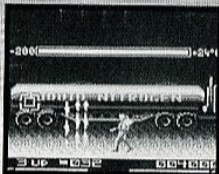
Led by Miles Dyson, their Special Projects Team is on the brink of creating the neural net processor—the first computer to think and learn like a human. They will then develop SKYNET, a supercomputer that will remove all human decisions from strategic defense. On August 29,

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!

Help Sarah and John Connor by destroying every piece of research at Cyberdyne. Even one work station left could be enough to carry on SKYNET's development. You must destroy everything...while also immobilizing the M-16 armed SWAT teams intent on reducing you to scrap!

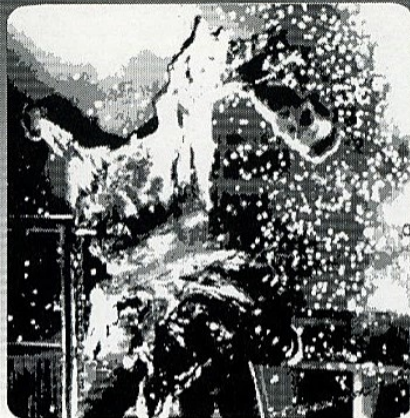
2. The Steel Mill

You, John Connor, and Sarah Connor escaped from Cyberdyne in a SWAT team van. However, the T-1000 followed you in an 18-wheeler chemicals tanker and now has you cornered in a steel mill. The only way



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to save John is to blast open the tanker and freeze the liquid lognut in a -230° hoarfrost of liquid nitrogen. The only way to terminate it is to get the shape-changing assassin into a vat of molten steel! Then it's "Hasta la vista, baby!"



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ENEMIES...FUTURE AND PRESENT!



T-800 ENDOSKELETONS

The ultimate soldiers: no fear, no pain, and no compassion! Armed with their massive battle rifles, 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 floodlights 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.





SWAT TEAMS

Ignorant of your aim to save humankind from destruction, these crack police squads only see you as a heavily armed threat bearing an uncanny resemblance to someone 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 its 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!

Judgment Day ended 3 billion lives. The war against the machines will soon close the chapter on human life on earth...unless you help the John Connor of the future and the John Connor of the present! Waste the soulless T-800's 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!



NOTES:

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