

TERMINATOR 2

It is the near future... battle rages between man and machine. Yet despite the awesome power of the machines the rebels are winning, until Skynet, the computer that controls themachines sends a Terminator through time to destroy the rebel leaders' mother, Sarah Connor, who is living in the time '1984'.

They failed.

Undaunted, another Terminator was sent back in time to 1994 to strike at John Connor, the future rebel leader, who is still a child at the time.

The resistance must protect the child.

Again the rebels were able to send a lone warrior to protect him. This time they will fight on the enemy's terms.

This time a machine will battle one of its kind.

LOADING

CPC 464 - Type RUN" and press the ENTER/RETURN key.

CPC 664 and 6128 - Type | TAPE then press the ENTER/RETURN key.

NOTE: This game loads in a number of parts - follow the on- screen instructions.

CONTROLS

Note: There is no pause option during the bonus round. You can play this one-player game using the keyboard or joystick.

PRESET KEYBOARD KEYS

P	-	PAUSE/UNPAUSE
Q	-	UP
A	-	DOWN
L	-	RIGHT
K	-	LEFT
SPACE	-	FIRE

JOYSTICK

LEFT	-	WALK LEFT
RIGHT	-	WALK RIGHT
UP	-	HEAD BUTT
DOWN	-	CROUCH
UP & FIRE	-	UPPERCUT
DOWN & FIRE	-	KNEE
LEFT & FIRE	-	PUNCH
RIGHT & FIRE	-	KICK

GAMEPLAY

LEVEL 1

You are in control of the T101 Terminator. You must defeat the T1000, temporarily, to allow John to escape.

LEVEL 2

Take control of the T101 and John on a Harley Davidson motorbike. Manoeuvre your way through a storm drain, whilst being pursued by the T1000 in an articulated lorry. Every time you crash into an object the T101 loses energy. Crashing into the lorry means that John loses energy.

LEVEL 3

In this section you must perform a minor operation on the T101's arm. This is achieved by moving the flashing cursor around the grid and arranging the blocks in the correct order. This level is timed. Achieving 100% puzzle completion will regain all of the T101's energy.

LEVEL 4

The T101 must gain enough time for Sarah and John to escape in the lift to the car park.

LEVEL 5

Your task is to rearrange the blocks on the T101's face until they match up to the original picture. This level is timed and 100% completion will give T101 full energy.

LEVEL 6

T101 is in control of the SWAT van making his escape with Sarah and John Connor. He is being pursued by T1000 in a helicopter. Sarah can fire at the helicopter from the back of the van. You must disable the helicopter's controls by shooting at it. To target the helicopter, steady the van for a couple of seconds. Beware of the traffic on the freeway and the shots from the helicopter.

LEVEL 7

T101 must battle it out for the last time with the T1000 whose ability to regenerate has been lost through immersion in liquid nitrogen. Therefore, any damage the T1000 takes will now be permanent.

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