AGB-AO3E-USA

GAME BOY ADVANCE

TERMINATOR® 3

RISE OF THE MACHINES™



INSTRUCTION BOOKLET

ATARI

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



TEEN

MILD VIOLENCE

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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TERMINATOR® 3
RISE OF THE MACHINES™

LOS ANGELES, 2032

The war between Man and the Machines is raging. Judgment Day, originally prevented in 1997, has finally happened, despite Sarah Connor's effort and the Terminator's sacrifice. The Machines became self-aware in 2003 and took over, destroying most of humanity in the process.

John Connor, leader of the human resistance, is missing. Now, all that stands between mankind and its final extermination are the Tech-Com soldiers, led by Connor's second in command: Kate Brewster.

The resistance learns of the Machines' plan to send the latest cybernetic killer, the T-X, into the past to terminate the young Kate Brewster, John Connor and others who will become key resistance

fighters in the future. A Terminator must be reprogrammed and sent into the past to counter the plans of the Machines. The fate of the human race rests in the Terminator's hands.

GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy Advance is ON.

2. Insert the *Terminator®3: Rise of the Machines*™ Game Pak into the slot on the Game Boy Advance. Press firmly to ensure the Game Pak is correctly inserted.

3. Switch the Game Boy Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.

4. When the Main Menu appears, start a new game or enter a password to continue a game.

Note: For multiplayer games, link two or more Game Boy Advance systems (each with a *Terminator® 3: Rise of the Machines™* Game Pak) via a Game Boy® Advance Game Link® cable. (See "Multiplayer Mode" on page 20 for details.)

Main Menu

In the Main Menu, press the **+ Control Pad** ▲ and ▼ to highlight each choice and press the **A Button** to select. Press the **B Button** to return to the previous menu.



Play Game: Start a single-player *Terminator® 3: Rise of the Machines™* game from the beginning.

Multiplayer: Start a multiplayer game. Up to four players can play simultaneously in Capture the Flag. Two players can play a Cooperative game. (See "Multiplayer Mode" on page 20 for details.)

Password: When you complete a level, you'll receive a password. Write that password down and enter it on this screen to resume where you left off. If you do not have a password to continue a previous game, use the **+ Control Pad** to select the Play Game option and press the **A Button.**

Options: Enter the Options Menu to change your sound settings, music settings and difficulty level. See "Options Menu" below.

OPTIONS MENU

Select Options from the Main Menu to adjust the difficulty level, gameplay settings, and the sound and music settings. Select the option you wish to change and press the **+ Control Pad** ◀ and ▶ to toggle between choices. You can also access the Hi-Scores list and Credits from the Options Menu. To return to the Main Menu, press the **B Button**.



Difficulty Level

There are two difficulty levels — Easy and Terminal — in *Terminator® 3: Rise of the Machines™*.

Easy: You start the game with three lives and earn an extra life every 1000 points. When you lose a life, you continue right where you left off. Continues are unlimited.

Terminal: You start the game with only one life and cannot earn extra lives. Continues are unlimited, but you will start the continued game at the beginning of the level.

GAME SCREEN



The Heads-Up Display (HUD) shows all vital data about the Terminator's current state.

Energy

The blue bar represents the Terminator's Energy level. Energy acts as a shield and prevents loss of Health. As enemies shoot the Terminator, he

will slowly lose Energy until the bar is empty. He will only begin to lose Health (see below) once all of his Energy is depleted.

Energy is also used to power Terminator Vision mode, which gives the Terminator additional capabilities. (See "Terminator Vision" on page 17 for more details.) While using Terminator Vision mode, the Energy bar will slowly deplete. If the Energy bar is empty, Terminator Vision will not work.

Energy is automatically replenished over time. You can also replenish Energy by collecting blue Energy Packs throughout the game.

Health

The red bar represents the Terminator's Health level. As the Terminator takes damage from enemies, he will lose some Health. When this bar is empty, the Terminator has been terminated and the mission has failed.

You can replenish Health by collecting red Health Packs throughout the game.

As your Health decreases, you can tell how close you are to being terminated. The visual icon of the Terminator's face in the lower left corner of the screen deteriorates as Health is lost. The Terminator appears more robotic as his skin melts!

Weapons and Ammunition

The Weapon Inventory display at the bottom-right corner of the HUD shows the currently selected primary and secondary weapons, and the amount of ammunition available for each weapon. (See "Weapon and Ammo Inventory" on page 16 for details.)

Guidance System

The Guidance System, located at the top-left corner of the HUD, keeps track of each objective. The arrow points in the direction of the next objective, while the number at the bottom of the Guidance System displays the distance to the objective. The icon in the center of the Guidance System represents the type of objective. For example, a person icon appears when you need to rendezvous with another character.

Score

Your score is displayed at the bottom center of the HUD. You earn points for terminating enemies and collecting items. When playing in easy difficulty, you earn an extra life for every 1,000 points earned.

Timer

During time-based missions, a timer will appear at the top-right corner of the HUD. There are two kinds of time-based scenarios:

1. Complete an objective before the timer expires, or

2. Protect something until the timer expires.

If you fail in either type of scenario, you will lose a life and must restart the mission.

CONTROLS


L Button
+ Control Pad
START
SELECT
R Button
A Button
B Button
Nintendo
POWER
GAME BOY
Nintendo®
START
SELECT
GAME BOY ADVANCE
B
A

CONTROL	MENUS	ON FOOT	DRIVING
A Button	Confirm selection	Fire primary weapon / Context-sensitive action	Fire vehicle weapon
B Button	Cancel selection / Back	Fire secondary weapon / Punch / Kick	Exit vehicle
+ Control Pad	Move	Move	Move
L Button	–	Cycle through Run, Strafe, Walk modes	–
R Button	–	Weapons inventory	Fire missiles
SELECT	–	Toggle Terminator Vision mode	–
START	Confirm selection	Pause	Pause

Use the **+ Control Pad** to move the Terminator left, right, up, down or diagonally. Press the **L Button** to change between running, strafing and walking movements.

The Terminator can interact with other characters. Walk into another character to initiate a dialog with them. The character may give important mission details and objectives. While in Text mode, press the **A Button** to display the entire dialog box at once. Press the **A Button** again to close the dialog box.

The Terminator can also pick up objects found in the environment. Walk over an object to pick it up.

COMBAT AND ATTACKS

The Terminator is able to fight using both primary and secondary weapon attacks. Primary weapons include all guns available to the Terminator. Secondary weapons include grenades and melee attacks (punching and kicking). Press the **A Button** for a primary weapon attack. Press the **B Button** for a secondary weapon attack.

WEAPON AND AMMO INVENTORY

You can pick up primary and secondary weapons and ammunition throughout the game environment by walking over them. To switch between primary weapons in your inventory, hold down the **R Button** to highlight the primary weapon icon on the HUD display. Press the **+ Control Pad** ▲ or ▼ to cycle through available weapons.

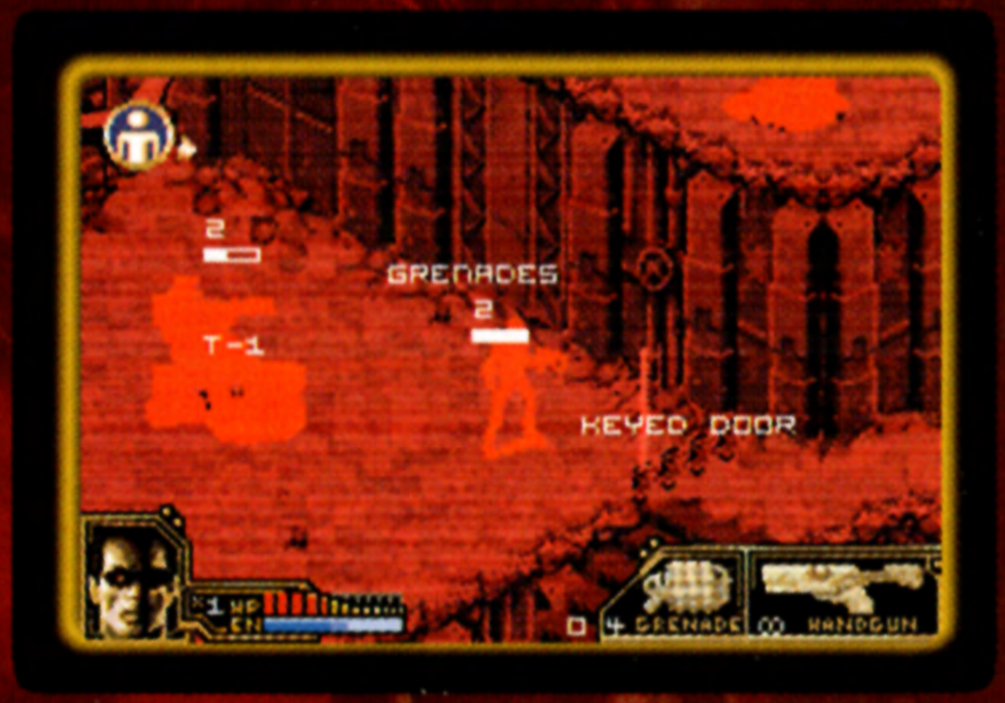
To switch between secondary weapons (grenades) and melee attack (punching and kicking), hold down the **R Button** and press the **+ Control Pad** ◀ to highlight the secondary weapon icon on the HUD. Press the **+ Control Pad** ▲ or ▼ to cycle through available secondary weapons.

The numbers in the lower-left corner of the weapon icons represent the amount of ammunition available for that weapon. Each gun requires its own specific type of ammunition. You can gather this ammo by picking up another weapon of the same type. If you already have the weapon, you receive more of that ammo type. Otherwise, you gain access to the new weapon with a basic clip of ammunition.

The Handgun has unlimited ammunition. Similarly, the melee attack is always available.

TERMINATOR VISION

When the Terminator has Energy available, he may enter Terminator Vision mode. While in Terminator Vision mode, the Terminator shoots more accurately, causing more damage to enemies. In addition, the Terminator can view information about enemies and objects, and can see hidden objects. However, Terminator Vision mode requires Energy, and will slowly drain the blue energy bar when in use. If the Terminator runs out of Energy while using Terminator Vision, he returns to normal vision. Press **SELECT** to enter Terminator Vision mode. Press **SELECT** again to exit.



VEHICLE CONTROLS



Some missions will require the Terminator to drive an all-terrain vehicle. This vehicle is equipped with two powerful guns: a Blaster Cannon with unlimited ammo, and a Missile Launcher that requires missile pickups before it can be fired. To drive the vehicle, press the **+ Control Pad** in the direction you want to travel. Press the **A Button** to fire the Blaster Cannon and press the **R Button** to fire the Missile Launcher.

PAUSE AND QUIT

Press **START** during gameplay to pause the game and bring up the Pause Menu. You can change the game settings by selecting Options. To end the game and go back to the Main Menu, select the Quit option

using the **+ Control Pad** and press the **A Button** or **START**. You may also quit a game by simply switching off the power to the Game Boy Advance system. To exit the menu and continue playing, press the **A Button** or **START** again.



Note: If you quit the game, your progress on the current level will not be saved. The next time you enter a password and play, you will start at the beginning of the level.

CONTINUING GAMES

Terminator®3: Rise of the Machines™ uses a password system to record your progress in the game. At the end of each completed level, you will receive a password. Be sure to write this password down so that when you quit the game you can return to where you left off. If you wish to

continue a previous game, select the Password option at the Main Menu and press the **A Button**. To enter the password from the last completed level, use the **+ Control Pad** to highlight letters and press the **A Button** to select the letter and advance to the next space.

Note: Level passwords for each difficulty level are not the same! Make sure you enter the correct password for the difficulty level you wish to play.

Missions and Mission List

After you have successfully entered a password, you will be brought to a menu of completed missions. You may play the latest mission or any previously completed mission by highlighting the mission from the menu and pressing the **A Button**.

MULTIPLAYER MODE

Terminator® 3: Rise of the Machines™ offers two multiplayer modes:

Cooperative: Two players battle through a specially designed level and try to beat Skynet's horde, sent to stop you from completing your mission.

Capture the Flag: Up to four players can join and battle against each other in a Capture the Flag game.

During a multiplayer game, the HUD is simplified, since it is necessary to display the status of all characters. Terminator Vision is disabled and each player has one Health gauge. Players use the default weapon or the weapon that was picked up last, and each weapon has unlimited ammo.



LINKING GAME BOY® ADVANCE SYSTEMS

Before linking the Game Boy® Advance Game Link® cable, all Game Boy Advance systems must be switched OFF. Link the Game Link cable to

each of the systems. Insert a *Terminator® 3: Rise of the Machines™* Game Pak into each system. Switch the systems ON.

Cooperative Game

Two players can tackle a succession of rooms, each offering enemies and bosses. Player 1 selects the playing time.

In a Cooperative Game, both players must survive the entire playing time. Each player starts the game with a score of zero and a weapon that he / she will use for the entire game.

Capture the Flag

In a Capture the Flag game, players receive points each time they successfully capture the game flag and return it to their team's home base. During the setup phase of the game, Player 1 selects the game time length. Each player is assigned a character and a corresponding color.

The game starts when the game timer begins counting down. Each

player starts the game at a color-coded home base with a score of zero flag captures. Players must locate the flag on the playing field. When players find the flag they simply run over it to pick it up. When players encounter one another, they may choose to engage their opponent in battle or flee. If the player carrying the flag is killed, the flag-carrier drops the flag and respawns. The flag is then available for any player to pick up.

A point is scored if the flag-carrier returns to their home base with the flag. The flag then respawns on the map. When the game timer expires, the game ends and all players will see the Game Statistics screen, detailing the final game scores.

HINTS AND TIPS

- When an enemy explodes, it causes damage to anyone or anything around it. Try to group enemies together for the most damage.
- The Terminator packs a powerful punch, but beware of exploding enemies during close combat.
- Remember, Energy regenerates after a while, so take a rest if the Terminator is low on Energy.
- Each weapon has different strengths. Choose wisely.
- Use Terminator Vision to find hidden items. You never know what you might find.
- Tech-Com forces have hidden several useful items inside the destructible barrels throughout the levels.

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http://www.atarisupport.com

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Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

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This console-based product has automated support which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as 04-12345. When prompted by the Automated System, enter the last five digits of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

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Part # 24844JCB
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