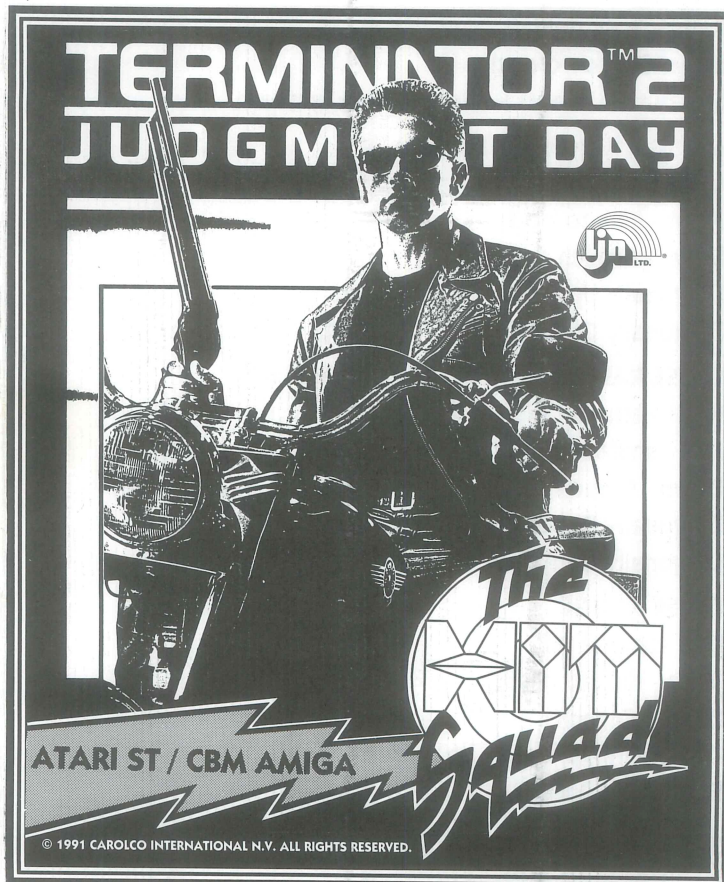


R.B.I. TWO BASEBALL™
ROBOCOP™ 2
SMASH TV™
TRIVIAL PURSUIT™
PRINCE OF PERSIA™
HUDSON HAWK™

LOOK OUT FOR THESE
 FANTASTIC GAMES FROM



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 the machines, sends a Terminator through time to destroy the rebel leader's 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

ATARI ST

NOTE: THIS GAME IS FOR
 DOUBLE SIDED DISK DRIVES ONLY.

Switch on the power to the computer and disk drive, then insert disk one into the drive. The program will then load

automatically. Follow on-screen instructions.

NOTE: The disk should be left in the drive whilst playing the game. The game will take advantage of STs with 1Mb of RAM memory, loading extra sections of the game, resulting in less disk access.

AMIGA 500

Insert disk one in drive A and turn on the computer. The program will then load automatically. The game will take advantage of Amigas with 1 Mb of RAM memory, loading extra sections of the game resulting in less disk access.

AMIGA 1000

Insert the system disk. When the Workbench disk illustration appears insert disk one. The program will then automatically load and run.

CONTROLS

There is no pause
 option during the bonus round.

This is a one player game controlled by joystick only.
 P - Pause.

LONG RANGE

Left - Walk left

Right - Walk right
Down & Fire - crouch
Fire button shoots while you have ammo.

MEDIUM RANGE WITH FIRE

Left - Shuffle left
Right - Kick to body
Down - Crouch
Diagonally Up Right - Kick to head
Diagonally Down Right - Kick to legs

CLOSE RANGE AFTER MEDIUM RANGE HIT

Right - alternate jabs to chest
Left - shuffle left
Down - Crouch
Diagonally Down Right - Knee to groin
Diagonally Up Right - Upper cut

CLOSE RANGE

Left - shuffle left
Right - Kick to chest
Down - Crouch
Diagonally Up Right - Head butt
Diagonally Down Right - Knee to groin

STATUS & SCORING

Points are awarded as follows:

BIKE LEVEL: 50 points bonus - collect spherical light storms.

100 points bonus - collect spherical light storm.

Life bonus - collect spherical star balls.

500 points for using the ramp.

The score will increase continually for as long as the player survives.

HELICOPTER LEVEL: 250 points per hit on helicopter.

The score will increase continually for as long as the player survives.

SWAT LEVEL: 100 points per man.

COMBAT LEVEL: 300 points per bullet.

50 points per close range hit.

100 points per long range hit.

5000 points are awarded for each level completed.

The status panel displays:

The faces of the characters in play and energy remaining.

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 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 - 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 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 - Once again you are in control of the T101. You must shoot your way out of the Cyberdyne Laboratories through a heavily armed SWAT team.

LEVEL 7 - T101 is in control of the SWAT van making his escape with Sarah and John Connor. He is being pursued by the 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. However, beware of traffic on the freeway and the shots from the helicopter!

LEVEL 8 - 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.

HINTS & TIPS

On the motorbike level learn the route and collect as many

life bonuses as possible.

Combat sections - don't retreat, keep attacking and make your bullets count.

Helicopter level - keep moving, make it hard for the T1000 to target you.

Bonus (puzzle) levels - if you cannot complete the puzzle try to end with as many tiles in the correct position as possible.

CREDITS

TERMINATOR 2 TM & © 1991 Carolco International N.V.
All Rights Reserved.

© 1992 Ocean Software Ltd.

The Hit Squad P.O. Box 350
Manchester M60 2LX.