

SEGA
GENESIS
16-BIT CARTRIDGE

GENESIS INSTRUCTION MANUAL

T2

TM

THE ARCADE GAME™



This game is also
playable with Sega
Genesis Menacer.

ARENA
BY NAMCO





This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

SEGA and GENESIS are trademarks of Sega Enterprises Ltd.

Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- 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 an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to 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.

TO PLAY T2™ THE ARCADE GAME™ WITH THE MENACER™ AND TO ENSURE THE GREATEST ACCURACY & PLAYABILITY

- Use smooth, steady sweeping movements with the Menacer™.
- Adjust the brightness to its lightest level on your TV.
- Dim the lights in the room in which you are playing.
- Center the infrared receiver either at the bottom of your monitor or the top.
- Avoid eye strain. If your eyes feel fatigued or tired, take a break from play.

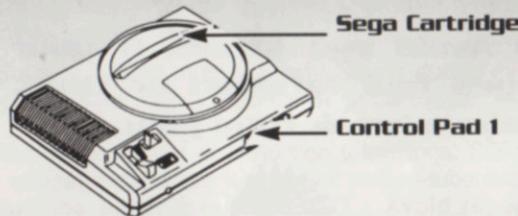
ARENA
ENTERTAINMENT™

MISSION READY SEQUENCE

STARTING UP

1. Make sure the power switch is OFF.
2. Insert the T2™: THE ARCADE GAME™ cartridge into the GENESIS SYSTEM as described in your GENESIS SYSTEM instruction manual.
3. Turn the power switch ON. In a few moments the Sega screen, license screens, and story screens will appear.
4. To reach the Controller and Player Selection Screen, press the START BUTTON. When you see the T2™: THE ARCADE GAME™ title screen, press the START BUTTON again.

IMPORTANT: Always make sure the power switch is OFF before inserting or removing the Sega cartridge.



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!

This war has raged endlessly for three decades...but the tide is turning. The human Resistance scores greater victories with every day. SKYNET—the supercomputer controlling 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.

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. Your metal endoskeleton can withstand relentless punishment. Your lethal efficiency as a terminator makes you, a machine, the only warrior who can save John Connor and mankind!



T-800 REPROGRAM: MISSION PARAMETERS:

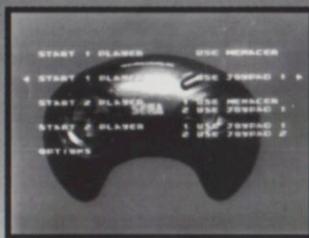
MISSION 1: Los Angeles, 2029. Battle the machines in the ruins of Los Angeles and within the Resistance hideout, and then penetrate SKYNET. At its center lies the Time Field Generator: the sole means of sending you back to the past to protect the young John Connor. Failure will mean the end of the human 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!

CONTROLLER 6 PLAYER SELECTION... REAL ARCADE ACTION!

Experience the finger tip precision of the standard joypad or the real arcade feel of the Sega Menacer!



To choose between the joypad and the Menacer, and the number of players, press the D-BUTTON UP or DOWN to move the arrows to your choice.

START 1 PLAYER USE MENACER
1 player using the Sega Menacer connected to CONTROL PORT 2.

START 1 PLAYER USE JOYPAD 1
1 player using the joypad connected to CONTROL PORT 1.

START 2 PLAYER 1 USE MENACER 2 USE JOYPAD 1

2 players. Player-1 uses the Menacer connected to CONTROL PORT 2. Player-2 uses the joypad connected to CONTROL PORT 1.

START 2 PLAYER 1 USE JOYPAD 1 2 USE JOYPAD 2

2 players. Player-1 uses the joypad connected to CONTROL PORT 1. Player-2 uses the joypad connected to CONTROL PORT 2.

To confirm your selection, press the START BUTTON.

NOTE: • Regardless of whether you are using the Sega Menacer, a joypad must always be connected to CONTROL PORT 1.

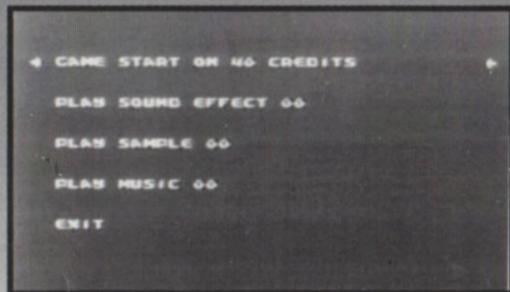
• The Sega Menacer must always be connected to CONTROL PORT 2.

• The use of Binocular mode is not supported in T2™: The Arcade Game™. T2 is always played with the Accu-Sight on.

To hear the game's sound effects, speech, or music, move the arrows to OPTIONS and press the START BUTTON.

The Options Screen

To select an option, move the arrows to it by pressing the D-BUTTON UP or DOWN.



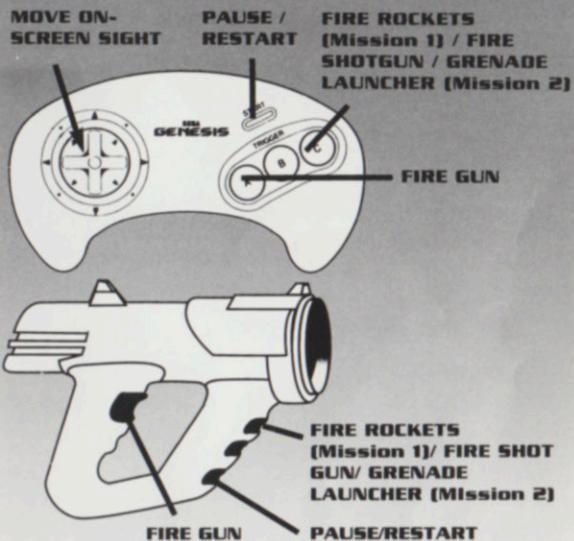
To scroll through the sound effects, speech, or music, select the appropriate option and press the D-BUTTON LEFT or RIGHT. To hear your choice, press the A, B, or C BUTTON.

To return to the Controller and Player Selection Screen, select EXIT and press ANY BUTTON.

Note: Pressing the START BUTTON at any time also returns you to the Controller and Player Selection Screen.

THE CONTROLS... ARCADE FIREPOWER!

When using the joypad, the control points for both missions are as follows:

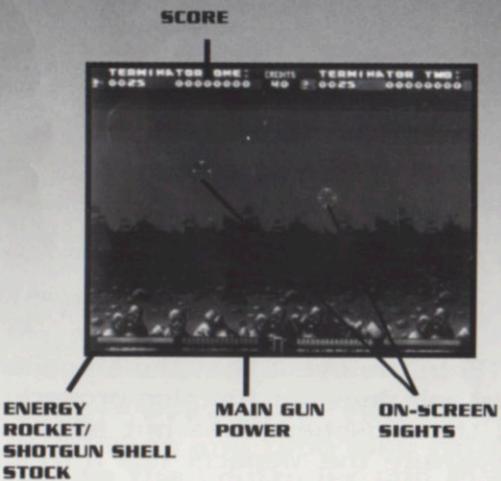


NOTE: In the event that the Menacer crosshair does not function properly, i.e. the crosshair does not appear, make sure the Menacer has a fresh set of batteries and/or increase the TV's brightness.

NOTE: To fire the Grenade Launcher, you must have the appropriate pick-up. (See PICK-UPS...NO PROBLEMO on pages 12 & 13.)

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 by the gun power indicator lights in the bottom left and right of the screen going out. To cool the gun and restore it to maximum efficiency, quit burning rounds until all the indicator lights reappear... just don't get wasted in the interim!

Your secondary—and most destructive—weapon in Mission 1 is a rocket launcher, in Mission 2, a 10-gauge lever-action shotgun. The former will blow apart Aerial and Ground Hunter Killers, blast walls, bunkers, and more. The latter will destroy equipment, tear gashes in tanker-trucks, and seriously slow even a T-1000. However, your stock of rockets and shotgun shells is limited. Be careful not to run out at crucial moments!

Note: For pick-ups that keep your main weapon at maximum efficiency, upgrade main weapon performance, and replenish secondary weapon ammo, see PICK-UPS...NO PROBLEMO! on pages 12 & 13.



Victory depends on ceaseless firepower, staying alive, and the right weapon at the right time. Grab pick-ups when you can or you're terminated!

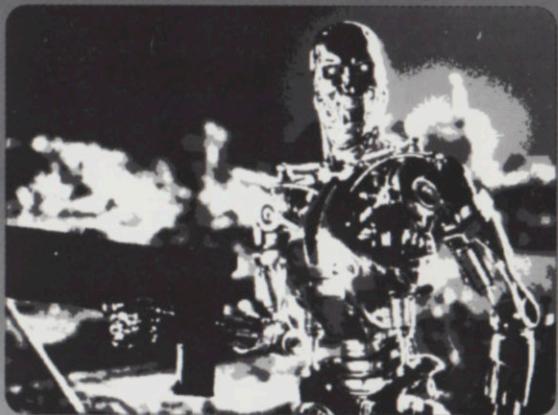
ICON	PICK-UP	MISSION	FUNCTION
	EXTENDED RAPID FIRE COOLANT	1	Temporarily allows you to fire your machine gun without overheating or loss of efficiency.
	RAPID FIRE RECHARGE	1&2	Instantly restores your machine gun to maximum efficiency [without the need to stop firing].
	BODY SHIELD	1&2	Temporarily reduces the damage inflicted on you by incoming fire.
	SMART BOMB	1	Destroys all enemies on the screen.
	FULL RECHARGE	1&2	Fully recharges your energy

	PLASMA PULSE ENERGIZER	1	Temporarily increases the destructive power of your machine gun.
	ROCKET	1	Adds 3 rockets to your total.
	CREDIT	1&2	Additional continue.
	SHOTGUN SHELL	2	Adds 3 shells to your total.
	MINI-GUN	2	Temporarily makes your main weapon a rotating-action six-barrel mini-gun.
	M-79 GRENADE LAUNCHER	2	Temporarily makes your secondary weapon a grenade launcher armed with 40mm HE ammunition.

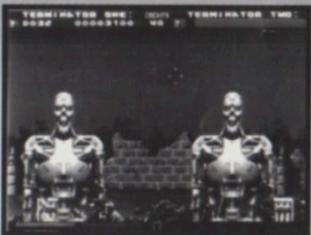
Throughout both missions, pick-ups will drop out of defeated enemies, appear suddenly on the screen, or, more often, will be stored in ammo boxes, packing crates, and more. Blast everything to find them.

TO GET ANY PICK UP, shoot it.

MISSION 1: LOS ANGELES, JULY 11, 2029



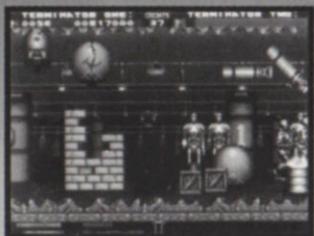
1. The Battlefield



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.

2. The Human Hideout

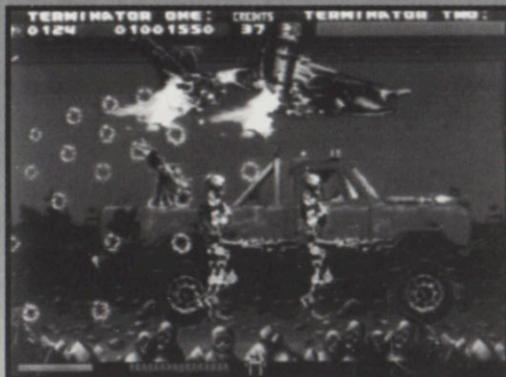


Model 101 T-800 Infiltrator Units have invaded the Resistance hideout in your sector and are now leading a full scale attack assisted by lethal Orbs. Protect all human life. Eliminate the machines!

3. TRIP TO SKYNET

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.



Reaching SKYNET requires running a gauntlet of Aerial HK's in nothing more than a lightly armed pick-up truck. But the importance of the task demands that you not only risk everything to succeed, but also that John Connor himself will head the mission. Squads of endoskeletons will be in close pursuit, but concentrate on the Aerial HK's and it's easy money! Move out!

4. SKYNET



The SKYNET perimeter defenses are dense with endoskeletons, Infiltrator Units, and Aerial HK's ready for take-off. Waste the suckers before they even leave the ground, and anything else you can find!



Inflict the maximum damage possible. Every blow at SKYNET is a Resistance life saved. But, remember the mission. Even crippling SKYNET is worthless if you don't reach the Time Field Generator.

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!



Destroy every piece of Cyberdyne's research. Even one work station left could be enough to carry on SKYNET's development.



You must wreck everything...while also immobilizing the M-16 armed SWAT teams and flask-throwing lab technicians intent on reducing you to scrap!

To help send Cyberdyne back to the dark ages, Sarah and John Connor will be placing vital pick-ups every few yards. Get all you can!



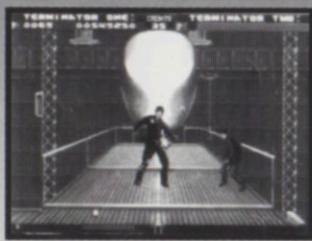
2. The Freeway

You, John, and Sarah escape from Cyberdyne in a SWAT team van. Only, the T-1000 is right behind you in a police chopper. It has no thought of survival. Its only goal is to terminate John. If the helicopter hits the van, the war's over. Blast it out of the sky. However, don't wait for the explosion to waste the T-1000. Not only is it sure to survive, but, without missing a beat, it will also grab the first vehicle available—an 18-wheel tanker—and continue its mission! Hit the road hog with everything you've got!



3. The Steel Mill

The T-1000 has you cornered in a steel mill. The only way to buy time is to blast open the tanker and freeze it in -230° liquid nitrogen!



The only way to save the future is to push it into a vat of molten steel! Then it's "Hasta la vista, baby!"

NOTE: Stopping the T-1000 for good takes heavy artillery! Get the Grenade Launcher as soon as you see it and rip the liquid assassin wide open!

ENEMIES... FUTURE AND PRESENT!



T-800 ENDOSKELETONS

The ultimate soldiers: no fear, no pain, and no compassion! Armed with their massive battle rifles and powerful plasma grenades, 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 flood-lights 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.



ORBS



These machine gun firing pods are launched either directly from their storage bays or from protective "shells." They move fast, but a few rounds in the right place explodes them instantly.

SWAT TEAMS

Ignorant of your aim to save humankind from destruction, these crack police squads only see you as the same heavily armed maniac 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 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!

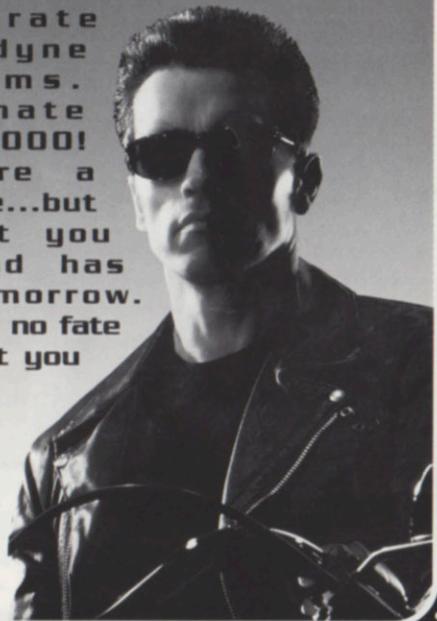


NO FATE!

SKYNET ended 3 billion lives on Judgment Day. Now, it will end all human life on earth...unless you help the John Connor of the future and the John Connor of the present! Waste the soulless endoskeletons 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

ARENA LIMITED WARRANTY

Arena warrants to the original purchaser only of this Arena software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Arena software program is sold "as is," without express or implied warranty of any kind, and Arena is not liable for any losses or damages of any kind resulting from use of this program. Arena agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Arena software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Arena software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ARENA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ARENA BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ARENA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

RETURNS AFTER WARRANTY - To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Arena at the address below via UPS or registered mail. Enclose a statement of the defect, your name, your return address and a check or money order for \$20.00.

Arena, Consumer Service Dept., 71 Audrey Avenue, Oyster Bay, NY 11771

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the Genesis with respect to the receiver
- Move the Genesis away from the receiver
- Plug the Genesis into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4

Arena Hotline (516) 624-9300. Distributed and marketed by Acclaim Entertainment, Inc., 71 Audrey Avenue, Oyster Bay, N.Y. 11771.

TERMINATOR, T2, ENDOSKELETON and Depiction of ENDOSKELETON are trademarks of Carolco Pictures Inc. (U.S. and Canada); Carolco International N.V. (All Other Countries) and used by Arena Entertainment under authorization. Sublicensed by Midway Manufacturing Company. The Arcade Game™ is a trademark of LJN, Ltd. ©1992 LJN, Ltd. All Rights Reserved. Sega, Genesis and Menacer are trademarks of Sega Enterprises Ltd. Arena Entertainment™ is a trademark of Arena Entertainment. ©1992 Arena Entertainment. All Rights Reserved.

ARENA™ GAME PAK WARRANTY REGISTRATION CARD

Fill out and mail this coupon to receive a FREE copy of the "Masters of the Game" magazine with information and tips on our hot new titles and products!

Name: _____

Phone: () _____ Date: _____

Street Address: _____

City, State, Zip: _____

1. Game title: T2™: The Arcade Game™ Genesis

2. Who purchased this game? Male Female Age _____

3. Who plays this game the most? Male Female Age _____

4. Why was game purchased for player?

Self-purchase Requested gift Unrequested gift

5. How did you hear about this game?

Friend Radio TV Newspaper Magazine Ad

Game Review In-Store Display

Played Before Buying Arcade Salesperson

6. How would you rate the game play?

1 2 3 4 5 6 7 8 9 10 (Best)

7. How would you rate the graphics?

1 2 3 4 5 6 7 8 9 10 (Best)

8. Which kind of game do you like the most?

Action Role Playing Sports

Simulation Maze/Puzzle

9. How often do you play coin-op arcade games?

Never Sometimes Frequently

10. What game/computer systems are in your household?

NES Super NES Genesis Game Gear

Game Boy PC(IBM or other)

11. How many times a month do you rent video games? _____

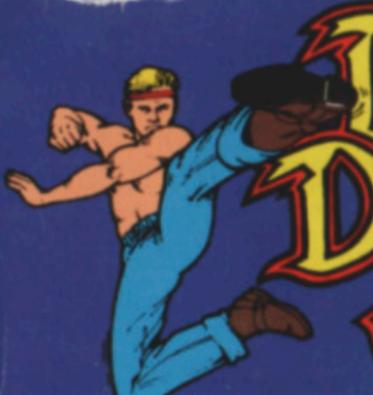
12. Which magazines and comic books do you read? _____

13. Comments: _____

Send to: Arena
P.O. Box 9003
Oyster Bay, NY 11771-9003

Cut along dotted line and send to Arena

Patents: U.S. Nos 4,442,486/4,454,594/4,462,076, Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302, Singapore No. 88-155; Japan No. 82-205605 (Pending)



DOUBLE DRAGON 3

The Arcade Game™

Billy and Jimmy Lee are back in their greatest Double Dragon challenge ever: the quest for *The Rosetta Stones!* Crush ruthless enemies with awesome special moves straight from the arcade!

Travel the world in the martial arts adventure of a life time!

FLYING EDGE™
A Division of Acclaim Entertainment, Inc.



A Hurricane Kick flattens New York street thugs.



You have the skills to defeat the evil Japanese Ninja.



Slice through sword wielding Samurai



Unwrap mummies as your journey leads to Egypt.

Double Dragon 3: The Arcade Game™ is a trademark of Technos Japan Corporation. ©1990 Technos Japan Corp. Licensed exclusively to Tradewest, Inc. Sublicensed to Acclaim Entertainment, Inc. Sega and Genesis are trademarks of Sega Enterprises Ltd. Flying Edge™ is a trademark of Acclaim Entertainment, Inc. ©1992 Acclaim Entertainment, Inc. All rights reserved.

Arena Entertainment, 71 Audrey Avenue, Oyster Bay, N.Y. 11771

Licensed by Sega Enterprises Ltd. for play on the Sega™ Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises Ltd.

Instruction Manual Printed in the USA.