TERMINATOR 3
RISE OF THE MACHINES

Carbon Elements
Device Specifications
DDA2 1402 VDM 2032
coded......

Cell Core...
...Part C-01 reset value
...function cell C051
...02.03

TEEN

T

CONTENT RATED BY
ESRB

ATARI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.
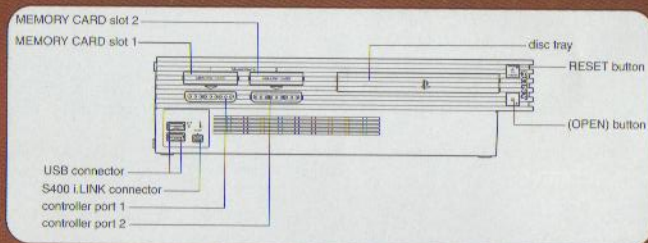
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

GETTING STARTED

Memory diagram labels:
- MEMORY CARD slot 2
- MEMORY CARD slot 1
- disc tray
- RESET button
- (OPEN) button
- USB connector
- S400 i.LINK connector
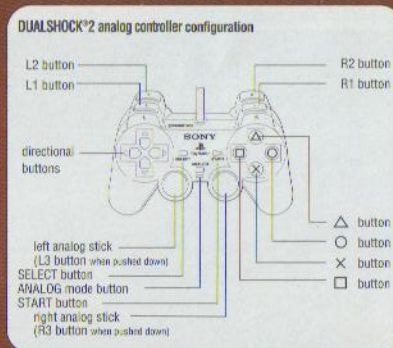- controller port 1
- controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Terminator®3: Rise of the Machines™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot if you wish to load a saved game or save a game. *Terminator®3: Rise of the Machines™* requires 80KB of free space on your memory card to save your game progress.

Note: Never remove the memory card or turn the console power OFF when loading or saving a game. It is also advised that you do not insert or remove accessories once the power is ON. Make sure there is enough free space on your memory card before commencing play.

Terminator®3: Rise of the Machines™ supports the DUALSHOCK®2 analog controller. Digital controllers are not supported.

CONTROLS

DUALSHOCK®2 analog controller configuration labels:
- L2 button
- L1 button
- directional buttons
- left analog stick (L3 button when pushed down)
- SELECT button
- ANALOG mode button
- START button
- right analog stick (R3 button when pushed down)
- R2 button
- R1 button
- △ button
- ○ button
- ✕ button
- □ button

Weapon Combat Controls

CONTROL	ACTION
left analog stick up / down	Walk or run forward / back
left analog stick left / right	Strafe
right analog stick up / down	Aim up / down
right analog stick left / right	Turn left / right
▲ button	Cycle weapons up
● button	Cycle weapons down
■ button	Reload
✕ button	Use object
R1 button	Fire primary weapon
R2 button	Secondary fire
L1 button	Target lock
L2 button	Jump
R3 button	Display Mission Objectives
L3 button	Center view
L3 button x 2	180-degree turn
directional buttons up / down	Zoom in or out / Scroll through Mission Objectives when displayed
directional buttons left / right	Scroll through weapons up / down
SELECT button	Cycle vision modes
START button	Pause

Hand-to-Hand Controls

CONTROL	ACTION
▲ button	Kick
■ button	Hold to block / Press just before an attack to counter
● button	Shove
✖ button	Medium punch / Charge shove when running
✖ button + left analog stick toward enemy	Quick punch
✖ button + left analog stick away from enemy	Strong punch
✖ button + left analog stick up	High punch
✖ button + left analog stick down	Low punch
● button + left analog stick toward enemy	Hard throw forward
● button + left analog stick away from enemy	Overhead throw
● button + left analog stick up	Sideways shoulder throw
● button + left analog stick down	Throw down

INTRODUCTION

A decade has passed since John Connor helped prevent Judgment Day and saved mankind from destruction. Now in his early twenties, Connor lives "off the grid" — no home, no credit cards, no cell phone, no record of his existence. There is no way he can be traced by Skynet — the highly developed network of machines that once tried to kill him and wage war on humanity. Until…

Out of the shadows of the future steps the T-X, Skynet's most sophisticated cyborg killing machine. Now Connor's only hope for survival is the Terminator®. Together, they must triumph over the technologically superior T-X and forestall the looming threat of Judgment Day — or face the apocalypse and the end of civilization.

SAVING AND LOADING
Saving the Game

Terminator® 3: Rise of the Machines™ uses an automatic save feature that saves your game at the end of each level segment. If you begin a new game with Autosave enabled, previous automatically saved games will be lost. You must have a memory card in MEMORY CARD slot 1 to save your game.

Loading a Game

You can load a game from the Options menu in the Main Menu. Use the **left analog stick** to select Save / Load and press the **✖ button**.

MAIN MENU

Use the **left analog stick** or **directional buttons** to highlight an option in the Main Menu. Press the **✖ button** to confirm your selection.

New Game

Select New Game to start a new *Terminator® 3: Rise of the Machines*™ game. Press the **✖ button** to accept.

Continue

If you exit back to the Main Menu from a game that has been started or loaded, this option will be available. Select Continue and press the **✖ button**. Previously completed levels will be available.

If you are terminated three times during one level and use all of the in-game Continues, you may select Restart or Quit.

Options

Display the Options Menu. You can also access the Options menu in-game by pressing the **START button**. See "Options" below for details.

Special Features

Check here for movie clips that you have unlocked, including exclusive clips shot just for the game and "B-roll" footage that shows alternate angles of scenes and allows you to see behind the scenes of the movie.

You'll also find storyboards used to create the game and production concept art.

Also check out "The Making of Terminator 3: The Game" for exclusive interviews with the cast and crew and a behind-the-scenes look at what went into putting the game together.

Some of these features will be available when you start playing and others unlock as you play so check here often.

Don't forget to look for some hidden classic Atari games as you advance through the game.

OPTIONS

Audio

Adjust the volume of the in-game music, voice-overs and sound effects and switch between stereo and mono sound. Move the **left analog stick** up or down to select which feature you want to adjust. Move the **left analog stick** left or right to decrease or increase the volume, respectively.

Controls

Re-map the controller configuration to suit your own preferences. You can save and load saved configurations or reset the controller to its default setting.

Game Settings

XY Sensitivity

You can change the speed at which your weapon reticule moves by adjusting the XY slider. Move the **left analog stick** left to move the slider toward the negative symbol (-) to slow down the rate of speed at which your reticule moves. Move the **left analog stick** right to move the slider toward the positive symbol (+) to increase the rate of speed at which your reticule moves. Press the ✖ **button** to confirm.

Difficulty

There are three difficulty settings: Easy, Medium and Hard. The difficulty setting affects the health and accuracy of enemy units.

Vibration

Turn DUALSHOCK®2 analog controller vibration ON or OFF.

Invert Controls

Set invert controls to YES or NO. When set to yes, moving the **right analog stick** down causes the Terminator to look up, and moving the **right analog stick** up causes the Terminator to look down.

Auto-Save

Toggle Auto-Save ON/OFF. With Auto-Save ON, your game is saved automatically each time you complete a level.

Weapon Auto-Switch

Toggle Weapon Auto-Switch ON/OFF. With Weapon Auto-Switch ON if the Terminator picks up a weapon that is more effective he will automatically switch to that weapon.

Save / Load

Select Load Game and press the ✖ **button** to load a game from memory card. You can load any successfully completed game segment. See "Saving and Loading" on page 5 for details.

Cheats

Enter codes to unlock special game cheats, movies and more!

PAUSE MENU

Press the **START button** during gameplay to pause and enter the Pause menu. Here you can acquire additional information or access the Options menu.

Resume

Return to the game in progress.

Mission Objectives

View the current mission objectives.

Map Screen

Display the map of the current level.

Options

Adjust game settings. See "Options" on page 6 for details.

Restart Level

Restart the current level segment.

Quit Game

Exit the game in progress and return to the Main Menu.

HEADS-UP DISPLAY

Objective Proximity meter

Charge

Objectives/Pickup display

Ammo

Weapon Reticule

The Heads-Up Display (HUD) appears on-screen during gameplay. The HUD provides mission-critical information.

Charge

The Charge indicates your health and is displayed incrementally, with 100 being full health. As you take damage, getting closer to death, Power drops. If the Charge reaches 0, the mission is terminated and you must start the game over or reload from the last point saved. Pick up Fuel Cells to recharge your health.

Ammo

The Ammo readout indicates the amount of ammunition available for the currently selected weapon.

Pickup Display

This is updated as you pick up objects and power-ups.

Objective Proximity meter

The Objective Proximity meter is located on the upper-left corner of the HUD. The white cone indicates your current heading. Use this in conjunction with the yellow Mission Objective indicator — located on the outer ring of the radar — to track down your current mission objective. As you get closer to the mission objective, the inner rings start to fill in, indicating your proximity to the objective. The current distance from the target is indicated in meters.

Objectives

Objectives will be displayed as you receive instructions from Kate Brewster. The yellow dot on the Radar is the Mission Objective indicator. The Mission Objective indicator shows the location of the active mission objective.

As new objectives become available, new instructions will appear on-screen. Press the **R3 button** at any time during a mission to display the active objective. At certain times during the game, you will have multiple objectives you can complete in any order. If you want to swap your current mission objective for another one, press the **R3 button** to display all active objectives and then use the **directional buttons** to highlight the objective you want to complete. During the game a white cone of vision will indicate your current heading. As you get closer to the mission objective, the radar starts to fill in to indicate your proximity to it.

Weapon Reticule

The Weapon Reticule appears on-screen as a translucent icon and is used to aim your weapons. When you move the **right analog stick** to aim, the reticule will move on-screen. When a threat appears and you move the reticule towards the target, targets will be highlighted. Friendly units are highlighted in blue, while threats are highlighted red.

In Terminator vision mode, additional data will appear, such as the "Weakness Analysis" enhancement indicating weakened structures.

WEAPONS
Present Weapons

9mm Pistol – 33-shot clip

Pump Shotgun – 8-shell capacity

AR-15 – 30-shot clip, 1-shot grenade launcher

MP5 – 30-shot clip

Tear Gas Launcher – 8-grenade capacity

RPG – 1 rocket propelled grenade

T1 Mini-Gun – 100-round belt

.30 cal Machine Gun – 120-round belt

Future Weapons

Skynet Plasma SMG – 40-shot clip

Skynet Phase Plasma Rifle – 30-shot clip, 5-shot grenade launcher

Skynet Arc-Laser – 400-round charge

Skynet Assault Cannon – 35-shot clip

Skynet Lightning Gun – 200-charge fuel cell

Tech-Com Plasma Rifle – 20-shot clip, 2-shot grenade launcher

Tech-Com Micro Rocket Launcher – 5-rocket magazine

Tech-Com Sniper Cannon – 3-shell clip

Tech-Com EMP Gun – 50 round clip

Tech-Com SAM Launcher – 1 Surface-to-air missile

Tech-Com Light Machine Gun – 100-round

Explosives

Hand Grenade

C4 Plastic Explosives

EMP Grenade

Plasma Grenade

Hydrogen Fuel Cell Bomb

CHARACTERS
Terminator Classes

T-900 Green

The green T-900s travel in packs and are the most commonly encountered. They are the easiest to terminate.

T-900 Yellow

The yellow T-900s carry two guns. They are tougher than their green-colored counterparts.

T-900 Red

The red T-900s carry Skynet Assault Cannons. They are by far the toughest to terminate.

T-X

Skynet's most sophisticated and lethal killing machine, the T-X is driven by a plasma reactor and is designed for extreme combat. T-X has been sent back through time with one mission: To ignite the war and begin the rise of the machines.

F/K Classes

The Future Killers, manufactured by Skynet, pose the biggest threat to the safety of humankind in the future.

The Flyers

F/K Kite

Light and versatile fliers.

F/K Fighter – Light

Versatile killing machines that patrol the skies.

F/K Fighter – Standard

Heavily armored killing machines that patrol the skies.

F/K Fighter – Heavy

A hovercraft that searches for prey.

F/K Transport

A lightly armed utility vehicle used to quickly move Skynet forces to different locations on the battlefield.

CRS Labs Hunter/Killer

The first generation of Skynet flying attack craft.

Ground Units

F/K Rover

Designed for reconnaissance and espionage missions.

F/K Rover-Bombs

Sentry units designed to self-destruct at the approach of unauthorized personnel.

F/K Tank – Light

The smallest of the deadly Skynet armored units.

F/K Tank – Medium

Behemoths of the battlefield, these armored monsters are the bane of the Tech-com forces.

F/K Sentry Gun

Smaller version of the F/K Turret, used to guard the interiors of Skynet facilities.

F/K Turret

Immobile Skynet gun batteries placed to guard areas or create kill-zones.

T1

The first generation of Skynet armored battle tanks.

Tech-Com Soldiers

Resistance fighters trying to overthrow Skynet, led by John Connor and Kate Brewster.

S.W.A.T.

Summoned to rescue the kidnapped Kate Brewster at the Valley of Peace cemetery. Termination of the peace officers will result in mission failure for the Terminator.

Air Force Personnel

Located inside of CRS Labs, they are unsuspecting victims when the machines revolt. Termination of any Air Force personnel will result in mission failure for the Terminator.

OTHER ITEMS

Continues
Look for these hidden power-ups to increase your number of continues.

Fuel Cell
Fuel Cells will recharge your health when acquired.

Energy Cell
These energy cells provide primary ammunition in all future weapons.

AMMO

These ammunition boxes are used as the primary ammunition in all present day weapons.

Ammo Crate
These boxes provide the ammunition for future and present weapons.

Grenades
These grenade boxes provide the Terminator with handheld explosives in the future and present.

COMBAT COMBOS
Two-Hit Combos

CONTROL	ACTION
✖, ✖	Medium punch combo
left analog stick toward enemy + (✖, ✖)	Quick punch combo
left analog stick away from enemy + (✖, ✖)	Strong punch combo
left analog stick up + (✖, ✖)	High punch combo
left analog stick down + (✖, ✖)	Low punch combo
✖, ▲	Medium punch with leg shove
left analog stick toward enemy + (✖, ▲)	Quick punch with leg shove
left analog stick away from enemy + (✖, ▲)	Strong punch with leg shove
left analog stick up + (✖, ▲)	High punch with double knee
left analog stick down + (✖, ▲)	Low punch with double knee
✖, ●	Medium punch with throw forward
left analog stick toward enemy + (✖, ●)	Quick punch with hard throw forward
left analog stick away from enemy + (✖, ●)	Strong punch with overhead throw
left analog stick up + (✖, ●)	High punch with sideways shoulder throw
left analog stick down + (✖, ●)	Low punch with throw down

Three-Hit Combos

CONTROL	ACTION
✖, ✖, ✖	Medium punch three-hit combo
left analog stick toward enemy + (✖, ✖, ✖)	Quick punch three-hit combo
left analog stick away from enemy + (✖, ✖, ✖)	Strong punch three-hit combo
left analog stick up + (✖, ✖, ✖)	High punch three-hit combo
left analog stick down + (✖, ✖, ✖)	Low punch three-hit combo
✖, ✖, ▲	Medium punch two-hit combo with leg shove
left analog stick toward enemy + (✖, ✖, ▲)	Quick punch two-hit combo with leg shove
left analog stick away from enemy + (✖, ✖, ▲)	Strong punch two-hit combo with leg shove
left analog stick up + (✖, ✖, ▲)	High punch two-hit combo with double knee
left analog stick down + (✖, ✖, ▲)	Low punch two-hit combo with double knee
✖, ✖, ●	Medium punch two-hit combo
left analog stick toward enemy + (✖, ✖, ●)	Quick punch two-hit combo with hard throw forward
left analog stick away from enemy + (✖, ✖, ●)	Strong punch two-hit combo with overhead throw
left analog stick up + (✖, ✖, ●)	High punch two-hit combo with sideways shoulder throw
left analog stick down + (✖, ✖, ●)	Low punch two-hit combo with throw down

CREDITS