

TERMINATOR® 3

RISE OF THE MACHINES™

Carbon Elements
Device Specifications
00A2 1402 VDM 2032
recorded.....

Cell Core...
Part C-01 reset value
function: cell C061
01 02 03



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.

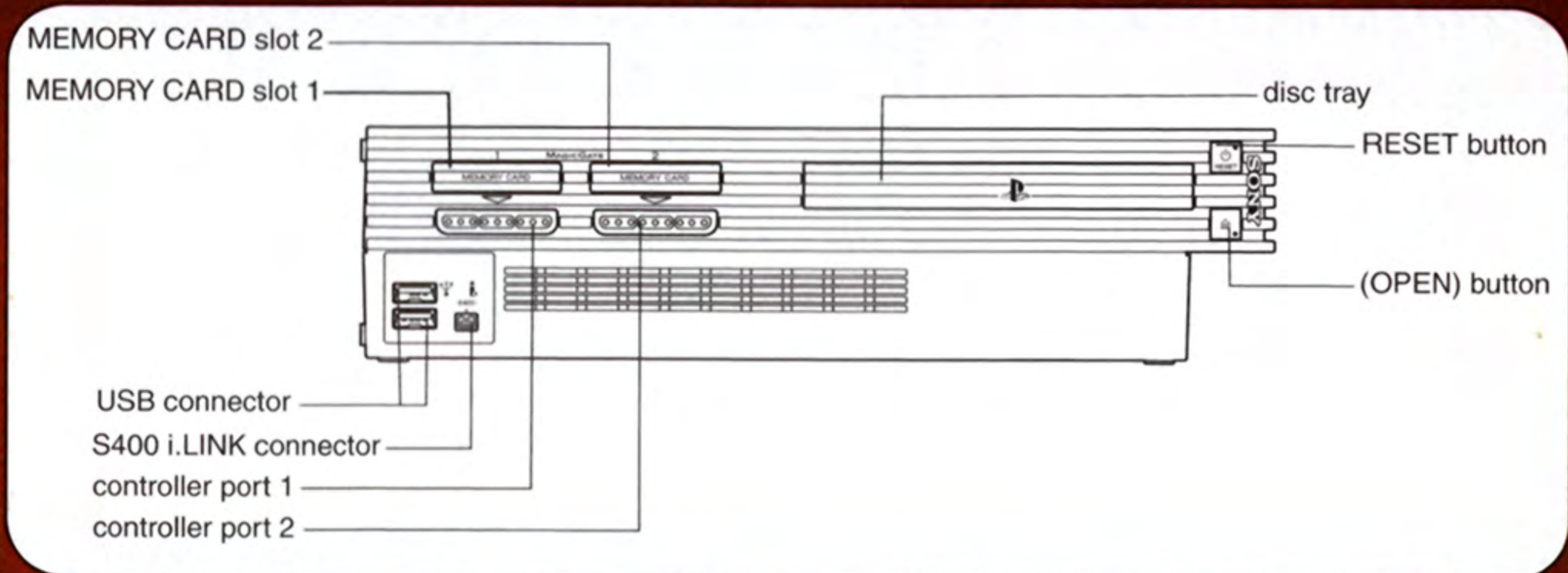
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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	2
Controls	3
Introduction	5
Saving and Loading	5
Main Menu	5
Options	6
Pause Menu	8
Heads-up Display	8
Weapons	10
Characters	13
Other Items	16
Combat Combos	17
Credits	19
Atari Web Sites	26
Technical Support	26
End-User License Agreement	32

GETTING STARTED



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.

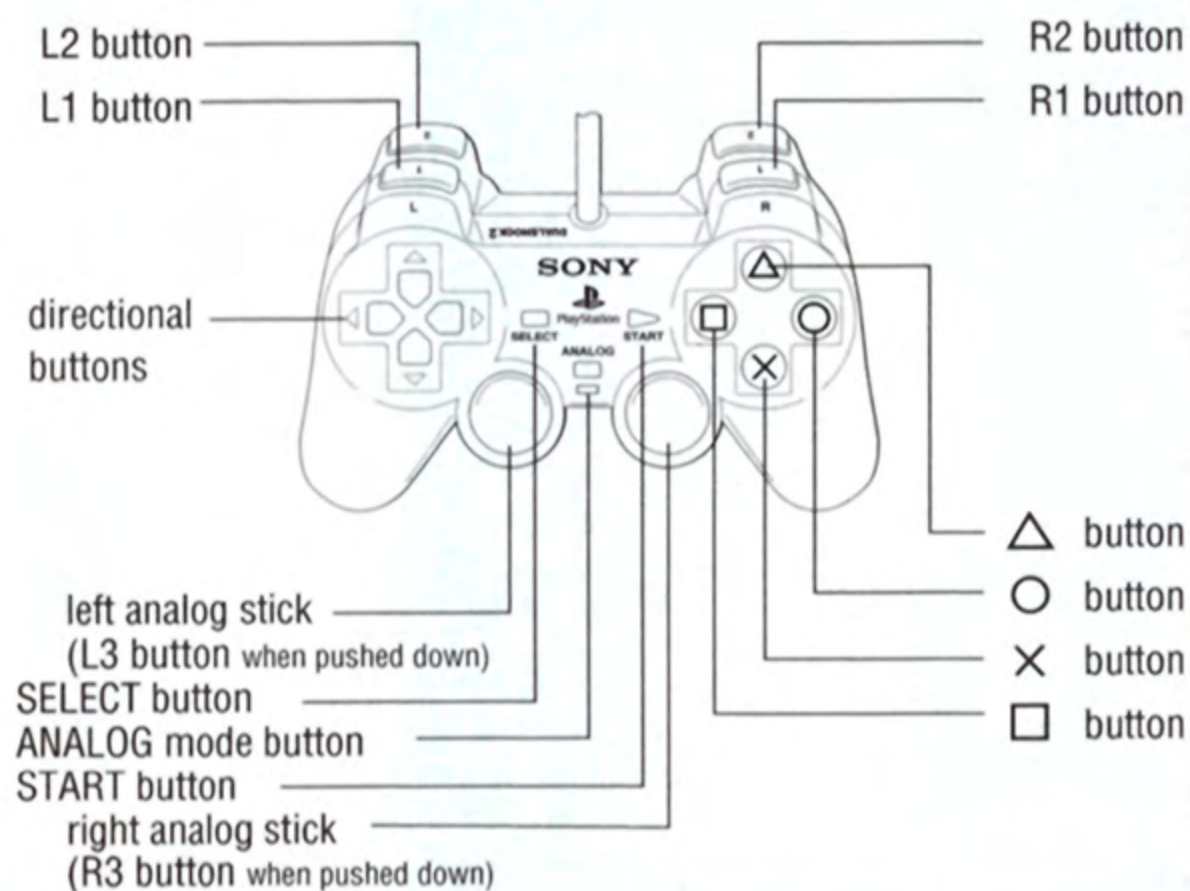
Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot if you wish to load a saved game or save a game. *Terminator®3: Rise of the Machines™* requires 80KB of free space on your memory card to save your game progress.

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



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 **X button**.

MAIN MENU

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

New Game

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



Objectives/
Pickup display

Ammo

Weapon Reticule

Charge

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

Special thanks to Arnold Schwarzenegger,
Jonathan Mostow,
C2 Pictures and everyone involved in the mak-
ing of the *Terminator 3* film for their support

Black Ops Entertainment, LLC

Jose Villeta

Project Director

John Botti

Executive Producer

Kelly McCarthy

Lead Game Programmer

Dan Geisler

Matthew C. Harmon

Joey Headen

Doug Kuppinger

Andrew Taylor

Sr. Game Programmers

Justin Braach

David Dearing

Garret Foster

Alexandra Getty

Brayton Matheson

Bryan Perfetto

John Whipple

Game Programmers

Justin Butler

Audio Programmer

Rudi Kammerer

Tools Programmer

Tim Berry

Will Botti

Steven Duan

Mark Jawad

Kyle Riccio

Additional Game Programming

J C Boone II

Lead Designer/Producer

Aaron Butler

Brian Chan

Daniel Choe

Cole Harris

James Payne

Designers

Nick deSomov

Art Director

Mike Lomibao

Narry Cinelli

2D Artists

Jason Lee

Marcus Lull

Concept/Story Board Artist

Thor Benitez

Kim Haines

TJ Stamm

Sr. 3D Artists

Gregg Daly

David Grega

James Haywood

Daniel I-Hsiao Lin

John Ployhar

Brian Watson

3D Artists

Sam Ware

Lead Animator

Fernando Castillo

Dan Goldman

Mike Laygo

Fill Marc Sagadraca

Animators

Ivan Bouinatchou

John Gibson

Charles Hu

Kurt Klockau

Adam McCarthy

Joe Sanabria

Jason Suarez

Additional Art

Jessica Budin

Line Producer

Joseph Lamas

Associate Producer/Designer

Rob Hargraves

Seth Kleinberg

Garrett Parcels

Greg Bogosian

Additional Testing

John Botti

Manuela deSousa

Miguel Ortiz

Video Edit Team/Location Photographers

Tim Johnson

Human Resources/Recruiting Manager

Special Thanks

Natalie Martin

Christine Nielsen

John Sheen

Will Woodard

Riptide Music

Rich Goldman

Audio Director

Martin Jacob Lopez

Dan Silver

Peter O'Brien

Andreas Fetz

Sound Design

Motion Capture Production Crew

Jose Villeta
Director

John Botti
Producer

Jessica Budin
Line Producer

Chad Stahelski
Stunt Coordinator

Smashcut, Inc.
Stunts Provided by

Sam Ware
Animation QA

Manuela deSousa
B-Roll Photography

Richard Dorton
Arlene Palegie
Tanoai Reed
Chad Stahelski
Tim Sitarz
Scott Workman
Motion Capture Talent

House of Moves

Tom Tolles
*Executive in Charge of Production, Motion
Capture*

Jarrold Phillips
Executive Producer, Motion Capture

Matthew Lawrence
Chief Operating Officer, House of Moves

Christopher Bellaci
Motion Capture Production Manager

Greta Anderson
Production Coordinator

Josh Ochoa
Senior Motion Capture Artist

Jennifer Becherer
Senior Motion Capture Artist

Darin Velarde
Lead Motion Capture Artist

Michael Jantz
Motion Capture Artist

Johnny Ravenna
Motion Capture Director

Brian Wilson
Motion Capture Video Assist

Legend Entertainment

Bob Bates
Additional Design and Dialogue

Peter Carlson
Level Design

Travis Doggett
Level Art

Paul Mock
Additional HUD Design

Ted Warnock
Animation

Shiny Entertainment

Stuart Roch
Production Support

Michael "Saxs" Persson
Additional Technical Direction

Soren Hannibal
Additional Engine Support

Shawn Berryhill
Level Design

Gabriel Rountree
Fighting Animation Direction

Manjit Jhita
Steve Klett
Brian Chambers
Additional Fight Animation

Charlie Bloomer
Additional Special Effects Direction

Rob Jolliff
Particle Artist

Tony Bennett
Particle Tool Programmer

David Msika
Particle Tool Programmer

Darran Hurlbut
Jason Lewis
Jon Gwyn
Sean Ekanayake
Artist

Scott Holty
Geoff Erickson
Richard Skala
Stephen Wu
Gameplay Programmers

Humongous Entertainment

Roberto B. Sanchez
3D Character Animator

C2 Pictures

Andrew G. Vajna
Co-Chairman and President

Mario F. Kassar
Co-Chairman and President

Alex Sandor Rabb
Vice President – Interactive Entertainment

Sam Falconello, Jr.
Chief Operating Officer and Chief Financial Officer

Erick Feitshans
Executive Vice President and General Counsel

Joel Michaels
President of Production

Michael Hackett
Vice President – Development

TERMINATOR 3: RISE OF THE MACHINES™ Film Production

Jonathan Mostow
Director

Mike Tinger
Post-Production Supervisor

Digic Pictures, Hungary
Sgt. Candy Scene Visual Effects

T3 Productions, Inc.

Paula Hoppe

Europay Capital Advisors, LLC

Mark Dyne
Chairman and Managing Partner

Pam Colburn
Managing Director

Damien Petty
Senior Associate

Intermedia

Moritz Borman
President

Stubbs, Alderton & Markles, LLP

Scott Alderton
Partner

ATARI – United States

Jean-Philippe Agati
Senior V.P. – Santa Monica Label

Steve Ackrich
V.P. Product Development / Executive Producer

Peter Wyse
Senior Producer

Francois Lourdin
Aron Drayer
Producer

Mark Soderwall
Art Director

Scott Snyder
Audio Director

Shawn Monroe
Senior Artist

Patricia Swanson
Administrative Support

Aaron Berger
Micah Winklespecht
Production Interns

Steve Allison
V.P. of Brand Marketing

Jean Raymond
Director of Brand Marketing

Scott McCarthy
Brand Manager

Kristine Keever
Director of Marketing Communications

Matt Frary
Public Relations

Brandon Smith
Public Relations

Jon Nelson
Executive Web Producer

Kyle Peschel
Senior Web Producer

Tim Campbell
Director of New Business Development

Mark T. Morrison
Content Manager

Jamie Wilson
Licensing

Steve Madsen
VP of Business and Legal Affairs

Travis Stansbury
Director of Business and Legal Affairs

Joy Schnee
Strategic Relations Senior Manager

Shaila Patel
Strategic Relations Specialist

Gale Alles
VP of Marketing Services

Steve Martin
Director of Creative Services

David Gaines
Senior Art Director

Erica Hoppe
Graphic Designer

Kathryn Sala
Production Artist

Liz Mackney
*Director of Editorial
and Documentation Services*

Chris Dawley
Documentation Specialist

Luis Rivas
Senior Manager, Engineering Services

Ken Edwards
Engineering Specialist

Eugene Lai
Technician

Michael Gilmartin
Director of Quality Assurance

Ken Ford
I.T. Manager/Western Region

Michael Vetsch
Manager of Technical Support

Dave Strang
QA Project Manager

Jeff Loney
PS2 Project Lead

Tom "Pussy-Willow" Andrade
PS2 Assistant Lead

Mark Alibayan
Adrian Toler
Franco Junio
Kenny Robinson
Scotte Kramer
Stefan Nelson
Kenny Yan
Alvin Wong
John Seefurth
Ray Cicero
Dennis Chan
Core Testers

Special Thanks

Yves Blehaut
Jean-Claude Boursiquot
Kathy Butters
Sara Buxton
Steve Cavazos
Serene Chan
James Gaines
Jim Galis
Lorraine Garcia
Dave Gatchel
Josh Hackney
Tim Hess
John Hight
Kristene Lowell
Simon Miller
Tony Peterson
Paula Richardson
Harry Rubin
Susan Tumang
Karen Williams
Shawn Wright

ATARI EU

Jean-Marcel Nicolai
Senior VP, International Product Services

Rebecka Pernered
Sébastien Chaudat
Caroline Fauchille
Jenny Clark
Vincent Hattenberger
Estelle Baudet
Marion Gallavardin
Republishing Team

Lewis Glover
Olivier Robin
Vincent Laloy
Quality Control Team

RelQ Software PVT LTD
Software Testing Team

Philippe Louvet
Stéphane Enteric
Emeric Polin
Engineering Services

David Chomard
Maud Favier
Gérard Barnaud
Monika Steinhauer
Localization Support Group

Babel Media Ltd.
Localization Testing

KBP
Synthesis International
Translation

Sophie Wibaux
Jérôme Di Tullio
Certification and Planning Support Group

Martin Spiess
Cyril Voiron
Cindy Church
Mathieu Brossette
Aidan Minter
International Marketing Team

Sonia O'Keeffe
Lynn Daniel
Lee Kirton
Simon Callaghan
International PR team

United Kingdom - Emma Rush
France - Alexandre Enklaar
Germany - Heiko Kaspers
Spain - Carlos Sacristan
Iberica - Laura Aznar
Nordic - Nikke Lindner
Switzerland - Simon Stratton
Australia - Jeff Wong
Benelux - Simone Goudsmit
Local Marketing Teams

A Creative Experience
Repackaging Agency

Special Thanks

ATARI US Creative Services
Advanced Graphics
Chuck Highlund, VP Sales and Marketing,
sales@advancedgraphics.com
Darren Epstein, Cards, Inc.
darren@cardsinc.com

For more details on obtaining official
Terminator® 3: Rise of the Machines™ Standees
visit Advanced graphics at
www.advancedgraphics.com

ATARI Japan K.K.

Nicolas di Costanzo
Chief Operating Officer

Takafumi Ueoro
Marketing Manager

Masatoshi Higuchi
Executive Producer

Shinji Yoshikawa
Producer

Kyoko Makino
Special Thanks

ATARI Melbourne House

Paul Motion
Localization Producer - Asia

Vito Trifilo
QA Manager

Rhys Le Quiniat
Lead Tester

ATARI Brazil

Glauco D'Alessandro Bueno
Marketing Manager

Attitude Studios - CG Cutscenes

Antoine Charreyron
Director

Rémi Brun
Motion Capture Supervisor

Olivier Renouard
Setup and Animation Supervisor

Jérôme Desvignes
Modeling Supervisor

Stéphane Marty
Visual Effects Supervisor

Laurent Martin
Research and Development Supervisor

David Vandergucht
Compositing Supervisor

Farid Kermici
Storyboarder

Julien Mazon
Editing

Marc Maggiori
Laurent Gapillard
Background Designer

Guillaume Noblet
Casting

Christelle Naga
Production Coordinator

Ali Cherkaoui
First Assistant Director

Noémie Bercot
Annika Boman
Brigitte Murcia
Kilou Picard
Production Coordinator Assistants

Dir Prod
V.P. Production

Emni Blackori
Marie-Line Burguières
Anne Le Chartier
Vincent Haquin
Frédéric Kontogom
David Mlodziawkoski
Delphine De Turckheim
Acting Talents

Philippe Guégan
Stunt Coordinator

Alain Gaudiard
Stunt Coordinator Assistant

Sybille Blouin
Gilles Conseil
Stunt Men

Frédéric Vandenberghe
Shooting Supervisor

Pierre Herbourg
First Shooting Supervisor Assistant

Guy Louis
Second Shooting Supervisor Assistant

Christian Dupeux
Florent Fouquet
Set Constructor

Béatrice Herczog
Floor Manager

Christophe Corréani
Xavier Jacolot
Jean-François Szlapka
Frank Vayssettes
Motion Capture

Sabine Chamroeun
Rachid Chikh
Jérémy Delchiappo
Fabien Giuliani
Sébastien Haure
Alexandre Henri
François-Xavier Lepeintre

Medhi Rami
François Rimasson
Sebastien Rossi
Bertrand Schutz
Jean-Marie Seznec
Modeling

Jean-François Azzopardi
Benjamin Bardou
Jérôme Billet
Dan Neal
Arnaud Pecqueur
Texture Mapping

Emmanuel Gorinstein
Matte Painting

Cyril Caron
Pascal Lemaire
Layout

Pierre Avon
Marie Célaya
Audrey Delpuech
Minh Nghuyen
Laurent Pierlot
Philippe Raoux
Fabienne Rivory
Neila Terrien
Setup and Keyframe Animation

Jérôme Brack
Emmanuel Campin
Gilles Cornut
Anthony Fristot
Julien Lambert
Olivier Sarécot
Shading, Lighting and SFX

Gaëlle Bossis
Sylvian Fabre
Vincent Guttman
Robin Kobinski
Martin Lipmann
Gaston Marcoti
Thibault Pétilion
Arnaud Roquette
Yacine Taoufik
Compositing

Lionel Buisson
Julien Robert
Renderfarm Operators

Marie Cecile Auzeill
Philippe Delorme
Benjamin Godon
Sébastien Masino
Alexandre Verlhac
Research and Development

Special Thanks

Sylvia Abenzoar
Jean-Paul DaSilva
Sylvain Debes
Carole Djaouti
Julien Dousot
Laurent Guillemot
Samantha Guanine
Boris Hertzog
André Leyronnas
Jean-Paul Lopez
Marc Miance
Sandrine Nguyen
Frédéric Simonot

Visit us at www.attitude-studio.com

Soundelux Design Music Group — Cinematic Sound Design

Peter Zinda
Sound Supervisor

Scott Martin Gershin
Creative Director

Bryan Celano
Dutch Hill
Sound Designers

Sara Huddleston
Asset Manager

James Tabb
Audio Visual Coordinator

Nerses Gezalyan
Foley Mixer

Jeffrey Wilhoit
James M. Moriana
Foley Artists

Scorpio Sound

Scorpio Sound
SAG Voice Over Casting, Recording and Editing

Gregory J. Hainer, MPSE
Shawn Johnson
J.S. (Mongo) Ross
James Warren
Henri Yonet
Voice Over/ Dialogue Editors

Arnold Schwarzenegger
Nick Stahl
Billy Brown
Pat Fraley
Doug Gochman

Nicholas Guest
Phil Lamarr
Poppi Monroe
Wendy Schenker
Steve Susskind
Fred Tatasciore
Voice Actors

Music Composition

Marshall Parker
Producer - Atari Melbourne House

Ric Formosa
Danny Beckerman
Composers

Ricky Edwards
Rob Clarke
John Barrett
Additional Music composed by

Recorded at Alan Eaton Studios - Melbourne
Australia

Mixed at Sing Sing - Melbourne Australia
Engineered and mixed by Chris Scallan &
Robin Gray

Performed by The Victorian Philharmonic
Orchestra

Additional Script Support

Buzz Dixon
Writer

Making of Video

Eric Matthies Productions
Production

Damien Valentine
Music

Additional Music

Theme from "Terminator 2: Judgment Day"
Written and performed by Brad Fiedel
© 1991 StudioCanal Image S.A.
All rights reserved.

Terminator Theme Remix
Performed by The Victorian Philharmonic
Orchestra
© 2003 StudioCanal Image S.A.
(P) 2003 Atari, Inc.
Based on the theme from "Terminator 2:
Judgment Day"
Written by Brad Fiedel
© and (P) 1991 StudioCanal Image S.A.
All rights reserved.

ATARI WEB SITES

To get the most out of your new game, visit us at:

<http://www.us.atari.com>

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.atari.com/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ataricommunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

www.us.atari.com/terms_of_service.asp

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.atarisupport.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

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.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7106**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

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.

Product Return Procedures in the United States & Canada

In the event our technicians at (425) 951-7106 determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

GET \$3.00 BACK

by mail when you buy
TERMINATOR® 3
RISE OF THE MACHINES™
on DVD or VHS.

Offer expires 2/27/04. Restrictions apply.
See below for details.



OFFICIAL OFFER CERTIFICATE | OFFER EXPIRES 2/27/04

GET \$3.00 BACK BY MAIL WHEN YOU:

BUY: Terminator® 3: Rise of the Machines™ on DVD or VHS.

ENCLOSE: (a) 3" x 5" card with your full name, complete home address (no P.O. Boxes), (optional) home telephone number, including area code, and (optional) e-mail address; (b) The sales receipt for the DVD or VHS purchased between 11/4/03 and 2/27/04 with the purchase price clearly circled; (c) An original proof-of-purchase tab or UPC from the purchased DVD or VHS (Use tab "C" for DVDs). Please see examples to the right.

MAIL TO: Terminator 3: Rise of the Machines \$3.00 Rebate
P.O. Box 1177, Grand Rapids, MN 55745-1177

VHS

PROOF OF
PURCHASE
00000

or DVD

PROOF OF
PURCHASE
00000C

or UPC



Offer expires 2/27/04. All requests must be received by 3/27/04. Limit one per individual, household, group, or address and the right is reserved to confirm identity. Offer good in USA only. Void where prohibited, taxed or otherwise restricted. Original proof-of-purchase tab or UPC must accompany request and may not be reproduced. Copy of sales receipt will be accepted. DVD proof-of-purchase tabs A, B & D not eligible for this offer. Requests which, in the sole discretion of Warner Home Video Inc., do not strictly comply with the terms and conditions of this offer, including fraudulent requests, are invalid. Duplicate or invalid requests will be rejected and will not be returned. Keep a copy of UPC, proof-of-purchase tab and sales receipt for your records. Not valid in combination with any other offer. Warner Home Video Inc. is not responsible for late, lost, stolen, delayed, unpostmarked, postage due, illegible or misdirected mail. P.O. Boxes will not be honored. Allow 8-10 weeks for processing. If you have not received the rebate by the time allotted, you may call Customer Service at 886-488-4640. Offer is not open to employees of AOL Time Warner, its affiliated companies, subsidiaries, franchisees, agents, any wholesalers or retailers and the families of each living in the same household. Only new factory-sealed videos and/or DVDs (not previously viewed videos and/or DVDs) qualify. Cash value 1/100¢. All information captured in this consumer offer, including buying behavior, may be used for internal marketing research by Warner Bros. Entertainment Inc., Warner Home Video Inc. and AOL Time Warner and its subsidiaries. Consumers are not required to provide their phone number or e-mail address to qualify for this offer.

This is an offer of Warner Home Video Inc. © 2003 Warner Bros. Entertainment Inc.

® used under license. TM & © 2003 IMF 3. © 2003 IMF Internationale Medien und Film GmbH & Co. 3 Produktions KG. Artwork and Design © 2003 Warner Bros Entertainment Inc.

**You've got the game
NOW GET THE GUIDE**

TERMINATOR® 3

RISE OF THE MACHINES™

**PRIMA'S OFFICIAL
STRATEGY GUIDE**



- Complete walkthrough
- Detailed maps of every level
- Deadly combat moves and combos
- Indispensable weapons stats and strategies for futuristic and modern-day weapons
- All secrets and hidden areas exposed

**Available where you buy
games and guides**



Terminator® 3: Rise of the Machines™ © 2003 Atari, Inc. & IC Video LLC. All rights reserved. Developed by Black Ops Entertainment. Developed by Paradigm Entertainment. Terminator® used under license. TM © 2003 IMF Internationale Medien und Film GmbH & Co. 3 Produktions KG. The Ratings icon is a trademark of the Interactive Digital Software Association. All other Trademarks are the property of their respective owners.

primagames.com®

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

NOTES





END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and "applets" incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

1. If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer.
2. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession.
3. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or

publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

Terminator® 3: Rise of the Machines™ © 2003 Atari, Inc. & IC Video LLC. All rights reserved. Developed by Black Ops Entertainment. Developed by Paradigm Entertainment. Terminator® used under license. TM © 2003 IMF Internationale Medien und Film GmbH & Co. 3 Produktions KG. All other Trademarks are the property of their respective owners.

Hollywood Sign™ & © 2003 Hollywood Chamber of Commerce. Licensed by Global Icons. All rights reserved.

Toyota and Tundra are registered trademarks of Toyota and are used with the permission of Toyota Motor Corporation.

DRIVER 3™

Coming Soon!



RATING PENDING

RP

Visit www.esrb.org
or call 1-800-771-3772
for more ratings information

ESRB CONTENT RATING

www.esrb.org

Atari, Inc., 417 Fifth Avenue, New York, NY 10016 USA
MADE IN THE USA.

Driver 3 © 2003 Atari, Inc. All rights reserved. Created and developed by REFLECTIONS Interactive Limited, an Atari studio. REFLECTIONS, the REFLECTIONS logo and the DRIVER logo are trademarks of REFLECTIONS Interactive Limited. All other trademarks are the property of their respective owners.



ATARI

Register Online Today!

It's as simple as 1, 2, 3!

1. Go to www.gameregister.com
2. Enter your game's info
3. Select a great offer

Receive exclusive game-related info and other special offers by registering online today!

That's it.

Atari will not contact you without your express permission and does not sell or share registration information. For more information about our privacy policy, go to http://www.us.atari.com/privacy_policy.asp



PlayStation®2

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.