TERMINATOR 3

WAR OF THE MACHINES

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FIRST THINGS FIRST

System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® III 1 GHz or higher (Pentium® 4 2 GHz recommended)
Memory:	128 MB RAM (256 MB recommended)
Hard Disk Space:	1 GB Free
CD-ROM Drive:	4X Speed or faster
Video:	64 MB Windows® 98/Me/2000/XP-compatible video card that supports hardware T&L*
Sound:	Windows® 98/2000/Me/XP-compatible sound card*
Internet Connection:	56 Kbps dial-up modem connection (DSL or cable modem connection recommended)
DirectX®:	DirectX® version 9.0b or higher (DirectX® version 9.0b included)

* Indicates device should be compatible with DirectX® version 9.0b or higher.

The ReadMe File

The *Terminator 3®: War of the Machines*™ CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Terminator 3: War of the Machines* directory found on your hard drive (usually C:\Program Files\Atari\Terminator 3–War of the Machines). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on *Terminator 3: War of the Machines*, and then on the ReadMe file.

SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP.
2. Insert the *Terminator 3: War of the Machines* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Enter the CD key code found on the back cover of this manual.
5. Follow the remainder of the on-screen instructions to finish installing the *Terminator 3: War of the Machines* CD-ROM game.
6. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Terminator 3-War of the Machines/Terminator 3-War of the Machines to start the game.
7. When you start the game the launcher will appear. Choose Options to set your screen resolution, color depth and advanced 3D video card settings. Choose Play to start the game. Choose Exit to close the launcher.

Note: You must have the *Terminator 3: War of the Machines* game disc in your CD-ROM drive to play.

Installation of DirectX®

The *Terminator 3: War of the Machines* CD-ROM requires DirectX® 9.0b or higher in order to run. If you do not have DirectX® 9.0b or higher installed on your computer, click "Yes" to accept the DirectX® 9.0b License Agreement. This will then launch the DirectX® 9.0b Install.

GameSpy Installation

To play a multiplayer game online, it is recommended that you install GameSpy Arcade. All server locating and matchmaking are done from inside the game. Choose "Multiplayer" from the Main Menu and then click "Refresh" in the in-game browser to find a server. For details, see "*Terminator 3: War of the Machines* on GameSpy Arcade" on page 18.

INTRODUCTION

Humanity Sits On the Brink of Extinction

The inevitable battle between man and machine is underway. As this apocalyptic nightmare ravages the land, you must make a choice: Join the technologically superior Skynet Terminators or lock-and-load with the human Tech-Com rebels.

The massive conflict has begun. The future of humanity lies in the balance.

MAIN MENU

The launcher opens at the start of a *Terminator 3: War of the Machines* game. From here, you can select the following options:

Profiles

Manage your player information. All saving is handled automatically. The name of the profile is displayed above the text box. The Profile Manager Screen contains the following functions:

New: Create a new profile.

Delete: Remove a selected profile.

Rename: Rename the selected profile.

Use: Use the selected profile. When you select a profile, all progress made while using that profile is loaded automatically.

Single Player

Begin a single-player game. Select the map you want to play. Click the Start button to begin.

Multiplayer

Set up a multiplayer battle online. Choose from the following game modes:

Termination – Classic domination gameplay with a twist. Capture and hold as many bases as possible. Once captured, the bases can be used as forward respawn points. The highest scoring player on the human side can respawn as the Terminator himself, Arnold Schwarzenegger. Teams score by shooting down enemies. Players occupying any of the bases can also score by holding a dominated base for 10 seconds. The round ends when a team reaches the frag limit or the time expires.

Team Deathmatch – Battle it out to see which side can rack up the most kills. You can set limits for either time or number of frags. The team that kills more opponents wins. The round ends when a team reaches the frag limit or the time expires. Each kill scores a point for the player and the team.

Mission – One team defends an object or area while the other tries to destroy or take it over. There is a time limit. If the attacking team can't destroy the target, the defending team wins the game. The round ends when a team achieves the specified task or the time expires. Operating as a team is very important.

Options

Adjust the game settings for video, sound, network, etc. See "Options Menu" on page 8 for details.

Credits

View the names of the people that brought you *Terminator 3: War of the Machines*.

Quit

Quit the game and exit to the Windows® desktop.

CONTROLS

HUMAN

CONTROL	ACTION
W	Forward
S	Backward
A	Strafe left
D	Strafe right
Spacebar	Jump
Left Alt	Toggle crouch and prone (Humans and Infiltrators only)
Left Shift	Walk
ESC	Respawn menu
Del	Suicide

FK

CONTROL	ACTION
W	Forward
S	Backward
A	Strafe left
D	Strafe right
Spacebar	Up
Left Alt	Down

VEHICLES

CONTROL	ACTION
E	Enter or exit vehicle
W	Accelerate
S	Brake
A	Turn left
D	Turn right
Spacebar	Hand brake
1 – 8	Switch positions in vehicle
V	Toggle first- / third-person view

ACTIONS

CONTROL	ACTION
Mouse 1	Fire
Mouse 2	Alt Fire / Scope (if available)
] or Mousewheel	Next Weapon
[or Mousewheel	Previous Weapon
R	Reload
E	Use
Q	Binoculars / Night Vision
C	Zoom in (scopes and Terminator vision)
X	Zoom out (scopes and Terminator vision)

OTHER

CONTROL	ACTION
T	Talk to team
G	Talk to all
Tab	Info table
M	Map zoom
I	Mission info (in mission mode)
F1-F12	Commands (cannot be remapped)

OPTIONS MENU

Controls

To change a keyboard control, click on it and then type in the new key (see "Controls" on page 7).
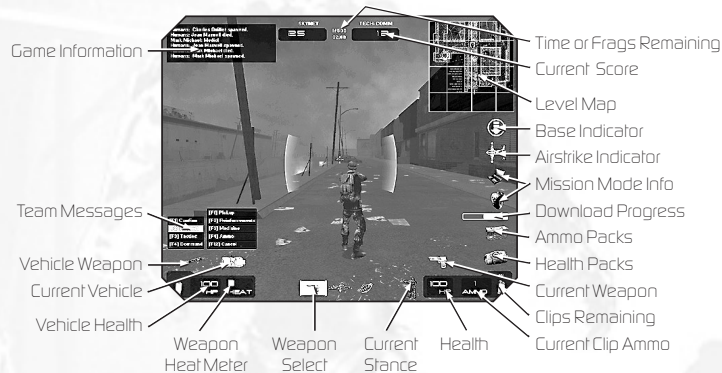
Video

Adjust settings for graphic detail.

Sound

Adjust the sounds settings.

Game Settings

Set crosshairs, network and other options.

HEADS-UP DISPLAY

The Heads-Up Display (HUD) shows information critical to a successful mission. Some elements only appear at certain points in the game. Most are self-explanatory.

Game Information

Information appears in this box when players die, respawn or send a message.

Team Messages

Your options for sending messages to your teammates appear here along with the function key for each message option.

Weapon Heat Meter

Vehicle and stationary weapons can overheat when fired continuously. Keep an eye on this meter to avoid abusing the vehicle's weapon.

CHARACTER CLASSES

SKYNET

T900-Supply

This is the most basic Terminator class, with average speed, armor and weapons. The T900 can man the big HK tank. The T900 cannot use stationary weapons.

T900-Heavy

Slower and stronger than the T900, this heavy class of Terminator carries heavier weapons. This class can also man the HK tank and call in air support from the big FKs circling above. The T900 cannot use stationary weapons.

Infiltrator

Resembling humans and carrying human weapons, this spy class tries to sneak into human bases for maximum carnage. The Infiltrator is the only Teminator that can drive human vehicles.

FK

This is the flying class of Terminator, armed with dual lasers and rockets. Be careful, though — the Tech-Com rocket launcher can lock on to a flying FK. FKs cannot capture bases.

T-1

Equipped with dual assault can-nons, what the T-1 lacks in accuracy it makes up for with sheer firepower.

TECH-COM

Hunter

The Hunter is the basic foot soldier with average speed and armor. Hunters carry machine guns and EMP grenades to stun the Terminators.

Heavy Hunter

Stronger and slower than the Hunter, this foot soldier carries heavier weapons.

The Terminator

The original Terminator is available to the highest-scoring player in a Termination mode game.

Scout

Elusive and deadly, the sniper Scout uses weapons for long-range battles. Scouts are the fastest soldiers, but lack the defensive armor of the Hunters.

Supply

Supply soldiers can bring aid by dropping health and ammo pickups around comrades. In addition, they can carry a machine gun or plasma rifle.

WEAPONS

SKYNET

Plasma Rifle with Grenade Launcher

RSB-80 Plasma Gun

Term Cannon

LSA Machine Gun

FLK Cannon

TECH-COM

Assault Rifle with Grenade Launcher

ACW Machine Gun with Grenade Launcher

Rocket Launcher

FLK Cannon

RSB-80 Plasma Gun

Sniper Rifle

Scoped Rifle

LSA Machine Gun

Plasma Rifle

Grenade

EMP Grenade

Plastic Explosive

OTHER ITEMS

Health

You'll find Health packs scattered around the maps.

Ammo

The Ammo pack will load up your ammo supply.

Stationary Weapons

In certain places you'll find stationary artillery that can be used against your opponent. Press the "Use" key (the **E** key by default) to take control of the weapon. Keep an eye on the gun's temperature meter. The gun can overheat.

W25

SW2

SW60

SW360

VEHICLES

SKYNET

TECH-COM

HK Tank

APC

Light Truck

Dune Buggy

HK Transport

Heavy Truck

Sedan

Cop Car

Assault Vehicle

LEVELS

Canyon — From deep within a military bunker system of multiple corridors and exits leading up to the ground, an offshoot TechCom unit begins its march toward a hidden canyon gate leading to the CRS Lab.

City Center — Devastated by a nuclear strike, downtown Los Angeles has been reduced to a rubble-strewn wasteland, throughout which a violent struggle between men and machines continues to rage.

Docks — This battle moves seaside, to an area once teeming with commercial activity. Although the harbor is now nothing more than burned-out containers and ruined warehouses, it nevertheless remains a vital defensive nexus in the war.

Suburban — A large channel divides the Suburban level, with a bridge connecting both sides. Somewhere within this once-idyllic community, a human courier squadron is holed up in a bombed-out shopping mall, awaiting the arrival of a transport team.

Plaza — The plaza, the roof of which is now collapsed after a series of devastating HK attacks, has two entrances — the main gate, accessible by stairs; and the parking zone at the plaza's base.

Subway — This level is divided into two main sections — one controlled by TechCom; the other controlled by the Terminators. These sections each contain two bases and are connected by an underground metro station.
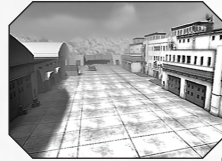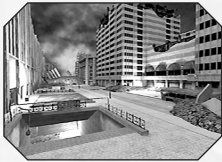
Military: Present — Welcome to Judgment Day. This level is fought in the present, among the hangars and runways on the CRS military air base.

Military: Future — From the military air base where Judgment Day commenced many years before, the war continues. The base, now lying in ruins, remains a key strategic location.

Lab: Present — This level is played in the research center during the present day. It is within the laboratories of this facility where research and development of various Terminator prototypes takes place.
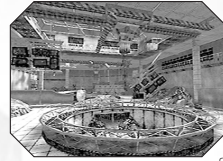
Lab: Future — This research center bears the scars of the serious battles waged here long ago. Now, in the future, the outcome of the battle here will be even more important.

Graveyard — The Terminators have captured all the strategically-important buildings at the Skynet laboratories, and their next target is the humans' secret base in the graveyard downtown.

Downtown — Fighting in the downtown area has become bitter. Humans forge ahead and attempt to build more bases, even on the surface. The Terminators continue sending forces to push the humans back.

TERMINATOR 3®: WAR OF THE MACHINES™
ON GAMESPY ARCADE

You can play *Terminator 3: War of the Machines* online through GameSpy Arcade, which comes conveniently bundled with the game. If you haven't done so already, insert your *Terminator 3: War of the Machines* CD and install Arcade now. Then, to play *Terminator 3: War of the Machines* online, just follow these simple instructions:

Launch GameSpy Arcade and go to the *Terminator 3: War of the Machines* Room: Click on the GameSpy Arcade link in your Start Menu. When the software starts, you'll see a list of games and more along the left-hand side. There's plenty to do, but there's time for that later: Click on the *Terminator 3: War of the Machines* button on the left to enter the *Terminator 3: War of the Machines* room.

Find or Start a *Terminator 3: War of the Machines* Server: Once you're in the *Terminator 3: War of the Machines* room you can meet or greet other players, find servers or create your own server. The top half of the application will list all of the available servers, including the number of people playing and your connection speed (measured by something called "ping." The lower your ping, the better.). Don't like any servers? Click on the "Create Room" button to start your own server and wait for people to sign up. (A clever server name, such as *"Come with me if you want to live!"* usually attracts people.) Otherwise, double-click on a server of your choice to join in.

Joining and Starting a game: Once you double-click on a server or start your own, you'll be in a staging room, in which you can trash talk with your fellow players and prepare for combat. When you're ready to play, click the "Ready" button at the top of the screen. When everyone in the room has signaled their readiness, the host can then launch the game. Arcade will fire up *Terminator 3: War of the Machines* and the war will begin!

Problems?

If you have problems using Arcade, whether installing the program, registering it, or using it in conjunction with *Terminator 3: War of the Machines*, consult our help pages, located at http://www.gamespyarcade.com/help/ or e-mail us by using the form located at http://www.gamespyarcade.com/support/contact.shtml.

GameSpy Arcade is an independent gaming service run by GameSpy. Atari does not control, and disclaims any responsibility or liability for, the functioning and performance of GameSpy Arcade and any content on or available through GameSpy Arcade.

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Special thanks to Arnold Schwarzenegger, Jonathan Mostow, C2 Pictures and everyone involved in the making of the Terminator 3 film for their support!!

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Terminator Theme Remix
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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

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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 **FTP** (File Transfer Protocol) area where you can download patches if needed, 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.

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, package and/or plastic disc case) 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.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

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.

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