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FIRST THINGS FIRST

System Requirements

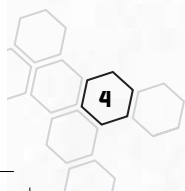
Operating System:	Windows® 98/2000/Me/XP
Processor:	Pentium® II 800 MHz CPU or higher (2 GHz Pentium® 4 recommended)
Memory:	128 MB RAM (256 MB recommended)
Hard Disk Space:	1 GB Free
CD-ROM Drive:	4X Speed or faster
Video:	32 MB Windows® 98/2000/Me/XP-compatible G-Force 3 level video card (128 MB G-Force 4 recommended)*
Sound:	Windows® 98/2000/Me/XP-compatible sound card (SB Live! recommended)*
DirectX®:	DirectX® version 9.0b or higher (DirectX® version 8.1 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 disk (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.

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, you must install GameSpy Arcade. All server locating and match-making are done from inside the game. Choose "Multiplayer" from the Main Menu and then click "Update" 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 9 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

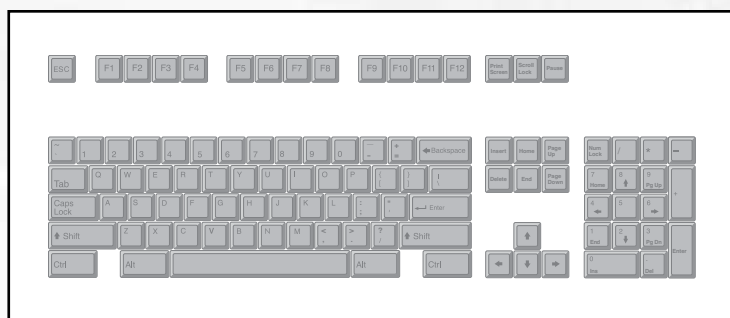
CONTROL	ACTION
W	Forward
S	Backward
A	Strafe left
D	Strafe right
Spacebar	Jump
Left Alt	Toggle crouch and prone (Humans and Infiltrators only)
Left Shift	Walk
ESC	Respawn menu
Del	Suicide

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 command, click on the command and enter the new key. Refer to the model keyboard on page 8 if your keyboard varies from the US standard layout.



Video

Adjust settings for graphic detail.

Sound

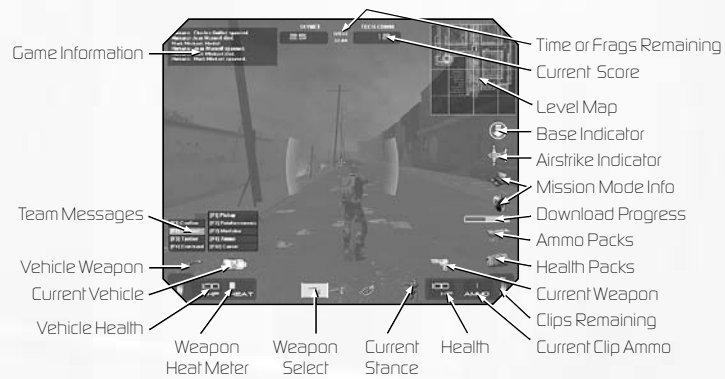
Adjust the sounds settings.

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.



Infiltrator

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



T900-Heavy

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



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 miniguns, 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.



Scout

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



Heavy Hunter

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



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



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



SW50



SW360

VEHICLES

SKYNET



HK Tank



HK Transport



Light Truck



Sedan



Assault Vehicle

TECH-COM



APC



Heavy Truck



Dune Buggy



Cop Car

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.



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 bombedout shopping mall, awaiting the arrival of a transport team.



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.



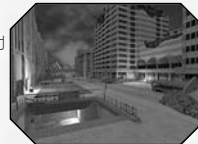
Plaza – The plaza, the roof of which is now collapsed after a series of

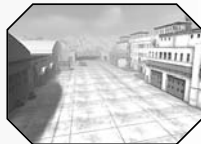
devastating HK attacks, has two entrances – the main gate, accessible by stairs; and the parking zone at the plaza's base.

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.



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



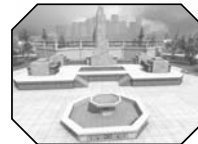
Lab: Future -

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.

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.



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.



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.

AIVAN ALUKSI



Järjestelmävaatimukset

Käyttöjärjestelmä:	Windows® 98/2000/Me/XP
Suoritin:	Pentium® II 800 MHz tai parempi (suositus: 2 GHz:n Pentium® 4)
Muisti:	128 Mt RAM (suositus: 256 Mt)
Kiintolevytila:	1 Gt vapaata tilaa
CD-ROM-asema:	4X-nopeuksinen tai nopeampi
Video:	32 Mt:n Windows® 98/2000/Me/XP -yhteensopiva G-Force 3 -tason videokortti (suositus: 128 Mt:n G-Force 4)*
Ääni:	Windows® 98/Me/2000/XP -yhteensopiva äänikortti (suositus: SB Live!)*
DirectX®:	DirectX®-versio 9.0b tai uudempi (DirectX®-versio 8.1 sisältyy toimitukseen)

* Tarkoittaa, että laitteen tulisi olla yhteensopiva DirectX®-version 9.0b tai uudemman kanssa.

ReadMe-tiedosto

Terminator 3®: War of the Machines™-CD-ROM-peliin liittyy ReadMe-tiedosto, joka sisältää sekä käyttöoikeussopimuksen että viimeisimmät tiedot pelistä. On erittäin suositeltavaa lukea tämä tiedosto, jotta voit hyötyä muutoksista, joita on tehty sen jälkeen, kun tämä opas on mennyt painoon.

Voit avata tiedoston kaksoisnapsauttamalla sitä kiintolevyn *Terminator 3®: War of the Machines™*-hakemistossa (yleensä C:\Program Files\Atari\Terminator 3- War of the Machines). Voit avata ReadMe-tiedoston myös napsauttamalla Käynnistä-painiketta Windows®in tehtäväpalkilla ja valitsemalla sitten Ohjelmat, Atari, *Terminator 3- War of the Machines* ja lopuksi ReadMe-tiedoston.

ASETUKSET JA ASENNUS

1. Käynnistä Windows® 98/Me/2000/XP.
2. Aseta *Terminator 3®: War of the Machines™*-CD-ROM-levy CD-ROM-asemaan.
3. Jos automaattinen käynnistys on käytössä, näytölle tulee otsikoruutu. Jos automaattinen käynnistys ei ole käytössä tai asennus ei käynnisty automaattisesti, napsauta Windowsin® tehtäväpalkin Käynnistä-painiketta ja valitse Suorita. Kirjoita D:\Setup ja napsauta OK-painiketta. Huomaa: Jos CD-ROM-aseman kirjain on jokin muu kuin D, käytä sitä D:n sijasta.
4. Päätä *Terminator 3®: War of the Machines™*-CD-ROM-pelin asennus seuraamalla näytön ohjeita.
5. Kun asennus on valmis, napsauta Windowsin® tehtäväpalkin Käynnistä-painiketta ja käynnistä peli valitsemalla Ohjelmat/Atari/*Terminator 3- War of the Machines*).

Huomaa: Et voi pelata, jollei *Terminator 3®: War of the Machines™*-levy ole CD-ROM-asemassa.

DirectX®:n asennus

Terminator 3®: War of the Machines™-CD-ROM-peli edellyttää vähintään DirectX® 9.0b:tä. Jos tietokoneelle ei ole asennettuna vähintään DirectX® 9.0b, valitse Yes (Kyllä) hyväksyäksesi DirectX® 9.0b:n käyttöoikeussopimuksen. Tämä käynnistää DirectX® 9.0b:n asennusohjelman.

GameSpy-asennus

Jos haluat pelata moninpeliä verkossa, sinun on asennettava GameSpy Arcade. Kaikki palvelimien ja vastustajien etsiminen tehdään pelin sisältä. Valitse Multiplayer (Moninpeli) päävalikosta ja valitse sitten Update (Päivitä) pelin sisäisestä selaimesta etsiäksesi palvelimen. Lisätietoja on käsikirjan kohdassa *Terminator 3®: War of the Machines™* on GameSpy Arcade.

OHJAIMET HUOMAA: NÄMÄ OVAT OLETUSOHJAIMET:**Ihminen**

OHJAIN	TOIMINTO
W	Eteenpäin
S	Taaksepäin
A	Tuli vasemmalle
D	Tuli oikealle
Välilyönti	Huppaa
Vasen Alt	Vuorottelee kumartumista ja maastoutumista (vain ihmiset ja soluttautujat)
Vasen Vaihto	Kävele

FK

OHJAIN	TOIMINTO
W	Eteenpäin
S	Taaksepäin
A	Tuli vasemmalle
D	Tuli oikealle
Välilyönti	Ylös
Vasen Alt	Alas

AJONEUVOT

OHJAIN	TOIMINTO
E	Astu ajoneuvoon tai poistu siitä
W	Kiihdytä
S	Jarruta
A	Käänny vasemmalle
D	Käänny oikealle
Välilyönti	Käsijarru
1 - 8	Vaihda paikkoja ajoneuvossa
V	Vaihda ensimmäisen ja kolmannen persoonan näkymän välillä



TOIMINNOT

OHJAIN	TOIMINTO
Hiiri 1	Tulita
Hiiri 2	Vaihtoehtoinen tulitus/näyttö (mikäli käytettävissä)
] tai hiiren rulla	Seuraava ase
[	tai hiiren rulla Edellinen ase
R	Uudelleen lataus
E	Käytä
Q	Kiikari/lyönäkö
C	Lähennä (näyttö ja terminaattorinäkö)
X	Etäännytä (näyttö ja terminaattorinäkö)

MUUT

OHJAIN	TOIMINTO
T	Puhu joukkueelle
G	Puhu kaikille
Sarkainnäppäin	Tietotaulukko
M	Lähennä karttaa
I	Tehtävätiedot (tehtävätilassa)
F1-F12	Komennot (ei voi mukauttaa)

OPTIONS (ASETUKSET)?VALIKKO

Ohjaimet

Jos haluat vaihtaa näppäimistöohjainta, napsauta sitä ja näppäille uusi näppäin (Katso Controls sivulla 20)

VIDEO

Säädä grafiikan tarkkuutta.



KOMMA IGÅNG



Systemkrav

Operativsystem:	Windows® 98/2000/Me/XP
Processor:	Pentium® II 800 MHz CPU eller högre (2 GHz Pentium® 4 rekommenderas)
Minne:	128 MB RAM (256 MB rekommenderas)
Hårddiskutrymme:	1 GB ledigt
Cd-enhet:	Minst 4x
Video:	32 MB Windows® 98/2000/Me/XP-kompatibelt G-Force 3-grafikkort (128 MB G-Force 4 rekommenderas)*
Ljud:	Windows® 98/2000/Me/XP-kompatibelt ljudkort (SB Live! rekommenderas)*
DirectX®:	DirectX® version 9.0b eller senare (DirectX® version 8.1 inkluderas)

* Enheten måste vara kompatibel med DirectX® version 9.0b eller senare.

Viktig-filen

Med cd-skivan *Terminator 3®: War of the Machines™* följer en viktig-fil (ReadMe) som innehåller både licensavtalet och sent tillkommen information om spelet. Det rekommenderas att du läser denna fil för att kunna dra nytta av ändringar i spelet som tillkommit efter att denna instruktionsbok tryckts.

Om du vill läsa filen dubbelklickar du på den i mappen *Terminator 3®: War of the Machines™* på hårddisken (normalt i C:\Program\Atari\Terminator 3- War of the Machines). Du kan även öppna viktig-filen genom att klicka på Start i Windows® aktivitetsfält, följt av Program, Atari, *Terminator 3- War of the Machines* och viktig-filen



INSTALLATION

1. Starta Windows® 98/Me/2000/XP.
 2. Sätt in installationsskivan *Terminator 3®: War of the Machines™* i cd-enheten.
 3. Om autostartfunktionen är aktiverad dyker ett titelfönster upp. Om autostartfunktionen inte är aktiverad eller om installationen inte startar automatiskt klickar du på Start-knappen i Windows® aktivitetsfält, följt av Kör. Skriv D:\Setup och klicka på OK. Obs: Om din cd-enhet har en annan enhetsbeteckning än D, skriv då den bokstaven i stället.
 4. Följ därefter instruktionerna på skärmen för att slutföra installationen av cd-spelet *Terminator 3®: War of the Machines™*.
 5. När installationen är klar klickar du på Start-knappen på Windows® aktivitetsfältet och väljer Program/Atari/*Terminator 3- War of the Machines*) för att börja spela.
- Obs: Du måste ha installationsskivan *Terminator 3®: War of the Machines™* i salt i cd-enheten för att kunna spela.

Installation av DirectX®

Spelet *Terminator 3®: War of the Machines™* kräver DirectX® 9.0b eller senare. Om du inte har DirectX® 9.0b eller senare installerat på datorn klickar du på "Yes" för att acceptera licensavtalet för DirectX® 9.0b. Därefter installeras DirectX® 9.0b automatiskt.

GameSpy Installation

Du måste installera GameSpy Arcade för att kunna spela med kompisar på nätet. Lokalisering av server och indelning av deltagare sker i själva spelet. Välj "Multiplayer" på huvudmenyn och klicka på "Update" i webbläsaren för att hitta en server. Se avsnittet "*Terminator 3®: War of the Machines™* on GameSpy Arcade" i instruktionsboken för mer information.



Människor

KONTROLL	ÅTGÄRD
W	Framåt
S	Bakåt
A	Skjut vänster
D	Skjut höger
Mellanslag	Hoppa
Vänster Alt	Växla mellan att huka och ligga på mage (endast människor och infiltratörer)
Vänster skift	Gå

FK-enheter

KONTROLL	ÅTGÄRD
W	Framåt
S	Bakåt
A	Skjut vänster
D	Skjut höger
Mellanslag	Upp
Vänster Alt	Ner

FORDON

KONTROLL	ÅTGÄRD
E	Kliv in och ut
W	Accelerera
S	Bromsa
A	Sväng vänster
D	Sväng höger
Mellanslag	Handbroms
1 - 8	Byt position i fordonet
V	Växla mellan första- och tredjepersonvy

ÅTGÄRDER

KONTROLL	ÅTGÄRD
Mus 1	Eld
Mus 2	Växla mellan eld / räckvidd (om tillgängligt)
] eller mushjul	Nästa vapen
[eller mushjul	Föregående vapen
R	Ladda om
E	Använd
Q	Kikare / nattsikte
C	Zooma in (räckvidd och Terminator-vy)
X	Zooma ut (räckvidd och Terminator-vy)

ANNAT

KONTROLL	ÅTGÄRD
T	Tala till team
G	Tala till alla
Tab	Info-tabell
M	Zooma karta
I	Uppdragsinfo (i uppdragsläget)
F1-F12	Kommandon (kan inte mappas om)

OPTIONS MENU (VALMENY)**Controls (Kontroller)**

Välj en ny kontrolltangent genom att klicka på den gamla och ange den nya (se "Controls" (Kontroller) på sidan 24).

VIDEO (Video)

Välj ny grafikinställning.



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.



CREDITS

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

CLEVER'S GAMES KFT

Alex Sandor Rabb
Executive Producer

Management

Német László
Managing Director
Rákos Péter
Project Manager, Problem Solver

Bolfa Zsolt
PR Manager

Design

Regényi Ádám
Lead Designer
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NOTES



NOTES



NOTES



The PEGI age rating system:

Age Rating categories:

Les catégories
de tranche d'âge:



Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:



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