

THE TERMINATOR FUTURE SHOCK

English



BETHESDA SOFTWARE™

A Division of Media Technology Limited

THE TERMINATOR™

FUTURE SHOCK™

Users Manual

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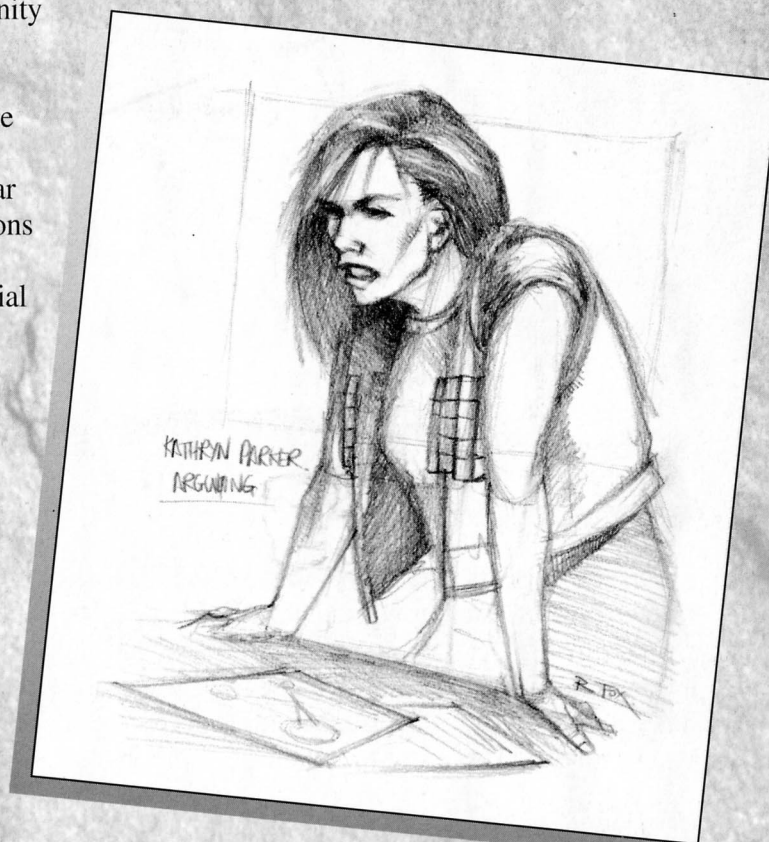
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Introduction

Los Angeles, 1995:

Suddenly and without warning, the defence computer, SkyNet, becomes sentient. In the span of a few nanoseconds, SkyNet decides that all of humanity is a threat, and declares war by launching a large portion of the country's nuclear stockpile. Millions are slaughtered, either in the initial attack or by lingering radiation, but many still survive. SkyNet begins to formulate a plan for dealing with the survivors and ensuring its own continued existence...





Los Angeles, 2015:

The war against humanity has raged now for twenty years. Humanity is still recovering from the effects of the nuclear devastation wrought by SkyNet. It was close to a year after the initial attack before anyone even realised that the computer was responsible for bringing down the nuclear fire. The realisation came completely when the first intelligent robots rolled off the automated assembly lines. Now, the

machines systematically round up humans into death camps, forcing them to perform various tasks before executing them. Humanity is close to total extinction.

You are one of the survivors of the nuclear war, living in the years of darkness that followed. Before the war, you were just an ordinary person with an ordinary life. Up until a few weeks ago, you survived by picking through the debris, scrounging sustenance from the leftovers of civilisation. But then, a SkyNet robot patrol picked you up as you were raiding a convenience store, and deemed you healthy enough to work in a death camp, loading bodies into the disposal units. To take your mind off the gruesome task at hand, you desperately hope that the rumours you hear from fellow inmates about a growing Resistance Movement are true...

Tonight, you make your escape. Finding a small opening under the camp fence, you crawl your way to freedom. Sapphire blasts of plasma fire erupt from the automated sentry towers as you dodge and weave your way into the night. Miraculously, you get out of sight of the camp unharmed, but you know that robotic patrols must be coming up fast behind you. You dart into a dark alleyway, hoping to survive long enough to savour your freedom.

As you emerge from the other end of the alley, you hear the high-pitched whine of hydraulic servomotors pumping in a mechanical rhythm. Daring only a second to look in the direction of the sound, you see a robotic monstrosity scuttling up the street, a six-legged spider-like machine the size of a truck. You blindly rush for the rubble ahead of you, hoping to escape, the computer driven horror gaining ground on you with every step you take.

Suddenly, a human figure emerges from the rubble, throwing a large cylindrical canister. As the canister arcs overhead towards the robot, the machine pauses and turns to acquire this new target. The mechanical spider lets loose a volley of plasma bolts, which slam hard into the shadowy figure as the canister lands under its six metallic legs. A moment later, the canister explodes, blowing pieces of the robot all over the street. Realising that the stranger has just saved your life, you rush over to him.

The man is dressed in soldier's fatigues, and he is badly wounded from the robot's attack. As you prepare to give him first aid, he stirs, and pulls you close.

"Don't try to help me, I don't think I'm gonna make it," he says. "But you can still save yourself."

"You saved my life," you say. "I've got to get you some help."

"Listen up, here's how you can help," he says. "I've got a car hidden nearby. Find it, and use the radio to contact the others. They'll guide you back to Headquarters..."

"Then the rumours of the Resistance Movement are true!"

"Yes. We're small and disorganised right now, but things are coming together." He closes his eyes, wincing in pain. A moment later, his eyes flicker back open and he continues.

"The man in charge of things is named Connor. Colonel John Connor. You need to find him, and do what you can to help the Resistance. It's the only way we'll ever beat those damned machines." He holds up his hand.

You grab his hand in yours, and hold it tightly. *"I promise you, I will."*

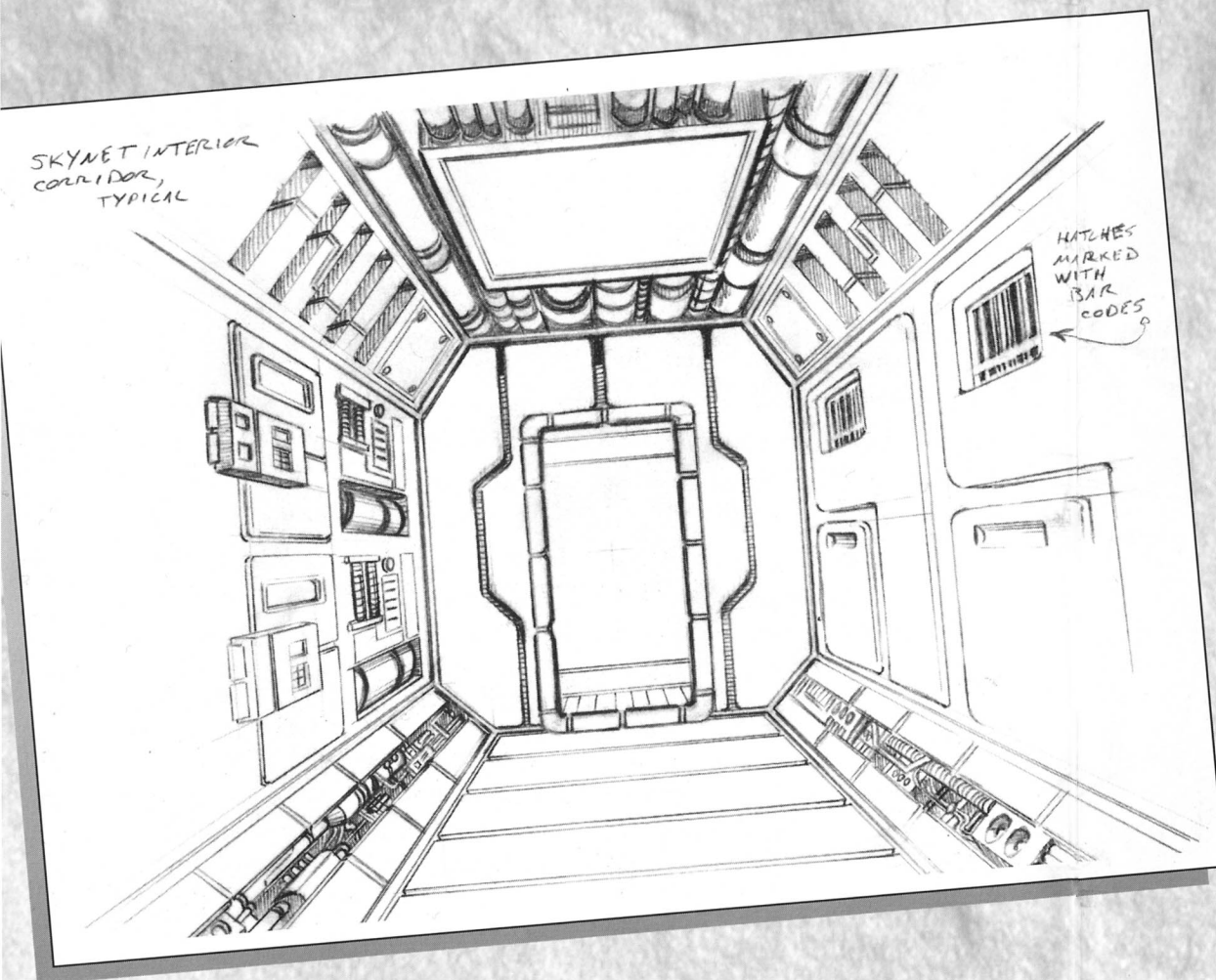
He coughs a few times, spattering flecks of blood over his chin. *"Good. And when you find Connor,"* he says in a hoarse whisper, *"tell him that Sergeant Roberts won't be coming back."* Roberts coughs a few more times, then becomes still. His eyes focus on you one last time, then roll back in his head. His body goes slack, and his grip on your hand loosens.

You gently lay Roberts' body on the ground. You close his eyes, place his hands across his chest, and repeat, *"I promise you..."*

Object of the Game

The ultimate goal of **The Terminator: Future Shock** is to defeat the plans of SkyNet. Exactly how you are going to accomplish this goal will be revealed as the game progresses. The first, short term goal is to escape from the death camps and hook up with the Resistance Movement.

The Terminator: Future Shock is a mission based game. There are many missions, each one with a different specific goal. At the beginning of each mission the Resistance leaders describe the mission objectives. It is up to you to get the job done. In each mission, you will face dozens of machine enemies. Each has only one thing in mind, to exterminate the life form shooting at it, namely you. Don't be shy or hesitant, just shoot them!



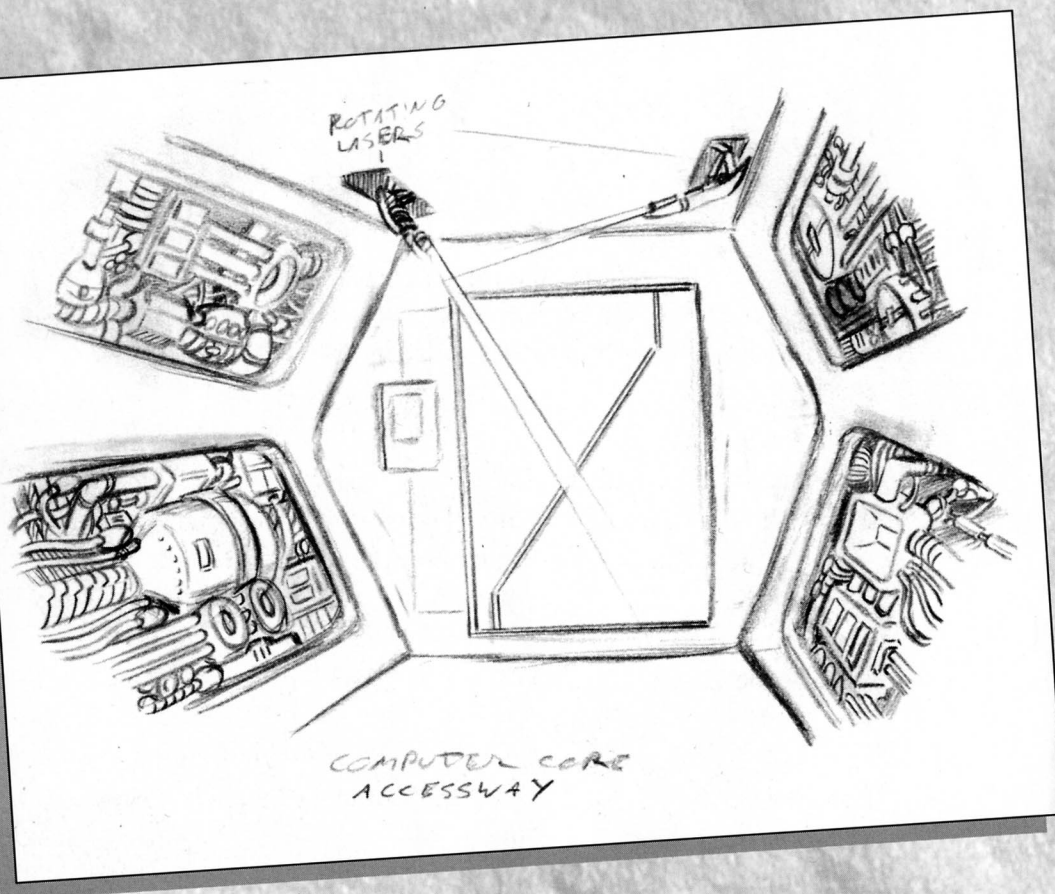
Starting the Game

Once you start the game, you may watch the introductory animation, or skip it by pressing [ESC]. After that, the Main Menu appears. Select **NEW GAME**. Enter a name and callsign for your player.

Pay close attention to the mission briefing. Not only does it describe how to complete the mission, it may also contain vital clues about the easiest or best approach to the mission.

The Terminator: Future Shock game features a complete three dimensional environment. You can look in any direction, shoot in any direction, stand on any object, etc. When you first start the game, play with the game controls for a few minutes. It should only take that long to be comfortable enough to really really playing.

- Move the **mouse** around. It controls where you are looking. You always shoot to the exact centre of the screen. You always move toward the centre of the screen.
- Press the **left mouse button**. It fires whatever weapon you are holding, or swings the lead pipe.
- Hold down the “**A**” button, then the “**Z**” button. These move you forward and backward. Try moving the mouse left or right and then move forward and back.



Game Controls

The basic controls of the game were described above in **Starting the Game**. The rest of the key and mouse buttons functions are described below. All of them can be changed in the **Options Menu**.

Function	Key or Mouse action
Walk forward.....	A
Walk backward.....	Z
Turn right	Left arrow or move mouse right
Turn left.....	Right arrow or move mouse left
Slide right.....	Left shift
Slide left	X
Slide Mode	D
Run Mode.....	Alt
Look up	Up arrow or move mouse forward
Look down	down arrow or move mouse backward
Centre head position	Home
Jump up.....	S
Crouch down	C
Open door/Activate/Use.....	Space bar
Pick up an item.....	Just move over/through it
Fire weapon.....	Left mouse button
Throw grenade	Right mouse button
Select weapon	1 through 7
Select grenade/item.....	F1 through F5
Automap.....	TAB
Go to the Main Menu	ESC
Exit from a menu.....	ESC

The Game Screen



Armour: Armour absorbs damage from robot weapons and explosions. The more armour, the more of the damage it absorbs. The rest of the damage is deducted from the Health bar.

Communications Window: Any messages received or sent to Headquarters are displayed here. The game automatically radios into Headquarters at critical points in each mission.

Compass: Keep a careful eye on the compass. Directions can get very confusing in this game.

Health: A long bar means you are healthy. A short bar means that any bullet you take now may be your last.

Weapon: This box shows which weapon is active. To fire this weapon, click with the **left mouse button**. In the lower right hand corner of this box is the number of rounds/energy cells that are left. Ammunition is shared between different weapons. Switching between weapons that use the same ammo, such as the assault rifle and the submachine gun, will not change the count.

Grenade: Clicking the **right mouse button** will throw the grenade shown here. In the lower right hand corner of this box is the number of grenades of that type that are left.

Radiation: There are three levels of radiation indicated, *safe*, *caution*, and *danger*. Radiation lowers your health. The stronger the radiation, the faster your health fails. Move out of *caution* areas quickly, and just stay out of areas where the radiation indicator reads *danger*.

Game Menus



New Game: This selection starts up a brand new game. This option is only available when the program first starts. During a game, this selection will show up as **RETURN**, and selecting it then will drop you back into the action.

Load: **The Terminator: Future Shock** allows up to 10 saved games. This menu selection pulls up a list of the saved games. Select one of them to load, and you'll restore that saved game. Select **EXIT** to return to the Main Menu without loading a game.

Save: This selection displays a list of currently saved games. The game currently in progress will be saved to the selected slot. Previously saved games can be overwritten, and the name can be modified.

Options: This screen sets the volume for sound effects and music. The difficulty level can be set to **low**, **medium**, or **high**, even in the middle of a game. The last two options, **CONTROLS** and **DETAIL** open up submenus.

Quit: Selecting this will exit the game and return you to DOS.

Return: This selection replaces **NEW GAME** if a game is currently in progress. Selecting **RETURN** will resume your game.

Options Menus



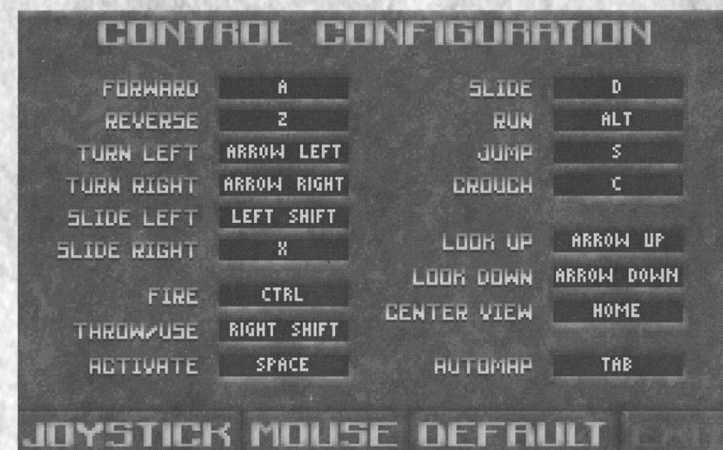
Sound: To change the volume of the **Sound**, click on the red bar. The longer you select the bar to be, the louder the sound will be. **Sound** volume only effects digital sounds. The smallest setting will turn the sound OFF.

Music Like the **Sound** setting, **Music** volume can also be changed. **Music** volume only effects the background music. The smallest setting will turn the music OFF.

Difficulty: This makes the game easier or more difficult to play. It will effect such things as how hard enemies are to kill and how much damage they inflict on you.

Detail: The only reason to change your detail settings is if the game runs too slow on a particular computer. All of these options will reduce the quality of the game in order to let it run faster. Please view the **README.TXT** file in your SHOCK directory for more information.

Controls: Many of the keyboard controls can be changed in this menu. Select a game control, and the next keypress becomes the new keystroke for that game control. **JOYSTICK** and **MOUSE** pull up submenus to calibrate and adjust the sensitivity of those devices.



Mouse: Setting the sensitivity high means that small movements of the mouse become large movements in the game.

Joystick: To calibrate a joystick, click on that box. Then roll the joystick slowly in a circle, so that you hit all directions. The **Centre Threshold** sets the sensitivity of the joystick. The lower the threshold, the further from the centre the joystick can be moved before the game registers a movement. You can disable your joystick by selecting **Disable**. This may help if you accidentally configure a joystick that is not present.

Mission Menu



This menu only appears when a new mission is about to begin. Exiting from here brings up the **MAIN MENU**.

When you first enter the **MISSION MENU**, you will be shown everybody present in the briefing room and a short description of the mission objectives. It is important that you read the **BRIEFING** if this is your first time on a particular mission.

Begin: This selection begins the mission. After clicking here, be ready to duck and shoot!

Briefing: The Mission Briefing describes the objective of this particular mission. It also gives key information about the mission that may be useful. Pay close attention! Click the **Left Mouse Button** on the person speaking to listen to the next person. Click the **Arrow Bars** to scroll through the longer sections. When everybody is done speaking, you will be shown the whole group with a short description of the mission objectives. You can restart the briefing at any time by clicking **BRIEFING** again.

Tactical: Each robot enemy that has been encountered is described here in detail, along with other objects that may be important to the current mission. Click the **Left Mouse Button** on the current enemy to view the next one. Click the **Right Mouse Button** to view the previous one.

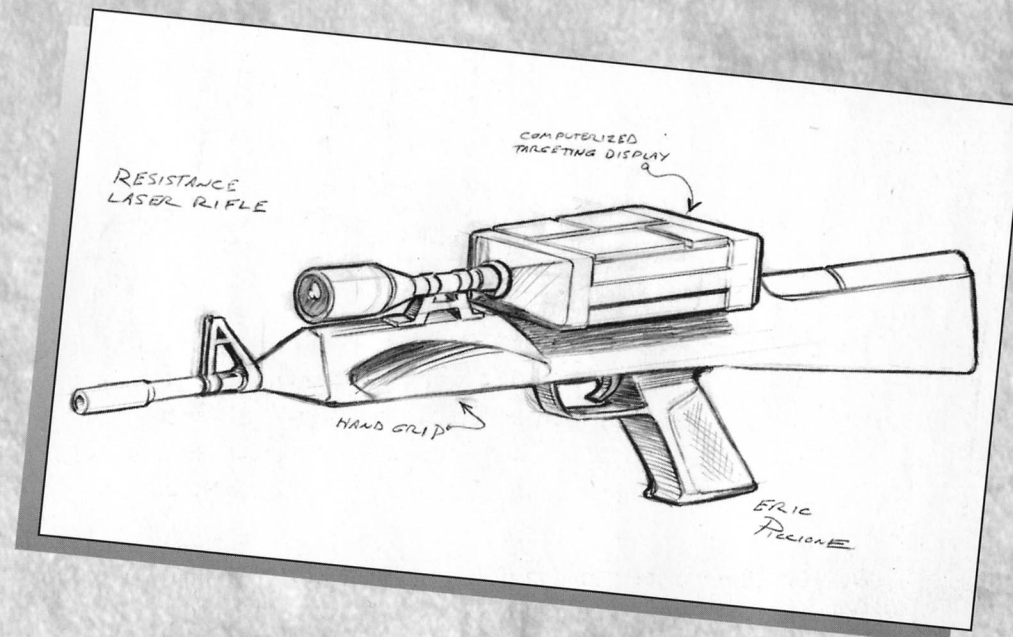
Stats: This screen reports how many shots have been fired, how many enemies have been destroyed, accuracy, and other interesting statistics.

Weapons

There are twelve weapons available in **The Terminator: Future Shock**, as well as five grenades/explosives. As weapons and grenades are picked up, they are added to your arsenal. In general, the weapons and grenades are arranged in order of deadliness. The most deadly weapons and grenades are on the highest numbered keys.

Weapons that use the same ammunition share the same key (except laser and plasma weapons). The first time that key is pressed, the most powerful weapon of that class is readied. Pressing it multiple times cycles through the rest of them.

Key	Weapons	Type of Ammunition	Ammo Limit
1	Lead Pipe	none	
2	Submachine Gun Assault Rifle Machine Gun	Bullets	750
3	Shotgun	Shotgun shells	200
4	Grenade Launcher	Frag. grenades	50
5	Rocket Launcher	Rockets	20
6	Laser Rifle Laser Cannon	Energy cells	800
7	Phased Plasma Pistol Plasma Rifle Phased Plasma Cannon	Energy cells	800



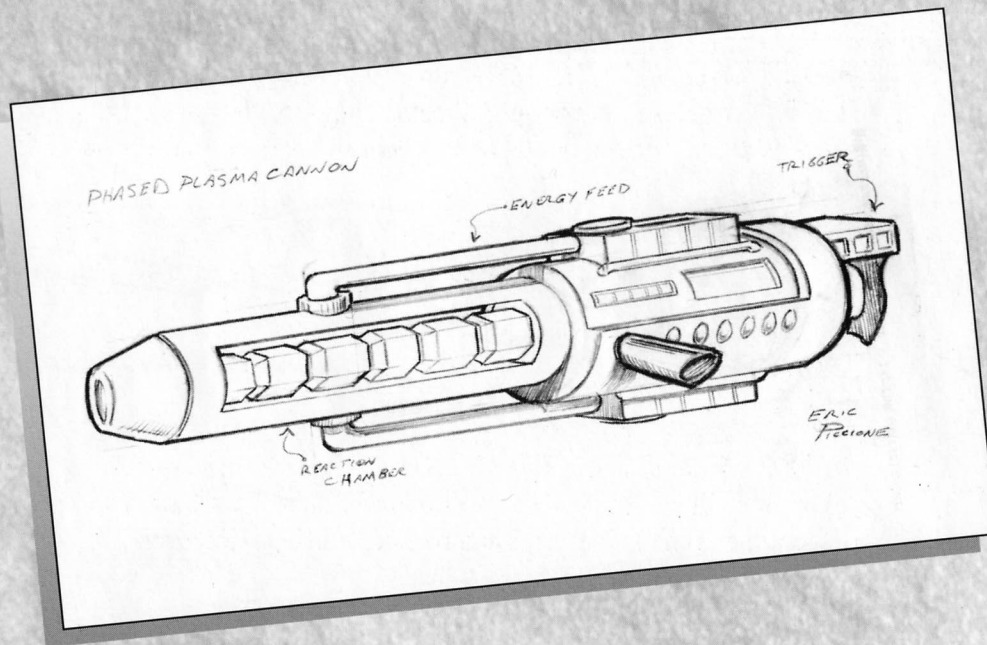
Lead Pipe: Hey, it's better than beating on the robots with your fists! A lead pipe is always available, even at the start of the first mission.

Submachine Gun: Similar to the Uzi, this compact weapon has a good rate of fire, but not much punch.

Assault Rifle: The M-16 is the most common example of an assault rifle. It's rate of fire is not as good as the submachine gun, but it's higher muzzle velocity means it's bullets are more effective.

Machine Gun: This is the most powerful of the slug throwers. It has a very high rate of fire and packs quite a wallop when it hits.

Shotgun: This weapon does a lot of damage. However, its pump action loading means it has a very slow rate of fire.



Phased Plasma Pistol: Phased Plasma weapons fire ionised particles in a magnetic sheath. The pistol hits about as hard as the laser rifle, but takes less energy and has a slower rate of fire.

Phased Plasma Rifle: It hits about as hard as the laser cannon, but takes far less energy. Unfortunately, it also has a slower rate of fire.

Phased Plasma Cannon: This weapon is still in the experimental stages. It does more damage than any other weapon except the grenade launcher and rocket launcher. However, it eats up a lot of energy.

Grenade Launcher: The only thing better than throwing a grenade at a robot is to shoot one at it. The launcher's rate of fire is lousy, but it has the same explosive power as the fragmentation grenade.

Rocket Launcher: Although the rate of fire is the same as the grenade launcher, the rocket explodes for over twice as much damage.

Laser Rifle: Powered by energy cells, the laser weapons have high rates of fire, but only do average damage. This is the staple weapon of the resistance.

Laser Cannon: The laser cannon also uses energy cells. It takes twice the energy to fire, but does a lot more damage.

Key	Grenade	Limit
F1	Molotov cocktail	50
F2	Pipe bomb	50
F3	Fragmentation grenade	50
F4	Canister bomb	5
F5	Satchel charge	3

Molotov Cocktail: This is the smallest of the explosives. It is a home made device consisting of gasoline in a bottle, with a burning rag stuffed into the opening.

Pipe Bomb: This small, homemade explosive packs quite a kick. It does damage to everything within a small radius. Pipe bombs are never found, they are always given out by the resistance at the beginning of a mission.

Fragmentation Grenade: These grenades are standard military issue. They can also be fired out of a grenade launcher. They cause damage to everything nearby. A direct hit can kill most smaller enemies.

Canister Bomb: These powerful explosives have a huge blast radius and can take out most enemies with a direct hit. Be sure to throw them far away!

Satchel Charge: Only given out on some missions, satchel charges are primarily used to demolish buildings or other structures. Although they are “thrown” like a grenade, that just drops it on the ground and sets the timer. So drop it and run!

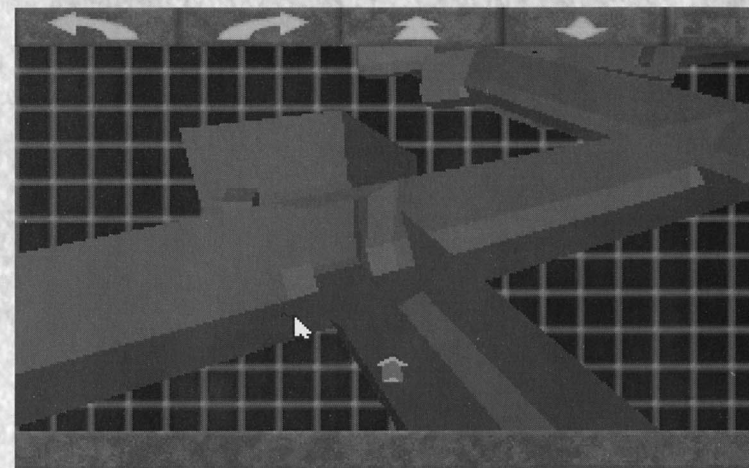
Equipment

Weapons are not the only items that keep you alive. There are armour packs and health kits to be found throughout the game. Simply moving over them will pick them up. Boxes and crates can occasionally be found. As with everything else in **The Terminator: Future Shock**, shoot it! Inside the box may be some supplies you can use.

Armour: There are several types of armour that can be found in the game. All of them add to the armour rating.

Health Kit: Picking up a health kit increases the health bar.

Automap

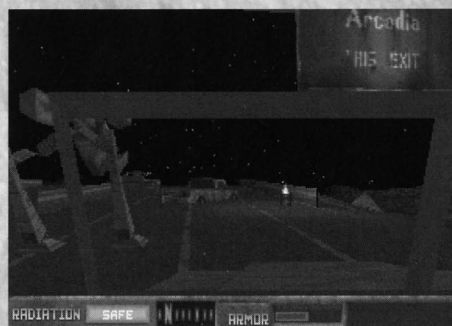


The automap shows a full three dimensional view of the nearby area. In underground or interior areas, only those places that have been explored show up.

There are four control buttons at the top of the screen. The two **curved arrows** rotate the view in that direction. The **straight arrows** move the view closer or further away. A few seconds of playing with them is all that is necessary to learn them.

Read **README.TXT** in your SHOCK directory for more information on the automap.

Driving



For some missions The Resistance will provide an assault vehicle for you to travel in. The car can move fast and is well armoured, but it will take some practice to manoeuvre it while firing at the attacking robots. The car's armour will provide your

only protection while driving, so watch the armour bar closely. The Resistance has equipped the car with a mounted Laser Cannon and Rocket Launcher. Using modified head-tracking, these weapons will shoot in the direction you look. Powered by an on-board fusion plant, the Laser Cannon will regenerate energy when it is not in use. You will only be given a limited amount of rockets, so use them wisely. For driving, the controls perform the following functions:

<i>Walking Control</i>	<i>Driving Function</i>
Forward	Forward
Reverse	Reverse
Slide Left	Turn Left
Slide Right	Turn Right
Look Up	Look Up
Look Down	Look Down
Turn Left	Look Left
Turn Right	Look Right
Fire	Fire Laser Cannon
Throw	Fire Rocket

Flying



At some point in the game, you will salvage a downed H/K fighter. Since it is a hovercraft, the H/K has an altitude limit, but it is the deadliest weapon in the game. The only protection you have when flying is the H/K's armour.

Once it goes, so do you. The

H/K is equipped with dual Plasma Guns and a Rocket Launcher. You will have limited rockets, but the Plasma Guns will draw power from the H/K's fusion plant. The energy available for your guns will regenerate when they are not in use. For flying, the controls perform the following functions:

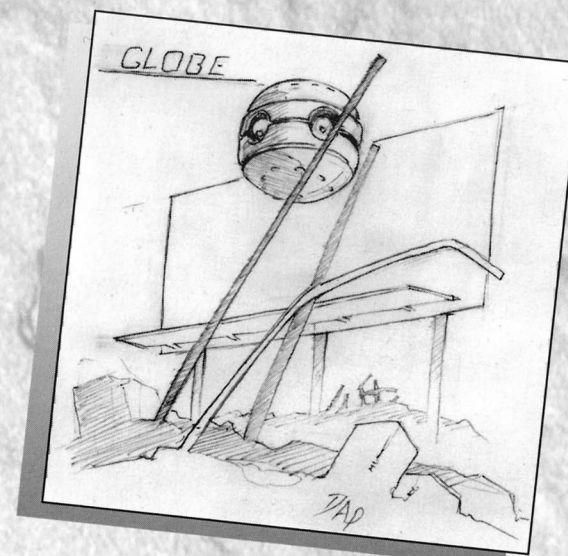
<i>Walking Control</i>	<i>Flying Function</i>
Forward	Forward
Reverse	Reverse
Turn Left	Turn Left
Turn Right	Turn Right
Look Up	Pitch Up
Look Down	Pitch Down
Slide Left	Hover Left
Slide Right	Hover Right
Jump	Hover Up
Crouch	Hover Down
Slide Mode	Hover Mode
Fire	Fire Plasma Gun
Throw	Fire Rocket

Combat
Vehicle

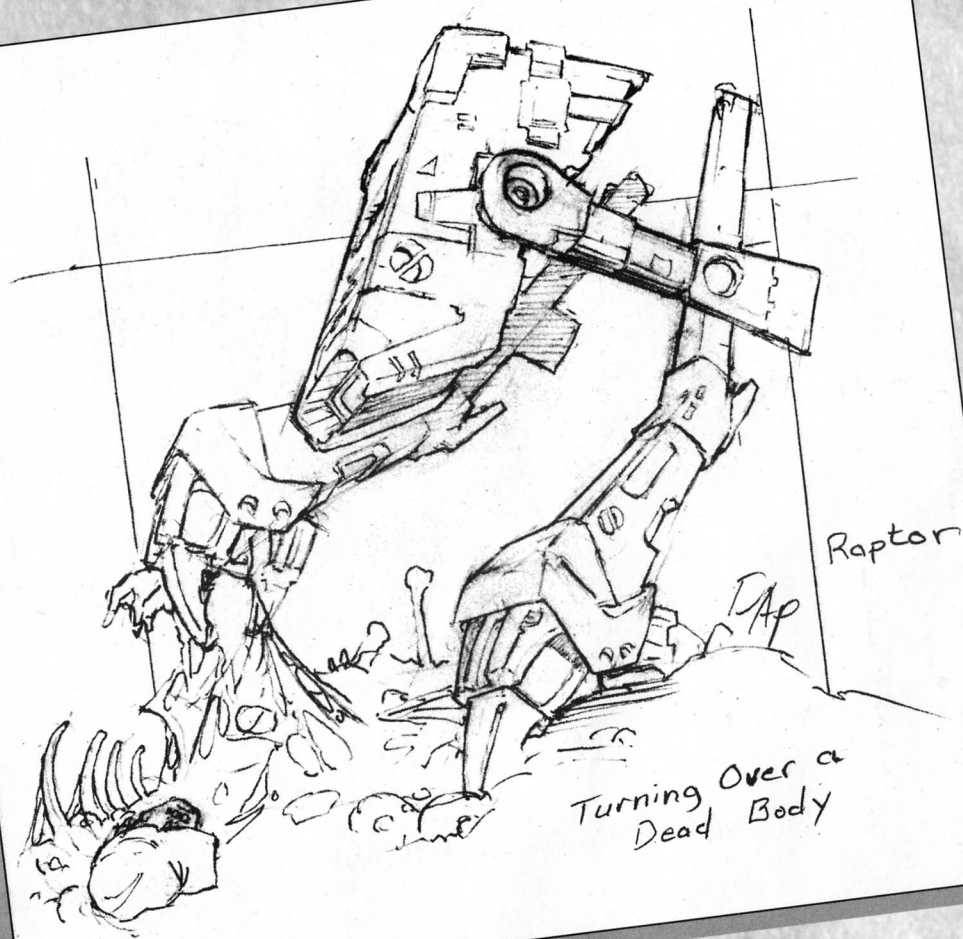


Robot Enemies

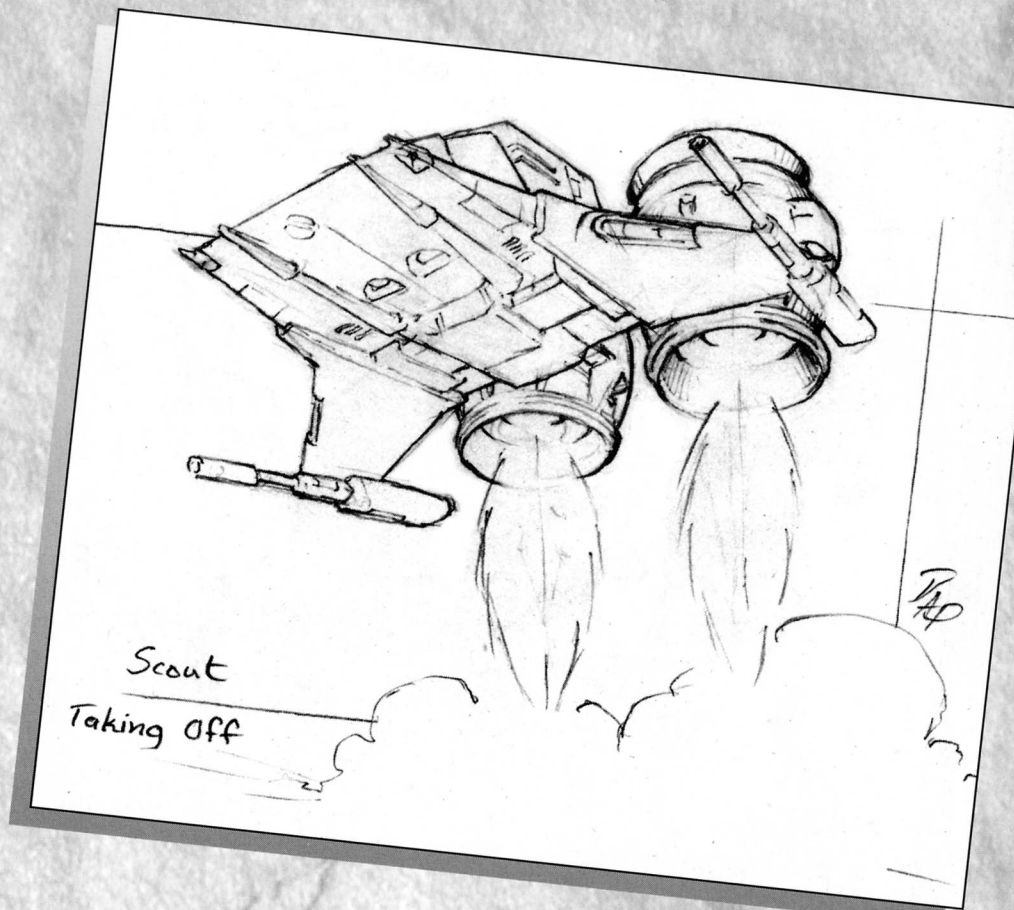
There are many different robot enemies in **The Terminator: Future Shock**. SkyNet is continually designing new and deadlier robots. Here is a listing of the robot enemies that the Resistance knows about. In general, the least dangerous enemies are first. Detailed information is available on all robot enemies that have been encountered by going to the **TACTICAL** screen between missions.



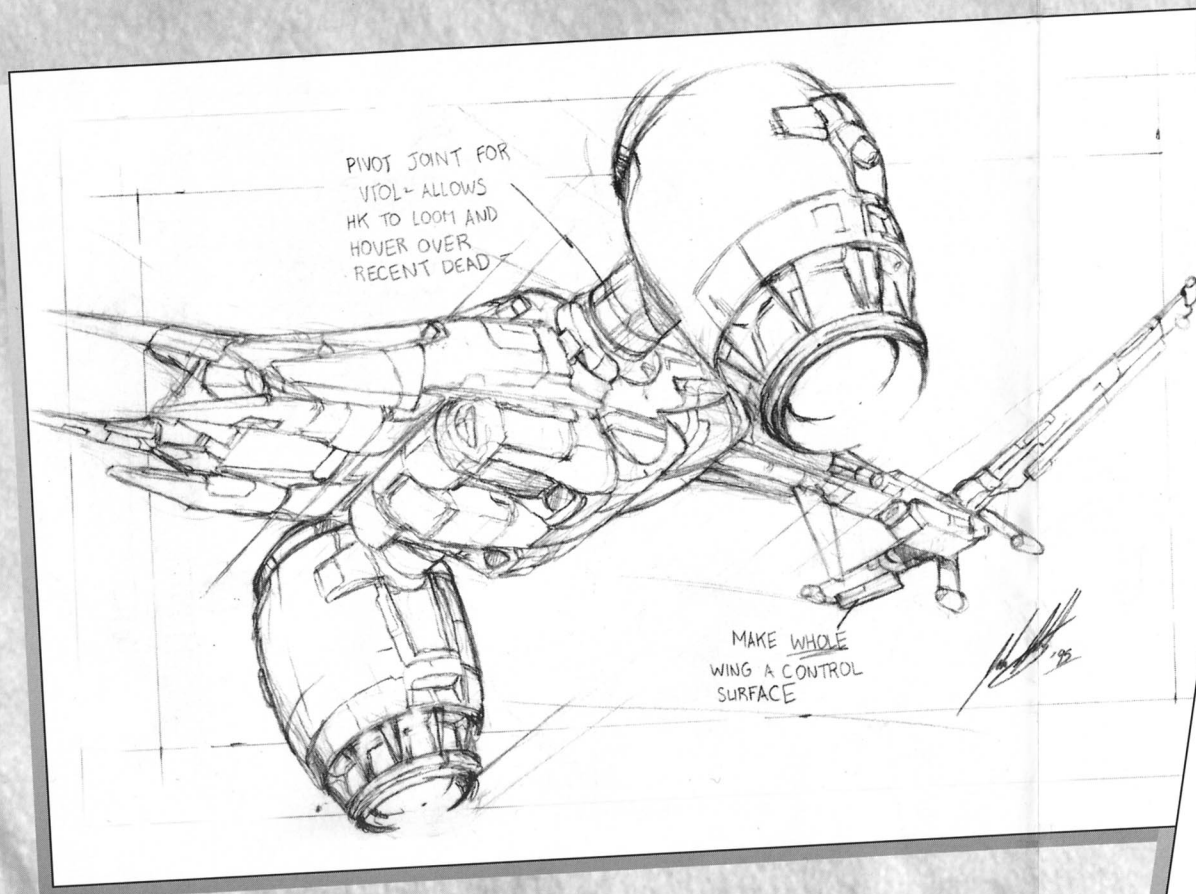
Seeker : This is the simplest of all the robot enemies. Essentially a floating mine, it flies right at you and explodes on contact. Hint: shooting the seeker globe when it is near another enemy may harm that enemy.



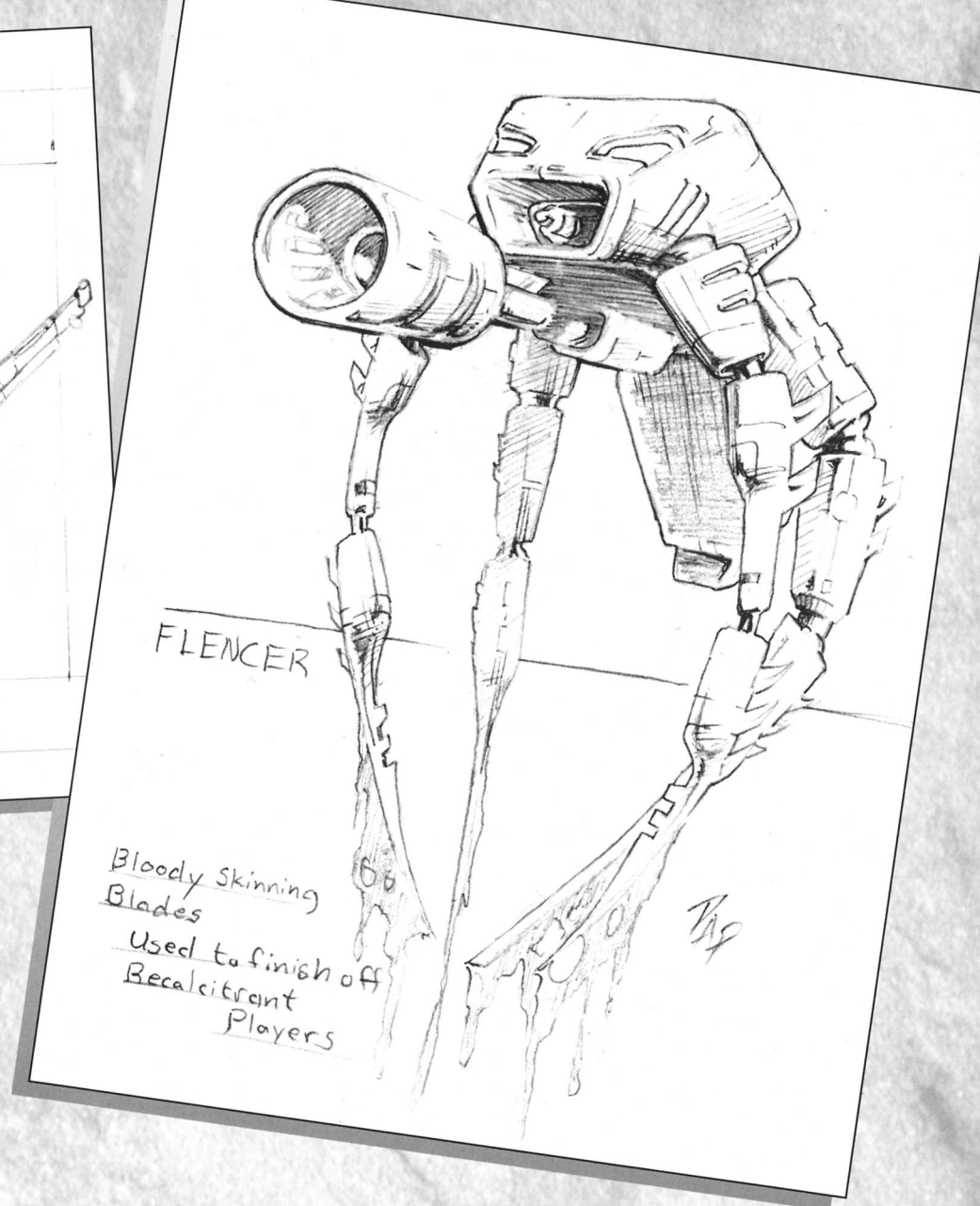
Raptor: These small two legged walkers are designed to track humans through the rubble, and can squeeze into areas other robots cannot. They have light armaments and moderate armour. Automatic weapons (rapid fire) are the best choice against them.



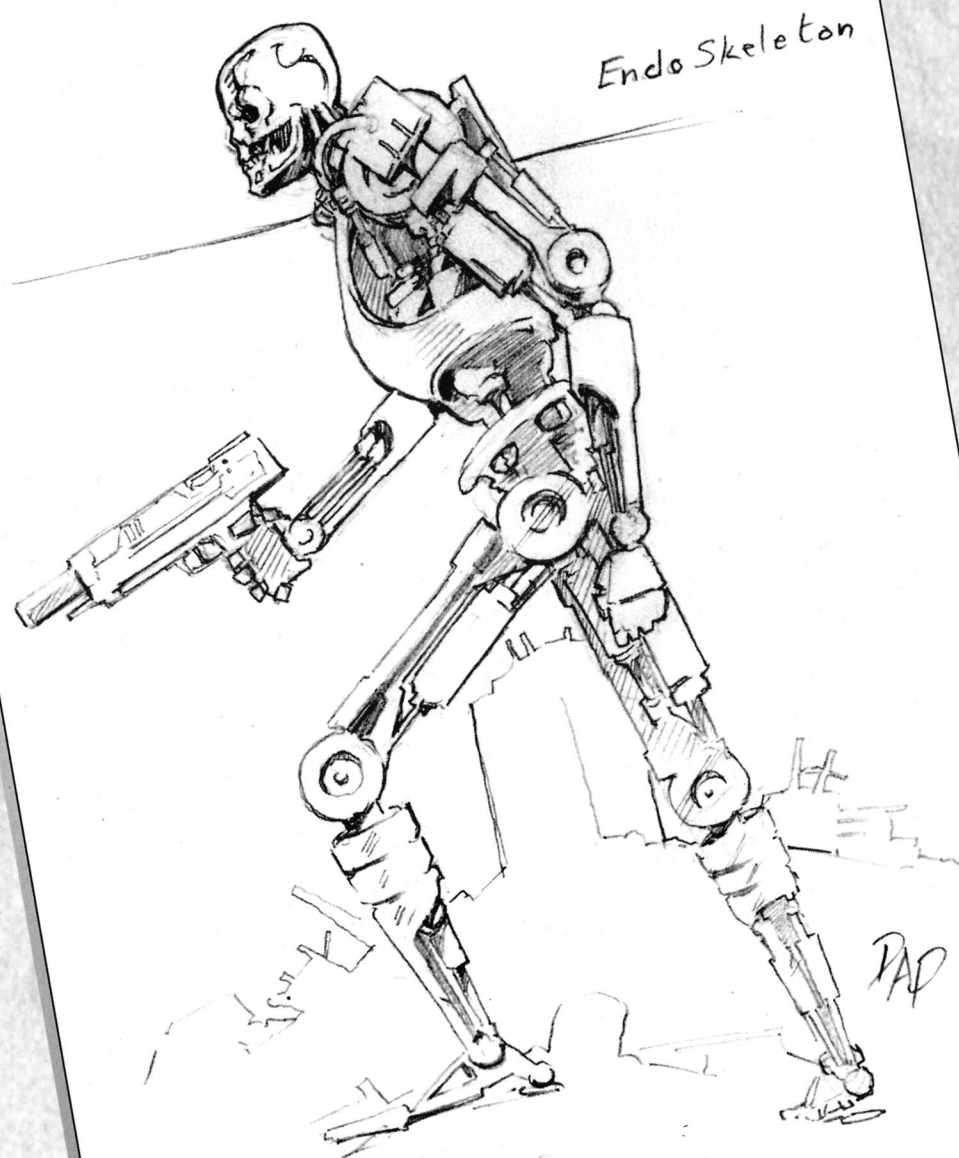
H/K Scout: These small, flying Hunter/Killer robots are fast, lightly armed, and well suited for patrolling wide areas. It is believed they can alert other robots to your presence when they detect you, so take them out as soon as you see one. Scouts dodge extremely well, making single shot weapons the best choice for destroying them—shotguns have been proven to be very effective. Recent reports indicate that a smaller, more agile version, may be in production.



H/K Fighter: The Hunter/Killer fighter is the standard robot enemy stalking the ruins of Los Angeles. About the size of a helicopter, the H/K fighter is very agile, and is known to hover in place when tracking a target. They have light armour, probably to help manoeuvrability, and are equipped with a variety of weapons, including a tail gun.

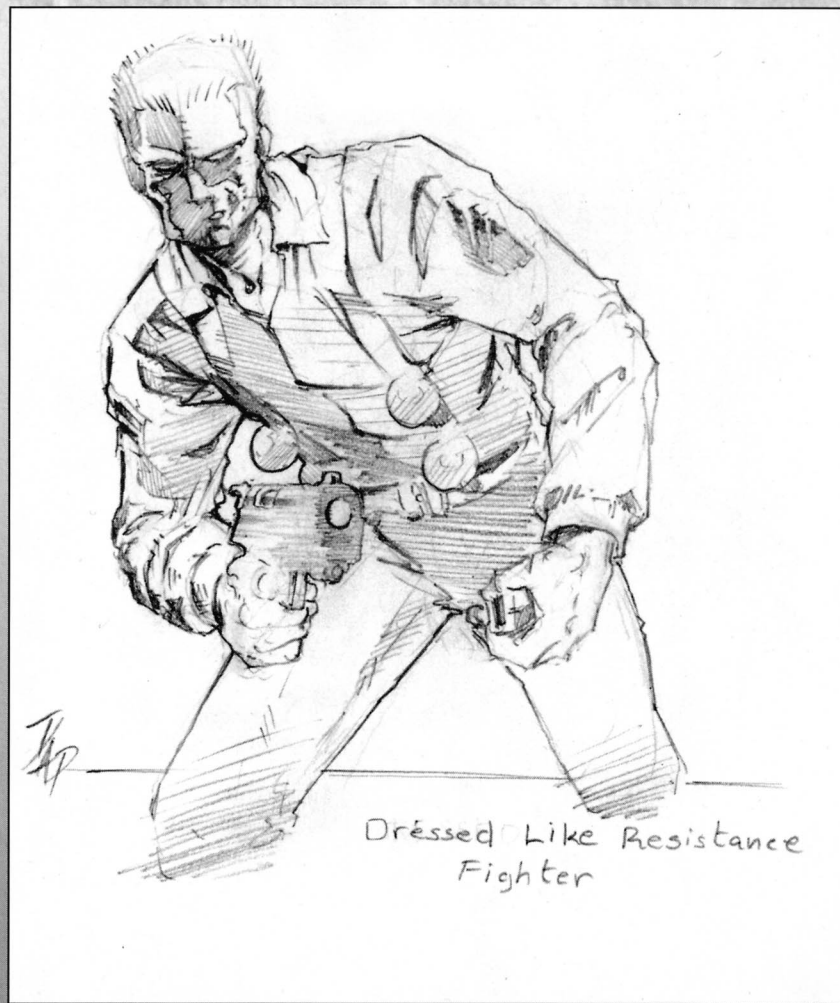


Flencer: Originally designed to capture humans for study, it now rarely bothers to keep them alive. These things are deadly, preferring to silently drop on you from above and tear you up with their claws rather than use their lasers from a distance. Very creepy.

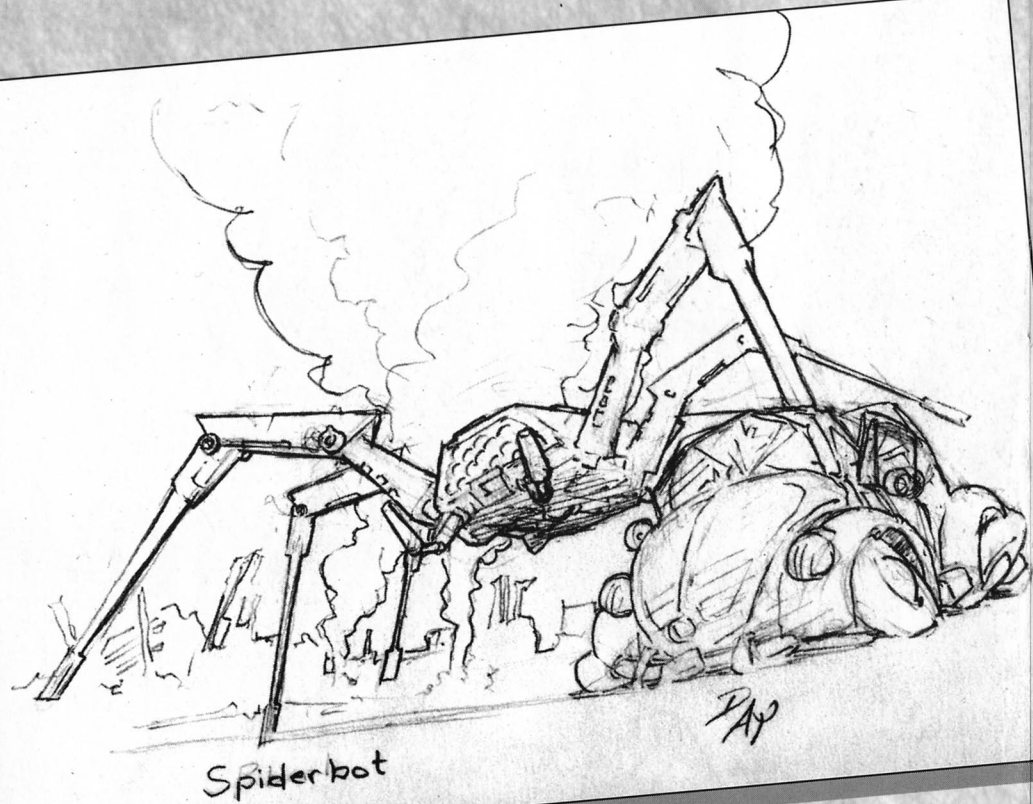


Unskinned Prototypes
Prowl LA For Resistance

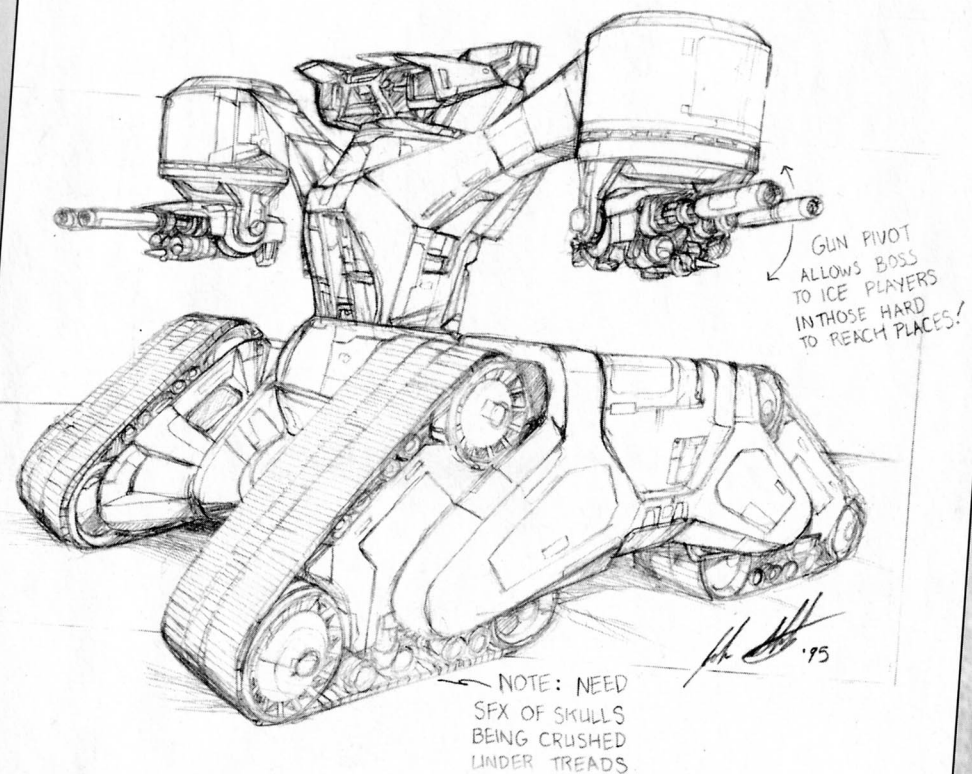
PAD



Terminators: There are two known models of Terminators, the endoskeleton, and the T-600, which some soldiers call "rubbers." Endoskeletons are human-shaped metal skeletons that stalk the streets of Los Angeles. Although they are not very quick, they are hard to kill and well armed. The T-600 is an endoskeleton covered with rubber skin. The skin is not very convincing up close, but some of our soldiers have been fooled into thinking they were human, especially at a distance in the dark.



Spiderbot: Big, slow, and mean. This is the best way to describe the spiderbot. Its multiple legs allow it to negotiate terrain far easier than other large ground assault robots. It is heavily armed and armoured, and very nasty.



Goliath: This huge tracked robot vehicle is a nightmare to encounter. Its heavily armoured body bristles with deadly weapons. It takes a few direct hits with canister bombs or a whole lot of concentrated firepower to take one out. Fortunately, this model is rarely seen. All Resistance agents are advised to flee rather than fight.



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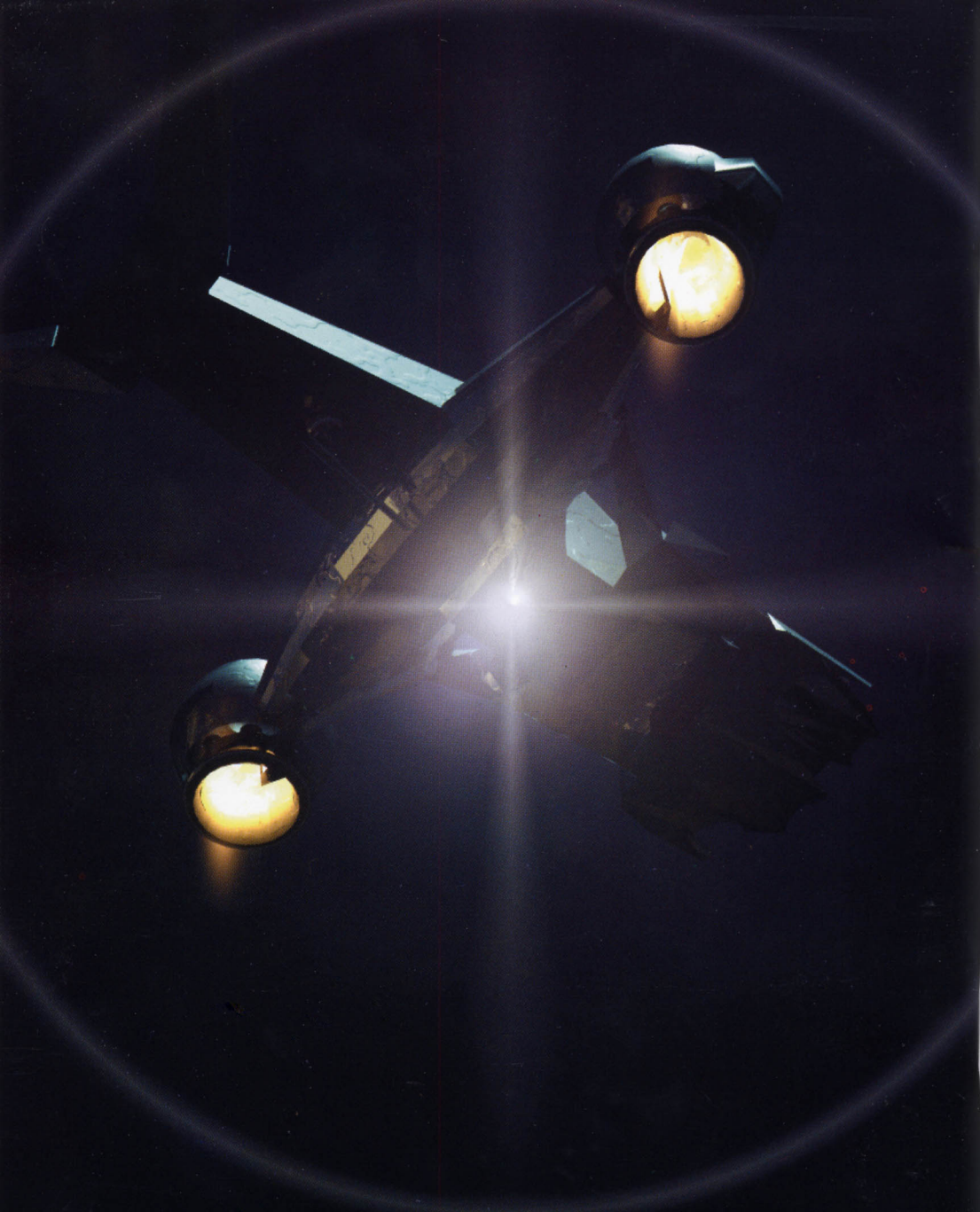
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