

PRIMA'S OFFICIAL STRATEGY GUIDE

THE TERMINATOR™ DAWN OF FATE

**TIPS
FOR ALL 3
CHARACTERS**



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AT&T

THE TERMINATOR™ DAWN OF FATE

PRIMA'S OFFICIAL STRATEGY GUIDE



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THE TERMINATOR DAWN OF FATE

INTRODUCTION

BACKGROUND

AUGUST 29, 1997: JUDGMENT DAY

Not long after humans had turned over control of their nuclear weapons defenses to it, the computer network known as SkyNet became sentient. All attempts to deactivate the system failed. SkyNet determined that the humans were a threat to its existence, and unleashed all of the nuclear weapons within its control.

Mankind was all but destroyed....

2027

The surviving humans formed a resistance movement known as TechCom. Led by the enigmatic General John Connor, humans are striking back at SkyNet in whatever manner possible.

Its resources depleted, SkyNet braces for TechCom's assault upon its central facility at NORAD. Even as it attempts to ensure its own survival, SkyNet makes plans to cripple the resistance movement before it starts. It intends to use time displacement equipment to send an unstoppable T-800 killing machine into the past, to the year 1984, to kill John Connor's mother before he is ever born.

As a member of TechCom, it's up to you to stop SkyNet once and for all.



GETTING STARTED

Before jumping into action, take a few moments to familiarize yourself with the various controls and game options.

CAMERA AND MOVEMENT

The Terminator: Dawn of Fate is an adventure game viewed from a third-person perspective. Although you can switch to a first-person view to target enemies, most of the time you see your character on the screen.

The game camera does not stay behind your character, however. As you move around, the camera changes position to give you a better view of the environment. The camera may be positioned at all sorts of angles around the character. Movement is always relative to the screen, *not* to the character. For example, pushing the controller stick to the right causes the character to move to the right side of the screen. If the character is facing you, he moves to his left. If the character is standing on the left side of the screen, he moves forward.

MENUS

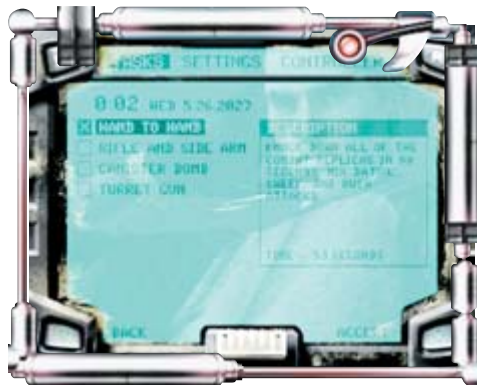
Main Menu



From the main menu, you can adjust the Sound FX level, Music volume, Brightness, Vibration (on/off), Map (on/off), Screen

format (Standard or Anamorphic), and Sound mode (Mono, Stereo, Headphones, Surround, and Dolby Pro Logic II). You can also select a Controller set-up.

Save Menu



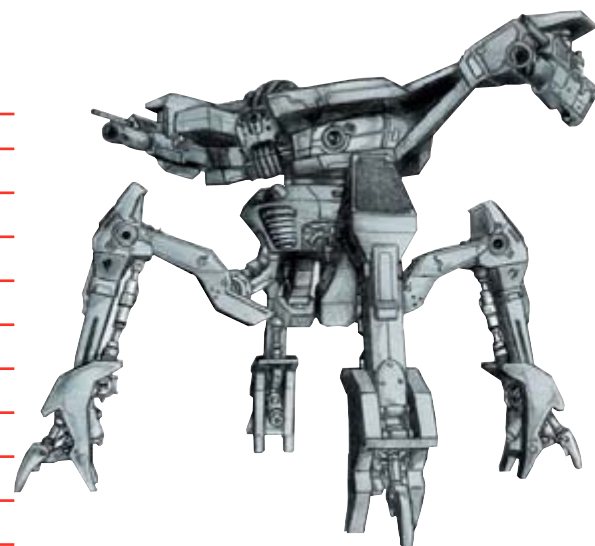
When you successfully complete a level, you are taken to a Save menu. From here, you can Save your progress (recommended), Restart the level (if you want to make another attempt at earning a medal), Continue to the next level, or Exit the game.

Press the buttons indicated on the screen to cycle through the Task and Score screens. The Task screen lists your objectives and the time it took you to accomplish them. The Score screen shows which medals you have earned for exemplary performance. If you earn four or more medals on the same level, you unlock something from the Extras menu.

CONTROLLER LAYOUT

The default controller layout is as follows:

Command	PlayStation 2	Xbox
Use/Speak/Reload	▲	Y
Shoot	■	X
Dodge	●	B
Attack	X	A
Auto-target	[R1] (hold)	[B]
First-person view	[R2] (hold)	[C]
Adrenaline	[L1]	[WH]
Inventory	[L2] (hold)	[BLK]
Map on/off	[R3]	[R] (Click)
Zoom	[L3]	[L] (Click)
Movement	Left [ANALOG]	[L]
Pan camera (while locked-on)	Right [ANALOG]	[R]



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H.U.D.



The H.U.D. (Heads Up Display) provides a wealth of information if you know what to look for.

The bar in the top left corner of your screen indicates your remaining health. It normally starts at 100, although this number can be increased through upgrades. If the number reaches zero, the game is over.

In the top right corner, a red bar shows the remaining health of the major enemy you are fighting.

Below your the health bar is the Armor indicator. The strength of any Armor you find appears here. Each hit you take while wearing Armor reduces the armor's strength. When your Armor reaches zero, further hits reduce your health bar instead.

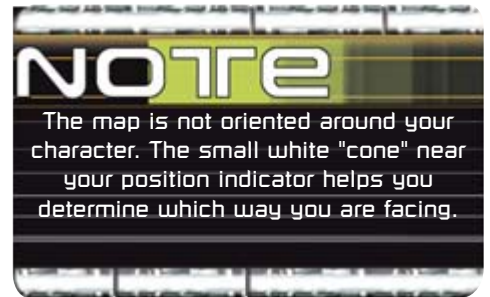
If you have selected a weapon from your inventory, the amount of ammo remaining is shown underneath the armor indicator.

A map appears in the screen's bottom left corner. A white dot indicates your position. Enemies appear as red dots. The location of your goals appear as flashing circles. Toggle this map on and off by clicking the right analog stick.



Underneath the map is the adrenaline meter. It normally starts at 100, although this number can be increased through upgrades. Using adrenaline depletes this meter rapidly. It refills over time.

From time to time, a "I" icon appears to the immediate right of your adrenaline meter. If the icon is dark, you are near an item that can be interacted with. When the icon is lit, pressing the Use button activates the item (such as a door or computer console).



NOTE
The map is not oriented around your character. The small white "cone" near your position indicator helps you determine which way you are facing.



WEAPONS AND ITEMS

Weapons

Weapons are found throughout the various levels, and are visually indicated by a glow. If you already possess the weapon, picking it up adds its ammo to your inventory. Not all weapons are available on all levels.

The various weapons, their maximum capacities, and the enemies they are most effective against, are as follows. Please note that maximum capacity values may change depending on upgrades.

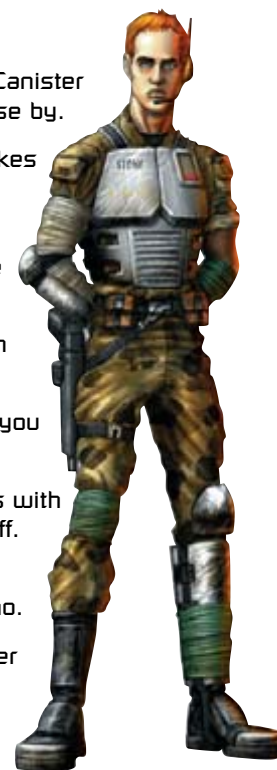
Weapon	Maximum Capacity	Most Effective Against
Baton	Unlimited	Endos, after using adrenaline
AP50	150	H/K Recon, Endos
PLM40	200	H/K Recon, Endos
Shotgun	25	Hybrids
Canister Bomb	10	All enemies
C4	10	Loader
R6-PAK	30	Spider Tanks, SkyNet Core
AR510	300	All enemies
Grenade Launcher	10	All enemies
MOB-M Launcher	12	Turrets
EMP Generator	Unlimited, but must recharge	All enemies except Hybrids
Multi-caster	Unlimited, but must recharge	All enemies

Items

Other important items found throughout the game include Medi-Paks and Armor. Medi-Paks come in various sizes. The larger the size, the greater the amount of health it restores. Armor also comes in various sizes. The larger the Armor, the more hits it can protect you from.

GENERAL STRATEGIES

- Don't just stand and shoot! Whenever possible, use your Dodge maneuver to avoid enemy fire.
- Talk to all fellow soldiers and civilians, as most provide you with a useful item.
- Use the Shotgun on enemies at close range, as it is ineffective against distant targets. Use the Canister Bombs and Grenade Launcher against distant enemies, as they can damage you if deployed close by.
- You can shoot "through" an enemy by auto-targeting another enemy behind it. The first enemy takes damage, even though it is not being targeted, and as soon as it falls, you automatically continue firing at the second target.
- Don't waste ammo by shooting Endos that are in the process of teleporting. They do not become vulnerable until after they stand up.
- Grenades and Canister Bombs are useful against large clusters of enemies. Even though you can only auto-target one of the enemies, the nearby enemies also suffer damage.
- When surrounded, run! Use walls and barriers as temporary cover, and let the enemies come to you once you've found a location where your back is protected.
- The Endos heads count as Tech pieces. Switch to the first-person view to help target their heads with a projectile weapon such as the PLM40 or AR510, then collect the skulls when they are blown off.
- Whenever you are carrying a weapon and are not in battle, press the Use button to reload. By reloading the clip with ammo from your inventory, you gain more room to pick up additional ammo.
- On later levels, use the EMP Generator to temporarily disable enemies before switching to another weapon to destroy them.



BASIC COMBAT TRAINING

CHARACTER:

SGT. KYLE REESE

NEW WEAPON(S) AVAILABLE:

N/A

MEDAL QUALIFICATIONS:

N/A

AVAILABLE SKYNET TECH POINTS:

N/A

OBJECTIVES:

1. Hand-to-hand
2. Rifle and Side Arm
3. Canister Bomb
4. Turret Gun



Fresh from a recent patrol, Sgt. Reese has stopped to check out the resistance's new training facility. When you gain control of your character, walk to your left and grab the three Small Medi-Paks.



Continue around the room to find the Heavy Armor against the wall by the desk. You may have noticed this in the background during your conversation. Always keep an eye on the screen during dialogue, as the game frequently shows you nearby items.



You automatically equip Armor after picking it up. To use the Medi-Pak, press and hold the Inventory button. Press down on the D-pad or left analog stick to select a Small Medi-Pak (worth 25 health points each). Release the Inventory button to use it.

OBJECTIVE 1: HAND-TO-HAND



As you enter the hallway, look for a switch on the wall to the left. This switch activates the timer for your first training exercise: hand-to-hand combat. Press the Use button to pull the switch, then enter the room directly across from it.



A 90-second timer is displayed in the screen's upper right corner. Knock down all seven combat replicants before the timer reaches zero.



Face a replicant, or hold down the Auto-target button to locate one, and press the Attack button to hit it with your Baton.



You can perform several different kinds of attacks. If you press the Attack button as you are running toward a replicant, your character performs a rush attack, jumping into the target. This move is good for surprising a group of enemies and knocking them down.



If you pull back on the left analog stick or press down on the D-pad as you press the Attack button, your character performs a sweep attack. This move is perfect for avoiding enemy fire as you knock them over.



Mix up your attacks as you move from one replicant to the next. If you fail to destroy all of them in the allotted time, head back to the wall switch and reset the training.

OBJECTIVE 1 COMPLETE



Take a left out of the combat area and walk farther down the hall. As you pass under the walkway, look for a glow highlighting the weaponry on a table to the left. Weapons are always highlighted this way. Walk toward the AP50 ammo to pick it up.



The AP50 is your standard firearm, but it has a maximum capacity of 150 bullets. For this next training exercise, you need more firepower. Before pressing the switch on the wall, walk past it and grab the PLM40 and ammo on the next tables. The PLM40 has a maximum capacity of 200 bullets. Select it using the Inventory button.

OBJECTIVE 2: RIFLE AND SIDE ARM



Press the Use button to pull the wall switch between the tables. Run across the hall and through the doorway to the shooting range. Head to the far right alley, press the Auto-target button to target, then press the Shoot button to fire.



It takes about 10 shots to destroy each target. As soon as the target disintegrates, move left to the next alley. If the target reaches the end of the line, the training session ends and you must start over.



Move to your left, pressing the Auto-target button as you face the next alley. Don't fire until you are locked on the target. When the target in the far left alley has been destroyed, move all the way back to the right. Repeat this process until all the targets have been eliminated.

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You have 90 seconds to destroy all the targets using the PLM40 or the auto pistol. If you fail to complete the training in time, head back out to the hallway and pull the lever to reset the target range.

OBJECTIVE 2 COMPLETE



As you leave the shooting range, replenish your ammo by grabbing more off the table. Continue down the hall and around the corner until you see Canister Bombs highlighted. You can

carry a maximum of 10 of these, so take as many as you can (grab a few more when they reappear).

OBJECTIVE 3: CANISTER BOMB



Use the Inventory button to select the Canister Bombs, then pull the switch on the wall to start the timer for the next training exercise. You have only 90 seconds, so run through the doorway on the other side of the hall as quickly as possible.



There are only two alleys here. Move to the far right and use the Auto-target button to lock on to the target as it appears. Press the Shoot button to throw a Canister Bomb. When the target is destroyed, move to the adjacent alley and repeat the process. Destroy eight targets.

OBJECTIVE 3 COMPLETE



Exit the bomb range and look for C4 Explosives on the next table. You can carry a maximum of 10 of these, but you need only one for the task ahead: destroying the wall that blocks your path.



Get as close to the wall as possible, then select the C4 from your inventory. Press the Shoot button only once to place the explosive where your character is facing, then turn and move away from it. If you stand on the grate, you'll be out of range.



Whenever C4 has been placed, a detonator automatically appears in your inventory. You can switch to another weapon instead of detonating the explosive, but that isn't necessary right now. Press the Shoot button when the detonator is highlighted to blow the C4.

OBJECTIVE 4: TURRET GUN



Walk through the hole you just made in the wall and continue down the hall to the final training exercise. Pull the switch on the wall and approach the Turret Gun. Press the Use button while standing behind it to activate the gun and switch the game's camera to a first-person view.



A targeting reticle automatically appears in first-person view. Use the left analog stick to move the gun's turret, and press the Shoot button to fire. The targets on the far left and far right are closest, so target them first. If they reach the end of their lines, you have to restart the exercise.



Don't hold down the Shoot button continuously, or the gun will overheat. Keep an eye on the temperature gauge on the screen's right. Stop firing to keep the reading in the green: if it reaches the orange, the turret temporarily shuts down.



Shoot the side targets first, then the center targets, then the new side targets once again. Don't worry about running out of ammo: you can't! When you've destroyed five targets per each of the five lines, the exercise ends.



Head for the exit door and press the Use button. You receive a final word of encouragement before being prompted to save your progress. Use **R1** and **L1** to cycle through the screens showing your completed tasks, your score, and the progress menu. After saving, highlight "Continue" and press the Attack button to start the game.

OBJECTIVE 4 COMPLETE

REWARD FOR COMPLETION

Setting	Reward
All	T-400 Data



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LEVEL 1: GRAVE INTRODUCTION

CHARACTER:	SGT. KYLE REESE
WEAPON(S) AVAILABLE:	AP50, CANISTER BOMB, SHOTGUN, C4
AVAILABLE SKYNET TECH POINTS:	140

MEDAL QUALIFICATIONS

Speed Demon	17:00 or faster
Raging Valor	At least 00:15 of Adrenaline Use
Sharp Shooter	65% or better accuracy
Ground Pounder	85 or more kills
Martial Arts Master	30 or more hits
Untouchable	165 or less damage

OBJECTIVES:

1. Escort Connor
2. Destroy mainframes
3. Extinguish fire
4. Defend bunker
5. Collapse ceiling
6. Turn on power



As the game begins, an FMV sequence explains the grim realities of life in the year 2027. SkyNet, a defense network of machines that became sentient, is intent on wiping out the human race.



SkyNet has developed a new soldier, the T-800, capable of mimicking the appearance of humans. Unfortunately, one has already infiltrated your base! Captain Perry barely manages to pull General Connor to safety before Reese eliminates the threat.

OBJECTIVE 1 & 2: ESCORT CONNOR & DESTROY MAINFRAMES

LOCATION:

Base Control Room



Captain Perry instructs you to shoot out the mainframe computers. When you gain control of Kyle Reese, press **SELECT** (PS2) or **BACK** (Xbox) to bring up the Objectives menu. This provides a more detailed explanation.



The mainframes are nearby. Press the Auto-target button to target one of them, then press the Shoot button to fire. Destroy both computers with your AP50 before moving on.



Replenish your ammo whenever possible. Look for several packs of ammo on the floor near the outside walls. When your weapon has reached its maximum capacity, you cannot pick up additional ammo.

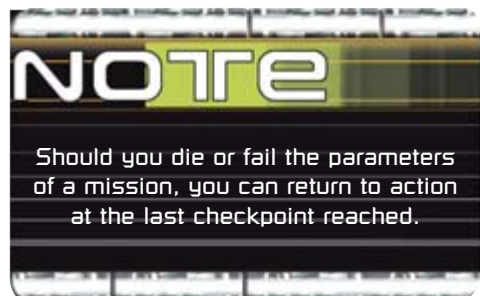
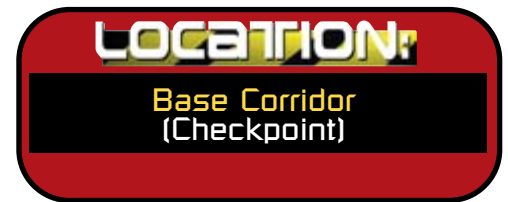
OBJECTIVE 2 COMPLETE



Approach the soldier near the exit door and press the Use button to speak with him. When you are facing a person or object you can interact with, a "!" symbol appears to the left of your adrenaline meter. Always talk to your fellow soldiers, as they give you information and often ammo as well.



You can turn off the on-screen map, but it's a good idea to leave it on at all times. Fellow soldiers are represented by white dots, threats are represented by red dots, and exit doors flash. Press the Use button to open the exit door here.



NOTE

Should you die or fail the parameters of a mission, you can return to action at the last checkpoint reached.



As you pass through the door, you activate a checkpoint. You meet General Connor here. Before you can escort him, you have to do something about that fire blocking the way.



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OBJECTIVE 3: EXTINGUISH FIRE



Walk through the opening in the chain-link fence and approach the large piece of machinery. Stand in front of it and notice the "I" icon appear near your adrenaline meter. Press the Use button to interact with the item. You lower the pressure, which reduces the flame outside.

OBJECTIVE 3 COMPLETE

LOCATION:

Base Power Plant
and Barracks



Head down the hallway past the flame until you come to a wounded soldier at the next corner. Talk to him and he gives you the Canister Bomb he was carrying.



Continue moving forward until you see the medic trying to revive a dying soldier. Leave him to his important work and escort General Connor through the exit door to the left.



The two wounded soldiers immediately inside the next room give you their AP50 ammo, but you should already have enough. Use the map to navigate around the room. A third soldier near the open exit door gives you another Canister Bomb.



TIP

ALWAYS TALK WITH FELLOW SOLDIERS AND CIVILIANS. NOT ONLY DO THEY PROVIDE INFORMATION, BUT THEY FREQUENTLY GIVE YOU HEALTH, WEAPONS, OR AMMO AS WELL.



Leave the room and walk forward toward some generator machinery. A cutscene shows General Connor discovering that your escape route is blocked. Before you can react, a nearby wall collapses. You're under attack!

T-400 ENDO

These were invented during initial tests to mimic human autonomy. Although they served SkyNet as impressive guards in early internment prisons, they are no longer a match for modern weapons, and only a few rusty units remain in service.





Here's where the fun begins! Hold down the Auto-target button to focus on the nearest Endo and press Shoot to fire. Don't stand in one place! Dodge its shots as you fire. Pressing the Dodge button causes your character to roll in the direction you are moving.



Your first priority is always to protect General Connor. His health meter appears at the screen's upper right corner. If you become separated, keep an eye on the meter to make sure he is safe. He must survive, or the level will end.



Don't be afraid to forego the guns and take out the Endos via hand-to-hand combat. In fact, if you want to earn the Martial Arts Master medal, you have to inflict a certain number of hits this way (30 on this level).



Check your radar to make sure all the enemies have been destroyed. When the coast is clear, search the room. In the corner by the lockers, find a SkyNet Tech piece worth 10 points.

SKYNET TECH PIECES

SkyNet technology is sometimes hard to distinguish from the surroundings, so look for items that appear out of place. Walk over everything you can, as you automatically pick up nearby pieces. These pieces add to your Tech Point total. After the end of a level, you can purchase upgrades with the points you have earned.



Continue past the lockers. Pick up a Small Medi-Pak and two more SkyNet Tech pieces worth five points each on your way to the soldier in the corner. Speak with him and he gives you a Shotgun.



Proceed around the chain-link fence to the adjacent corner. In a locker, find Heavy Armor. Another SkyNet Tech piece lies on the ground nearby. Take both before exiting the room through the double doors.

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OBJECTIVE 4: DEFEND BUNKER

LOCATION:

Base Entrance and Storage



A cutscene shows General Connor and Sgt. Reese discussing strategy. Reese agrees to go to the forward gun post and help defend the bunker against attack. When you regain control, head forward and up the stairs.



Reese automatically mans the Turret Gun. Use the left analog stick to aim the reticle, and press the Shoot button to fire. Be careful not to overheat the guns! Keep the temperature gauge in the green.



Notice a propane tank near the foot of the stairs where the Endos are entering the bunker. If you target and destroy the tank when enemies are nearby, the resulting explosion takes them out. Always look for ways to eliminate large groups of enemies with as few shots as possible, as this helps you earn medals.

TR-500 ENDO

This combat unit upgrade currently serves as the enemy's preferred soldier. An armored battle chassis makes it far more durable. Enhanced weapons are synched with acquisition AI for a highly dangerous threat.



Continue firing at the advancing Endos. When the bunker has been successfully defended, Reese automatically steps away from the Turret Gun. Before leaving the room, look for a SkyNet Tech piece in front of the sandbags to the left. There is also a Small Medi-Pak and another Tech piece (+10) near the desk.

OBJECTIVE 4 COMPLETE

OBJECTIVE 5: COLLAPSE CEILING



Head back downstairs to General Connor. He recommends destroying two fuel tanks down the hall with some C4. Good idea, but you have to find some C4 first. Start moving down the hallway until a cutscene shows more Endos entering the base.



As you enter the next room, you're fired upon by the enemy. Look for a propane tank behind them and target it when they are nearby. The C4 you need is on a table to the left, but you have to clear the Endos out of your way first. This is a good spot to use an adrenaline boost.

ADRENALINE

Your adrenaline meter is directly below the on-screen map. It starts at a maximum of 100, and steadily decreases with use. Refill the adrenaline meter by killing the enemy. To activate an adrenaline boost, press **L1** (or **LT** on Xbox). You must sometimes use adrenaline to earn the Raging Valor medal.



Pick up the C4 from the crate, and collect any ammo or Tech pieces dropped by the destroyed Endos.



Find two Tech pieces between the bulldozer and the entrance. On the other side of the bulldozer, find AP50 ammo and another Tech piece. Take everything you can carry, and then follow General Connor to the other side of the room.



As you pass the timbers, you spot two fuel canisters on the right. Walk right up to them and use the Inventory button to select the C4 from your inventory. Use the Shoot button to place the explosive, then run to General Connor.



Press the Shoot button once again to activate the C4, which collapses the ceiling on any remaining Endos.

OBJECTIVE 5 COMPLETE

LOCATION:

Hotel Basement(Checkpoint)



Grab the AP50 ammo near the door and take a left down the corridor. The soldier gives you Shotgun ammo after you talk with him, and additional ammo and Medium Armor is nearby. At the far end of the hall, find two Tech pieces.



Turn around and head back the way you came. Take the other hallway and look for a wounded soldier up ahead near the exit door. He gives you a Small Medi-Pak after you talk with him.

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LOCATION:

Water Processing Station



Stay sharp! As you enter this next area, you're attacked by H/K Recons. These floating droids discharge energy in a small radius, damaging anyone nearby. Take them out from a distance by targeting them with the AP50 or Shotgun. Shoot the fuel tanks to take out a larger group at once.

H/K RECON

This light survey vehicle transmits early battlefield telemetry in support of main attack force. It generates a strong energy pulse while attacking. It can be difficult to target while it's engaged in high-speed defensive movement.



Don't forget that your duty is to protect General Connor! Take the lead and destroy the H/K Recon droids before they get too close. When you hear them power up, step back! Your Baton works on them, but it is much easier to use guns.



There is extra AP50 ammo near the entrance if you need it, and many of the H/K Recon droids drop ammo as they are destroyed. Use the fuel tanks to take out multiple bogeys. Take whatever ammo you need and head up the stairs to the upper part of the room.



Continue targeting and firing at the droids, avoiding their energy radius as much as possible. Don't forget to collect any Tech pieces left behind when the droids are destroyed. You should get at least 10 points here. When the coast is clear, leave through the door on the upper level.

LOCATION:

Hotel Basement



After General Connor finishes speaking, pick up the two Tech pieces behind him. As you turn the corner toward a civilian warming himself, the general tells you that you need to get the power back on to assist your troops who are fighting in the dark.

OBJECTIVE 6: TURN ON POWER



Talk with the civilian near the open fire. He gives you a Shotgun. Take it before opening the door to the next area.

LOCATION:

Hotel Power Plant



Follow General Connor into the next room. Face the power generator and flip the center switch. When the two red lights come on, move to the left switch and flip it.



Wait for the flickering yellow light to glow a steady green before moving to the right switch and flipping it. You don't need to stick around waiting for it to turn green. Grab a Tech piece (+10) near the civilian in the corner before heading up the stairs.



Make a quick right turn at the top of the stairs. A soldier is up ahead. He explains the situation before giving you his AP50 ammo. Take it and head for the far door.

LOCATION:

Hotel Storage

OBJECTIVE 6 COMPLETE



You're under attack! This next room is filled with Endos and H/K Recon droids who immediately target you. Auto-target, and don't stop moving as you fire your AP50 or Shotgun at them.



Watch out for the fuel tanks scattered throughout the room! Targeting them takes out nearby enemies, but the blast can injure you or General Connor if you are nearby.

THE TERMINATOR DAWN OF FATE



If the Endos get in close, don't bother shooting at them. Switch to hand-to-hand combat instead. Use your adrenaline boost to slow down the action and get in a few good hits.



To the left of where you entered, steps lead to a small alcove where you can find two Tech pieces. Pick up additional AP50 ammo from the kitchen cabinets along this far wall.



Use the tables for cover, and don't forget to dodge. The more you move, the harder it is for the Endos to get you in their sights.



Find another Tech piece at the opposite side of the room near the vending machine. When the enemies have been destroyed, go get it. Check your map for the location of the elevators. The doors are open.



As you step on top of the elevator, notice a single Endo clinging to the side. Target this enemy and use your AP50 or Shotgun to destroy it. A cutscene shows the second elevator falling, allowing you to use it as a bridge to the next room.



This small storage room contains several types of ammo on the right wall. Take as much as your weapons will hold before leaving through the door ahead.



Grab the AP50 ammo if you need it, then walk to the corner straight ahead of the entrance for a Tech piece. Head to the left side of the first set of washing machines to pick up an additional Tech piece.



A cutscene shows more Endos arriving ahead. Continue around the washing machines and auto-target the two Endos coming toward you. Keep moving while shooting at them. Remember to protect General Conner.

LOCATION:

Hotel Laundry



When you have destroyed the first two Endos, head for the doorway into the back room. Grab the Medium Armor from the right side as you go.



More enemies appear through the biofilter ahead. Target the nearby fuel tank to take out several at once. Canister Bombs are also useful from a distance.



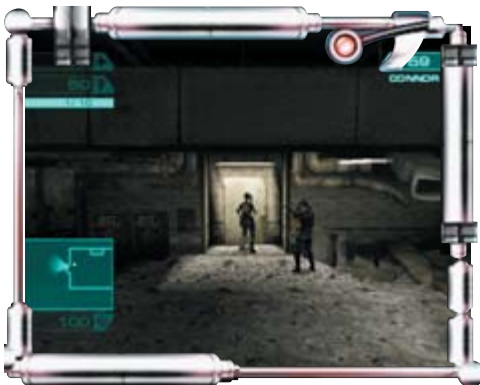
Keep an eye on the radar for any enemies coming from the room you just left. If your health is low, grab the Small Medi-Pak located near the biofilter shield when the coast is clear. Find AP50 ammo on the table along the wall, across from the shield.



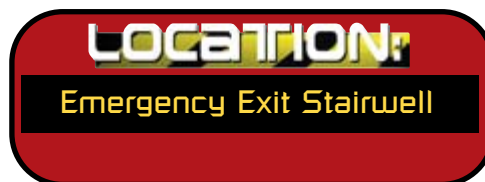
Some of the Endos drop ammo or Tech pieces when they fall. You should be able to collect 10 points here. Fight isolated enemies hand-to-hand, especially if you haven't done so much yet. Ditto with using the adrenaline. This is your last chance.



Even after you've destroyed the Endos, the battle isn't over until you've destroyed the numerous H/K Recon droids. Walk back into the first section of the laundry room to locate and destroy the remaining enemies.



Kyle Reese informs the general when the coast is clear. Head back toward the biofilter-shielded doors. The door in the center of the far wall is now clear. Open it.



THE TERMINATOR DAWN OF FATE



General Connor thanks you for a job well done. Before heading up the stairs, look for a SkyNet Tech piece (+15) in the rubble below. There were a total of 150 Tech points available on this level: did you find them all?



Walk up the stairs to rendezvous with a fellow soldier. He tells you that SkyNet has destroyed the Evac ship, so you have to rendezvous with Captain Perry in the garage. Open the door to complete this level.

OBJECTIVE 2 COMPLETE



You're prompted to save your progress to a memory card. Before continuing to the next level, you can use your SkyNet Tech points to purchase upgrades. You also are awarded medals based upon your performance.

REWARDS FOR LEVEL 1 COMPLETION (EARNING 4 MEDALS OR MORE)

Setting	Reward
Easy	H/K Recon Data
Medium	Game Intro FMV
Terminal	Reese Skin



LEVEL 2: FINAL DELIVERY

CHARACTER:	SGT. KYLE REESE
NEW WEAPON(S) AVAILABLE:	PLM40
AVAILABLE SKYNET TECH POINTS:	160

MEDAL QUALIFICATIONS

<i>Speed Demon</i>	<i>15:15 or faster</i>
<i>Raging Valor</i>	<i>At least 00:30 Adrenaline Use</i>
<i>Sharp Shooter</i>	<i>65% or better accuracy</i>
<i>Ground Pounder</i>	<i>130 or more kills</i>
<i>Martial Arts Master</i>	<i>50 or more hits</i>
<i>Untouchable</i>	<i>325 or less damage</i>

OBJECTIVES:

1. Escort Connor
2. Support defense
3. Clear garage

OBJECTIVE 1. ESCORT CONNOR



As the level opens, you find yourself under fire from SkyNet forces. It seems that someone has given away the location of your base to the enemy. General Connor wants you to provide cover fire as he moves out.

LOCATION:

Hotel Lobby

PLM40

The PLM40 is a plasma rifle in the 40-watt range, adapted from salvaged enemy rifles. It has a maximum capacity of 200 rounds and is best used against older model Endos such as the T-400 and T-500.



Quickly grab the ammo in the room before following the general out of the door. As you exit, auto-target the advancing Endos and start firing.



If you are having difficulty seeing the enemy, switch to first-person view.



After mowing down the Endos coming toward the front desk, look for a group heading down the stairs. Activate your adrenaline, target the lead enemy, and perform a rush attack. Finish them off with hand-to-hand combat.

THE TERMINATOR DAWN OF FATE



Keeping one eye on the map, run around the hotel lobby assisting your troops in battling the remaining enemies.



Use the center fountain for cover and pick up the AP50 ammo dropped by the H/K Recon droids.



TIP

LISTEN TO THE GAME'S SOUNDTRACK FOR AUDIO CLUES. IF YOU ENTER A ROOM CONTAINING ENEMIES, THE MUSIC BECOMES MORE FRANTIC. WHEN ALL ENEMIES HAVE BEEN DESTROYED, THE MUSIC SLOWS DOWN.

OBJECTIVE 2. SUPPORT DEFENSE



When the coast is clear, speak with the surviving soldiers to collect PLM40 ammo. Look for several Small Medi-Kits scattered throughout the lobby.



Find a SkyNet Tech piece on the ground near the piano. Take the stairs up to the balcony and look for another Tech piece at the end of the hall before talking to General Connor. He requests your help in assisting troopers pinned down in the restaurant.



Head back downstairs. There are doors on either side of the wall between the staircases. Open either one and enter the restaurant area.

LOCATION:

Hotel Restaurant



Find Small Medi-Paks on each side of the restaurant's entrance. A cutscene shows Endos dropping from a hole in the ceiling onto your fellow soldiers. Enter the main room and assist them by targeting SkyNet's forces.



Additional Endos drop into the middle of the room, so stay on guard. Target distant enemies with your weapons and engage nearby enemies in hand-to-hand combat. Some Endos drop Tech pieces when destroyed.



When the downstairs area has been mostly cleared, head upstairs. Don't shoot wildly, as ruptured fuel tanks can injure or kill both you and your men. Look for open doorways leading to the kitchen area and enter.



H/K Recon droids drop into the kitchen from a ventilation shaft. Auto-target them as they approach.



Replenish your AP50, Shotgun, and PLM40 ammo with the rounds found on the shelves in here. Grab the large Tech piece (+15) in the room's center.



Turn back and forth while in the center of the kitchen to target and destroy all additional H/K Recon droids and any stray Terminator units who may enter. When your task is complete, General Connor calls you back to him.



Leave the kitchen and search the restaurant for any Tech pieces. After you've scoured the area, return to the hotel lobby.

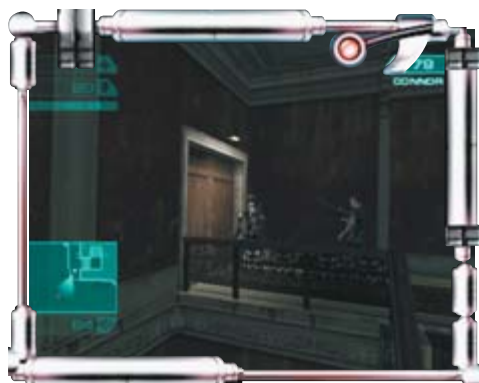
LOCATION:

Hotel Lobby

OBJECTIVE 2 COMPLETE



Although you might be tempted to take a few potshots at the SkyNet ship passing overhead, don't bother. You'll have another opportunity. You're only wasting ammo at this point.



Head back upstairs where you met with General Connor earlier. He's still waiting for you. Open the door near him and move on.

LOCATION:

Ballroom Lobby

THE TERMINATOR DAWN OF FATE



A cutscene shows Connor and Reese crossing the balcony when it suddenly collapses. Although you weren't hurt, you have to find another way up there.



When you regain control, look for a Tech piece against the wall under the second floor balcony. Continue walking around the perimeter of the lobby along the wall until you come to a soldier near a couch. Speak to him and he gives you a Small Medi-Pak.



The rubble fills up most of the room, blocking your way to the other side. Look for the lit double doors past the soldier and enter the next area.

LOCATION:

Hotel Ballrooms



You immediately come under fire from H/K Recon droids. Use auto-targeting and stay out of range of their energy discharge.



A handful of Endos are also attacking, and reinforcements drop from the ceiling. Shoot them from a distance, or get in close for some hand-to-hand combat.



If you haven't yet used your adrenaline, and want to earn the Raging Valor medal, this is a good place to do so.



Look for fuel tanks near the biofilter blocking the door to the next room. Target them and destroy multiple enemies nearby. A Tech piece lies immediately opposite the doorway.



The biofilter won't release until all the enemies have been destroyed. Before moving into the next room, speak to your fellow soldiers, who give you additional ammo. Also collect any ammo or Tech pieces dropped by the Endos.



It's raining Endos in this kitchen! You don't have much room to maneuver or roll out of their line of fire. Use auto-targeting to switch back and forth between enemies at either end of the room. Be careful not to shoot the fuel tank when your soldiers are nearby.



When all of the Endos have been destroyed, the biofilter to the next area deactivates. Walk through the doorway and immediately fire your weapons at the Endos dropping down onto the stage area.



Keep an eye on your radar, as more enemies appear from the kitchen you just left. The Endos and H/K Recon droids drop ammo when destroyed.



When the coast is clear, talk to the civilian on the stage and he gives you a Small Medi-Pak. Your surviving soldiers give you PLM40 ammo.



Look for a Tech piece near the piano before leaving through the door behind the now-deactivated biofilter.



LOCATION!

Ballroom Lobby



You've reached the other side of the ballroom lobby. From here, you can climb the stairs to the second floor balcony. But first, eliminate the Terminator coming toward you. Take the Tech piece it drops, and head upstairs.



Turn left at the top of the stairs. Walk across the balcony, and turn left again when you reach the far side. The exit door is in the corner.



LOCATION!

Exit Escalators
(Checkpoint)

THE TERMINATOR DAWN OF FATE



The injured soldier near the telephones give you Medium Armor. Talk with him before taking the stairs or either broken escalator down to the lower level.



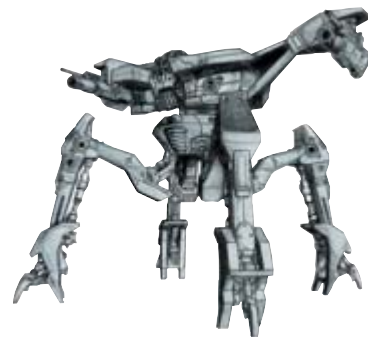
The soldier on the right gives you PLM40 ammo. The soldier on the left gives you Medium Armor.



Find a Tech piece (+15) near the elevator door. After collecting the supplies, walk through the open doors to the hallway outside.



Both soldiers give you Small Medi-Paks just for chatting with them. Find a Tech piece (+10) at the hallway's far left end. When you've finished stocking up, open the exit door.



OBJECTIVE 3: CLEAR GARAGE

LOCATION:

Parking Garage



You and General Connor come under fire as you enter the garage. Grab the two Large Medi-Paks leaning up against the wall and run forward to the Turret Gun. Activate the turret, switching to a first-person view.



Immediately aim the gun to the far right to eliminate the Endos in the immediate vicinity before they can injure the general.



Once you've taken care of the closest threat, target the remaining Endos in the center of the garage.



Additional Endos appear through the biofilter at the far end of the garage. Don't wait for them to reach you. Instead, run straight across to the other side of the garage, targeting any enemies that emerge. Look for a second turret on the left side.



Get behind the turret and activate it. Aim at the Endos emerging from behind the biofilter. Don't leave the turret until the biofilter is deactivated.



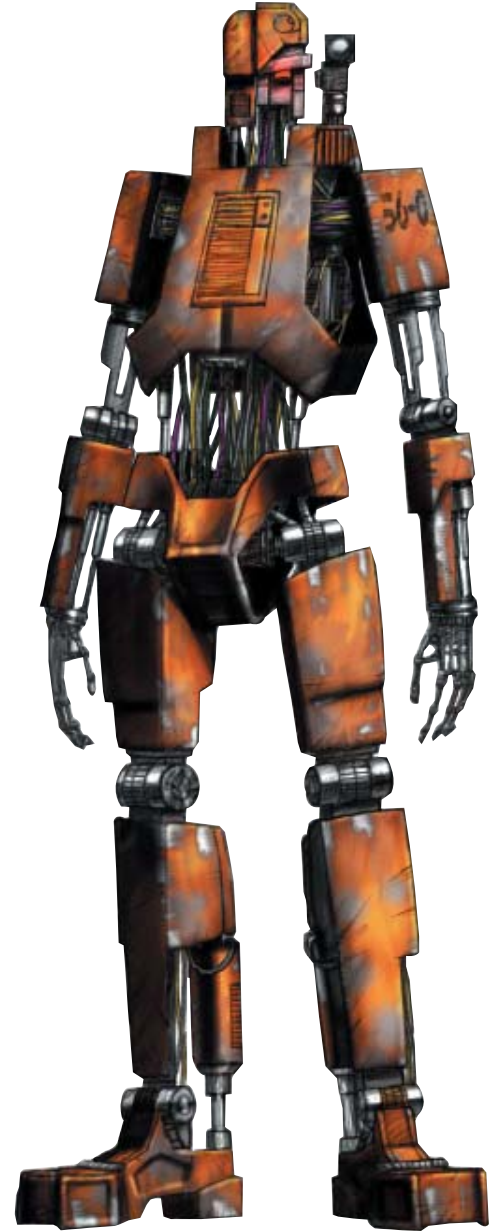
Before moving on, search the parking garage for Tech pieces. Find two near the burned-out cars on the same side as the turrets, and another (+10) on the opposite side. The Endos probably dropped a few pieces as well.



If you take too long, additional Endos enter from the next area. Return to the turret if you wish, or auto-target them and run around the garage eliminating them.



There is no turret immediately in the next parking area, so take cover behind the support columns and cars.



THE TERMINATOR DAWN OF FATE



Protect General Connor as you ascend the slope to the turret in the left corner. Activate the gun to destroy the Endos as they emerge from the doorway covered by the biofilter.



When the biofilter is deactivated, enter the next area. A cutscene shows another group of Endos advancing upon your position. Unfortunately, there's no turret here, so take them out the old-fashioned way.



As the final enemy is destroyed, a cutscene shows the timely arrival of Captain Perry and Lt. Luna. With the hotel overrun by the enemy, General Connor orders the captain to torch it.

OBJECTIVE 1 COMPLETE

OBJECTIVE 3 COMPLETE

REWARDS FOR COMPLETION (4 MEDALS OR MORE)

Setting	Reward
Easy	T-500 data
Medium	Gabriel data
Terminal	Connor skin



LEVEL 3: MASS DESTRUCTION

CHARACTER:	CPT JUSTIN PERRY
NEW WEAPON(S) AVAILABLE:	R6-PAK
AVAILABLE SKYNET TECH POINTS:	160

MEDAL QUALIFICATIONS

<i>Speed Demon</i>	<i>17:15 or faster</i>
<i>Raging Valor</i>	<i>At least 00:25 Adrenaline Use</i>
<i>Sharp Shooter</i>	<i>50% or better accuracy</i>
<i>Ground Pounder</i>	<i>85 or more kills</i>
<i>Martial Arts Master</i>	<i>50 or more hits</i>
<i>Untouchable</i>	<i>400 or less damage</i>

OBJECTIVES:

1. Bury the hotel
2. Find the demo man
3. Rig escalator
4. Rig ballroom lobby
5. Rig ballrooms
6. Defend restaurant
7. Rig lobby
8. Rig Ground H/K

OBJECTIVES 1-5. BURY THE HOTEL, FIND THE DEMO MAN, RIG ESCALATOR, RIG BALLROOM LOBBY, & RIG BALLROOMS

LOCATION:

Parking Garage



As the level opens, you find yourself under attack from a group of Endos that have trapped you in the parking garage using biofilters. Immediately auto-target and shoot the nearest enemies. Captain Perry is armed with a powerful R6-PAK weapon.



Watch out for Endos entering through the biofilter behind you! Two shots from your R6-PAK should take each one down. Grab the Small Medi-Pack and ammo in the corner before moving forward into the garage.



As you battle the Endos in this area, keep an eye on your radar. Enemies appear through both biofilters. The R6-PAK is a great long-distance weapon, but at close range, use your Baton in hand-to-hand combat.



After destroying the enemy, search the area for any SkyNet Tech pieces. The soldiers give you R6-PAK ammo for talking to them. Head left and down the next ramp. Don't bother hiding behind the sandbags, as the Turret Gun is no longer there.

THE TERMINATOR DAWN OF FATE



Auto-target the Endos here and continue moving and rolling to dodge their fire. Any of your weapons will do the trick, but to earn the Martial Arts Master medal, you have to destroy some of them in hand-to-hand combat.



Look for Medium Armor near a red car on the right wall. At the bottom of the ramp, head left.



Auto-target the Endo emerging through the biofilter directly behind the sandbags ahead. Continue forward into the next area of the garage.

R6-PAK

The R6-PAK is a projectile weapon that fires six miniature rockets from a rotating cylinder. It has a maximum capacity of 30 rockets, which inflict damage by exploding on contact.



While shooting at the Endos, be careful not to accidentally hit your own soldiers. You might want to switch to your AP50 or PLM40 instead of the R6-PAK, as the latter has an explosive radius that can injure nearby comrades.



When the last Endo is destroyed, the biofilter blocking the exit door deactivates. Search for Tech pieces and obtain ammo by speaking with surviving soldiers before leaving.

LOCATION:

Exit Escalators



Find two Small Medi-Paks on the left side of the lobby and a Tech piece on the right. Through the doors are two additional Small Medi-Paks and another Tech piece near the elevator on the right side. Take everything you can before walking up the stairs.



At the top of the escalators, two Endos are advancing upon a helpless soldier. Quickly target and destroy them. The soldier, Private B. Last, is your "demo man." Keep him alive to complete this mission.

OBJECTIVE 2 COMPLETE



Grab the PLM40 and R6-PAK from the counter and then wait for the demo man to set his explosives on either side of the room. When he is finished, lead him back down the stairs or escalators.



Private Last rigs explosives on both elevators. Keep out of his way and let him do his job. When he notifies you that the C4 has been placed, lead him back up the stairs or escalators and exit through the left door at the top.

OBJECTIVE 3 COMPLETE



You come under attack on the second floor balcony. Auto-target the nearest H/K Recon droid first and step away from its energy blast. Activate your adrenaline to fight hand-to-hand against the two Endos.



You must keep Private Last alive. His health status appears at the screen's top right. Stay between him and the attacking Endos, and shoot the H/K Recon droids from a distance before they get too close.



While you are fighting, Private Last heads downstairs to place C4 in an alcove near the exit door. Eliminate as many enemies on the second floor balcony as you can, but don't leave Last alone too long. Head down the stairs after him.



Wait for Private Last to indicate that he has successfully planted the C4 before leaving the lobby through the double doors on the ground floor.



THE TERMINATOR DAWN OF FATE

LOCATION:

Hotel Ballrooms



You're back in the ballrooms that you visited earlier (as Reese). A biofilter blocks your passage into the kitchen area. Target the enemies and keep them away from Private Last as he places his charges.

NOTE

Biofilters were designed by SkyNet to repel humans while still allowing Endos to pass through them. Touching one won't damage you, but it temporarily stuns you. Biofilters automatically deactivate when Endos are no longer in the vicinity.



While defending Private Last, look for a Tech piece and two Large Medi-Paks on the stage.



Watch for additional Endos to drop through the ceiling. Keep fighting until they have all been destroyed, deactivating the biofilter.



Enter the kitchen and battle the Endos who appear. Find AP50 ammo on the counter and two Tech pieces at the far end of the room.



Private Last needs to place charges on the short walls, so continue protecting him while he performs his duty. He returns to you when he is finished.



After the biofilter is deactivated, enter the last of the ballrooms. Endos attack from both this room and the kitchen behind you. Destroy the enemies while Private Last places his final two charges. Don't forget to collect dropped ammo and Tech pieces before leaving.

LOCATION:

Ballroom Lobby

OBJECTIVE 5 COMPLETE



Lead Private Last past the columns to the left of where you enter the other side of the lobby. He places a C4 charge on the wall at the far end, and you can find a Tech piece nearby.

OBJECTIVE 4 COMPLETE



Backtrack to the entrance, but don't open the door back to the ballrooms. Instead, climb the pile of rubble. Grab R6-PAK ammo and a Large Medi-Pak on your way up to the second floor balcony.



While walking up the rubble, you're accosted by H/K Recon droids. Auto-target and destroy them from a distance.



If Private Last's health is getting low, don't bother fighting the H/K Recon droids. Instead, run straight for the door when you reach the top of the rubble.

LOCATION: Hotel Lobby



Lieutenant Luna contacts you and tells you that a group of soldiers are trapped in the hotel's restaurant. It looks like you are their only hope. When the communication ends, grab the armor at the far end of the hall and then walk down the stairs to the ground level.

OBJECTIVE 6: DEFEND RESTAURANT



The entrance to the restaurant is in the center between the two staircases. Outside the doors find a PLM40 and ammo.



Find Medium Armor near the foot of the stairs on the right side. Equip yourself with everything you can and then enter either door to the restaurant.

THE TERMINATOR DAWN OF FATE

LOCATION:

Hotel Restaurant



Several Endos are fighting your soldiers in the restaurant's lobby. Destroy them, then speak with the soldiers to obtain Small Medi-Paks.



As you enter the remains of the restaurant, you spot a Turret Gun. Activate it and get ready to defend against attacking SkyNet forces. You're shot at by an H/K Aerial, followed closely by a H/K Carrier that drops Endos.



Shoot the H/K Aerial as it travels from left to right. An H/K Carrier then passes straight overhead, dropping Endos in the rubble in front of you. Destroy all three of them before they reach your position, being careful not to let the gun overheat.



The Aerial reappears traveling right to left. Shoot at it until it leaves. The Carrier then passes overhead, dropping three more Endos in front of you. You know what to do! Aim for their heads to take them out faster.



The H/K Aerial appears in front of you and sinks out of sight. It reappears through the hole in the far right wall. Don't let your gun overheat, but pepper the Aerial with bullets to get its attention.



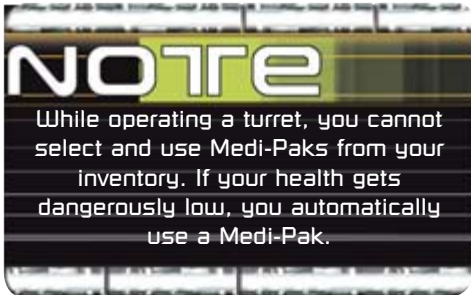
This time, the H/K Carrier deposits three Endos as it travels overhead from right to left. The enemy is much closer, so you don't have as much time to react.



After destroying the next wave of attackers, shoot at the H/K Aerial when it returns. The Carrier passes overhead once more, dropping three Endos directly in front of you. Destroy them, then take some more shots at the Aerial.



Look for the Aerial through the hole in the wall to the right. The Carrier passes overhead from left to right, dropping three more Endos on the ground level.



After one final frontal assault by three more Endos, spot the H/K Aerial hovering through a hole in the left wall. Target the ship and continue firing until you have destroyed it.

OBJECTIVE 6 COMPLETE



Leave the turret. Before exiting the restaurant, search the rubble for Tech pieces. You should be able to collect 25 or so points, thanks to the proliferation of skulls from the Endos you just destroyed.

OBJECTIVE 7: RIG LOBBY

LOCATION:

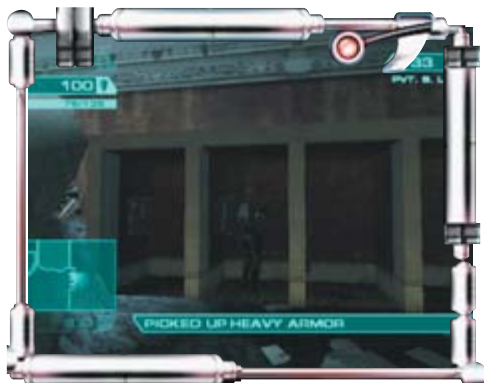
Hotel Lobby
(Checkpoint)



You won't have time to celebrate your defense of the restaurant, for as you return to the lobby, a Ground H/K breaks through the wall. A cutscene shows Captain Perry shoving Private Last to safety before taking cover behind the fountain.



Switch to your PLM40, as it fires more rapidly than the R6-PAK. Auto-target the Ground H/K's turrets as you run to the left.



Use the corner pillar for temporary cover, and don't stop firing at the Ground H/K. Once you destroy all the turrets on this side, it can no longer fire at you. Look for the Heavy Armor in one of the telephone niches on the far wall.



Don't forget to protect Private Last. Head back toward the center of the lobby, and look for him in a room behind the front desk. Get some additional PLM40 ammo here.

THE TERMINATOR DAWN OF FATE



A group of Endos comes for you. Switch to first-person view if you need help targeting them while remaining in the relative safety of the room. Even though the turrets have been destroyed on one side of the H/K, it still throws incendiary devices at you, so keep moving.



Use adrenaline and battle the Endos hand-to-hand in the lobby. Draw their fire away from Private Last as he finishes placing his explosives. Keep moving to avoid the incendiary devices, and collect any ammo the enemies drop.

OBJECTIVE 7 COMPLETE



OBJECTIVE 8: RIG GROUND H/K



Private Last tells you when he finishes placing the last of the explosives. He then runs for cover toward the front desk. Intercept him and speak with him. He gives you C4 explosives to be used on the Ground H/K.



Before attempting to destroy the Ground H/K, watch your radar for the appearance of more Terminators. Clear the area first, then approach either side of the Ground H/K.



Climb the rubble until you are standing alongside the Ground H/K's treads. Select C4 from your inventory and place it. Private Last lets you know if the explosive has been placed in the correct spot.



Run away from the Ground H/K before detonating the C4. The resulting explosion knocks one tread off.



After disabling the first tread, proceed around the fountain to the other side.



Whatever you do, don't walk directly in front of the Ground H/K! It still has a forward-mounted flamethrower.



Walk up the rubble to the other side of the Ground H/K and place the C4 next to its treads. Come down from the rubble before detonating the explosive.

OBJECTIVE 8 COMPLETE

OBJECTIVE 1 COMPLETE



A cutscene shows Captain Perry escaping from the hotel just as a blast levels the place. As he is reunited with General Connor, Lt. Luna, and Sgt. Reese, the team discusses strategy. Lieutenant Stone has a copy of the general's plans and must be stopped.

REWARDS FOR COMPLETION (4 MEDALS OR MORE)

Setting	Reward
Easy	T-800 Data
Medium	Level 4 Intro FMV
Terminal	Intro FMV Animatic



LEVEL 4: ENEMY WITHDRAWAL

CHARACTER:	CPT. JUSTIN PERRY
NEW WEAPON(S) AVAILABLE:	NONE
AVAILABLE SKYNET TECH POINTS:	160

MEDAL QUALIFICATIONS

Speed Demon	16:30 or faster
Raging Valor	At least 00:25 Adrenaline Use
Sharp Shooter	60% or better accuracy
Ground Pounder	80 or more kills
Martial Arts Master	40 or more hits
Untouchable	350 or less damage

OBJECTIVES:

1. Find Stone
2. Bypass door locks
3. Disrupt operations

OBJECTIVE 1: FIND STONE

LOCATION:

Federal Reserve Vault 1



A cutscene shows Captain Perry's arrival at a Federal Reserve Depository. A soldier tells him that Lieutenant Stone was seen entering the building.

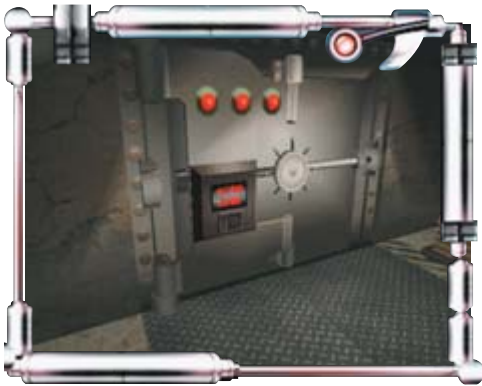


When you regain control, speak with the soldier and obtain a Small Medi-Pak. Now enter the door to the vault.



Once inside the vault, an Endo appears out of thin air. Captain Perry contacts General Connor with the grim news: SkyNet has learned the secret of teleportation. This can't bode well for the resistance.

OBJECTIVE 2: BYPASS DOOR LOCKS



A cutscene shows the locked door to vault #3. To open it, you must bypass the door locks by activating control panels throughout the facility.



You can't do anything until you've taken care of the enemy! Equip your R6-PAK as you exit the vault. Head straight across the walkway toward the elevator, auto-targeting teleporting Endos and H/K Recon droids.



Keep firing at the enemy as you head to the right of the elevator, continuing around the second floor balcony. Pass the closed vault door and look for an open doorway.



Inside this room find two Small Medi-Paks and the first door lock control panel. Stand in front of it and activate it. One down, two to go!



Use first-person view to target Endos as they appear outside your door. Eliminate as many as you can before leaving the room.



If your health is extremely low, head to the right and open the closed vault door. Otherwise, head downstairs to the ground floor to collect goodies.



Look for a Shotgun and ammo for it in one of the open rooms below.



Tech pieces are scattered throughout the ground floor, as well as AP50 ammo and Medium Armor. You must battle the remaining Endos before collecting the items, however.



After grabbing the loot, climb the stairs to the second floor balcony and head for the closed vault door.

LOCATION:

Federal Reserve Vault 2



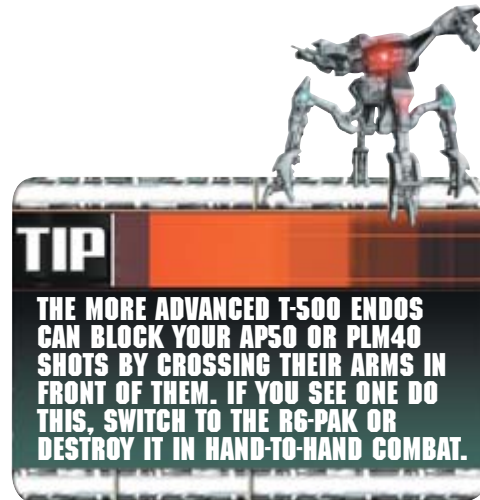
As you exit the vault door, target and destroy the nearby Endos. Run to the right along the balcony, targeting any H/K Recon droids that appear.



Take shelter in the small room. Find some AP50 ammo here, as well as the second control panel. Activate it to bypass the second lock.



As before, use first-person view to help target enemies immediately outside the room before exiting. As you leave, hold auto-target to lock on to any teleporting H/K Recon droids.

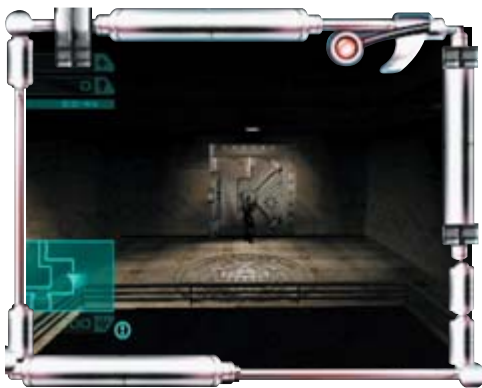


TIP

THE MORE ADVANCED T-500 ENDOS CAN BLOCK YOUR AP50 OR PLM40 SHOTS BY CROSSING THEIR ARMS IN FRONT OF THEM. IF YOU SEE ONE DO THIS, SWITCH TO THE R6-PAK OR DESTROY IT IN HAND-TO-HAND COMBAT.



Proceed around the balcony to the right. In a small room on the opposite side of the vault find AP50 ammo and Stone's wrist computer. Captain Perry contacts General Connor with this news. Connor wants you to locate your traitorous comrade and bring him in.



As you continue around the balcony, you come across another closed vault door. Enter it. It leads to an upstairs area inside vault #1 that was previously inaccessible.

LOCATION:

Federal Reserve Vault 1



Veer right. Pick up the Small Medi-Pak on the balcony, and look for a Tech piece at the far end behind the pile of gold. Once you have collected these items, enter the doorway along the wall.



There is a Small Medi-Pak in this room, but more importantly, the final control panel is here. Activate it while standing in front of it to bypass the last lock. Now return through the open vault door.

OBJECTIVE 2 COMPLETE



Head right upon emerging from the vault door. Continue along the balcony, battling any Endos in your path, until you reach the stairs leading to the ground floor.



Target the remaining enemies and keep moving to avoid taking damage. Look for an open room to the right of the stairs. Find three Small Medi-Paks and a Tech piece inside.



Look for additional SkyNet Tech pieces and ammo as you move around the room to the door to vault #3.



The green lights indicate that all three locks have been successfully bypassed, so head inside.



Find a Large Medi-Pak and Tech piece in the small room near the entrance to vault #3. As you approach the main doorway, a cutscene shows Captain Perry's confrontation with Alexander Stone.

OBJECTIVE 1 COMPLETE

THE TERMINATOR DAWN OF FATE



Stone has betrayed you. He rambles about his admiration for SkyNet and following the orders of his brother, Gabriel Stone, who was supposedly killed in action. Stone then takes off, leaving you at the mercy of the machines.

OBJECTIVE 3: DISRUPT OPERATIONS



SkyNet wants to get the Federal Reserve's supply of platinum. Don't let it! You must destroy all the auto pallets, but first take care of the Endos protecting them.



Don't stay out in the open. Target nearby Endos as you run for the nearest room, which is in the corner behind you. A second room is on the other side of the stairs, and you can return to the vault entrance to take cover.



All of these rooms offer a defensible position where you cannot be shot from behind. Switch to first-person view and target the advancing Endos from afar with the R6-PAK.



Additional Endos materialize on the ground level and on the balcony upstairs. Don't leave the safety of the room unless you run low on ammo. In that case, run outside and pick up the ammo dropped by destroyed Endos.



AUTO PALLETS

These light worker robots are used to haul supplies, securing the payload with anti-gravity fields. These bots carry no weapons and are not a threat on their own, but they can alert nearby forces to your position.



Don't forget to destroy all the auto pallets as part of your objective. Watch the radar for the locations of the remaining Endos. The biofilter blocking the exit will not deactivate until all enemies are destroyed.



You may have to venture upstairs into the small rooms to destroy the final few Endos. Instead of wasting ammo, use adrenaline and defeat them in hand-to-hand combat.



When the coast is clear, the biofilter disappears. Search the room for Tech pieces and dropped ammo before leaving through the opening in the wall.

OBJECTIVE 3 COMPLETE

REWARDS FOR COMPLETION (4 MEDALS OR MORE)

Setting	Reward
Easy	Auto pallet data
Medium	Soldier skin
Terminal	Perry skin



LEVEL 3: LOADING ZONE

CHARACTER:	CPT. JUSTIN PERRY
NEW WEAPON(S) AVAILABLE:	N/A
AVAILABLE SKYNET TECH POINTS:	180

MEDAL QUALIFICATIONS

<i>Speed Demon</i>	<i>16:00 or faster</i>
<i>Raging Valor</i>	<i>At least 00:35 Adrenaline Use</i>
<i>Sharp Shooter</i>	<i>60% or better accuracy</i>
<i>Ground Pounder</i>	<i>75 or more kills</i>
<i>Martial Arts Master</i>	<i>65 or more hits</i>
<i>Untouchable</i>	<i>350 or less damage</i>

OBJECTIVES:

1. Disrupt SkyNet
2. Turn off smelter
3. Destroy loader

OBJECTIVE 1: DISRUPT SKYNET

LOCATION:

Sewer Section 1



Captain Perry contacts General Connor regarding SkyNet's theft of the platinum. The general instructs him to shut down the operation by destroying as many pallets and Endos as possible.



Switch to first-person view to target the pallets traveling through the room. They don't have any defense mechanisms, so don't waste your more powerful ammo on them. The AP50 will suffice.



Grab the Shotgun, PLM40 ammo, and Heavy Armor nearby, then head around the room along the water's edge. If you see any additional pallets pass by, destroy them.



Look for a Tech piece at the far end of the walkway on the other side of the rubble. Grab it, then exit through the door in the left corner.

LOCATION:

Sewer Section 2



A cutscene shows Alex Stone running through the sewer ahead of you. Before you can go after him, you have to deal with several Endos that transport into the room.



As always, shoot distant enemies and hit nearby ones with the Baton. Cross the first bridge and head for the second one at the end of the hallway.



Target the Endos with your R6-PAK as you proceed around the water and up the stairs.



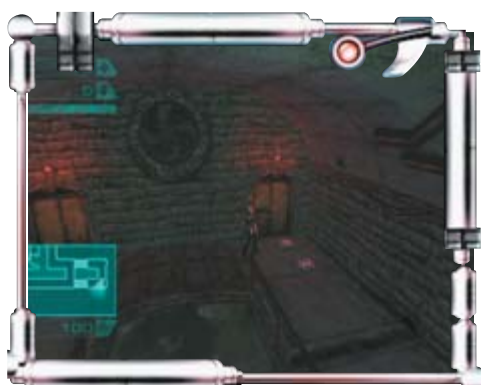
When all enemies have been destroyed, the biofilter blocking the exit deactivates. Before leaving, look for Tech pieces at the dead end on the other side of the waterfall, near the exit door.

LOCATION:

Sewer Section 3



Several Endos materialize directly ahead on the first part of the walkway. Destroy them in hand-to-hand combat using an adrenaline boost, and target the other Endos converging on you from the other side of the bridge.



After destroying the enemies, cross the bridge and head straight downstairs to the lower area lit by red lights. Find three Tech pieces (+5 each) down here.



Go back upstairs to the upper level and look for an additional Tech piece (+15) near the rubble past the exit doors. After grabbing this piece, return to the exit door and use it.

LOCATION:

Sewer Section 4



You spot Stone as you enter the final sewer section, which is shaped like a large oval. Bridges connect the two sides at each end, and the exit door is in the middle of one side.



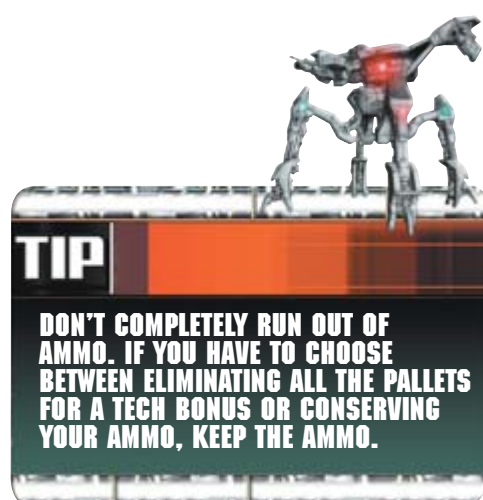
Unfortunately, the exit is blocked by a biofilter, and numerous Endos materialize in your path. Auto-target the enemies and fire your R6-PAK at them as you circle the room.



When in close, conserve ammo by killing the Endos with a Baton strike. Grab the ammo your defeated foes drop.



As usual, when the final enemy is destroyed, the biofilter deactivates. Once the area has been cleared of Endos, target and destroy the pallets.



LOCATION:

Factory Smelter
(Checkpoint)



Alex Stone uses an elevator to escape, leaving you surrounded by a trio of Endos. Auto-target them and use your R6-PAK to knock them down.



One of the T-500 Endos is armed with a powerful cannon, so don't stay in one place! Circle around the room while firing.



Additional Endos materialize when the first group has been destroyed. If you find yourself next to one, attack hand-to-hand. Otherwise, target and shoot from a distance.



When the threat is eliminated, grab the Small Medi-Pak and look for ammo and Medium Armor in a corner near the elevator.



Take everything, then walk into the elevator and activate the control panel on the side. The elevator brings you to the smelter area. Captain Perry contacts General Connor to let him know that SkyNet is melting down the platinum.

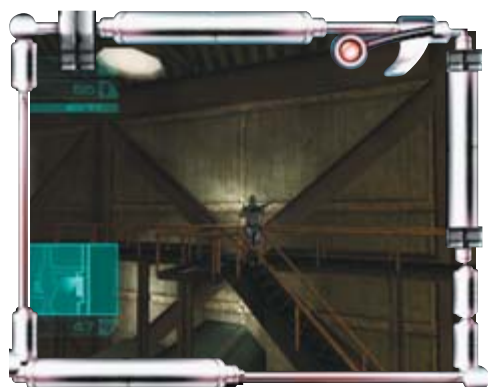
OBJECTIVE 2: TURN OFF SMELTER



Head left upon leaving the elevator to find ammo and a Small Medi-Pak against the wall. Don't get too close to the smelter! Make your way around the walkway to the right.



The walkway leads through a control room. Find two Large Medi-Paks near the control panel. You don't need to activate this panel yet, but you'll come back to it later. Continue out the other side of the control room.



Pass the stairs and continue to the far end of the walkway for a Tech piece. Now return to the stairs and descend to the ground floor. Keep walking straight ahead as you leave the stairs, heading toward the far end of the room near the smelter.



Several Endos materialize in front of you. Target them with the R6-PARK or the PLM40 from a distance and hit them with the Baton if they get too close.

THE TERMINATOR DAWN OF FATE



Proceed around the smelter at the end of the room. On the other side, spot a switch. This is one of three switches used to turn off the smelter. Pull it and continue moving forward.



You may need to stop to battle Endos that have materialized behind you. Use the crates for cover if necessary.



Just past a small set of stairs, on the side of a piece of machinery, you find the second switch. Pull it and head up the stairs.



The third switch is on the console directly in front of you. Pull it to shut down the smelter, completing your task.

OBJECTIVE 2 COMPLETE



Destroy any remaining Endos and battle back around the smelter through any enemies that materialize. Clear the ground level before heading upstairs to the control room you passed through earlier.



Once in the control room, face the panel and activate it. A brief cutscene shows the exit door opening, but it's on a timer. Run there as fast as you can to make it out in time!



Without stopping, run to the stairs and down to the ground floor. Continue moving forward to the end of the smelter. You don't have time to battle any Endos on your way.



When you pass the small stairs near the final two switches, the game's camera switches to the front. Don't let this confuse you, and don't stop moving forward! The camera eventually switches back behind you as you approach and enter the exit door on your left.



If you don't reach the exit in time, the door will close. Return to the control room upstairs and pull the switch to try again. When you've finally made it through the exit, take a deep breath, and then open the door on the other side.

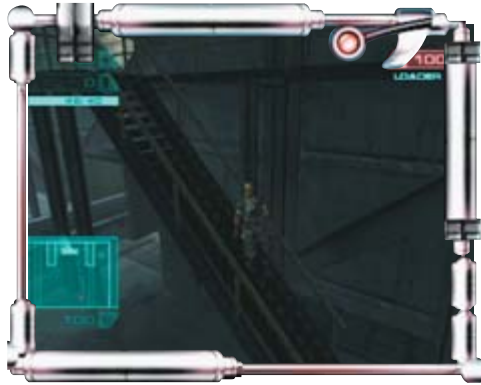
OBJECTIVE 1 COMPLETE

OBJECTIVE 3: DESTROY LOADER**LOCATION:**Warehouse Hangar
(Checkpoint)

The good news is that you've discovered how SkyNet is loading the melted platinum. This is also the bad news, as the loader fires a deadly charge that takes away 25 health points.



If you aren't already moving, start running when you hear the hum of the gun warming up. Dodge to avoid its shot. Grab the C4 from the boxes in corner near the door before moving forward into the hangar.



Run forward around the edge of the conveyor belt and head toward the stairs. Don't stop to battle the loader just yet, as you probably are low on ammo as well as health and armor.



Keep moving so the loader has a harder time targeting you. Take a left turn at the top of the stairs and run a lap around the balcony. You can grab a lot of important items as you do, starting with the Large Medi-Pak in the corner.



As you run left across the long walkway, collect an R6-PAK, a Tech piece, a Large Medi-Pak, and two more R6-PAKs before reaching a Large Medi-Pak in the far corner.



THE TERMINATOR DAWN OF FATE



Don't worry about the loader just yet. Continue around the corner and head across the long walkway back toward the side of the room with the stairs. As you cross this walkway, pick up two Medium Armors and two R6-PAKs. Now you're armed for bear!



Before heading downstairs, switch to first-person view and target the loader with a couple of R6-PAK shots. The loader activates a large blue shield to protect itself.



With its shield raised, most of your weapons are no longer effective against the loader. Only the C4 will do any damage, but you've got to get the explosive close to the loader. Whatever you do, don't try to place the charge on the loader itself!



The loader continues grabbing the platinum cubes as they come off the conveyor belt. You've got to reach a cube before the loader does. Select the C4 from your inventory and place it on the platinum, then quickly run away before the loader arrives.

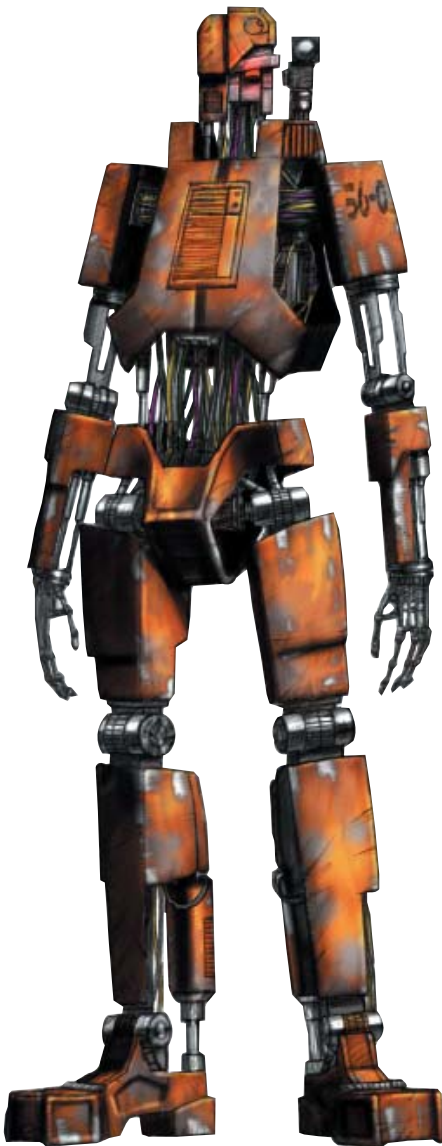


If you want to see what happens, switch to your first-person view and watch the loader from a distance. As it picks up the cube, the C4 explodes. You don't have to manually use the detonator.



The loader's energy is shown at the screen's top right. Each C4 explosion causes 10 points of damage. If you run low on C4, quickly grab more from the corner boxes after you've already placed one. If you have time, grab a Tech piece against the wall near the dropship.





The difficult part is seeing where the next platinum cube drops. Either move to a part of the hangar where the camera gives you a better view of the conveyor belts, or use first-person view to scan the room.



If the loader beats you to a cube, drop the C4 in its path instead, then run for cover behind the large crates to the left of the dropship.



Keep racing the loader to the platinum cubes, planting C4 on them and backing away as the loader arrives and attempts to pick them up. It takes 10 hits to completely reduce its energy, so be patient.



When the loader's energy is depleted, it falls to the ground in a heap. Congratulations! Whatever SkyNet was planning, you have managed to deal it a serious blow.

OBJECTIVE 3 COMPLETE

REWARDS FOR COMPLETION (4 MEDALS OR MORE)

Setting	Reward
Easy	Loader data
Medium	Level 6 Intro FMV
Terminal	Luna skin, all guns

THE TERMINATOR DAWN OF FATE

LEVEL 6: CYBERNETIC SURPRISE

CHARACTER:	SGT. KYLE REESE
NEW WEAPON(S) AVAILABLE:	AR510, GRENADE LAUNCHER
AVAILABLE SKYNET TECH POINTS:	190

MEDAL QUALIFICATIONS

<i>Speed Demon</i>	<i>22:00 or less</i>
<i>Raging Valor</i>	<i>At least 00:20 Adrenaline Use</i>
<i>Sharp Shooter</i>	<i>55% or better accuracy</i>
<i>Ground Pounder</i>	<i>120 or more kills</i>
<i>Martial Arts Master</i>	<i>25 or more hits</i>
<i>Untouchable</i>	<i>450 or less damage</i>

OBJECTIVES:

1. Release survivors
2. Rescue soldiers
3. Release soldiers
4. Retrieve data
5. Acquire intel
6. Transmit data
7. Burn the biohazard

OBJECTIVE 1: RELEASE SURVIVORS



As the level opens, General Connor and his troops are discussing strategy. Alex Stone has been sighted nearby, and Colonel Jackson has lost contact with his Sci/Tech soldiers. Those soldiers are needed to hack SkyNet's main defenses in Colorado before the assault. Reese must find and rescue them.



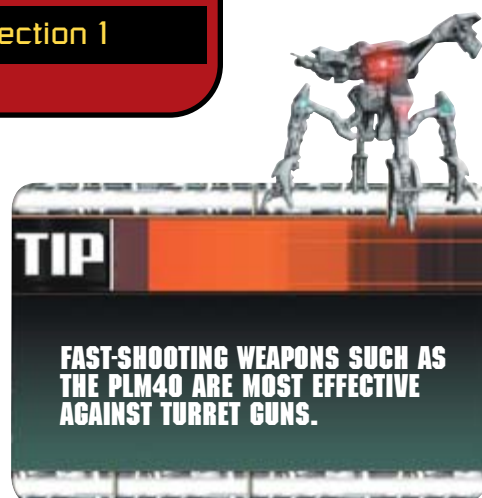
LOCATION:

Subway Section 1



Human survivors are being held captive in the subway system. Jackson's men might be among them. Turn around and grab the PLM40 ammo behind you before proceeding.

As you emerge, you're fired upon by an automated turret. Use your auto-target to lock on to it. Take cover behind the large pile of rubble, running out into the open to shoot at the turret with your PLM40.



TIP

FAST-SHOOTING WEAPONS SUCH AS THE PLM40 ARE MOST EFFECTIVE AGAINST TURRET GUNS.





A second turret is off in the distance. Use auto-target to locate and destroy it. You could switch to first-person view to target it, but doing so makes you a sitting duck because you cannot move.



Once both turrets have been destroyed, approach the large opening in the left wall. Before you have a chance to enter, a new type of enemy, the Hybrid Soldier, appears behind you. Auto-target it and destroy it with your automatic weapon.

HYBRID SOLDIER

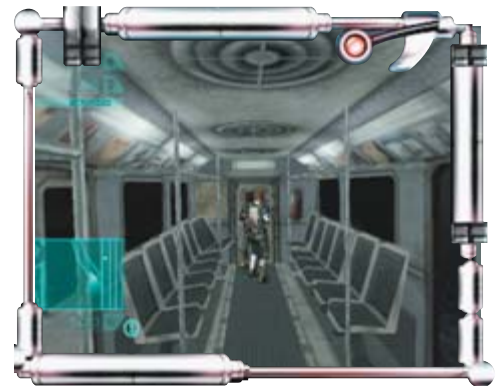
Whereas the T-800 units are Endos covered with synthetic flesh and hair, Hybrid Soldiers are human beings who have been enhanced with cybernetic parts. They are equipped with automatic weapons. Their flesh makes them unaffected by EMP weapons, but leaves them susceptible to damage from a Shotgun blast.



Enter the hole in the wall, checking the map for Hybrids. There is one to your right, past the bonfire, and a pair directly ahead of you. Auto-target them in the darkness.



You might have noticed that your auto-target also located the door to the subway car. Switch to your AP50, so as not to waste ammo for your more powerful weapon, and target the door.



Inside the first subway car you encounter a refugee. Speak with him and he gives you a Shotgun. The Shotgun is one of the most effective weapons against the Hybrid. A single hit destroys one.



The white dots on your radar show the location of the other humans. To reach them, you have to shoot down the door. Switch to first-person view and fire your AP50 at the lock until it breaks.



Keep an eye out for any Hybrids who might appear through the subway car you just left. Stay clear of the fire. You've got to shoot your way into the next car, so switch to first-person view or auto-target the door.



Speak to both of the refugees inside the second subway car. One gives you a Shotgun. Now head out the door and back through the first subway car.

OBJECTIVE 1 COMPLETE

THE TERMINATOR DAWN OF FATE



More Hybrids attack outside the trains. Destroy them all and then head back through the hole in the wall. Move left around the rubble, searching for an open doorway.



Shoot the Hybrid to your left as you enter the locker room. Find a Grenade Launcher nearby, as well as PLM40 and AR510 ammo, a Tech piece, and two Large Medi-Paks against the wall. Take everything you can carry before heading out the small door.

AR510 AND GRENADE LAUNCHER

The AR510 is TechCom's standard assault-style machine gun. The Grenade Launcher fires grenades at a faster rate than the R6-PAK, but each grenade does less damage.

OBJECTIVE 2: RESCUE SOLDIERS

LOCATION:

Subway Section 2



Lt. Luna contacts you with a report that another group of soldiers is being held nearby. They could be the Sci/Tech soldiers you seek. Look for another subway train in the area and approach it carefully.



You can't enter the train from this side, so walk around the far end of it. The red dots on the map indicate that Hybrids are on the other side. Hold auto-target as you walk around the train and start firing your Shotgun immediately even though you cannot initially see your targets.

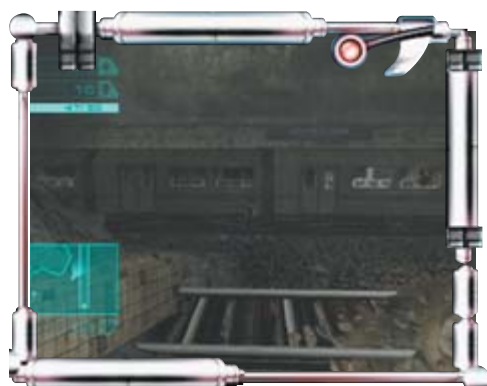


After destroying the Hybrid Soldiers, shoot the locks off one of the doors and enter the subway car. The two soldiers inside each give you a Large Medi-Pak. You also obtain AR510 ammo.

OBJECTIVE 2 COMPLETE



More Hybrids surround the car while you are inside, so come out with your Shotgun blasting! Auto-target and shoot the ones in the distance. Use your adrenaline and engage nearby Hybrids in hand-to-hand combat.



Walk around the other end of the train, targeting any additional Hybrids who may be in the area. Grab the Tech piece near the other side of the train when the coast is clear, then head toward the door on the other side of the waiting area.



Hybrids attack, tossing incendiary devices. Keep moving to avoid the explosives, using your auto-target to track the enemy. Use the half-broken column for cover if necessary. Target the fuel tank to take out multiple enemies at once.



Before leaving the subway station, look for three additional Tech pieces (+5 each). One is on the side of the long wall, and two more are at the far end near where you first entered this section of the subway.



As you enter the men's room, prepare for an attack by a trio of Hybrids inside. Auto-target helps, but there isn't a lot of room to dodge. Quickly mow them down with your Shotgun.



Or, run back outside into the subway station and target them with a Canister Bomb or Grenade Launcher as they emerge.



After the threat has ended, grab the Large Medi-Pak near the wall, and look for AR510 ammo in a stall, more AR510 ammo on the sink, and another Large Medi-Pak in a stall near the exit. Having freshened up, leave through the back door.

OBJECTIVE 3: RELEASE SOLDIERS

LOCATION:

Subway Section 3



Lt. Luna warns you about the appearance of H/K Recon droids in the area. When you regain control, arm yourself with an automatic weapon and start blasting away. Auto-target the H/K Recons and step away from their shock radius.

THE TERMINATOR DAWN OF FATE

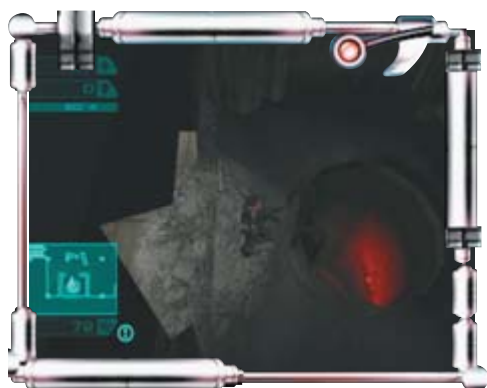


There is a Tech piece straight ahead, and several pieces of ammo on the stairs and escalators leading to the upper level. Grab the goodies and head up there to take on the Hybrid Soldiers with a Shotgun. They drop ammo after you destroy them.



Move to the other side of the subway car, targeting the Hybrids in this area. When the enemies have been eliminated, shoot out the door to the second subway car and enter it. The soldier inside gives you AR510 ammo.

OBJECTIVE 3 COMPLETE



Back downstairs, head toward the subway train. A biofilter blocks the exit. Destroy all the additional H/K Recon that materialize in your way as proceed to the car. Look for fuel tanks on the posts that can catch nearby H/Ks in a blast radius.



A glance at your radar reveals that several Hybrids wait outside. You've never shied away from a fight. Equip the AR510 or PLM40 and exit the train, using auto-target to locate the enemies. Keep moving to minimize taking hits.



Shoot open the door and speak with the soldier inside. He gives you a Canister Bomb after discussing SkyNet's control over these new humanoid enemies. Take the ammo and leave the car, heading for the pile of rubble behind it.



LOCATION:

Hydro-Power Control



You find yourself inside a tunnel with no apparent exit. Grab the Tech piece near the gate at one end and auto-target the fuel tanks at the other end. Shoot them with your AP50 to create an opening.



There isn't much room to maneuver, so quickly auto-target the Hybrids in the next section of pipe and shoot them before they can react.



The passage is once again blocked by some crates and a fuel tank. The trick is to get close enough to auto-target the tank, but not so close as to injure yourself in the resulting explosion.



If you don't trust your aim, switch to first-person view and throw a Canister Bomb at the tank instead.



Approach the opening and target the nearest Hybrid in the next room using first-person view. Use the AP50. You should be able to take down both of the Hybrid Soldiers without leaving the pipe.



Switch back to the Shotgun and drop into the room. Auto-target the remaining Hybrids on the left. This is a good place to use your adrenaline boost and take them out via hand-to-hand combat.



Grab the ammo and Medi-Paks that the Hybrids drop, then continue along the walkway. Keep your finger on the Shotgun trigger, because as you approach the exit, Hybrids appear in front of you. Let 'em have it!



Enter the next room and take the Small Medi-Pak, Shotgun, and ammo from the left wall. On the right side of the room, find another Small Medi-Pak and AP50 ammo. Stock up before entering the elevator. Activate it to ride down to the next level.

LOCATION:

Asylum Floor 1

OBJECTIVES 4 & 5: RETRIEVE DATA & ACQUIRE INTEL



The elevator leads to some sort of asylum. General Connor contacts Reese, ordering him to learn why SkyNet established the asylum as a base of operation. The general also wants you to acquire any on-site data that might give the resistance a tactical advantage for your upcoming offensive.



The asylum is full of narrow corridors and small rooms. Rely upon your radar to help navigate through it. The red dots represent Hybrids, and the flashing circles show your goals.



When you get off the elevator, head left and straight across the hallway. Because the space is so confining, you must auto-target most enemies before you can see them on-screen. Use the radar to note their locations.



Shoot down the Hybrid in the hallway and destroy the additional Hybrids in the first room you enter. Pick up the AR510 ammo and Medium Armor here.



From here you can target a Hybrid through the window to an adjacent room before he knows what hit him. Hasta la vista, baby!



Exit the room, auto-targeting more Hybrids in the hallway outside. As always, pick up the ammo they drop. Look for a Tech piece at the end of the hall where you just shot the Hybrid through the window.



There is another Tech piece in one of the smaller rooms. Using the map, head toward the flashing exit door. Destroy any Hybrids in your way.



Before leaving this floor of the asylum, enter the large room nearby and destroy the Hybrids inside. Stock up on the AR510 and Shotgun ammo, then open the large metal door.



In the back room, Reese finds a document cache. He contacts General Connor with the news: Gabriel Stone is alive and leading this operation! You've got to find both him and his brother Alex.



You automatically pick up Keycard "A." Take the C4 explosives from the table, as you'll need them momentarily. Outside the door, notice a group of Hybrid Soldiers congregating. Get ready to fight through them.



Auto-target the Hybrids who try to prevent you from leaving. If you haven't yet destroyed many enemies through hand-to-hand combat, activate your adrenaline boost and use your Baton on them.

OBJECTIVE 4 COMPLETE



When the threat has been eliminated, take a left turn out of the room and head for the exit.

LOCATION:
Asylum Lobby



Don't go up the stairs straight ahead! They are blocked, and you'll become an easy target for the turret in the next room. Instead, move close to the wall on the left, out of the turret's range.



Check the map for the location of several Hybrids. Step around the corner and blast the nearest one with your Shotgun, then auto-target the Hybrid on the stairs behind him.



Get the attention of the remaining Hybrids by continuing forward toward the steps leading to the lower level and taking a few shots at them. You can't stay and fight here: the Hybrids will shoot you while you target the turret, and the turret will hit you while you target the Hybrids.

THE TERMINATOR DAWN OF FATE



Return to the side of the wall for cover from the turret. Switch to first-person viewpoint or auto-target the Hybrids as they approach. If a group appears together, use a Grenade Launcher to great effect.



After destroying all the Hybrids, switch back to your PLM40 or AR510 and head back toward the steps. Hold auto-target to locate the Gun Turret on the column and shoot at it as you walk back and forth.



Head down the steps to the lower level. Look for a couple of Tech pieces hidden in the corner near the asylum's winged statue before crossing over to the other side of the lobby. Here, you attract the attention of any remaining Hybrid Soldiers.



Auto-target the last enemies as you walk up the steps on the other side of the lobby. Now pass through the arched doorway into a dimly lit hallway. From here, take the stairs up to the next floor.



There's nothing of interest here, so check your map for the location of a gated door. Open it and walk through to the next area.

LOCATION:
Asylum Floor 2



Immediately target the Hybrid in the doorway to Reese's right. You may not be able to see the Hybrids in the room, but you can still shoot them using auto-targeting.



After destroying the enemy, approach the computer equipment in the corner. Reese automatically contacts General Connor with the news: He's found blueprints of the entire Colorado facility. Now he's got to find a safe place to transmit the data.

OBJECTIVE 5 COMPLETE



OBJECTIVE 6: TRANSMIT DATA



When the cutscene ends, you automatically pick up Keycard "B." Search the room for AR510 ammo and C4 explosives.



Exit the room and target the Hybrid around the corner in the short hallway. Directly across the hallway is the entrance to a padded room. Auto-target the Hybrid inside as you approach.



Go through the hole in the wall to the second padded room, grabbing the ammo from the floor. Take a left out into the hallway and look for a metal door at the far end. Keycard "A" opens it.



As soon as the door opens, auto-target the two Hybrids inside. Two more come to the aid of their comrades. You might be tempted to use the Grenade Launcher found here, but it isn't wise to do so at such close range. Keep using the Shotgun.



In the next room, Reese contacts Lt. Luna upon discovering some odd-looking canisters. She informs him that the canisters contain Sarin nerve gas. Fortunately, the deadly gas will oxidize if Reese sets fire to it.

OBJECTIVE 7: BURN THE BIOHAZARD



Select the C4 and carefully approach the canisters. Place the explosive while standing in front of the nerve gas.



Don't detonate the C4 until you've left the room and are near the wooden exit door in the hallway outside. Leave after completing your task.

OBJECTIVE 2 COMPLETE

LOCATION:

Asylum Stairwell



Use auto-targeting to blast the Hybrid in the stairwell to your left. Before ascending, grab the Tech piece from under the stairs.



Your map shows a second Hybrid above you. Auto-target and start firing as soon as you reach the top of the stairs. He throws incendiary devices, so attack quickly. When he has been destroyed, leave through the wooden exit door.

LOCATION:

Asylum Floor 3



As you head forward down the hall, switch to first-person view or press the auto-target button to blast the approaching Hybrid Soldier.



Two more Hybrids wait around the next corner. Auto-target the one to the left as you reach the intersection, then turn around and fire toward the opposite end of the hallway.



Look for an open door on the hall's far right side. Blast the Hybrid inside and pick up the two Small Medi-Paks from the floor of the padded room. Stay sharp, as another Hybrid may come in the room after you.





Leave the padded room and turn right down the small hallway. You can see computer equipment through the open doorway. As you enter the room, auto-target the Hybrid Soldier who appears on your radar but who is out of sight. Grab the AR510 ammo in the corner if you need it.



As you leave the computer room, head right. You come to a metal door that you can open with Keycard "B." Auto-target and shoot at the Hybrids inside before even entering the room.



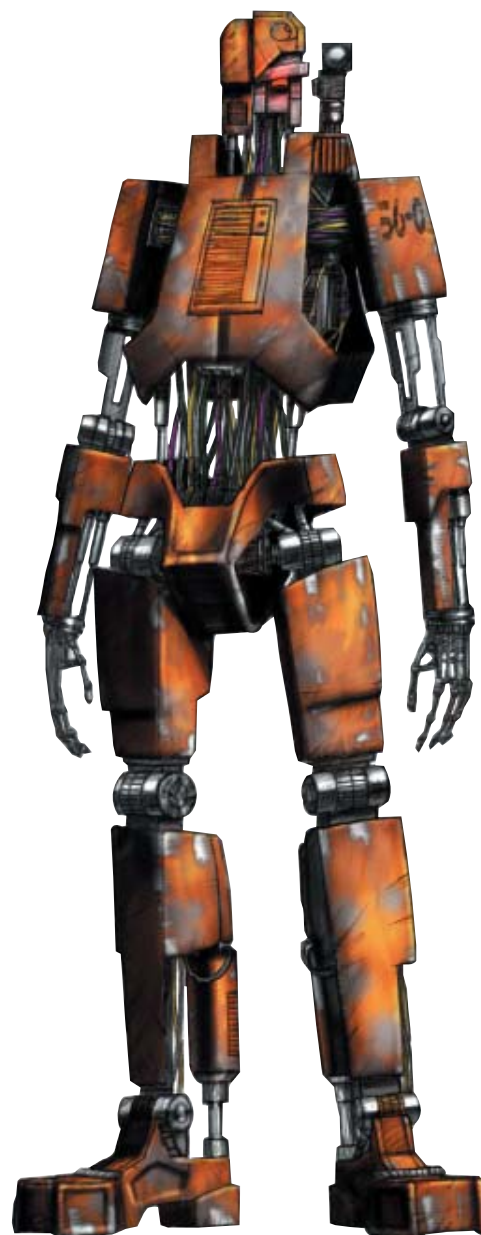
There's nothing for you to plunder here, so look for the door on the other side of the room and exit.



Turn left and look for an open door on the right. Auto-target the Hybrid Soldier inside before grabbing the AR510 ammo if you need it.



There's a Hybrid in the hallway outside, and another one in the room beyond. That room also contains a Tech piece that you can take with you (and a toilet you have to leave here).



THE TERMINATOR DAWN OF FATE



Head back into the hallway, auto-targeting any remaining Hybrid Soldiers. In the waiting area near the vending machine, find yet another Tech piece. Grab it and look for the door marked exit.

LOCATION:

Asylum Lobby



Once on the other side of the door, turn right and walk down the hall toward a walkway on the left. Follow it across to another metal door and open that.



This might be a good place to attempt to transmit the data. Unfortunately, the computer equipment is being used by SkyNet and cannot be accessed. Perhaps you can disrupt their operation by destroying the unit. One C4 ought to do the trick.



No sooner have you destroyed the computer than Alex Stone appears with his Hybrid henchmen. With superhuman strength, he knocks Reese away like a pesky fly. The sergeant is now in the hands of the enemy.

REWARDS FOR COMPLETION (4 MEDALS OR MORE)

Setting	Reward
Easy	Initiate data
Medium	Prototype FMV
Terminal	Lethal Baton



LEVEL 7: ASYLUM ASSAULT

CHARACTER:	Lt. CATHERINE LUNA
NEW WEAPON(S) AVAILABLE:	N/A
AVAILABLE SKYNET TECH POINTS:	200

MEDAL QUALIFICATIONS

<i>Speed Demon</i>	<i>11:00 or less</i>
<i>Raging Valor</i>	<i>At least 00:25 Adrenaline Use</i>
<i>Sharp Shooter</i>	<i>70% or better accuracy</i>
<i>Ground Pounder</i>	<i>55 or more kills</i>
<i>Martial Arts Master</i>	<i>25 or more hits</i>
<i>Untouchable</i>	<i>400 or less damage</i>

OBJECTIVES:

1. Free Reese
2. Capture Alex Stone
3. Escort Stone

OBJECTIVES 1 & 2: FREE REESE & CAPTURE ALEX STONE

LOCATION:

Subway Streets



Kyle Reese's survival is crucial to the resistance, in ways even he doesn't yet understand. Lieutenant Catherine Luna has been assigned to retrieve him from the asylum where he was captured.



When you regain control, move forward and to the right immediately before the Spider Tank arrives. Look for an opening in the storefront and walk inside.



The camera zooms in close as you near the front of the bus that crashed into the building. The passenger door is open, so enter it quickly.



When the camera shifts to show you the side of the bus from a distance, scramble out an opening into the street. Pick up the Grenade Launcher alongside the bus, and keep moving—the Spider Tank can still shoot you through the bus windows.

THE TERMINATOR DAWN OF FATE

SPIDER TANK

Like its namesake arachnid, the Spider Tank is nimble and capable of leaping into the air. If its turrets don't get you, its long legs will! The Spider Tank swipes at you if you come near. Target its turrets from a distance, then hit its body with the R6-PAK, or run away and avoid it altogether.



Re-enter the bus where it split in half, but this time head to the left. Run through the aisle and exit through a door on the right side.



You're back on the street with the Spider Tank nearly on top of you! You've got two options: stand and fight, or escape.



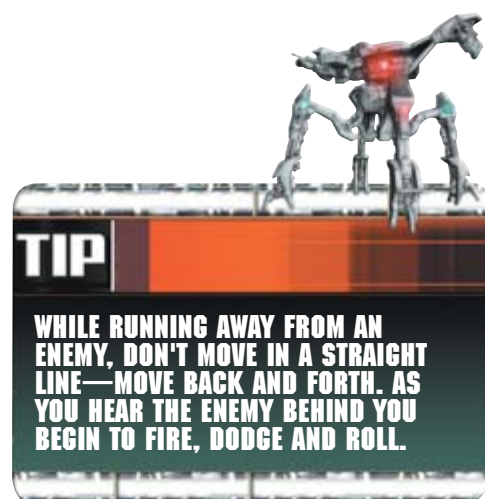
If you choose to fight, use your Shotgun or AR510 to target the Spider Tank's turrets. Keep moving back and forth until you've destroyed them, then hit its body to finish it off. You'll take a lot of damage, and a second Spider Tank is around the corner.



If you run away, look for an opening in the building to the left. Inside grab a Tech piece and AR510 and Shotgun ammo. Don't browse in the store too long, as the Spider Tank continues to shoot at you.



Back in the main street, run straight ahead toward the movie theater on the corner. Behind the kiosk, find another Tech piece.



Continue running down the street, avoiding the second Spider Tank. If you get too close to it, its swipes at you with one of its legs. It also can jump an impressive distance.



Veer left around a pile of rubble. Another bus blocks the end of the street, but the passenger door is open. Run to the right behind the rubble to enter the bus.

LOCATION:

Asylum Streets



You're safe for the moment, so take a breather. When you're ready to get going, walk to the other end of the bus. Grab the Medium Armor in the aisle before exiting.



Head to the left of the bus toward the other side of the street. Find two Large Medi-Paks along the wall.



Find AR510 ammo behind the remains of the car. Continue along the same side of the street until wreckage blocks the way. Behind the second car is a Tech piece (+20).



As you approach the next corner, spot a third Spider Tank at the far end of the side street. Either stand your ground and fight or run past it to safety.



If you decide to fight, run around the street targeting its turrets with your Shotgun or AR510. Grenades do more damage but aren't as accurate. Save them for after the Spider Tank's guns are silenced.



Tanks count toward your point total for enemies killed, but you can still earn a medal even if you avoid them. If you do manage to destroy the Spider Tank, don't stop to celebrate! Another Spider Tank teleports in to take its place.



As you head down the side street, look for a tiny alcove on the right. It contains a Tech piece (+5) and Shotgun ammo, but it doesn't provide much cover. Grab the items and go!



Look for an alley near a barrel on the other side of the street and enter. Pass through the hole in the wall to the left and continue to the end of the passageway.

THE TERMINATOR DAWN OF FATE



When Luna reaches the end, she contacts General Connor. He tells her that Reese was last heard from on the third floor of the asylum. The general suggests you start there and work your way down.



After the communication is over, move forward to the fire escape and press the Use button to climb the fire escape ladder to the top of the asylum.

LOCATION:

Asylum Floor 3



LOCATION:

Asylum Lobby



The place appears to be deserted, but you can't be too careful. Have your weapon ready as you walk forward and explore the hallways.



Check your map for the flashing door straight ahead and to the left. A Tech piece (+20) lies on the ground in front of it. Grab it before opening the door.



Equip your Shotgun and auto-target the Hybrid Soldier unit at the far end of this hallway. When he goes down for the count, look for the walkway to the left and pass over it to the metal door.



Two more Hybrids are inside, so auto-target one and then the next, taking them down with a blast from your Shotgun or other projectile weapon.



This room is a treasure trove! On the left side find PLM40 ammo, a Tech piece, and Shotgun ammo.



On the other side, find a Small Medi-Pak, Medium Armor, a Tech piece, and AR510 ammo. Wait a few seconds and the AR510 ammo will respawn. Take as much as you can before leaving the room. Head across the walkway and back through the door into the main building.

LOCATION: Asylum Floor 3

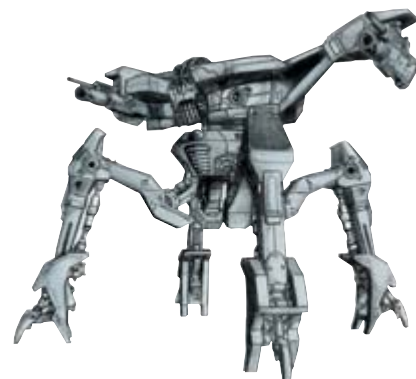


Stone is communicating with his brother, who appears to be alive (albeit half-man, half-machine). Luna manages to get the drop on him.

OBJECTIVE 2 COMPLETE



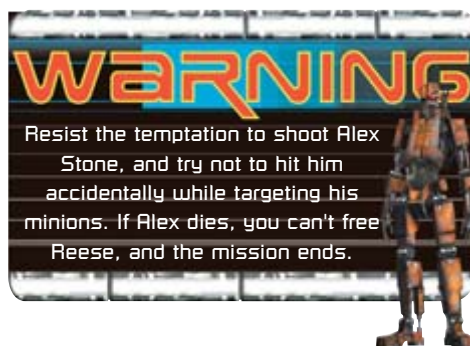
Circumvent the blocked hallway by passing through the empty storeroom. As you walk down the hallway on the other side, a cutscene shows Luna sneaking up on Alex Stone.



OBJECTIVE 3: ESCORT STONE



When you regain control, equip the Shotgun and use auto-target to keep your gun trained on Alex Stone. As long as he is in your sights, he leads the way to Reese's cell.



Resist the temptation to shoot Alex Stone, and try not to hit him accidentally while targeting his minions. If Alex dies, you can't free Reese, and the mission ends.



Head toward Stone and he turns and leads you out of the control room. Scan the radar to determine the location of the Hybrid Soldiers in the hallways ahead.

THE TERMINATOR DAWN OF FATE



When you encounter a Hybrid, such as the one outside the room here, quickly release the auto-target and press it again so that the reticle locks on the Hybrid and not Alex.



As soon as the Hybrid falls, auto-target Alex again before he runs away.



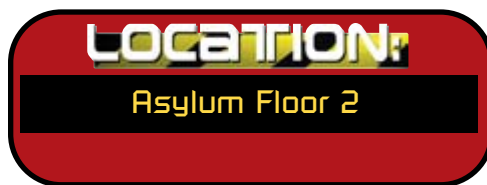
Repeat this process with two Hybrid Soldiers down the next hallway, and a third near the exit door. Remember, you've got to kill the Hybrids without hitting Stone.



Don't worry about the doors. Stone, ever the gentleman, opens them for you when he reaches one. You have to prompt him, though, by pressing the Use button while waiting at the door.



Stone walks down the stairs with his hands raised above his head. At the bottom, don't let go of the auto-target, but look for a Tech piece in the far corner of the room. Return to Alex and press the Use button to force him to open the exit door.



As you reach the next floor, Alex sees his chance to escape and takes it. Follow him into the next room, where several Hybrids wait.



Ignore Stone for now and concentrate on the immediate threat. Target each Hybrids with your Shotgun, and destroy them one by one.



Open the large metal door that Stone ran through, and immediately shoot the Hybrids behind it. They may also emerge on their own initiative, so be prepared!



Run through the open door and around the corner into the hallway. Look for an open door leading to a padded room on the left. Enter it, auto-targeting the Hybrid Soldier inside. A hole in the wall leads to another room.



More Hybrids are in the other padded room, grouped together. Activate your adrenaline and perform a rush attack. Use the Baton in hand-to-hand combat, stabbing the Hybrids as they fall to the ground.



Leave the room through the doorway, targeting a Hybrid standing outside to the right. Find a Tech piece down the blocked corridor and take it before moving on.



The doorway the Hybrid was standing in front of leads to a large room containing several overturned tables. There are also three Hybrid Soldiers inside. Target them with your Shotgun from a distance...



...or move in close for some more adrenaline pumping hand-to-hand combat! Don't bother searching the room after the enemies have been destroyed. It's been cleaned out.



Leave the room through the door on the other side and, once in the hall, look for a metal gate. It leads to the lobby.

LOCATION:

Asylum Lobby

THE TERMINATOR DAWN OF FATE



Step out of the alcove where you enter the lobby and turn left. Auto-target and shoot a Hybrid that's out of view at the end of the hall.



Turn back around and target two more Hybrid Soldiers at the other end of the hall. Bring them down with your Shotgun as you run toward them.



Take the steps on the left side of the hallway leading down to the next level. At the bottom of the stairs, target the Hybrid blocking your path.



Several additional Hybrids lurk in the dark. Even if you can't quite see them, your auto-target helps you locate them. As usual, a single hit from your Shotgun does the trick.



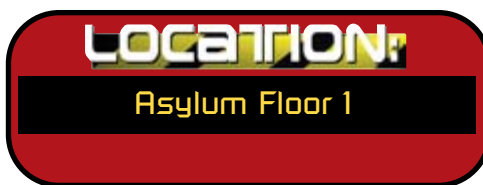
Continue through the arched doorway toward the steps to the lowest level. The turret has been destroyed (thanks to Kyle), but numerous Hybrids are here.



Use auto-targeting to help you destroy them, and claim the Shotguns and ammo they drop.



Head up the small steps on the opposite side, and turn left toward another arched doorway. Enter the hallway and look for the door back to the first floor. You've almost reached your destination!





Two Hybrids open fire from a room off to the left. Auto-target them through the doorway and then enter. Stock up on AR510 ammo from the nearby cabinet.



The adjacent room where you found some data as Kyle contains a SkyNet Tech piece. Take it and leave the way you came in.



Back in the hallway, hold auto-target as you approach the intersection and turn to the left. You can eliminate the Hybrids here before you even see them.



The first open room on the left is a good place to practice your hand-to-hand combat moves on the two hapless Hybrids inside.



Switch to first-person view and look through the window to the adjacent room. If you see a Hybrid Soldier standing there, target his head and fire. What do you know? That trick worked twice!



Exit the room to the left and approach the junction. There are Hybrids to the left and right of you. Use auto-target to switch from one to the other and blow them away.



THE TERMINATOR DAWN OF FATE



Continue straight ahead down the corridor where a room to the left contains a Tech piece. The doorway to the right leads to nonfunctioning elevators, so ignore it.



Check your map for the location of a long hallway to the left of the junction. Follow it to the end, where you encounter a couple of Hybrids.



Use auto-target to locate the nearest Hybrid, but be careful not to shoot Alex Stone, who is standing near the cell doors to the left.



When all of the Hybrid Soldiers have been eliminated, press auto-target to hold Alex at gunpoint and approach him.



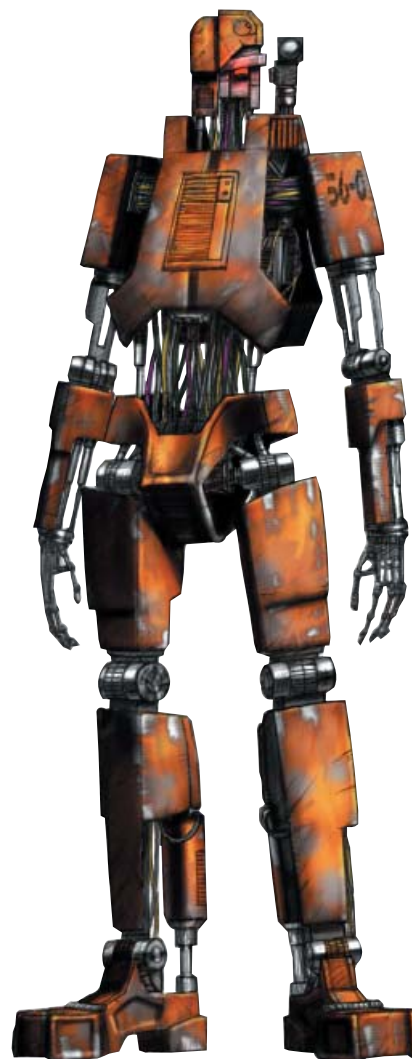
Alex leads you to the control room, where he releases the lock to Kyle's cell. You may have freed Kyle, but you aren't out of the woods just yet.

OBJECTIVE 1 COMPLETE

OBJECTIVE 3 COMPLETE

REWARDS FOR COMPLETION (4 MEDALS OR MORE)

Setting	Reward
Easy	Spider Tank data
Medium	Concept art gallery
Terminal	Unlimited adrenaline



LEVEL 8: INFILTRATION

CHARACTER:	L.T. CATHERINE LUNA
NEW WEAPON(S) AVAILABLE:	N/A
AVAILABLE SKYNET TECH POINTS:	210

MEDAL QUALIFICATIONS

<i>Speed Demon</i>	<i>4:00 or less</i>
<i>Raging Valor</i>	<i>At least 00:15 Adrenaline Use</i>
<i>Sharp Shooter</i>	<i>70% or better accuracy</i>
<i>Ground Pounder</i>	<i>1 or more kills</i>
<i>Martial Arts Master</i>	<i>15 or more hits</i>
<i>Untouchable</i>	<i>350 or less damage</i>

OBJECTIVES:

1. **Cover Reese**

OBJECTIVE 1: COVER REESE

LOCATION:

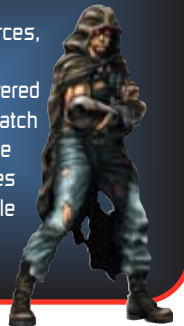
Asylum Floor 1



Before you can escape the asylum with Reese, a new enemy arrives: a T-800 Terminator! You order Reese to take off after Alex Stone, who has escaped, while you attempt to keep the T-800 at bay.

T-800 INFILTRATOR

The deadliest of SkyNet's forces, the T-800 Infiltrator has a reinforced battle chassis covered by fake skin and hair. The match makes them indistinguishable from humans. This unit serves as a lethal infiltration unit able to penetrate all but the most secure bases.

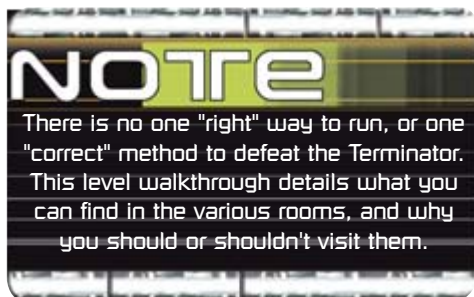


This entire level is a showdown with the T-800. There are no other enemies to worry about, but this one is enough! Your strategy must be to hit and run, wearing the Terminator down over time.



Your only advantages are that you can run slightly faster, and you know the layout of this floor of the asylum... right? Use the map to refresh your memory. The T-800 is represented by a red dot.

THE TERMINATOR DAWN OF FATE



NOTE

There is no one "right" way to run, or one "correct" method to defeat the Terminator. This level walkthrough details what you can find in the various rooms, and why you should or shouldn't visit them.



As a general rule, fire any weapon you have at the Terminator while keeping your distance.



Use adrenaline and hit it hand-to-hand a few times if you want to earn the medals, but don't expect to do much damage that way.



The T-800 can do a lot of damage to you. If you get too close, it swats you away with a machine gun.



Collect extra ammo and Medi-Paks to stay alive. Don't stand and fight unless its health has been reduced significantly. Instead, get around it and run through the asylum offices collecting what you need.



In the room behind where you begin the level, you can obtain two Large Medi-Paks. However, the doorway is narrow, and the T-800 blocks your exit. Don't go in there if you don't think you can get back out before it comes after you!



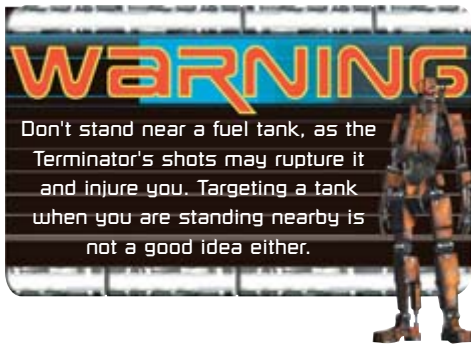
If you do get trapped in this room, or any other small room, move back and forth as much as possible while constantly shooting.



Keep an eye out for large fuel tanks near the doorways of many of the asylum rooms. Auto-target the tanks and shoot them several times when the T-800 is nearby. If it is caught in the blast, it takes damage and is temporarily stunned.



When the T-800 is stunned, you can knock it out of the doorway and escape. Give yourself an adrenaline boost and hit it a few times before running away. It won't remain stunned for more than a few seconds.



Traveling away from the cell area where you started the level, turn left at the first junction if you need health, or turn right if you need weapons.



The room at the end of the hallway to the right contains several sets of PLM40 ammo, AP50 ammo, and a Grenade Launcher. There is also a Tech piece in the rear of the room.



If the Terminator corners you in this room, target the fuel tank near the door and escape when the explosion temporarily stuns it.



On the other side of the junction are two open doorways at the far end. The one on the right leads to the deactivated elevators. There is only a Tech piece inside, so don't go down there unless you can get out before it comes.



The doorway on the left leads to a storage room. You can get four Large Medi-Paks, a Tech piece, and both Medium and Heavy Armor.



If you have been shooting at the T-800 from a distance and running when it comes near, its health should be deteriorating. When the T-800's health drops to 50 percent or less, stop and make your stand.



Blast the Terminator several times with the Grenade Launcher, and roll out of the way of its machine gun.



Continue shooting the T-800 with the Grenade Launcher until it falls to the floor in a smoking heap. If you think the battle is over, you've obviously never seen the movies....

THE TERMINATOR DAWN OF FATE



Run away from the T-800 as quickly as you can. With its clothing and synthetic hair and skin burned away, its metal endoskeleton is revealed. It starts coming at you again, with a new 100 percent health status.



Just because the Terminator has lost its machine gun doesn't mean it is no longer a threat! The T-800 still has two powerful attacks. It makes a sudden dash toward you, ready to connect with a punch...



...and it also punches the floor, causing a ripple effect. If you are in the vicinity, you take damage and get thrown to the ground.



Keep the Terminator auto-targeted. When you see it lower its head to charge you, quickly dodge out of the way.



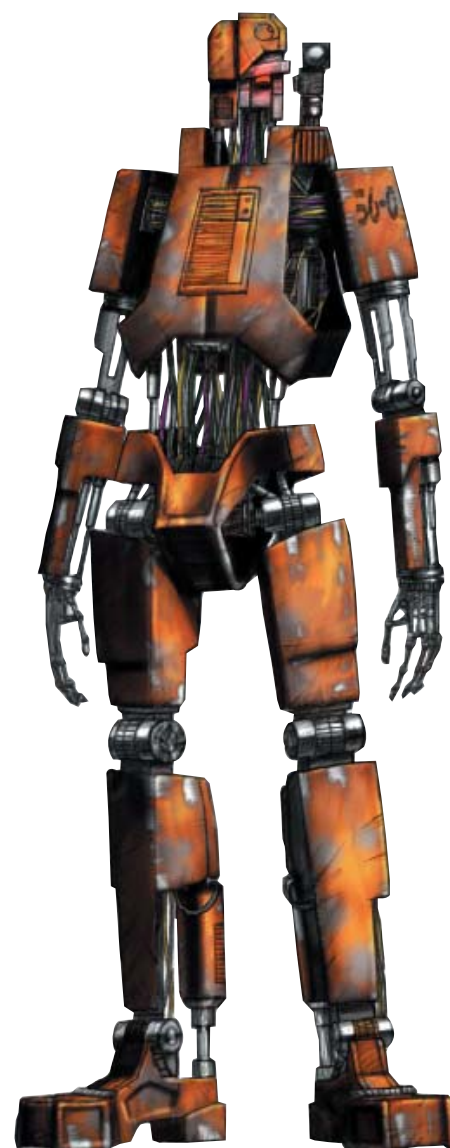
Head down the long hallway away from the cell area. You pass two open doors on the right side. Inside both rooms are Tech pieces, but nothing else. If you wait in the second room, you can target the large tank near the doorway when the T-800 walks in.



When the long hallway reaches another intersection, head right and look for the open doorway on the left. This is where you stocked up on ammo before, and there's plenty of AR510 ammo left.



This office also gives you ample room to maneuver. Auto-target and fire at the T-800 with your Grenade Launcher when it enters the doorway, and back away from it toward the adjacent room. Take the Tech piece when you can.





Find two more Tech pieces in the back room here. The Canister Bombs on the table respawn each time you collect them.



Continue targeting the Terminator with your Grenade Launcher or your AR510. If you see it start to dash toward you, quickly move out of the way.



Keeping your distance is the best way to avoid the T-800's ground wave, but if you are trapped in the room with it, run toward its side. The wave only extends to the front of it.



Move back and forth through the asylum's numerous rooms, grabbing additional ammo as needed, auto-targeting the T-800 and shooting it from afar.



Keep an eye on the T-800's health indicator at the screen's top right. When it reaches zero, the machine explodes into pieces. Think *this* is finally the end of it?



The T-800 torso is still alive! It's much slower this time, of course, but it is still programmed to go after you. Don't be fooled—its arms can still cause you serious damage.



Your legs now give you the advantage, so run around the asylum to collect any Tech pieces you might have passed earlier.

THE TERMINATOR DAWN OF FATE



If you are running low on grenades, or want a more precise weapon, use one of your automatic weapons. The AP510 or PLM40 work well in this situation. Auto-target the crawling torso and riddle it with bullets.



Don't stop firing, and don't stop moving! If you run out of ammo, switch to the next weapon. Continue firing at the torso while backing away from it.



The camera doesn't show you where you are going, so rely upon the map. Back down the various hallways and avoid getting stuck in a dead end or in any one room.



Eventually, the Terminator's health reaches zero, and the last remnants of the T-800 are destroyed. At last, the battle is over!



When you've destroyed the T-800 for good, General Connor contacts you and you're prompted to save your progress.

OBJECTIVE 1 COMPLETE



REWARDS FOR COMPLETION (4 MEDALS OR MORE)

Setting	Reward
Easy	Alexander data
Medium	Level 9 Intro FMV
Terminal	Unlimited ammo

LEVEL 9: STORMING NORAD

CHARACTER:	CPT JUSTIN PERRY
NEW WEAPON(S) AVAILABLE:	MOB-M LAUNCHER, EMP GENERATOR
AVAILABLE SKYNET TECH POINTS:	230

MEDAL QUALIFICATIONS

<i>Speed Demon</i>	<i>25:00 or less</i>
<i>Raging Valor</i>	<i>At least 00:60 Adrenaline Use</i>
<i>Sharp Shooter</i>	<i>60% or better accuracy</i>
<i>Ground Pounder</i>	<i>150 or more enemies</i>
<i>Martial Arts Master</i>	<i>85 or more hits</i>
<i>Untouchable</i>	<i>750 or less damage</i>

OBJECTIVES:

1. Defeat defense
2. Enter SkyNet
3. Cover teammates
4. Smash defense grid
5. Destroy Ground H/K

OBJECTIVE 1: DEFEAT DEFENSE



The assault on SkyNet's complex in Colorado has begun! What was formerly the home of NORAD has become a fortress housing SkyNet's mainframe. While other TechCom forces create a diversion, your team heads for the least guarded entrance.



LOCATION:

Outside NORAD



You begin the level in the supply truck. Return here when you run out of MOB-M rockets. For now, select the MOB-M from your inventory and exit the truck. Immediately run for cover to the right side of the road.



Unfortunately, the defenses are still active enough to take out part of your convoy. Captain Perry, armed with an MOB-M Launcher, plans to take out the perimeter defenses.

MOB-M LAUNCHER

One of TechCom's most powerful weapons, this missile launcher operates in first-person view only. When the crosshairs turn red, the target has been acquired. Fired missiles guide themselves to the acquired target.

THE TERMINATOR DAWN OF FATE



A large boulder temporarily shields you from the automated Turret Gun high on the mountain ahead. While remaining behind the boulder, use auto-target to locate it. Wait for it to fire twice before stepping out into the road.



The MOB-M Launcher cannot be fired by pressing Shoot when the auto-target is aligned with the Turret Gun. You must switch to first-person view. Switch back to move out of harm's way.



The Turret Gun always fires its shots in pairs. Keep moving left or right across the street with the Turret Gun auto-targeted. As the second shot is fired, make sure you are out of the line of fire and quickly switch to first-person view. Move the crosshairs with the left analog stick and press Shoot to fire.



You have to hit the Turret Gun with two missiles to destroy it. If you see two purple blasts coming your way while trying to target it, get out of first-person view and quickly run or dodge.



With the Turret Gun in flames, head down the street just to where it starts to curve. There is a pile of smaller rocks on the left side of the street. They won't provide much cover, but don't go past them just yet.



Use auto-targeting to locate the last three Turret Guns. You can lock on to them through the mountainside. The last one on the right is your target. With the Auto-target button held, manipulate the camera slightly with the right analog stick.



Use the same strategy as before. Move to avoid the Turret Gun's paired blasts, and then quickly switch to first-person view to hit it with the MOB-M. Try to shoot it by peeking around the edge of the mountain without entering its line of fire.



When you've destroyed the second Turret Gun, General Connor contacts you. SkyNet is sending an H/K Aerial to your vicinity. The craft won't show up on your radar either, so you have to scan the skies.



Run back toward the supply truck. If you need more MOB-M ammo, head inside. Otherwise, get behind the large boulder once again. The Aerial appears ahead. It has machine guns as well as an energy blast with a slight homing ability.



You can't auto-target the Aerial at all, making it tougher to line up your shots. No matter. Listen for the sound of the Aerial's weapons powering up, and wait for them to discharge before stepping out from behind the boulder.



Quickly switch to first-person view and fire a few MOB-M missiles at the Aerial. The engines on either side are its most vulnerable spots. You have time for only one or two shots. If you miss, take cover.



You'll probably take some damage from the Aerial's machine guns, which will disrupt your aim. Wait for the two energy blasts to fire, then step out and shoot it with your MOB-M to knock it from the sky.



If you need more missiles, step inside the supply truck before moving on. Stop when you reach the pile of smaller rocks on the left side of the road. Two Turret Guns remain, but you have to step into the open to line them up in your sights.



It doesn't matter which one you target first. Both fire a pair of shots in your direction, stopping momentarily to reload. Depending upon when they both shoot, you have only seconds to fire off a quick missile.



Hit and run, firing a shot and then dodging back behind the mountain. Once you've taken out one of the Turret Guns, concentrate on the remaining one.



Use the auto-target and then move left or right out of the way of enemy fire. Switch to first-person view and fire your MOB-M. Two hits is all it takes to bring down the final Turret Gun.



You're not finished yet! Connor contacts you once again to let you know that more H/Ks are on the way. Quickly run back to the large boulder and wait for their arrival.

THE TERMINATOR DAWN OF FATE



Here they come! As before, wait for them to fire, then run out from behind the boulder and fire the MOB-M at them. Pick up additional MOB-M missiles in the supply truck...if you can reach it without getting shot in the back.



If you lose track of their location, use the first-person view to scan the skies and locate them. The second Aerial temporarily flies behind the mountain where the main door is located before emerging. Target just ahead of its path.



After the second H/K Aerial is destroyed, General Connor contacts you. They have finally cracked the code for the main security door. Time to make an entrance!

OBJECTIVE 1 COMPLETE



Return to the supply truck first to pick up the experimental weapon Lt. Luna tells you about: the EMP Generator. The soldier inside might also give you more MOB-M ammo, so just ask him.

EMP GENERATOR

The EMP Generator fires an electro-magnetic pulse in a wave that discharges in the direction that the weapon is pointed. Any mechanical enemies in the wave's path are briefly deactivated. The weapon recharges automatically, and must be fully charged before it can be fired again.



Run down the street toward the far end, stopping around a pile of rubble on the right to pick up a Tech piece. Find another Tech piece tucked away on the far left side of the tunnel entrance.



In the doorway itself, pick up the four Large Medi-Paks and the Heavy Armor. Now face the control pad to the left of the door and press the Use button.



OBJECTIVE 2: ENTER SKYNET



As Perry enters the tunnel, he gets a history lesson on SkyNet from General Connor. Could a victory be close at hand? Once you regain control, stock up on supplies from the crates on either side.

LOCATION: NORAD Access Tunnel



Find AP50 ammo, Canister Bombs, two Large Medi-Paks, AR510 ammo, and a Shotgun. Wait a few seconds for the ammo to respawn. Don't leave until you have the maximum ammo.



Switch to the Shotgun as you head down the tunnel. The first two enemies are Hybrid Soldiers. Auto-target them and shoot them at close range. One Shotgun blast to each does the trick.



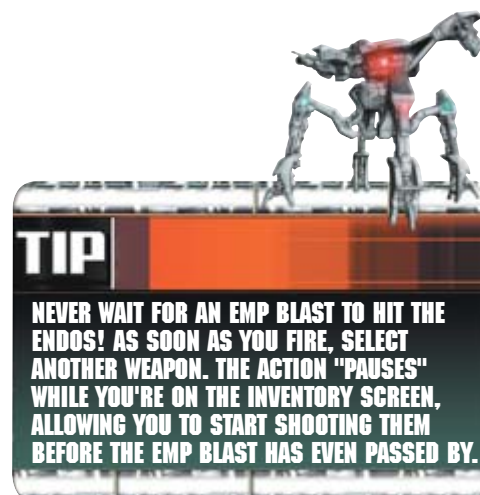
Select the EMP Generator from your inventory and aim it at the approaching Endos. The closer they are to being in a straight line, the more likely that all will be affected. The EMP blast temporarily disables them: look for the sparks!



While an Endo is temporarily disabled, you can either fight or flee. Here, there is nowhere to hide, so switch to the AR510 and fire away! Use the first-person view to aim at their heads—their most vulnerable part.



Get some hand-to-hand hits in while an Endo is stunned from the EMP blast. Activate your adrenaline and have at it!



The effect of the EMP wears off in a few seconds, and the gun needs to recharge. In the meantime, keep firing at the Endos and dodge out of their line of fire.

THE TERMINATOR DAWN OF FATE



More Endos appear from the tunnel ahead. Continue using the same strategy, blasting them with the EMP and then following up with gunfire. Many of the Endos drop PLM40 ammo when destroyed, so pick it up.



When the area has been cleared of Endos, look for another cache on the right side of the tunnel. You can get nearly unlimited PLM40 ammo, as well as R6-PRK ammo and two Large Medi-Paks. As before, wait for the ammo to respawn.



Watch out for any stragglers who might be hiding in the alcove ahead on the left. General Connor contacts you with the news that they've broken the first code. Before walking over to the door, look for a Tech piece at the tunnel's far left end.



You must input the code using a control panel on the left side of the large door. Walk up to it and press the Use button. You see the first lock release, but don't stand there! Run back into the tunnel toward the ammo cache.



With the first lock released, several Endos materialize near the door. Check the radar for their location. Get far enough away that none appear behind you.



As before, use the EMP Generator on the advancing Endos, then switch to a regular projectile weapon to take them out. The PLM40 or AR510 are recommended, as you can grab more ammo from the crates.



When the Endos have been destroyed, Connor contacts you with the second code. Approach the control panel and use it. Two down, two to go!



The sound of materializing Endos should convince you to run from the door. You could battle them where you are, but it is easier to line them up for an EMP blast if they are heading down the tunnel after you.



Finish off the next wave of Endos. If your ammo runs low, return to the crates on the side or entrance to the tunnel. If you had too many Medi-Paks to pick them all up earlier, grab them now that you've taken a few hits.



Repeat this process with the third code. Run to the control panel, enter the code, and retreat to the relative safety of the tunnel to shoot at the materializing Endos.



When you enter the forth and final code, the lock releases and the outer door opens. Don't be fooled! You still have to retreat and destroy the materializing Endos before you can enter the door.



OBJECTIVE 2 COMPLETE



Switch to your AP50 or PLM40 once inside. H/K Recon droids come down the hallway toward you. Use auto-targeting and shoot them while backing away or to the side to avoid their energy blasts. Once you've taken them all out, continue down the hallway.



Passing through this factory area is akin to "running the gauntlet." You face most of the enemies you've already seen, a group at a time. Coming up next is a group of Endos.



Use the EMP Generator to stun them temporarily, then switch to a projectile weapon to take them out. Conserve your more powerful ammo for the stronger enemies yet to come.



This hallway is a good place to for hand-to-hand combat and adrenaline. After firing the EMP, get in close and personal.



A second group materializes at the end of the hall once the initial Endos have been destroyed. Use the same tactics as before! Use the EMP, followed by a projectile weapon. A good shot or two to the head often sends the Endo's skull flying.



Look for a Tech piece on the ground near the next door, but don't forget that you can be attacked from behind. When you see more Endos appear on the radar behind you, backtrack down the hall. Always keep them in front of you.

THE TERMINATOR DAWN OF FATE



Continue firing the EMP when it recharges, followed by projectile weapons, until all further groups of materializing Endos are destroyed.



Eventually, the door to the last section opens. When all of the Endos have been cleared away, grab anything they might have dropped, and head for the exit at the end of the hallway.

LOCATION:

Transfer Tunnel Gamma
(Checkpoint)



Switch to your AP50 and get ready to target and destroy the H/K Recons that appear. Grab the Tech piece in the right corner before continuing.



If you have any MOB-M missiles left, put one to good use by aiming it at the Spider Tank in the corridor ahead. Otherwise, get in close and use your Shotgun or AR510 on its turrets.



The Spider Tank is the only enemy in this particular tunnel (as if you wanted more). After destroying it, head for the exit door at the far end.

LOCATION:

SkyNet Rear Defense Grid



As you enter the next room, Lt. Luna contacts Perry. She and Reese are pinned down in the SkyNet factory area and need assistance. Fortunately for them, the console in the center of this room gives you control of the Turret Guns.

OBJECTIVE 3: COVER TEAMMATES

Go left and walk to the control panel at the center of the computer console. It is represented on your radar by a flashing circle. Press the Use button to activate it.

LOCATION:

SkyNet Cold Storage



Your view switches to a Turret Gun in the room where Luna and Reese are under fire. There are two guns in this first area, one on either side. Press the Use button to switch back and forth between them. The Turret Gun number is shown in the screen's top right.



Advancing Endos are represented by yellow targets. Press the Shoot button to fire the Turret Guns at them, and use the left analog stick to move your targeting reticle. A counter at the screen's bottom shows how many Endos remain.



White circles and health bars appear over the heads of your teammates. As they take damage from the attacking Endos, their life bars decrease. You can't let either of them die!



Endos continue to materialize. It is easier to target and destroy the ones closest to the turret. Switch back and forth between the Turret Guns until the area has been cleared.



When these SkyNet forces have been vanquished, Luna and Reese move forward. You automatically take control of Turret Gun 3 or 4. This time, you must target materializing Spider Tanks as well as Endos.



Aim for the Spider Tanks first, as they can cause the most damage to your teammates. After that, destroy the Endos closest to your friends. Switch back and forth between the Turret Guns for the best line of fire.

THE TERMINATOR DAWN OF FATE



After the last enemy falls, watch as Reese and Luna exit the facility. You automatically lose control of the Turret Guns as the camera returns to the room you were in.

OBJECTIVE 3 COMPLETE

OBJECTIVE 4: SMASH DEFENSE GRID



When you regain control, face the console. Auto-target it or switch to first-person view and blast the computer with your AP50 or PLM40. Keep firing until the machine explodes.

OBJECTIVE 4 COMPLETE



Your actions have attracted a lot of unwanted attention. Endos and Hybrid Soldiers teleport into the room all around you, and additional Endos start firing at you from their perches on the second level.



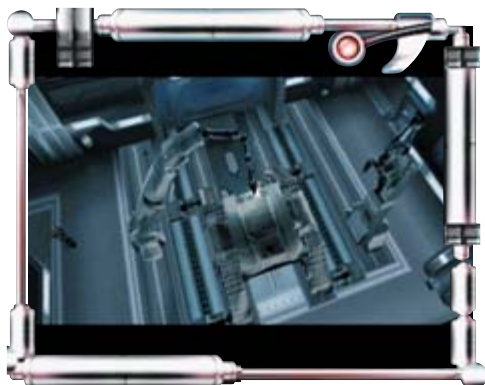
Luna contacts you to thank you for helping them make it out alive. Now that you are no longer need the computer to control the Turret Gun, destroy it.



There's no shame in beating a hasty retreat! Although you might be able to pick up some additional Tech points and ammo by sticking around for a fight, there is no way to defeat all the Endos, as they never stop coming!

Look for the door at the far end of the room with a symbol that looks like an "X" over it. Use the EMP to disable any enemies between the console and the exit as you head over to it. Get out of there as soon as you can!

LOCATION:
SkyNet Ground H/K Factory



Talk about going from the frying pan into the fire! You've discovered a Ground H/K factory...and here comes the latest model off the assembly line!



OBJECTIVE 5: DESTROY GROUND H/K



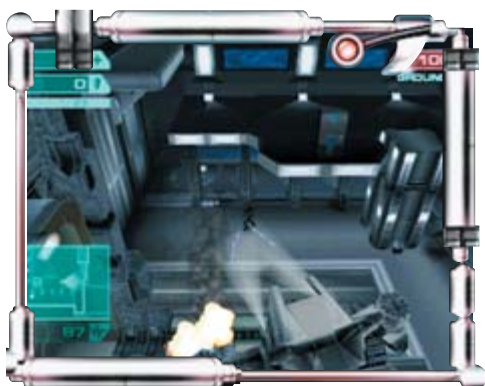
When you regain control, select the R6-PAK from your inventory and use auto-target to aim for the H/K's searchlights and turrets. Don't stand in one place, but fire at it while running across the room to the right.



Find temporary shelter behind a section of glass barriers. Don't stay here too long, however, as the H/K's shots eventually shatter the glass. Talk with Luna, who has taken cover here, and she gives you R6-PAK Ammo.



Continue along behind the barriers until you find Reese. He, too, gives you R6-PAK Ammo. It's up to you to save the day by destroying the Ground H/K with the R6-PAK.



Emerge from behind the barrier at the far end of the room, and use auto-target to locate the Ground H/K's turrets. As you run in front of and around it, fire the R6-PAK as often as possible.



Run over the two Large Medi-Paks on the ground while proceeding around the room firing at the H/K.



If you should happen to be hit with the H/K's flamethrower, remember: stop, drop, and roll to extinguish the flames! Dodge to roll on the ground away from the H/K.

THE TERMINATOR DAWN OF FATE



Look for Heavy Armor near the door you came in. Strafe back and forth while firing at the H/K. If you need a temporary respite, head back behind the barrier where Luna is hiding.



Even after you've destroyed the H/K's turrets, it's still deadly. Watch for it to toss grenades and run to get out of the explosive radius.



If you saved any MOB-M missiles from your encounter with the Turret Guns outside, use them now. Each hit does 10 points of damage to the H/K. Otherwise, continue using the R6-PAK, and return to Luna or Reese if you need more ammo.

OBJECTIVE 5 COMPLETE



General Connor contacts you and orders you and Luna to scout ahead. Before leaving, search the room for Medi-Paks and Tech pieces in the corners that you might have missed earlier.



Once you've taken everything, look for an elevator platform at the end of the barrier and step onto it. Press the Use button to ride it up to the next level.



Walk carefully along the top and follow the barrier as it turns to the left. At the far end, you reach another elevator platform. Press the Use button again to take it to the access tunnel.



Luna and Reese are waiting for you here. Lt. Luna expresses her concern that General Connor has ordered you and her to scout ahead. Connor seems to be holding Reese back for something, but orders are orders.

REWARDS FOR COMPLETION (4 MEDALS OR MORE)

Setting	Reward
Easy	Ground H/K data
Medium	Music Gallery
Terminal	Invulnerability

LEVEL 10: TIME DISPLACEMENT

CHARACTER:	SGT. KYLE REESE
NEW WEAPON(S) AVAILABLE:	MULTI-CASTER
AVAILABLE SKYNET TECH POINTS:	0

MEDAL QUALIFICATIONS

<i>Speed Demon</i>	<i>31:00 or less</i>
<i>Raging Valor</i>	<i>At least 00:55 Adrenaline Use</i>
<i>Sharp Shooter</i>	<i>60% or better accuracy</i>
<i>Ground Pounder</i>	<i>160 or more kills</i>
<i>Martial Arts Master</i>	<i>80 or more hits</i>
<i>Untouchable</i>	<i>900 or less damage</i>

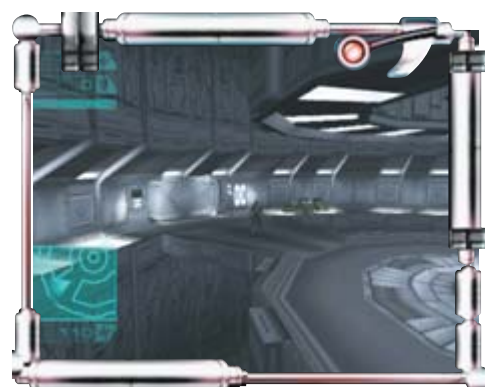
OBJECTIVES:

1. Time travel
2. Defense grid
3. Canyon defense
4. Rig reactor
5. Disable biofilters

OBJECTIVES 1 AND 2: TIME TRAVEL AND DEFENSE GRID



LOCATION:
SkyNet Central Shaft



As Kyle Reese enters SkyNet's fortress, General Connor finally reveals the identity of the woman in the picture he has been carrying. She is Sarah Connor, John's mother, and Reese may have to go back to 1984 to protect her.

Outside, the battle has begun. You've got to help your troops by destroying SkyNet's primary defense grid. Head away from the center of the room, over a walkway to the left.



The door is locked, but can stock up on supplies nearby: a Grenade Launcher, AP50 ammo, and two Large Medi-Paks. Wait for the ammo to respawn and fill your weapons to their limits.



Walk to the right along the outer edge of the room. Pass the first door you come to and continue to a third door. It too is locked, but you can obtain Heavy Armor, Canister Bombs, and PLM40 ammo from the nearby crates.

THE TERMINATOR DAWN OF FATE



Head left, back toward the first door you passed. Auto-target the droid working on the control panel and destroy it. With it out of the way, use the control panel to open the door.



Switch to the Multi-caster, a powerful weapon that sends a deadly current into the targeted Endo. The Multi-caster can be used at a short distance, and it remains on target even as you are moving. However, like the EMP Generator, it needs time to recharge.



Equip your Multi-caster and finish the job. If this weapon needs more time to recharge, use one of your projectile weapons, such as the PLM40.

LOCATION: SkyNet Forward Defense Grid



MULTI-CASTER

This weapon fires a cohesive energy beam that seeks out nearby targets. Although it has a short range, it inflicts heavy damage. The Multi-caster automatically recharges when all of its energy has been expended.



Two Endos approach from down the hall, out of sight. Equip your EMP Generator and hold auto-target to fire it at them. As you move down the hall, you see that they are temporarily stunned.



When the first two Endos are destroyed, a second pair emerges from the biofiltered doors on the sides of this hallway. Your EMP Generator should have recharged by now, so switch back to it and fire it at them.



The door at the end of the hallway opens automatically when all the T-500 Endos are destroyed. Up ahead, spot a Spider Tank waiting for you. Bring it on!



Watch out for the H/K Recons as you enter the next room! Although the Spider Tank is your primary enemy, these little buggers can damage you with their energy blasts. Use the AP50 or PLM40 on them before switching to something more powerful.



The Grenade Launcher or Canister Bombs work nicely against this Spider Tank. The only problem is that you don't have much room to maneuver. Instead, auto-target the Spider Tank's turrets and fire the PLM40 at it while strafing back and forth.



Don't forget about the EMP Generator! Temporarily disable the Spider Tank, leaving it a sitting duck for your Multi-caster.



When the coast is clear, continue forward as far as you can. You come to an elevator underneath a platform. Stand on it and press the Use button to ride it up to the second level.



Reese contacts General Connor with the news. He doesn't think he can destroy the defense grid in time to help the troops, but he has a better idea. If he can gain control of the turrets, he can use SkyNet's own firepower against it.

OBJECTIVE 3: CANYON DEFENSE



Stand in front of the computer console directly ahead. Press the Use button to activate it. The camera switches to the view from SkyNet's defense turrets.

LOCATION:

Canyon Beta



Just as Perry used the Turret Guns to protect Reese and Luna, now Reese must use them to protect the ground troops. There are 12 such troops outside. At least six must survive the assault.



Use the left analog stick to move the targeting reticle and the Shoot button to fire the weapon. Watch for Endos to materialize near your troops and start shooting! Don't worry about friendly fire. You can hit the SkyNet targets with pinpoint accuracy.

THE TERMINATOR

DAWN OF FATE



Three troopers are on the ridge and three below. As the assault begins, they start to group, but you still need to keep track of the soldiers who are offscreen.



H/K Aerials also appear. Keep your eyes open! Listen for the Aerials' engines and watch for bullet trails or searchlights coming down on the soldiers.



During the battle, you automatically lose control of the first turret. Continue the fight using the next turret. This time Spider Tanks attack! As before, destroy the SkyNet forces before they wipe out your TechCom soldiers.



The counter at the bottom of the screen shows how you are faring. The white lines represent the health of your troops. As difficult as it might be, you might have to sacrifice a soldier on the periphery to focus on protecting the majority of the group.



Don't forget about the H/K Aerials! These ships usually appear from either side. One hit takes them down, but target them quickly before they can inflict serious damage to your troops.



SkyNet isn't unaware of your presence. It attempts to lock you out of the controls, forcing you to switch from turret to turret. No matter which turret you find yourself at, continue protecting your men by shooting at the Spider Tanks below.



When all the Spider Tanks have been destroyed, your men make a final rush to the entrance. SkyNet sends numerous H/K Aerials in a last-ditch effort to stop them.



The Aerials travel across the screen from left to right. Aim slightly to the right, immediately in front of them, to compensate for their movement. Most appear down low in the canyon, but the last few ships travel at a greater altitude.



Your troops disappear off the right side of the screen. When you've downed the final H/K Aerial, General Connor congratulates you on a job well done, and the view returns to the room where Reese activated the computer.

OBJECTIVE 3 COMPLETE

LOCATION:

SkyNet Forward Defense Grid
(Checkpoint)



A cutscene shows a nearby biofilter deactivating. When you regain control, head to the right away from the computer. Arm yourself with the EMP Generator and auto-target the enemies out of sight.



As always, the Multi-caster is the recommended weapon for close-quarters fighting. Eliminate the three Endos in the hallway here, rolling to avoid their missile fire.



Your auto-target locates two computers (one on either side of the hallway). These are also noted on your map with a flashing indicator. Take them out quickly. The Multi-caster works just as well as any other weapon.



Additional Endos enter the hall through the biofiltered doors. Use the EMP Generator to stun them, and follow it up with the Multi-caster or your PLM40.



If you are trying to earn a medal, this hallway is a good place to activate your adrenaline boost and take down some Endos in hand-to-hand combat. After they've been destroyed, a cutscene shows the deactivation of the biofilter on the other side of the complex.



Leave this hallway and continue across the elevator room to the hallway on the other side. Once again, you face a group of Endos. Use the EMP Generator to stun them.



You can destroy the Endos more easily when they are stunned, plus you can target and destroy the computers on either side of the hallway without interference.



An access terminal opens on the lower level once you destroy the computers, but before you can get to it, you must take care of the rest of the Endos.

THE TERMINATOR DAWN OF FATE



Take the elevator back to the lower level and look for the access terminal on the left side of the doorway. Activate it to deactivate SkyNet's defense grid.

OBJECTIVE 2 COMPLETE



General Connor contacts you to explain the situation. You must rig the reactor with C4 explosives. If SkyNet manages to send a Terminator back in time, you must follow it on a one-way trip. Return down the main hallway and open the door at the far end.

OBJECTIVE 4: RIG REACTOR

LOCATION:

SkyNet Central Shaft



LOCATION:

SkyNet Fusion Reactor (Checkpoint)



A cutscene shows a control panel becoming activated near one of the doors. Walk to the left along the room's perimeter. Grab the Grenade Launcher and AP50 ammo from the crate.



If you need more PLM40 ammo, pass the door and grab it from the next set of crates. Now return to the door with the "X" symbol and activate the control panel to open it.



As he enters the next area, Reese contacts Captain Perry. From the looks of things, SkyNet has perfected cold fusion. This technology will supply it with more than enough power to continue operating if you don't destroy the reactor.





Eliminate the two Hybrid soldiers up ahead with the PLM40 or AP50 and approach the center of the reactor. Press the Use button while standing in front of the control panel to expose an access point for the reaction tank behind you.



This also attracts SkyNet's attention. Several Endos materialize in the room behind you. As you walk away from the center of the reactor, use your EMP and auto-target the group on one side or the other.



Switch to the Multi-caster and destroy any Endos who stand in your way as you run toward the perimeter and around a reaction tank to the next quadrant.



Turn around and use first-person view to target the Endos as they come around the tank after you. Once again, use the EMP Generator first, followed by the Multi-caster. Don't approach the center of the reactor while enemies remain behind you.



Check your radar. When you're in the clear, approach the center of the reactor from this next quadrant. Press the Use button to expose another access point.



Once again, Endos materialize behind you as you do so. Use the combination of the EMP Generator and Multi-caster. Old-fashioned projectile weapons also work in a pinch.



Continue around the perimeter of the room to the next quadrant. You know what to do: approach the center of the reactor and activate the control panel to expose the third access point.



This time, don't head around the tank to the last quadrant. Instead, run straight through the Endos that have materialized behind you. Look for a hallway on the outside wall and run inside.



The hallway provides some cover, plus a Grenade Launcher and the Remote C4 you seek are here.

THE TERMINATOR DAWN OF FATE



Stay in the hallway and target the approaching Endos with the EMP Generator and the Multi-caster. Let them come to you.



When you've destroyed the final Endo, grab any ammo they might have dropped and fill your inventory with the Remote C4. Now head back out of the hallway into the main room.



Look for the access point you just opened. Stand on the tiny platform and press the Use button to elevate. At the top, select the Remote C4 from your inventory and press the Shoot button to place it. One down, three to go!



Walk off the edge of the platform and to the left around the tank to the final quadrant. Approach the center of the reactor and open the last access point.



Be sure to equip the EMP Generator or another weapon, otherwise you'll waste the Remote C4. Target and destroy the materializing Endos behind you.



Step on the platform and elevate yourself to the access point. Place the next Remote C4 charge up here. That's the second charge you've rigged so far.



Jump down and continue around the blue reaction tanks to the next quadrant. You've already opened the access point, so you don't have to approach the center of the reactor. Simply elevate yourself and place the Remote C4.



Continue to the final quadrant and elevate yourself to place the Remote C4 on the access point. General Connor can detonate the charges from afar after you and your teammates have evacuated.

OBJECTIVE 4 COMPLETE



Leave the reactor behind and head for the hallway leading to the exit. If you are trying to earn a medal for a lot of kills, take out any remaining Endos first. Otherwise, leave them behind. They won't follow you, and they won't survive when the reactor blows.

LOCATION:

SkyNet Central Shaft



As you enter, a cutscene shows the final control panel opening. You've already taken the supplies from the crates, so cross the bridge to the center of the room and head to the right. Look for a door on the other side with an "O-" symbol, and activate the control panel to open it.

LOCATION:

Time Displacement Chamber



Quickly equip your EMP Generator and use auto-target to fire its pulse at several Endos in the hallway ahead.



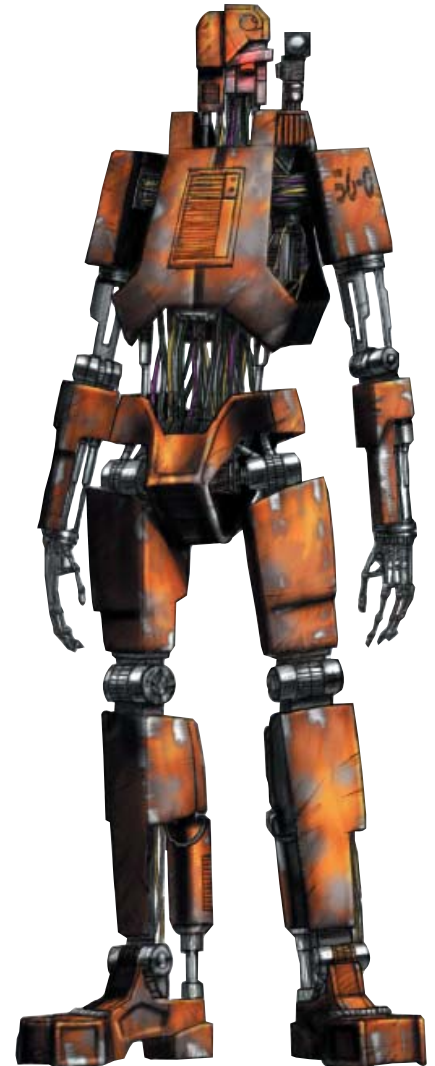
Move forward into the hallway, targeting and destroying the Endos with your Multi-caster. Grab any Tech pieces they drop before continuing into the large room.



You've found Lt. Luna and Capt. Perry, but before you can react, a T-800 Infiltrator activates the time displacement equipment and disappears. His mission: Kill John Connor's mother in 1984 and prevent him from being born.



Your teammates move forward to secure the area and decipher the controls. Without warning, SkyNet drops a biofilter around them, trapping them in place. It's up to you to figure out how to shut it down.



THE TERMINATOR DAWN OF FATE

OBJECTIVE 5: DISABLE BIOFILTERS



When control is returned to you, grab the R6-PAK ammo and the Large Medi-Paks near Captain Perry.



Look for Luna on your radar and walk to where she is similarly trapped. Grab the Canister Bombs, PLM40 ammo, and Large Medi-Paks nearby.



Turn around and head to the right past Perry and around the perimeter of the room. When you come to the hallway, enter it and continue to the exit door at the far end.

LOCATION:

Transfer Tunnel Gamma



There appears to be nothing in this long hallway, but have your EMP Generator ready just in case. Continue to the far end and look for a control panel on your right.



Activate the control panel and ride the platform up into the complex. When it stops, proceed forward through another small hallway and open the door at the end.

LOCATION:

SkyNet Primary
Computing Core
(Checkpoint)



You are getting very close to the heart of SkyNet. Head to the left and the steps elevate as you go. When you reach the large platform, you're stranded temporarily.



A Guardian emerges from the wall. It is one of SkyNet's fastest creations, capable of leaping and ramming into its foes. Stay clear of the front claws, which grab and slam you. If that isn't bad enough, it also has two flame jets.



Fortunately, like all of SkyNet's mechanical constructs, it is vulnerable to the EMP Generator. Use auto-target to help locate it, and fire the EMP before it can attack you.



While the Guardian is temporarily disabled, equip the Multi-caster and start shooting. Circle around it as you fire the Multi-caster, away from the dangerous front section.



Dodge its attacks as much as possible. Your other projectile weapons damage it, but only slightly, so continue using a combination of the EMP and Multi-caster. Save the R6-PRK, as you'll need it later.



Eventually you wear down the Guardian's health and it explodes. Follow the steps along the outside of the chamber to the next platform.



This Guardian behaves differently. It remains on the wall initially, and activates a protective shield.



Use auto-target to focus on the small receptacle with the red light. It's on the right side, and it can be destroyed even while the Guardian remains shielded.



When you hear the sound of the energy discharge coming toward you, stop firing and get ready to duck and roll underneath by moving toward it and pressing the Dodge button.



Destroying the small receptacle deactivates the Guardian's shield. You can auto-target it and fire at it while it's still on the wall. It soon comes down to attack.

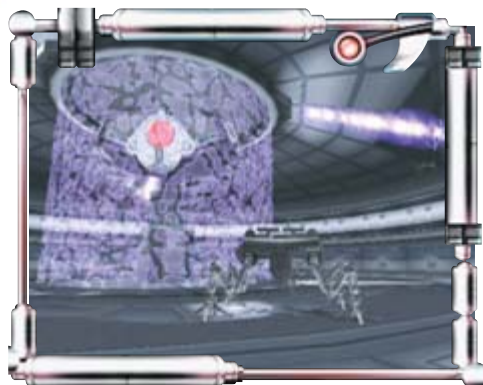


Once again, use the EMP to stun the Guardian before hitting it with your other weapons such as the Grenade Launcher. Remain out of its line of fire as best you can.

THE TERMINATOR DAWN OF FATE



When the second Guardian has been destroyed, follow the steps up as they elevate you to the very top. At last, you've reached the very core of SkyNet!



A lot is going on here, so try to take it all in. On the floor near you is another Guardian. SkyNet's central unit is in the center of the room, protected by shield projectors on the upper level. Numerous service droids fly around the room repairing these projectors.



As you contemplate your next move, notice a new counter at the bottom of the screen. SkyNet is sending out frequencies that are interfering with your ability to think and act. If you don't eliminate the source quickly, your mind will be taken over!



You don't have enough time to take out the Guardian, yet it is too dangerous to ignore. Auto-target it with your EMP Generator, but don't follow up with the Multi-caster!



Instead, leave the stunned Guardian behind while you run around the room. Auto-target one of the shield generators on the upper level and use your R6-PARK to destroy it. If you are out of that weapon, another projectile weapon will do (but takes longer).



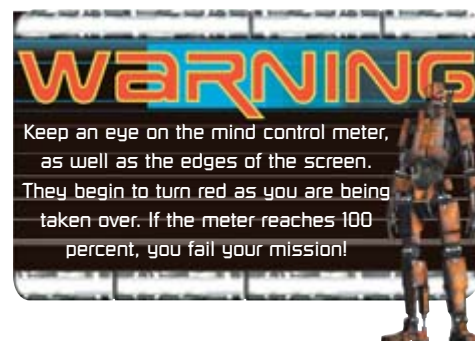
Destroy one of the generators to drop part of the shield surrounding the SkyNet core. Now lock on to it with auto-target and fire at it with the R6-PARK or another projectile weapon. The core is too far above you to reach with the Multi-caster.



SkyNet is not defenseless either. It occasionally fires missiles down at you, so be prepared to roll out of the way.



Don't forget about the Guardian! When it shakes off the EMP blast, it comes back after you. Target it once again with the EMP, which should have recharged by now, and return to your main objective: destroying SkyNet!





When the SkyNet core takes 30 points damage, it temporarily stops the mind control frequencies, resetting the meter to 0 percent. It also shields itself temporarily.



Now deal with the Guardian before SkyNet's core reappears. Zap it with the EMP and then use the Multi-caster to finish it off.



When the mind control meter reappears, the core is active again. If you still are battling the Guardian, keep at it. You should be able to destroy it before the mind control meter reaches the danger level.



Target one of the shield generators and destroy it. Head for the opening in the shield and auto-target SkyNet's core. Once again, the R6-PAK is your best weapon.



The mind control stops once again when SkyNet suffers 30 more points damage. It temporarily shields itself, and the meter is reset to zero.



You don't have to deal with the Guardian if you've already destroyed it, but SkyNet may send an Endo or a few H/K Recons at you in a last-ditch effort at self-preservation. It looks like it underestimated you.



Target the core through the missing shield and quickly fire your R6-PAK at it. SkyNet attempts to shield itself at 20 percent health remaining, but it is too late.



When the core reappears for the final time, use your remaining R6 ammo or projectile weapons to destroy it. A cutscene shows Reese marveling at his handiwork. Could it really be over?

OBJECTIVE 5 COMPLETE

THE TERMINATOR DAWN OF FATE



You regain control as the platform slowly descends to its original position. When it stops moving, look for the exit door directly in front of you.

LOCATION:

Transfer Tunnel Gamma



The hall is empty, so walk to the end and activate the control panel on the elevator you took earlier. Ride it down to a small hallway, and exit through the door at the far end.

LOCATION:

Time Displacement Chamber



A FMV sequence shows Reese approaching the center of the time displacement device. Whether he wants to or not, he knows what he has to do. With a final "thumbs up" to his partners, Reese disappears in a blinding flash of light.

OBJECTIVE 1 COMPLETE



As Perry and Luna ponder Reese's fate, they are interrupted by the sudden appearance of Alex Stone. Their confrontation with him will have to wait for another day, however, as the two of them must leave the complex before the reactor blows.



Alex Stone and his brother pitted SkyNet and TechCom against each other, but all have survived to face another day. Sit back and enjoy the credits as your reward for a job well done!

REWARDS FOR COMPLETION (4 MEDALS OR MORE)

Setting	Reward
Easy	H/K Aerial data
Medium	Level 10 ending FMV; Game ending FMV; Terminal difficulty unlocked
Terminal	First-person movement

ADDITIONAL FEATURES

EXTRAS

From the main menu, the Extras menu shows you all the additional features you have earned through exemplary performance.

DVD EXTRAS



Here you can access the FMV sequences for various levels, as well as a few prototype sequences.

CHEATS



All the extras earned from the Terminal difficulty mode are here, including invulnerability, unlimited adrenaline, and unlimited ammo. You can select a new skin for your character, and you can even play the entire game in first-person mode.

MUSIC GALLERY



View information regarding the game's music and listen to the various tracks.

THREAT DATA



Learn more about the game's enemies.

CONCEPT ART



View a slide show of conceptual artwork for the characters, weapons, and other items.



THE TERMINATOR DAWN OF FATE

MEDAL EXTRAS

Unlock these extras by earning four medals or more in a level as follows:

Level	Easy	Medium	Terminal*
1	H/K Recon data	Game Intro FMV	Reese skin
2	T-500 data	Gabriel data	Connor skin
3	T-800 data	Level 4 Intro FMV	Intro FMV animatic
4	Auto Pallet data	Soldier skin	Perry skin
5	Loader data	Level 6 Intro FMV	Luna skin, all weapons
6	Initiate data	Prototype FMV	Lethal Baton swing
7	Spider Tank data	Concept art gallery	Unlimited adrenaline
8	Alexander data	Level 9 Intro FMV	Unlimited ammo
9	Ground H/K data	Music gallery	Invulnerability
10	H/K Aerial data	Terminal Difficulty, Level 10 ending FMV, game ending FMV	First-person move

* The Terminal level is not available until you have completed the game on the Medium level of difficulty

MEDAL QUALIFICATIONS

The medals, and qualifications for earning them, are as follows.

MEDAL CATEGORIES

Medal	Earned by
Speed Demon	Completing a mission far faster than originally planned
Raging Valor	Engaging the enemy with adrenaline-filled battle rage
Sharp Shooter	Ensuring that every bullet counts
Ground Pounder	Killing a vast number of SkyNet forces in combat
Martial Arts Master	Decimating the enemy through hand-to-hand combat
Untouchable	Avoiding injury thanks to quick defensive skills and common sense

MEDAL QUALIFYING NUMBERS PER LEVEL

Medal	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9	Lvl 10
Speed Demon	17:00	15:15	17:15	16:30	16:00	22:00	11:00	4:00	25:00	31:00
Raging Valor	15	30	25	25	35	20	25	15	60	55
Sharp Shooter	65	65	50	60	60	55	70	70	60	60
Ground Pounder	85	130	85	80	75	120	55	1	150	160
Martial Arts Master	30	50	50	40	65	25	25	15	85	80
Untouchable	165	325	400	350	350	450	400	350	750	900

SKYNET TECH POINTS AND UPGRADES

During the game you encounter SkyNet technology such as sensor arrays, processor boards, storage devices, power generators, and even the skulls of the Endo units. These items are scattered throughout the various environments and are often difficult to spot among the debris. Walk over them to automatically pick these items up. A point total briefly appears on the screen when you do.

Skillful players can earn even more Tech Points by shooting Endo heads. T-400 and T-500 skulls are worth 5 points and T-800 skulls are worth 10 points.

There are 1,630 SkyNet Tech points, not including the bonus points from Endo heads. Each level walkthrough notes how many points may be found in that particular level. What are the points useful for? At the end of every level, you can buy up to five levels of special upgrades. Each upgrade level improves the upgraded item by 10 percent. So level 1 shows a 10 percent increase, while level 5 confers a 50 percent increase.

MAX WEAPON AMMO

Each upgrade increases the size of your weapons clip by X%. Also increases the maximum amount of extra armor you can carry.

MEDI-PAK HEALING

Each upgrade increases the amount each Medi-Pak heals by X%. Also increases the maximum health pool.

ARMOR VALUE

Each upgrade increases the amount of protection every set of armor gives by X%. Also increases the maximum armor allowed.

MAX ADRENALINE

Each upgrade increases the total amount of adrenaline your character can store by X%.



TECH POINT COSTS PER LEVEL

Upgrade	Level 1 Cost	Level 2 Cost	Level 3 Cost	Level 4 Cost	Level 5 Cost
Max Weapon Ammo	120	180	240	300	375
Medi-Pak Healing	140	200	260	310	390
Armor Value	160	240	300	360	420
Max Adrenaline	180	240	360	400	440

