THE TERMINATOR: FUTURE SHOCK

BETHESDA SOFTWORKS

VERSION 1.0

12/3/95

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1. INSTALLATION NOTES

HELP ME!! LONG LOAD TIMES

If you are experiencing long load

times with the game or frequent pauses

during play, install SMARTDRIVE.

THIS WILL MAKE A WORLD OF DIFFERENCE.

If you have 8 MB of RAM run SMARTDRIVE

by typing:

smartdrv 256 /x

If you have 16 MB of RAM run SMARTDRIVE

by typing:

smartdrv /x

Consult the INSTALL GUIDE that came

with the game for more info.

2. EXTRA CONTROLS

F6 - Full screen mode

F7 - Decrease brightness

F8 - Increase brightness

F9 - Toggle crosshairs

3. CONFIGURING YOUR CONTROLS

FUTURE SHOCK will allow you to set up

almost any control scheme you desire.

The best combination for most people is

the mouse/keyboard combo.

JOYSTICK: If you want to use a

joystick for any of the controls, you

can assign either small joystick

movements, or large joystick movements

to any action. First, calibrate your

joystick and then select the action

you want to assign the joystick to.

A small joystick movement will assign JOY A to the action. A large joystick movement will assign JOY B to the action.

Joystick movement type B works very well when using it as a RUN action. Many gamers enjoy using the mouse/joystick combo. If you want to do this, configure the joystick to the following actions:

Forward = JOY FWD A

Reverse = JOY BACK A

Slide Left = JOY LEFT A

Slide Right = JOY RIGHT A

Run = JOY FWD B

Jump = JOY BUTT 1

Activate = JOY BUTT 2

This way, the joystick will control your feet and the mouse will control your aim. Try it out!

MOUSE: Mouse movement can only be used to turn and look up and down. The mouse buttons can be assigned to any action, though.

Two items have been added to the mouse configuration. Sensitivity has been broken up into both horizontal and vertical. You can also reverse the vertical movement so that rolling the mouse forward will look up as opposed to down.

4. HINTS AND TIPS

Here are some hints and tips that should help you defeat SkyNet.

JUMPING: If you are having trouble jumping, the game can get very frustrating very fast. To make jumping easier, the game allows you to actually move while in the air (less realistic, but more fun). Thus, if you are having trouble with a jump, try pressing the jump key first, and then moving while you are in the air. Also, there are many jumps which require you to run. Since you can move in the air, you can hold RUN, hit JUMP, and then hit FORWARD. With a little practice, the jumps become fairly easy.

DRIVING: This can be very tricky for less experienced players. If you are having trouble driving and looking around at the same time, simply stop the car and shoot the enemies before continuing. You will find the car's gun and armor to be very heavy. Be careful though, if the enemies get to close to your car, they may jump on top of, or into it. This can be an instant death for even the best Resistance fighter. Reconfiguring your controls may help also.

AMMO USE: Use your ammunition wisely. Conserve ammo by using the best gun/ammo combo for as many enemies as you can. For instance, you could waste a lot of time and bullets on a Seeker Globe, when one Shotgun blast will nuke it! Proper use of grenades will will help in ammo conservation.

SEARCHING BUILDINGS: You can go in any building with a door. You never know what you may find inside. Searching buildings has kept Resistance soldiers alive many times.

SAVE OFTEN: Death can lie around any

corner.

5. CONTACTING BETHESDA SOFTWORKS

World Wide Web: http://www.bethsoft.com

Tech Support: 1-703-827-0065

Via Internet: feedback@bethsoft.com

Via Compuserve: 71333,234 or Gamapub

                         Bethesda Softworks section

Via America-on-Line: Bethesda01

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