

# TERMINATOR 2



## LEVELS 1, 5 AND 9 ▲

These beat 'em up sections are difficult to provide any decent tips for, I'll take a lot of practice on each one to find the best methods, but don't succumb to the lure of pushing left and



## LEVEL 6 ▲

This second tile-sliding puzzle is a little easier if you have a picture of Arnie's face in front of you to work from – so here it is!



## LEVEL 2

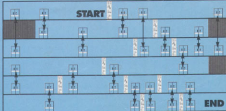
After the first 'easyish' section, suddenly you're hit with 'very hard indeed'. Study our sewer plan on the left, memorise the layout and get ready to steer round all the obstacles. Or better still, get someone to call out directions as you go along.

The whole map cycles round a few times, so this level takes a lot of concentration and quick reactions.

## LEVEL 4 ►



Here you have to guide Sarah Connor through the corridors and elevators of the Pescadero mental institute. Don't worry if you think our route map gives the game away – this tricky level is still a tough nut to crack!



T2 is a bit of a toughie, so we've prepared this player's guide. Beware! If you don't want to cheat, flip the page now!

**WARNING!**  
PLAYING TIPS



## LEVEL 3

The slider number one, where you have to repair Arnie's arm. This one is easier than level 6, and is made simpler still when you know what the final picture is supposed to look like.

ground floor. Run left and it's hasty to visit level seven.

If your energy gets low, take your time. Keep ducking, watch the enemy fire, and then bob up and take a few pot-shots. It's a doddle, just be patient.

## LEVEL 8 ►

With a T1000 in a helicopter on your tail, you have enough problems without having to worry about the street layout. So we've taken the worry away by making a map of the route. As with level two the map loops on cycling round, but you only have to memorise the part shown. Keep your eye on the road, avoid the approaching hazards, and hammer that fire button!