

T2D <https://sceneworld.org/> Interview

Deadline: 21 December 2025

- 1. Have you inspired yourself for T2D No Fate by its famous predecessor T2 Judgement Day and if yes, in which way?**

Mike:

I'm pretty certain that the whole team grew up playing the Ocean and LJN T2 games back in '90s, and we did have a bit of a look back at those titles to remind ourselves what went right, and wrong. The range of genres in the Ocean game was impressive, but probably to its detriment ultimately - I'm not sure if any of the levels stands out as a particular highlight. The Midway arcade game was probably the best of the bunch, especially in how it captured the atmosphere of the movie, but ultimately T2 is a tricky movie to translate into a game, so I completely understand why Ocean and LJN struggled, especially given the time constraints, technical limitations, and often having to work blind without knowing the script!

- 2. Which platforms are you targeting for your release? Perhaps even for Neo Geo looking at your long history of ports....**

Henk:

I assume you mean retro platform next to modern? As an artist I already took into account to draw all of my artwork for T2D in a similar 16 bit color palette like the older 90's consoles would use. Neo Geo and Super Nintendo and maybe some other popular handhelds would be a close fit so-to-speak but still quite a challenge looking at the complexity of the game. A Sega Megadrive/Genesis port would require a lot of technical modifications and converting the artwork. But we would surely try. Xeno Crisis was originally created for the Sega Megadrive which made it easier to convert for most retro and modern platforms. With T2D it would be the other way around which makes it a bit more complex.

- 3. Can you tell us more about the engine you will use for developing T2D - are there similarities with engines from previous games like Final Vendetta or Xeno Crisis.**

Mike:

Yes, our "engine" (if you can call it that) essentially carries over from one project to another, so T2 was likely based on Final Vendetta or perhaps even Battle Axe. We just strip out the bits we don't need and then build on top of the existing classes. Since most 2D games share many similarities, it makes sense to do this, and it means that over time our code base becomes more solid and efficient.

- 4. A question to Henk: what was your inspiration for the character design? The comics? Or the movies?**

Terminator 2: Judgment Day with all of its characters, machinery and iconic visuals already had everything I needed to be motivated and translate the characters to pixels. It also happens to be one of my favorite movies of all time! This combined with my experience and typical chunky pixel style it didn't take long before we had the right style captured in our very first game mock-ups. I initially designed most of the iconic characters and machinery on a stylesheet for other animators to follow. However, I remember looking at the comics when working on some of the Future War and John Connor bits to look for some more inspiration.

5. To Lee Mintram: What was the creative process of generating the original soundtrack for the game.

The process began with extensive research into the original score's production methods. From the outset, my goal was to remain faithful to the tone and sonic identity of Brad Fiedel's work. I sourced and worked with the same core instruments he had used — including the Fairlight CMI, Oberheim OB-X, LinnDrum, and E-mu Emulator — and integrated them directly into my workflow.

One of the biggest decisions was choosing which elements of the original score to use. That allowed me to rework and expand those ideas into music that functioned on a gameplay level while still supporting what was happening on screen.

From there, I expanded the palette with original material, taking the music in multiple genre directions while maintaining that unmistakable mechanical tension and weight of the original score and, most importantly, injecting my own style into it.

It was a tricky balance to strike, but I'm really pleased with how well it's been received by the fans.

**6. How is the level design related to the story line of the movie?
Are you playing the story like the T2 Judgement Day games?**

Quang: Since the game is based on the movie Terminator 2: Judgement Day, we wanted it to follow the story as closely as possible. We looked at what scenes could be translated into playable levels, then what could be an in-game animation, or a cutscene. The first playthrough will give you the canon story, plus some filled out lore that was hinted at in the original movie script. You will have to replay the Story Mode to see different story paths and levels.

7. To the team: Have you been fans of the franchise as kids?

Quang: Definitely, both the first and second movies are so iconic. The horror tones of the first with the relentless T-800 hunting Sarah Connor, the amazing atmosphere throughout the movie, and of course the incredible soundtrack. Then the action movie

that is T2: Judgement Day, ups the filming budget to allow for more everything, introduces a chilling new antagonist, and has groundbreaking computer visual effects mixed with practical ones that all still hold up to today.

Henk:

I remember catching the first Terminator movie on TV as a teenager. I just had to watch it anytime it came on, initially buying it on VHS cassette which I did with many of my favorites. I really started following James Cameron's work after being blown away by his movie Aliens from 1986 and any movie after that up to True Lies. The level of storytelling and especially the innovative special-fx tailor-made for his movies in those days are still unsurpassed and still look great today. You can say that I'm an admirer which made it even more thrilling to be able to work on a game based on Terminator 2.

8. Will you share the end result with Arnold Schwarzenegger and do you think he would like what he will see?

9. Given the game is a success, will there be more games in the same game universe?

Henk:

Well, I'm over the moon at this moment looking at the positive reception our game got till now! Just keep a close eye on us. That's all I can really say :)

10. How about about another Robcop vs Terminator crossover in the future?

Henk:

I personally like to reside with the original concept of the movie/IP and play around with that. In 'Terminator 2D: No Fate' we also added a lot of new segments next to the original storyline to expand the gameplay. Like the 'Future war' segments and for instance Sarah Connor trying to destroy the Cyberdyne factory. Cross-overs aren't really my cup of tea especially when doing a side-scrolling run and gun game. Maybe a better fit for a one-on-one fighting game like the Street Fighter series?

11. Are you planning for more games from popular IPs?

Henk:

Bitmap Bureau has some more cool things in the pipeline at the moment. Regarding the Terminator-2D team, If anything interesting would pop-up that would fit our modern/retro treatment we surely would! :) There are still so many great IP's from the 70's till the 90's that would translate into a cool retro videogame treatment but never received one. If we

get the chance we will surely jump on it but we also have plans to work on our original games.