

INSTRUCTION MANUAL

SPY HUNTER[®]



WARNING: READ BEFORE USING YOUR PLAYSTATION 2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

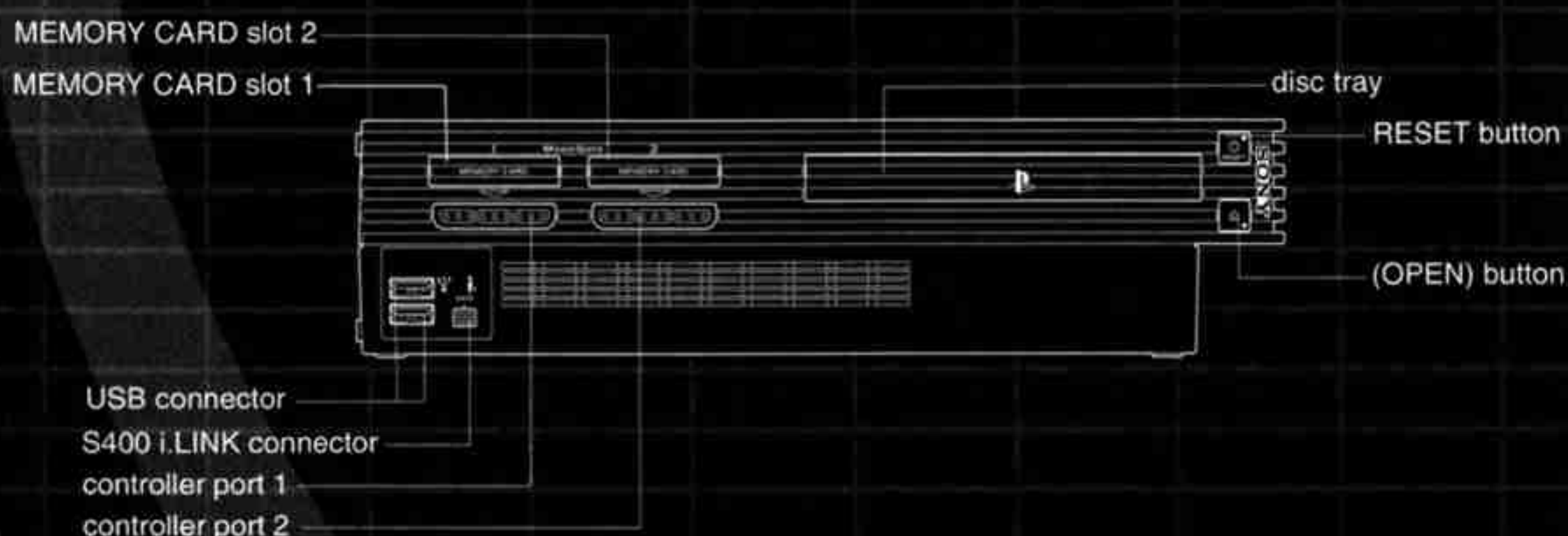
GETTING STARTED	3
STARTING UP	4
CONTROLS	5-6
AGENT BRIEFING	7-8
PROFILE MENU	9
MAIN MENU	10
SYSTEM OPTIONS	11-12
TWO-PLAYER MODE	13
SINGLE PLAYER MODE	14
TECHNICAL DATA	15
VITAL DATA	16-18
WEAPON DATA	19-21
ENEMY DATA	22-24
SALIVA	25-26
CREDITS	28-29
WARRANTY	30

GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

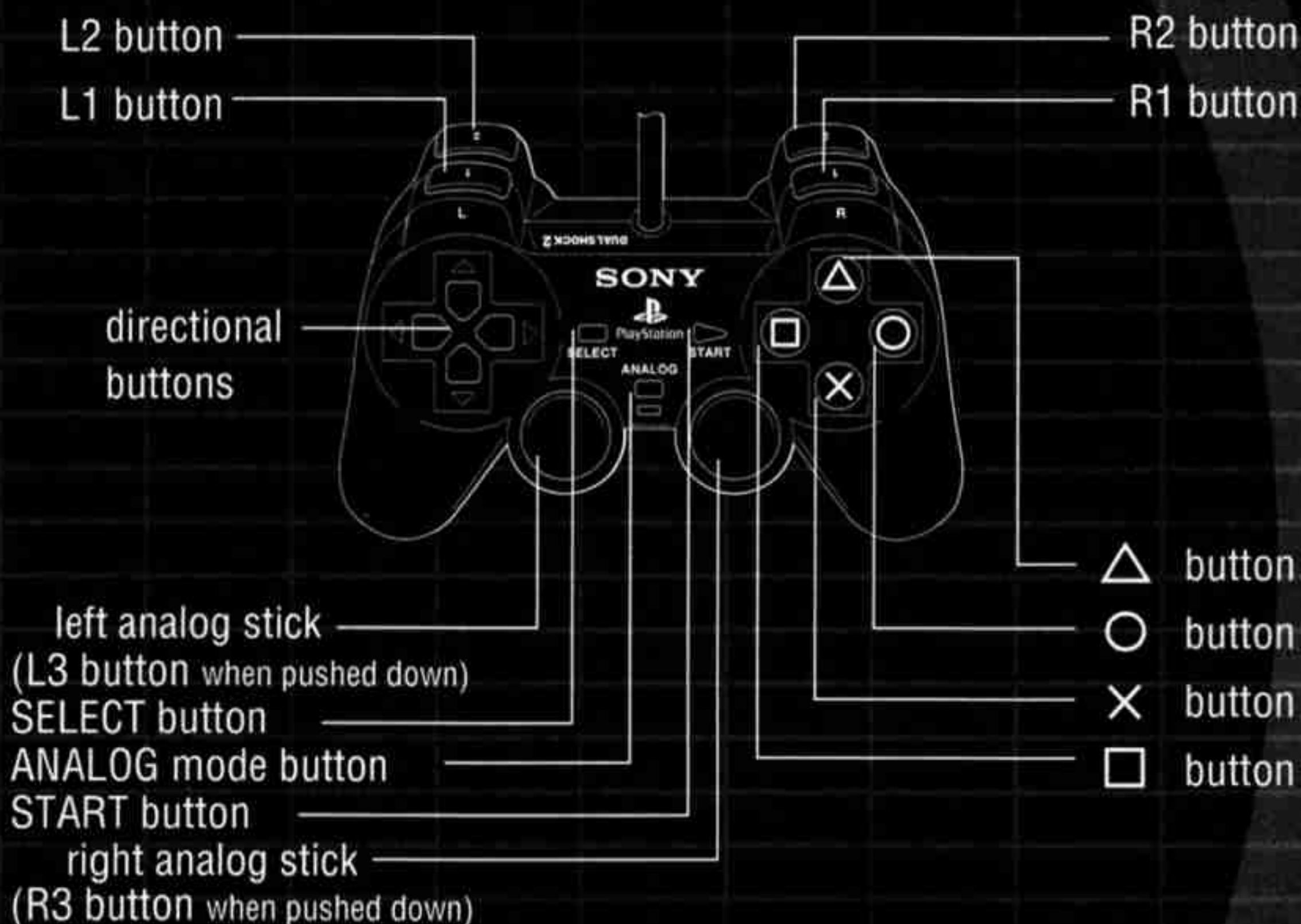
When the power indicator lights up, press the open button and the disc tray will open. Place the (SPYHUNTER®) disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



STARTING UP

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS

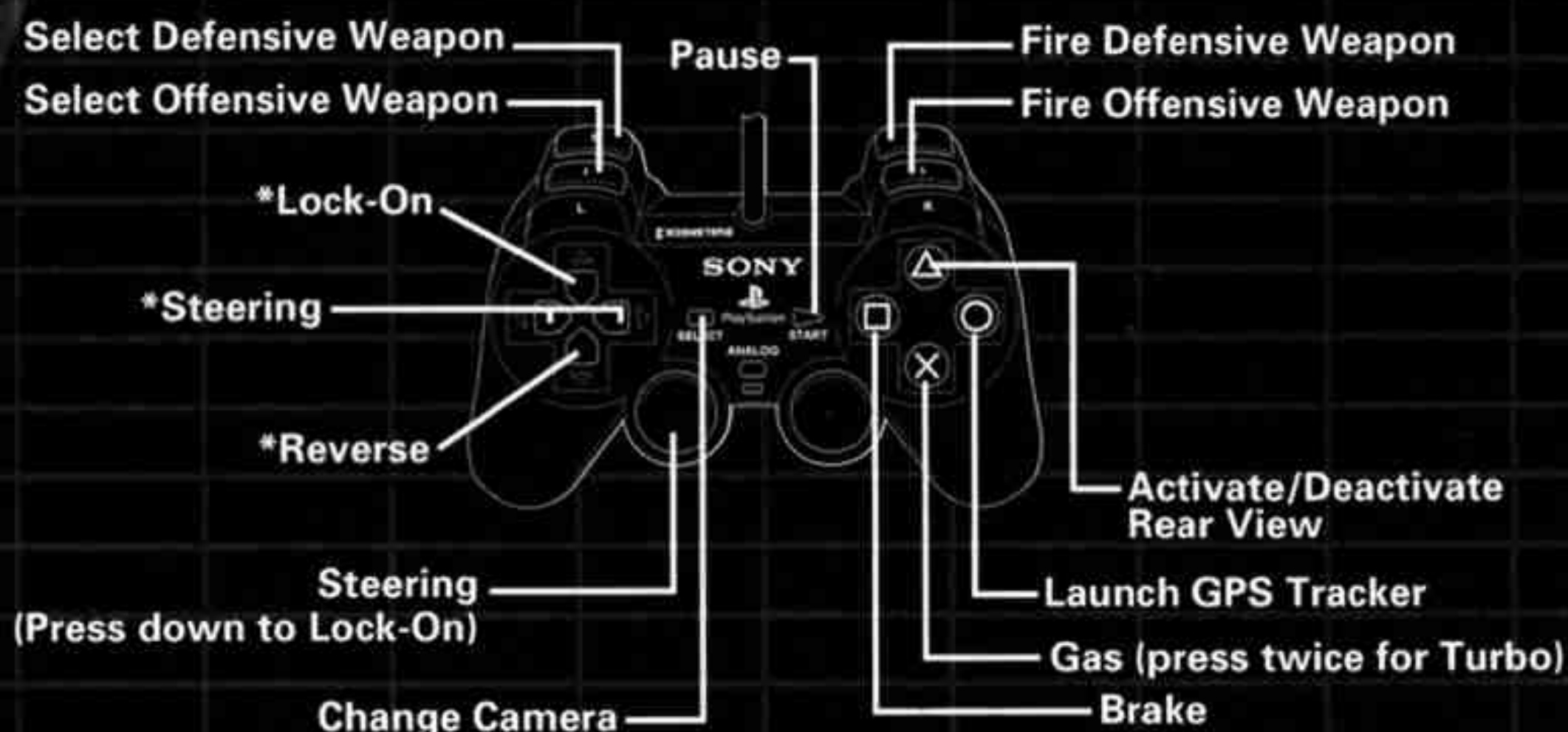


Take a moment to familiarize yourself with the button layout of your DUALSHOCK™2 analog controller. These buttons will be referred to throughout this Instruction Manual. Please see the following pages for the default game controls as well as how to navigate through the game's menus.

CONTROLS

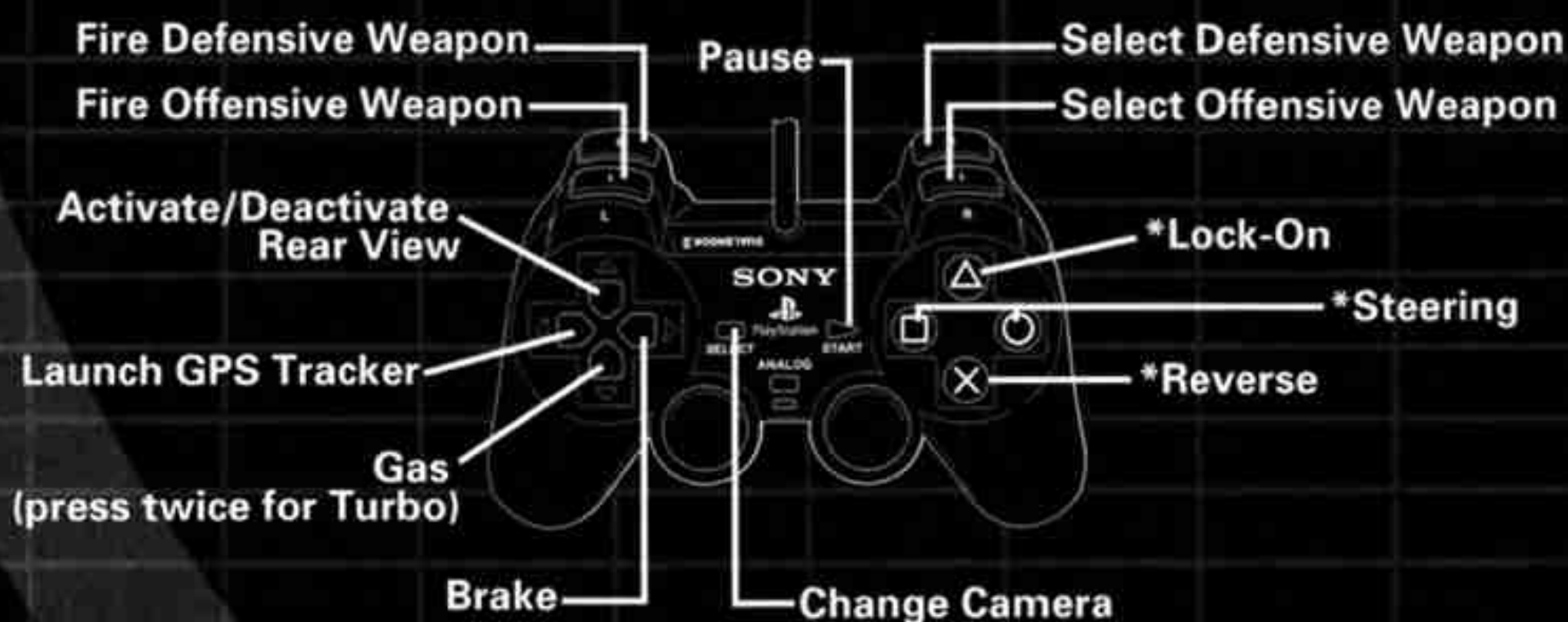
SPYHUNTER® allows you to choose between three different controller configurations. You may do so by accessing the System Options Menu via the Main Menu. See Pages 11-12 for details.

STANDARD CONTROLLER CONFIGURATION



*Active when Analog mode button is OFF

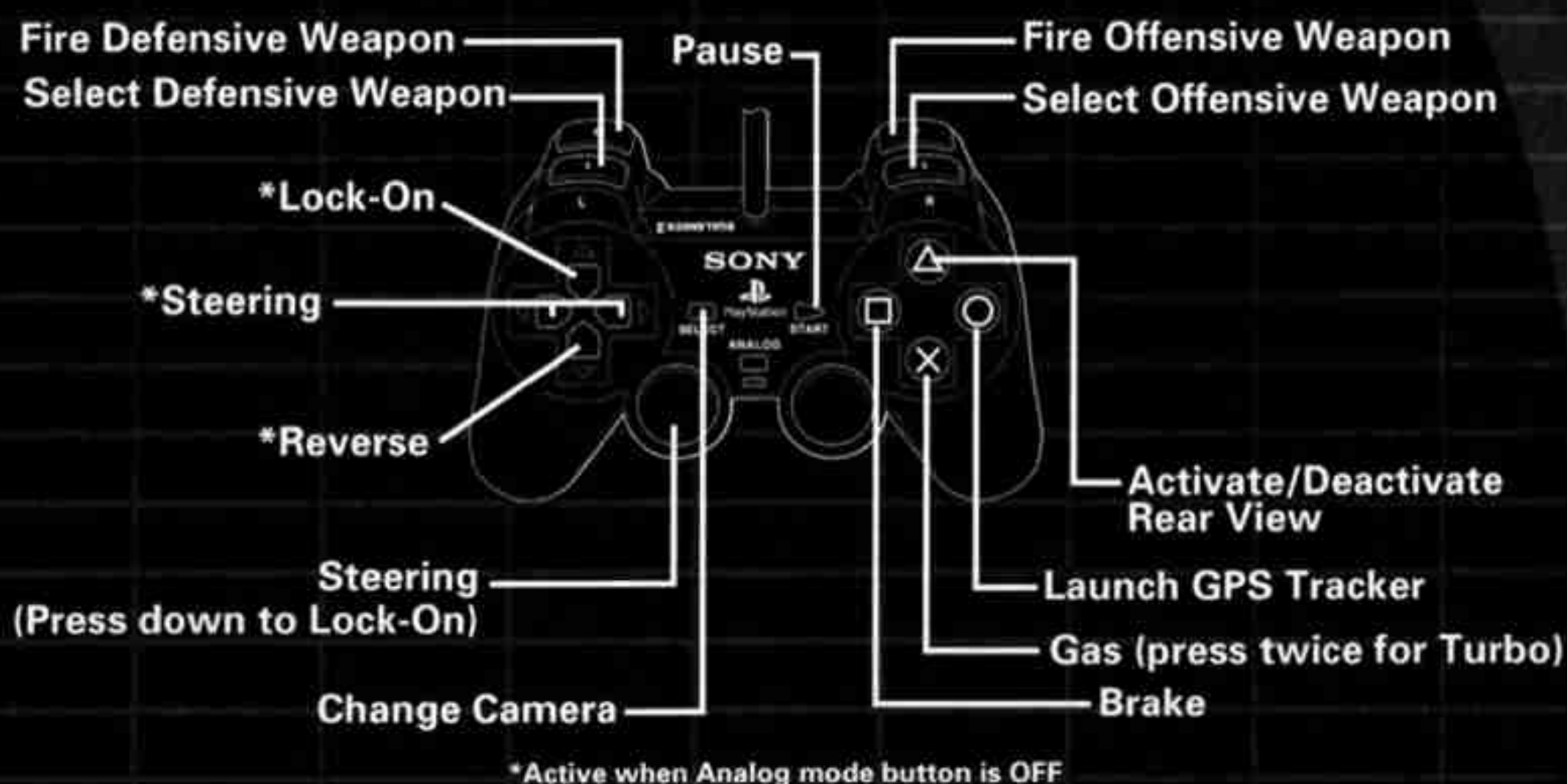
REVERSED CONTROLLER CONFIGURATION



*Active when Analog mode button is OFF

CONTROLS

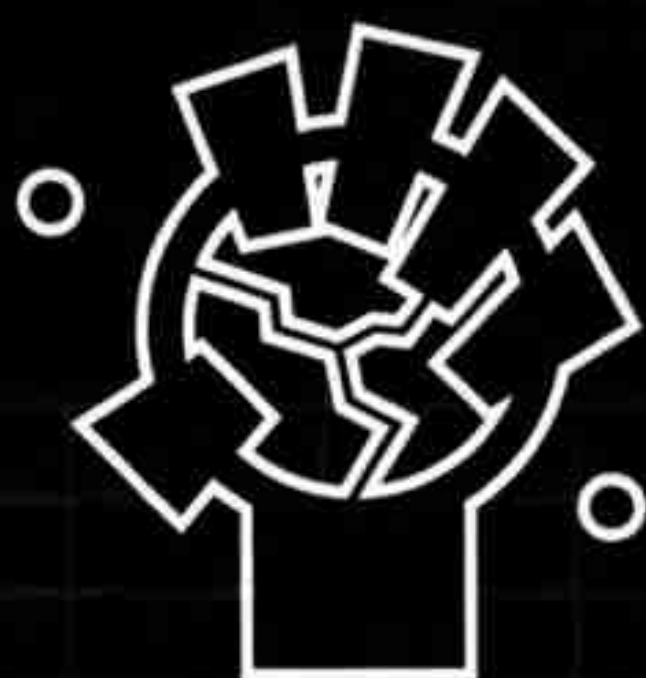
FLIPPED CONTROLLER CONFIGURATION



MENU NAVIGATION

SPYHUNTER® contains a number of menus. To navigate through a menu, highlight your selection using the directional buttons. To access a sub-menu and continue to the next screen, press the  button. To go back to the previous screen, press the  button.

AGENT BRIEFING



NOSTRA

INTERNATIONAL

Nostra International is a company based in Israel with facilities all over the globe. They deal in food products, bio-chemicals, genetics, e-commerce and children's software.

Daemon Curry, President of Nostra International, is viewed by some as the next messiah. He is an intellectual with keen business sense and political savvy. He is connected in very high places within every government of the world, and even with the church.

Hell is about to be unleashed.

Ever since Daemon Curry was a teen, he was fascinated with the prophecies of Nostradamus. He felt the one spoken of in the books, the one who would be king and bring the world to its knees, the one who would rewrite history; he felt this one would be him. It's funny how a name can go to your head.

AGENT BRIEFING

In the early 80's he started Nostra to fund his visions of destruction. Twenty-two years later, he is at last ready to start his unholy war. He has tainted government elections; assassinated presidents and poisoned priests to attract the media and buy himself time. He has grand plans for this world. "Fire will fall from the sky, rivers will run red with blood, and a war unlike any the world has seen will unleash the four horsemen unto earth." To help him realize his vision, he has assembled an army of spies and assassins to spread across the globe like a disease and establish strongholds in strategic locales. Once his plan is complete, he will unleash the four horsemen to spread famine, disease, pestilence, and war. Then, as it is written, "One man will become king and all the dying world will become slaves for his pleasure."

To deal with this growing threat, IES (International Espionage Services) has created a team known as SPYHUNTER. The main weapon in this team's arsenal is the G-6155 Interceptor: a state of the art automobile with enhanced weapon and transition capabilities and an onboard computer, named "Leonie," that helps analyze and identify possible targets. The G-6155 driver is Alec Sects, a former F-15 fighter pilot recently FBI trained with focus on international affairs. The Weapons Van, a mobile ammo replenishment unit, is usually positioned just past enemy lines to assist the G-6155 in fulfilling its mission. Their job is to locate Nostra's legion and prevent them from carrying out these prophecies.

The Hunt is on.



PROFILE MENU

At the game's Title Screen, press the  button to access the game's Profile Menu.



STARTING A NEW PROFILE

You are able to create and save up to three player profiles. When you are playing for the first time, you will have to create a profile. Highlight a blank profile and press the  button. Next, you will enter your profile name. Your profile name can be up to seven characters in length. To enter your name, highlight the character

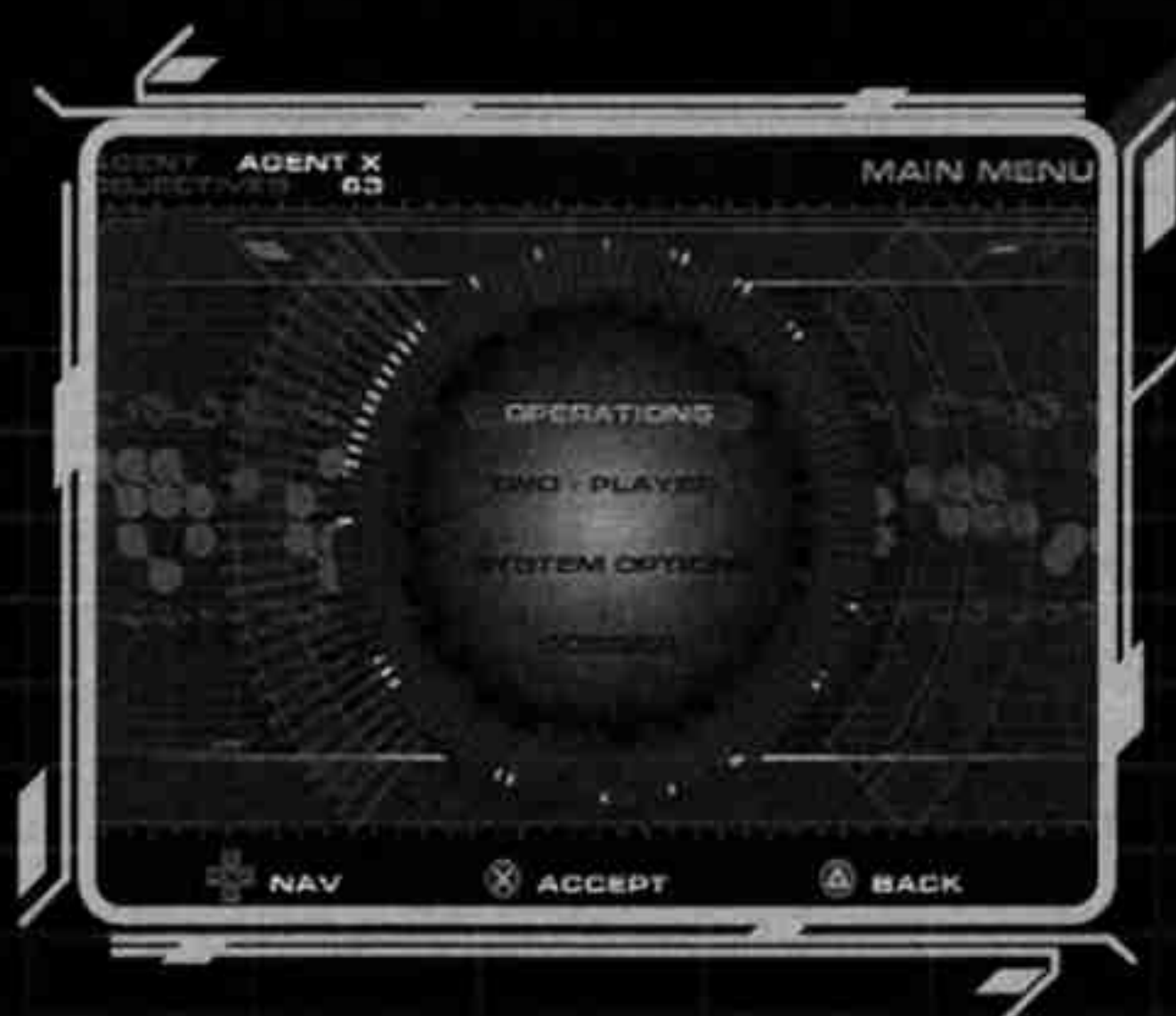
you want to use and press the  button. When you are finished entering your profile name, highlight DONE and press the  button. If you wish to delete a profile, highlight the profile to be deleted and press the  button.

CONTINUING A GAME

This game contains an Autosave feature. This will automatically save your game progress, provided you have a memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1. When you continue a game, highlight your saved profile from the Profile Menu and press the  button.

After you have pressed the  button, you will access the game's Main Menu.

MAIN MENU



OPERATIONS

The Operations Menu contains your mission data. This menu will show you what missions you currently have unlocked and will give you a brief description of that particular mission's objectives. When you are ready to accept a mission, press the **X** button.

TWO-PLAYER

Two players can compete against each other in three mini-games. Check out Page 13 for a list of the three games and their descriptions.

SYSTEM OPTIONS

This is the Options Menu portion of the game. You can adjust sound levels, enter cheats, watch videos and listen to the game's soundtrack. Some video and audio items must be unlocked before you can view or listen to them. See the next page for more information.

DOSSIER

Your mission dossier gives you the status of your current and past missions. Here you can check your level objectives (how many you've accomplished or need to) as well as your best mission time.

SYSTEM OPTIONS

At the Main Menu, highlight **SYSTEM OPTIONS** and press the **X** button to access the System Options Menu.

SETTINGS

The Settings Menu allows you to adjust some of the features you'll experience while you play the game. To adjust a setting, highlight the setting and press **Left** or **Right** on the directional buttons. To activate your new settings, press the **X** button. To cancel your settings and return to the System Options Menu, press the **△** button.

SOUND - This controls the sound output of the game. Choose from Stereo, Surround, Headphones or Mono

FX VOLUME - This controls the volume of the game's sound effects.

MUSIC VOLUME - This setting controls the volume of the game's background music.

VOICE VOLUME - This setting will control the volume of the Interceptor's voice, Leonie.

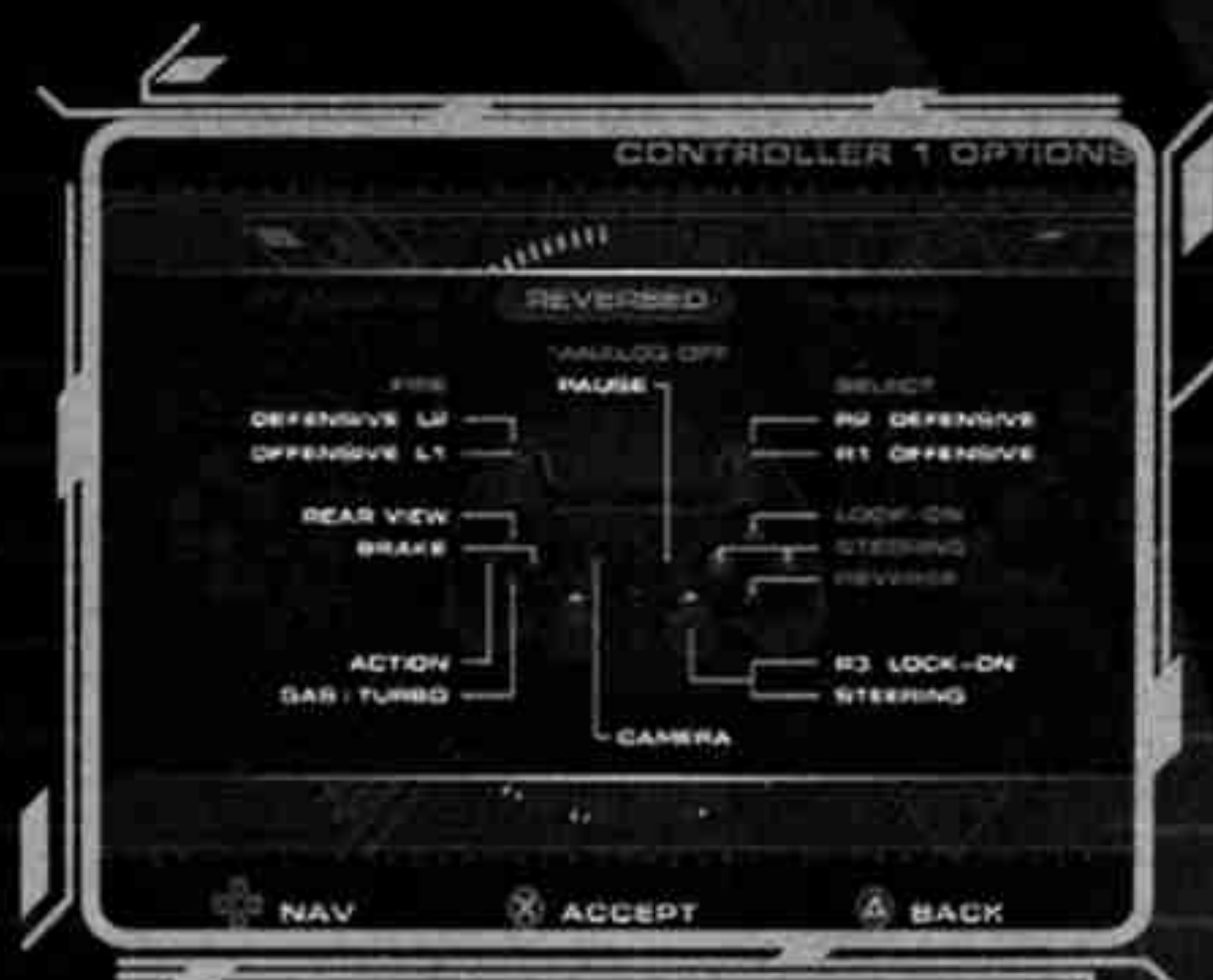
VIBRATION - This setting determines whether you would like your controller's Vibration Function **ON** or **OFF**.



SYSTEM OPTIONS

CONTROLLER

The controller setting allows you to change the configuration of your controllers. There are three controller settings you can select from. Each setting will be displayed on the screen. Each configuration is listed on Pages 5-6 for easy reference.



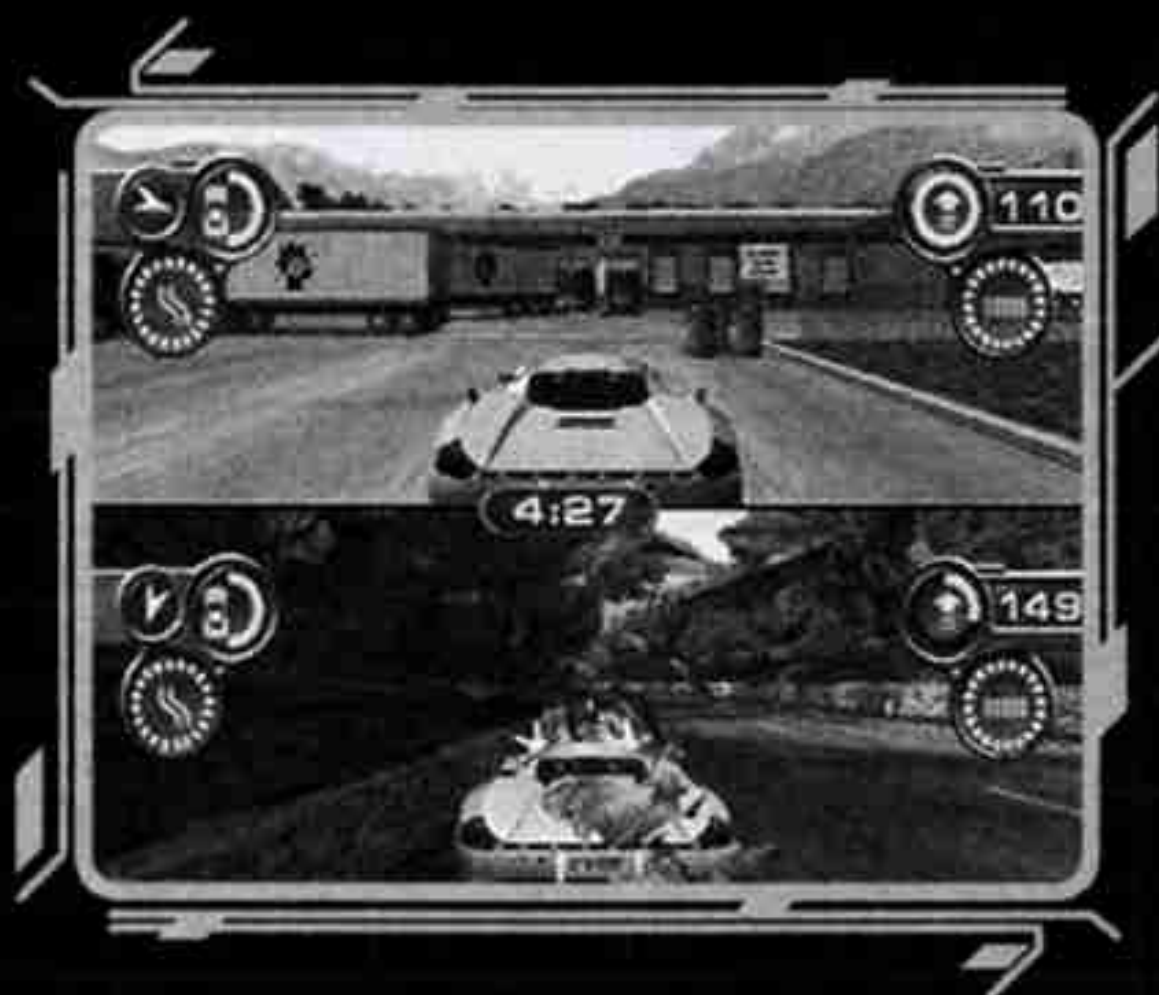
EXTRAS

This sub-menu doesn't allow you to change any settings or options. Instead, this is where you can view unlocked Music and Movies as well as activate any Cheats you have.



TWO-PLAYER MODE

SPYHUNTER's Two-Player game mode allows two players to compete against each other in three unique mini-games. Each mini-game will end when a player reaches the end of the level. Be sure to check out the loading screen before you begin to play. This screen will tell you what you need to do in order to win the game.



During your game, each player can use their Interceptor's arsenal of weapons to slow down or annihilate their opponent. Kills are kept track of, but these points will not declare you a winner at the end of the race. All Two-Player games will be played on one of the mission locations. Please note that your Interceptor will only be equipped with weapons that are available in those locations.

SPY2 HEAD TO HEAD

The object of this game is to reach the finish line first. Use whatever weapons you can to leave your opponent in the dust.

GLOBE TROTTER

It's not the fastest player who wins, it's whomever can collect the most SATCOMs during the game.

CHICKEN HUNTER

Why did the chicken cross the road? To give you points, that's why. Eliminate as many chickens as you can to earn the most kill points and win the game.

SINGLE PLAYER MODE

STARTING A MISSION

At the Main Menu, highlight **OPERATIONS** and press the **X** button to access the Mission Select Menu. Press Up or Down on the left analog stick or directional buttons to view the unlocked missions. When you are ready to accept a mission, press the **X** button. Mission data will be displayed showing you the objectives you must accomplish to complete the mission as well as data on your vehicle's weaponry and enemy vehicles.



MISSION OBJECTIVES

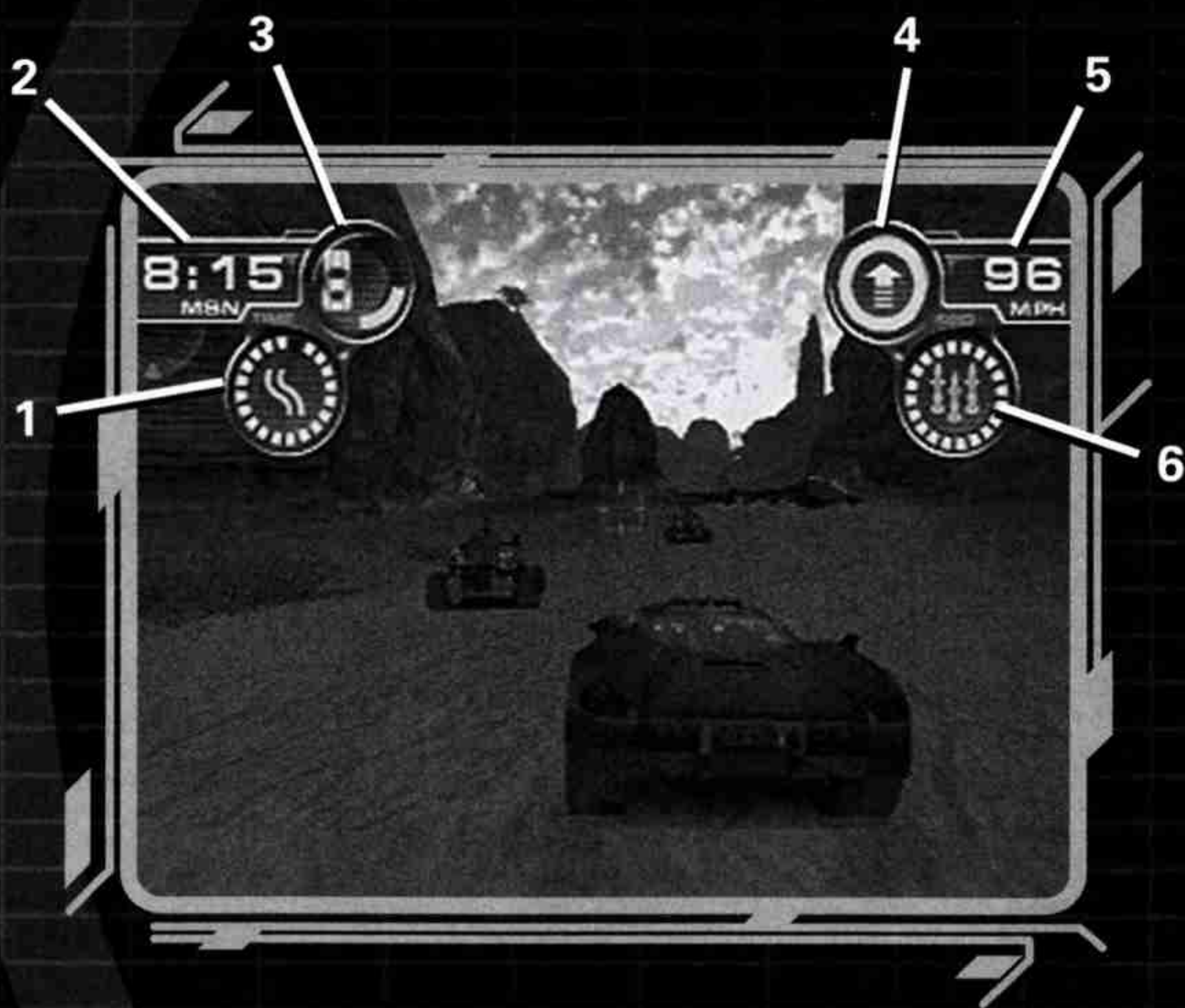
Before beginning a mission, you will be presented with that mission's objectives. There are two types of mission objectives, Primary and Secondary, that you must follow and complete in order to access further missions. When you complete a set number of objectives during your missions, other missions will be unlocked. Although you are able to unlock other missions by completing objectives, you **MUST** complete a mission's Primary Objectives in order to begin your next mission. In other words, even if you unlock a new mission, you won't be able to perform that mission if any previous mission's Primary Objectives are not accomplished first.



TECHNICAL DATA

HEADS UP DISPLAY (HUD)

While playing, keep your eye on the HUD. The HUD features all of the important information you need during your missions.



- 1.) Current Defensive Weapon and Rounds Remaining
- 2.) Time Remaining to accomplish mission
- 3.) Interceptor Damage Meter
- 4.) Turbo Boost Remaining
- 5.) Current Speed
- 6.) Current Offensive Weapon and Rounds Remaining

VITAL DATA

USING WEAPONS

The G-6155 Interceptor is equipped with the latest in high-tech weaponry, both offensive and defensive. As your missions continue, your vehicle will be upgraded with the latest in IES weapons technology. These upgrades are available for both offensive and defensive weaponry.

If you are being followed by NOSTRA agents, use the Interceptor's defensive weapons. These weapons (located on Page 19) include an Oil Slick, Smoke Screen and Flamethrower. Proper use of defensive weapons is vital for any agent if they are to complete their missions successfully.

The Interceptor is also fully equipped with a powerful arsenal of offensive weapons. Your stock machine guns will upgrade to become even more deadly. New IES technology allows for precise deployment of missiles as well as EMP (electromagnetic pulse) blasts. Perhaps the most significant improvement in offensive weapons is the Rail Gun. The Rail Gun is the pinnacle of IES weapons technology and is the most powerful weapon yet to date.

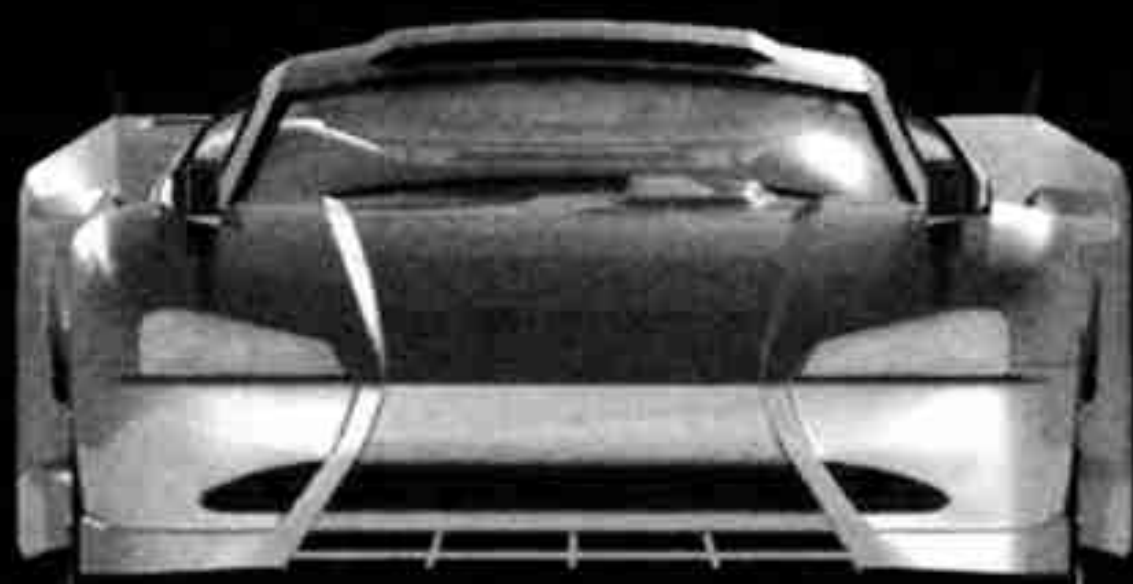


VITAL DATA

G-6155 INTERCEPTOR

The G-6155 Interceptor is a prototype of the most advanced counterintelligence vehicle ever developed. It incorporates the latest high-tech systems and includes many experimental weapons and features. The most significant advancement

it possesses is the ability to transform itself into a number of alternative forms quickly and without stopping, allowing it to operate on both land and water. It also includes a state-of-the-art computer system that controls or semi-automates many of its capabilities.



INTERCEPTOR MORPHING

The G-6155 Interceptor has the remarkable ability to transform itself from a land-based vehicle to a water vehicle depending on the current terrain. This incredible feature is what makes the Interceptor so dangerous to NOSTRA. New IES technology allows for the Interceptor, if damaged badly, to jettison its outer frame and become a small (but just as deadly) one-man vehicle. Being lighter and faster than the Interceptor, this vehicle unfortunately doesn't allow for the Interceptor's full arsenal of weapons, but it still is heavily armed and a force to be reckoned with.



VITAL DATA

SATCOMS

Throughout some missions, you will be required to find and activate IES tracking units called SATCOMs. These global-tracking units allow for IES forces to monitor your activity and provide necessary replenishments via a Weapons Van or Weapons Boat per mission.



WEAPONS VAN / WEAPONS BOAT

Located in every mission you will find a weapons vehicle. These are either in the form of a van or boat. When a weapons vehicle is in close proximity to the Interceptor, you will be notified. Find the van or boat and proceed towards the rear of the vehicle. When you are within range of the vehicle, you will be automatically taken aboard it. After a brief period, your Interceptor will emerge, fully armed (weapons replenished), fully repaired (full health) and the Interceptor's turbo chargers will be full as well.

GPS TRACKERS

The Interceptor is equipped with GPS (Global Positioning System) Tracker units. These units when deployed, will attach themselves to any vehicle which IES wants to track. These vehicles usually are cargo trucks or ships. When approaching one of these vehicles, simply fire a GPS Tracker towards it. Only a direct hit will activate the tracking unit. Do not, under any circumstances, destroy the targeted vehicle. This will result in mission failure and could have disastrous consequences.



WEAPON DATA

The next three pages will brief you on the Interceptor's weapons. Remember that your Interceptor's defensive and offensive capabilities will be enhanced as new weapons become available to you. These upgrades are possible only after successfully completing missions.

DEFENSIVE WEAPONS



OIL SLICK

The G-6155 Interceptor's first line of defense is the ability to saturate the ground behind it with a thick coat of oil. This spray causes the ground to become very slippery and most enemies will not be able to maintain control of their vehicles.



SMOKE SCREEN

Another defensive weapon is the Smoke Screen. When activated, it leaves a trail of heavy smoke that is impossible to navigate through for a brief period of time. This weapon is the same one that the 1983 model Interceptor was equipped with, only slightly modified.



FLAMETHROWER

A new addition in the Interceptor's defensive lineup is the Flamethrower. The Interceptor must be upgraded a few times in order to receive this weapon. The Flamethrower projects two streams of flame behind the car. This latest defensive weapon is also the most dangerous to NOSTRA.

WEAPON DATA

OFFENSIVE WEAPONS

9MM GUNS

Your Interceptor will come equipped with a pair of 9mm machineguns. The guns are powerful enough to get some of your earliest missions completed, but eventually you'll need more firepower in order to stop NOSTRA.



15MM GUNS

With this upgrade, you will notice how much easier some enemies are to destroy. This weapon upgrade allows for faster termination of targets as well as the ability to carry more 15mm ammunition.



25MM GUNS

The last upgrade you will receive on your Interceptor's guns is a pair of 25mm guns. IES technicians have concluded that the strength of these guns rivals that of any NOSTRA vehicle's guns.



UNGUIDED MISSILES

Advancements in weapons technologies have allowed IES to fit all G-6155 Interceptor's with a standard unguided missile battery. These missiles can only be fired directly in front of the Interceptor, so aim carefully!



WEAPON DATA

OFFENSIVE WEAPONS



GUIDED MISSILES

The Interceptor's first missile upgrade allows its driver to lock on to a target and launch a single missile at it. Depending on the range of the target, missiles can be semi-automatically fired. This upgrade allows the Interceptor to reach targets previously out of reach.



SWARMER MISSILES

This final missile upgrade allows the Interceptor to fire a salvo of guided missiles at a target. Other enemies (or civilians) within a close proximity of the targeted enemy run the risk of being hit by one of the four missiles that are fired. This weapon is only available on the Type II Interceptor.



EMP

This weapon fires a bolt of electromagnetic energy that is capable of disrupting electrical equipment, rendering it inoperable. The EMP gun is the weapon of choice when it comes to disabling terrorist weapons such as bombs. The Type II Interceptor upgrades the EMP gun with the ability to lock on to targets.



RAIL GUN

Once an experimental weapon, the Rail Gun is now being added to the later model Type II Interceptors. When fired, the Rail Gun releases a burst of highly charged particles that obliterate any target in its line of fire. With the ability to lock on to targets, the Rail Gun is the greatest weapon in the IES's arsenal.

ENEMY DATA

IES agents have provided these images and descriptions of a few NOSTRA vehicles you may encounter. Sources say that other vehicles that don't appear here may very well be working for NOSTRA and should be approached with caution.



BULLSEYE

Fast and rugged, this all terrain vehicle's gun turret will always find its mark.



ROAD LORD

Hydraulic rams and speed boosters make this bulletproof truck a threat from both side and rear.



SWITCH BLADE

High-speed titanium drills combined with superior agility make this a deadly opponent to drive next to.



MORTAR THING

Four rapid-fire mortars set in an amphibious chassis make this dangerous on land and water. This vehicle is unaffected by oil.

ENEMY DATA



BARREL DUMPER

Especially dangerous in tight quarters, this agile ship dumps barrels of explosives from the rear of the ship.



MAD BOMBER

The sheer number of bombs dropped from this modified helicopter will drive even the best drivers mad.



JUMP JET

Deadly accurate guided missiles and low-level ambushes make this aircraft lethal.



PROTOTYPE

A hybrid of stolen IES and NOSTRA technology, this vehicle's full capabilities are still unknown.



ENFORCER

Bulletproof glass and panels protect this vehicle, while rocket launchers and gatling guns attack whatever is unlucky enough to be around it. A formidable, but not unstoppable foe.

ENEMY DATA

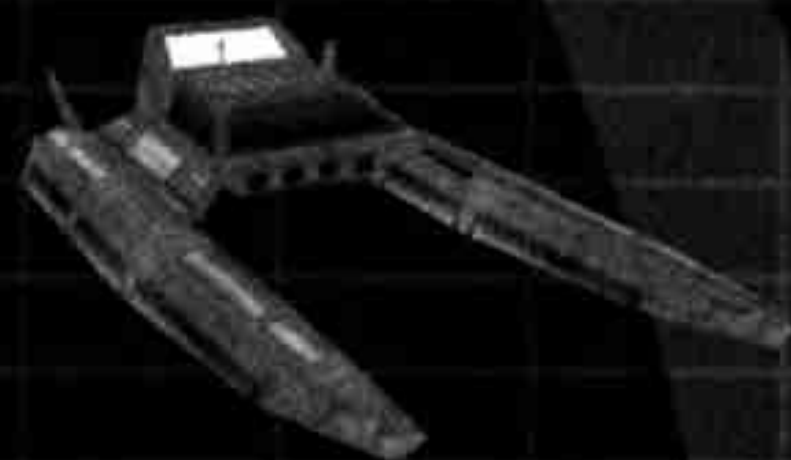
ATTACK HELI

Rotating machine guns mounted to a lightning fast and highly maneuverable combat helicopter.



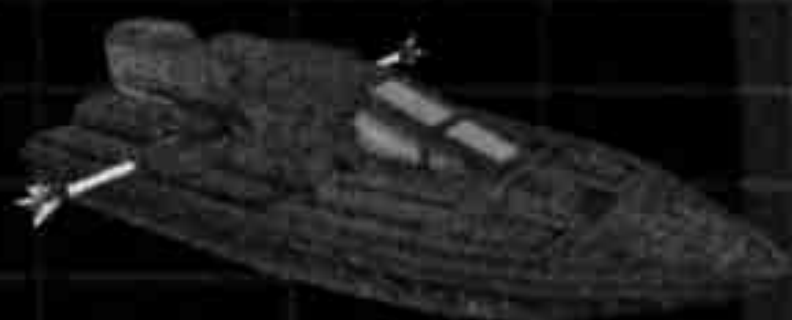
DR. TORPEDO

Advanced twin hull design fitted with fore and aft torpedo launchers will give a lethal dose of damage.



WATER BLADE

Like its cousin on land, high speed titanium drills can quickly send you to a watery grave.



SLICK

Light armor allows it to stay ahead while leaving a trail of traction stealing fluid behind.



NON-IDENTIFIED AGENTS

Since NOSTRA can be found throughout the globe, be on the lookout for their agents. They tend to occupy whatever vehicles they can, such as this gun-toting motorcycle rider photographed in Venice, Italy.



SALIVA

Since its debut in 1983, SpyHunter™ has used famed composer Henry Mancini's "Theme From Peter Gunn" as its theme song. For the new SpyHunter, Midway wanted to re-record the famous theme to match the game's new and aggressive look. We went to none other than leading hard rock group and Island Gold recording act, Saliva.

With their song "Your Disease" on MTV's Top Ten Modern Rock Tracks chart and number nine on Billboard's Modern Rock Track chart, Memphis, Tennessee rockers, Saliva, continue to create their unique blend of musical genres – hard rock with hints of hip-hop and grunge. Just months after the band's formation in September of 1996, Saliva was a finalist in a Grammy Showcase competition sponsored by the National Academy of Recording Arts & Sciences. Shortly after, the band released its first album, *Saliva*, independently and sold 10,000 copies.

Comprised of Josey Scott on vocals, Chris Dabaldo and Wayne Swinny on guitars, Dave Novotny on bass and Paul Crosby on drums, the quintet recently released their major label debut, *Every Six Seconds*.



SALIVA

THE SPYHUNTER THEME by SALIVA

**You know I put it in drive cause it makes me feel alive,
the situation's awry and going faster.
And now I'm hunting you down,
Injecting fear from the sound
And with my mayhem abound,
I Am Your Master**

(Chorus)

**Come on and let the Hunt be the Hunted
Come on and let the Hunt be the Hunted
Come on and let the Hunt be the Hunted
Come on and let the Hunt be the Hunted
Get in my way and I'll be blowing up something
Come on and let the Hunt be the Hunted**

**I'm trying to make it to the other side
And I'm dying to make my move
(So get out of my way cause I'm coming for you)
I know that you will have to realize the danger behind you
(So get out of my way cause I'm coming for you)**

**Upon this Journey I fight
From the day into the night
There is no place you can hide,
I'm Getting Closer.
My mission plainly assigned
My enemies I will find
It's just a matter of time,
Till This is Over**

COMING SOON

MIDWAY
www.midway.com

**Coming
Fall 2001!**



NFL BLITZ —2002—



NFL® BLITZ® 20-02 game © 2001 Midway Amusement Games, LLC. All rights reserved. BLITZ, MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. Used by permission © 2001 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League. Officially Licensed Product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com ©2001 PLAYERS INC. Used by permission. Distributed under license by Midway Home Entertainment Inc.



Visit www.esrb.org
or call 1-800-771-3772
for more info.



WE KNOW HITZ



Mild Violence

MIDWAY
www.midway.com

NHL® HITZ™ © Midway Home Entertainment Inc. All rights reserved. HITZ is a trademark of Midway Amusement Games, LLC. Used by permission. NHL, the NHL Shield and Stanley Cup are registered trademarks of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. All other (NHL-related marks) are trademarks of the NHL and the respective teams. © NHLPA. Officially Licensed Product of the NHLPA. NHLPA, National Hockey League Players' Association and the NHLPA logo are trademarks of the NHLPA and are used under license by Midway Home Entertainment, Inc. "PlayStation" and the "PS" Family logo are trademarks of Sony Computer Entertainment Inc.

MIDWAY CREDITS

SAN DIEGO PRODUCTION CREDITS

Producer	Michael Gottlieb
Associate Producers	Andy Kaffka & Ed Tucker
Assistant Producer	Aaron Orsak
Technical Director	Paul Lefevre
Music Development Manager	Aubrey Hodges
Music and Sound Effects	Dale Stump, Leonard Rankins, Aubrey Hodges & Leonard Bedoian
Print Design and Production	Debra Austin, Erin Shems, Ron White, Conrad Rudy, Chris Mowry, Matt Schiel, Gary Gonzales & Brian Casper
Test Manager	Hans Lo
Test Supervisor	John Ubalde
Lead Tester	Jason O'Brien
Product Testing Analysts	Curtis Robert Barnes, Joshua Begley, Peter Anthony Charron, Aaron Di Fede, Phil Gorney, Suzy Haley, Jared Hamiter, Jason Neel & Chanel Penley
Technical Standards Analysts	David Langat, Adrian Castaneda & Ray Mitchell

NOSTRA MOVIE CREDITS

Lead Artist	Murphy Michaels
Globe FX	Dave Young
Lighting & Rendering	David Menkes
Animation	Aaron Carlson & Tom Tobey
Pyro FX	Jack Cheng

MIDWAY MARKETING CREDITS

Vice President Marketing	Helene Sheeler
Director of Entertainment Marketing	Lawrence Smith
Product Marketing Manager	Jeff Lujan
Marketing Coordinator	May Cam
Music Consultant	Maissa Dauriac

SPECIAL THANKS

Darrin Stubbington, Weston Boucher, Lee Jacobson, Susan Gottlieb, Nathan Gottlieb, Noah Gottlieb, Sandi, Chip Burwell, Brandon LaCava, Josh Barth, Donny Hamilton, Ann Denton, Don Knapp, Rob Gustafson, Melani Windham, Ron Ludlow, Diane Barton, Marci Ditter, Jay Boor, Elisa Mathez, Ben Rubright, Teri Higgins and everyone else who made sacrifices so that this game could reach its full potential.

PARADIGM CREDITS

DEVELOPMENT TEAM

GAME DESIGNER / ART DIRECTOR

Shawn Wright

LEAD SOFTWARE ENGINEER

Angus Henderson

SOFTWARE ENGINEERS

Dave Venturini, Matt Schmulen, Mike Petersen & Brad Robnett

ARTISTS

Chris Donelson, Chris Oliver, Brad Taylor, Robert Walden & Randy Brown

FMV ARTIST

Woody Smith

INTERFACE DESIGNER

Aaron Wright

AUDIO DIRECTOR

JD Smith

LEAD AUDIO SOFTWARE ENGINEER

Brenden Tennant

AUDIO SOFTWARE ENGINEER

John Rogers

LEVEL DESIGNERS

Shawn Wright, Scott Hansen & Chris Donelson

PRODUCER

Jim Galis

TECHNICAL DIRECTOR

Steve Lotspeich

CORE TECHNOLOGY

Rob Rossow, Tommy Bean, Michael Bean & Chris Johnson

ORIGINAL IN-GAME AND CINEMATIC MUSIC

Bob Daspit

SPECIAL THANKS

Raymond Arriaga, Robert Gaines, Trudi Buchanan, David Krueger,
Mahdad Ansari, Drew Powers, Richard Baker, Dave Gatchel
and everyone else at Paradigm that made this possible.

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold as is, without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. **THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE Midway Home Entertainment Inc. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home Entertainment Inc. SOFTWARE PRODUCT.**

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Midway Home Entertainment Inc.

P.O. Box 2097

Corsicana, TX 75151-2097

www.midway.com

Midway Customer Support

903 874-5092

10:00am - 6:30pm / Central Time

Monday - Friday

Automated help line open 24 hours a day

COMING IN 2001



Mild Violence

The Ultimate Battle on Snow!



MIDWAY

PlayStation 2

**ARCTIC
THUNDER**

Midway Home Entertainment, P.O. Box 2097 Concord, TX 75111-2097

Spy Hunter ©2001 Midway Amusement Games, LLC. All rights reserved. SPY HUNTER, MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. Used by permission. Developed by Paradigm Entertainment, Inc. "Theme From Peter Gunn" Composed and Conducted by Henry Mancini. Published by Northridge Music Company (ASCAP) and Universal MCA Music Publishing, a Division of Universal Studios, Inc. "THE SPYHUNTER THEME" Written by Henry Mancini, Northridge Music Company. Administered by Universal MCA Music Publishing, a Division of Universal Studios, Inc. (ASCAP). Lyrics By Josey Scott. Performed by Saliva. Courtesy of Island Def Jam Music Group Under License to Universal Music Enterprises. Distributed under license by Midway Home Entertainment Inc.

Arctic Thunder ©2001 Midway Amusement Games, LLC. All Rights Reserved. ARCTIC THUNDER, MIDWAY and the Midway logos are trademarks or registered trademarks of Midway Amusement Games, LLC. Used by permission. Distributed under license by Midway Home Entertainment Inc.

Licensed for play on PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. U.S. AND FOREIGN PATENTS PENDING.