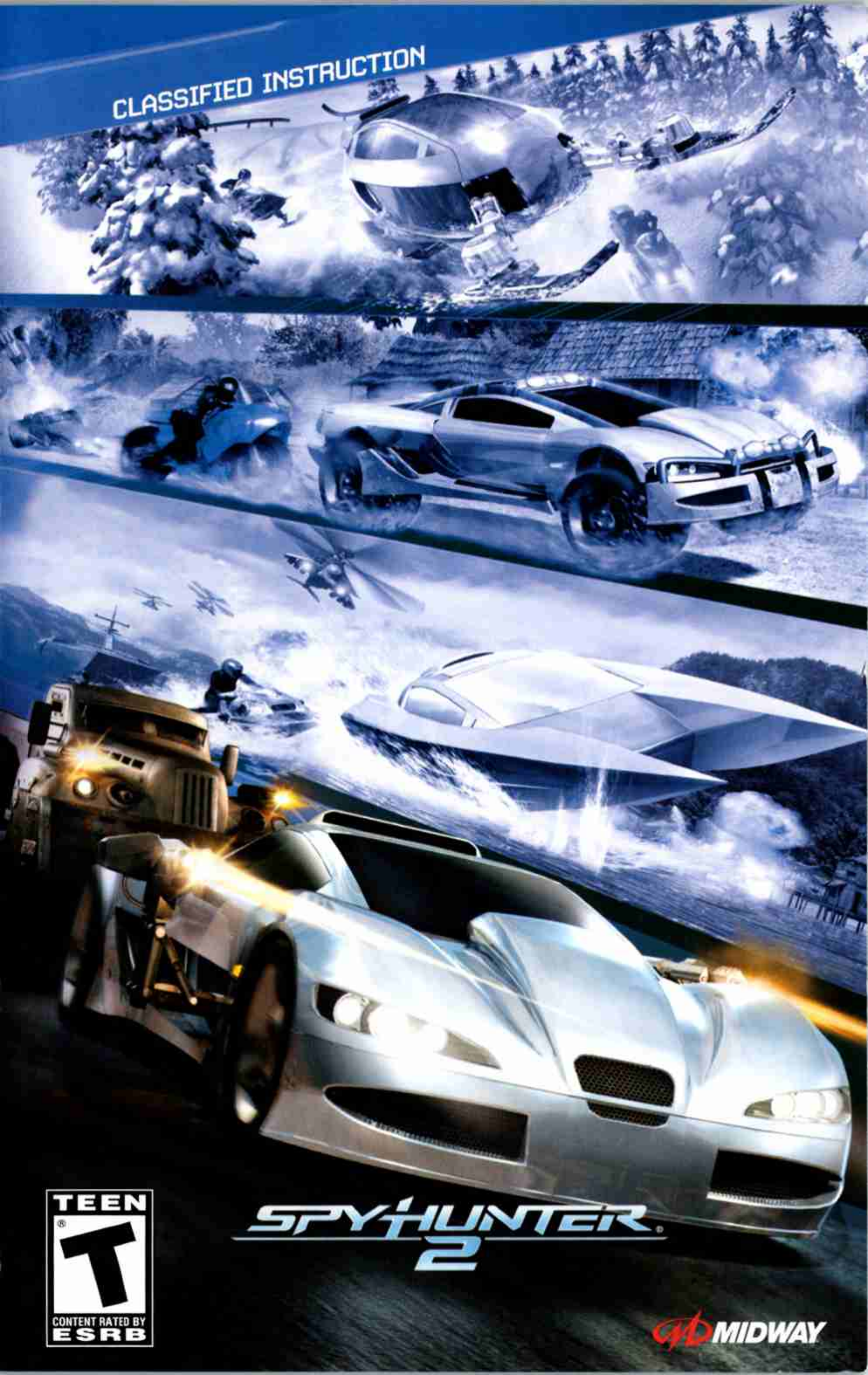


CLASSIFIED INSTRUCTION



SPY HUNTER 2

MIDWAY

Warning

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.

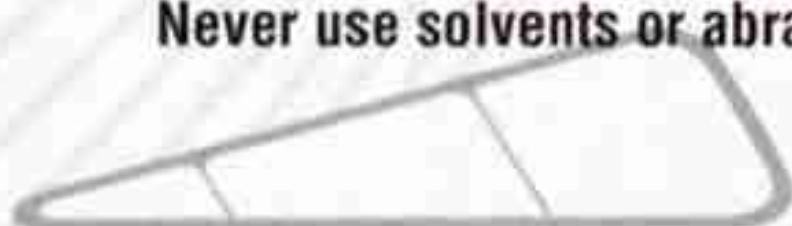
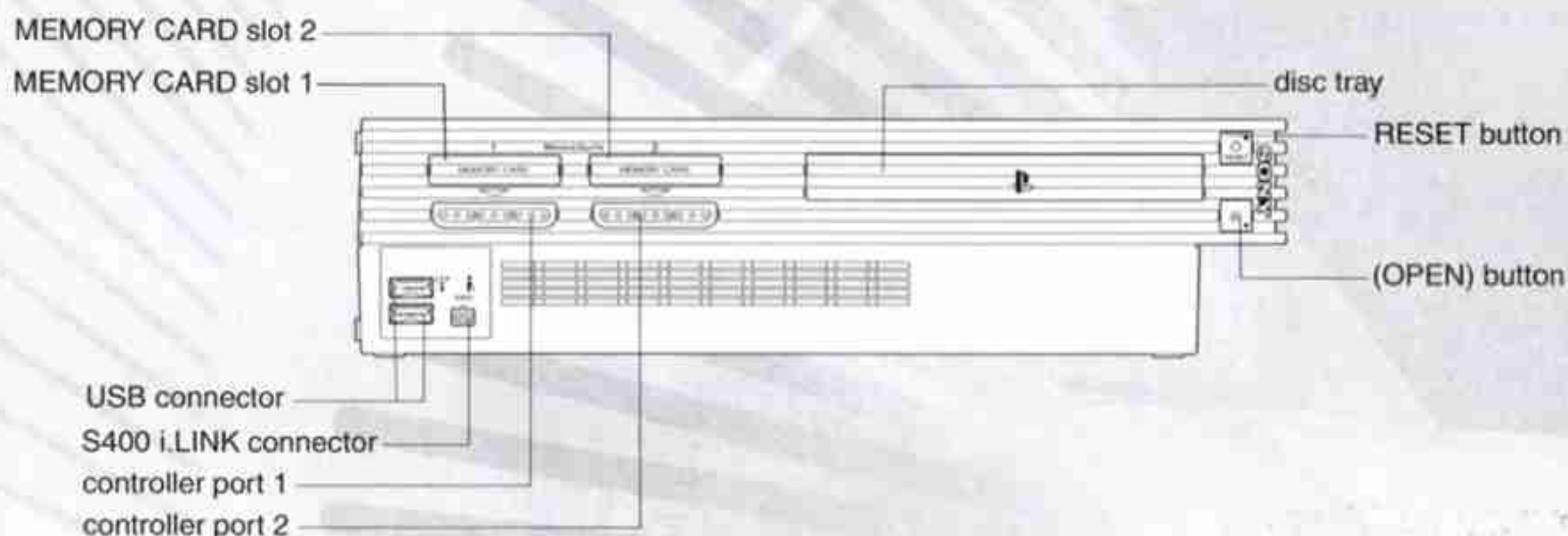


Table of Contents

Getting Started	2
Starting Up	3
Default Controls	4
Mission Briefing	5
Load/Save Game Data	6
Main Menu	7 - 8
Select Missions & Weapons	9
The Weapons	10 - 11
The HUD	12
The Vehicles	13
Credits	14 - 15
Warranty	17

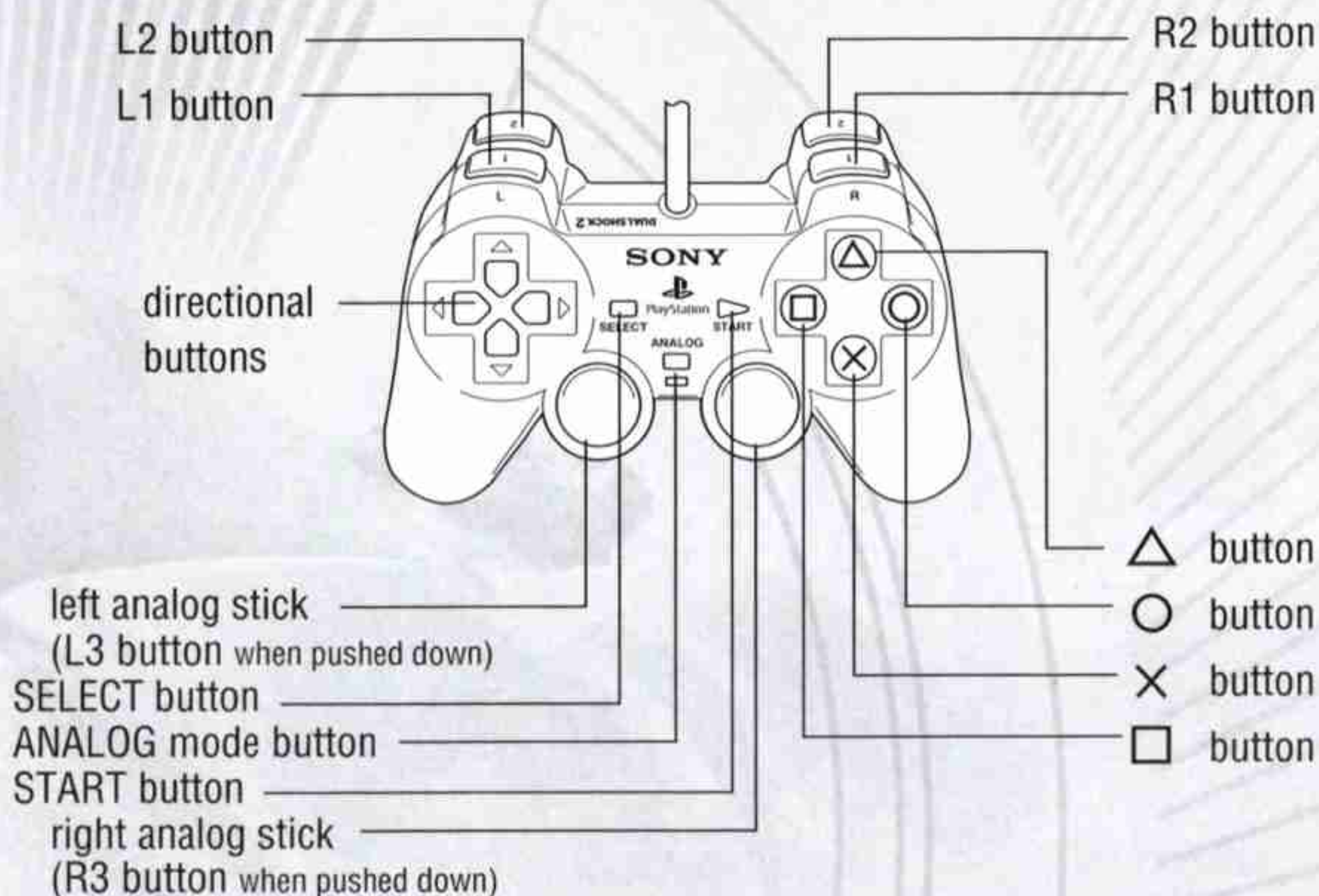
Getting Started



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®2** 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



SpyHunter 2 does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

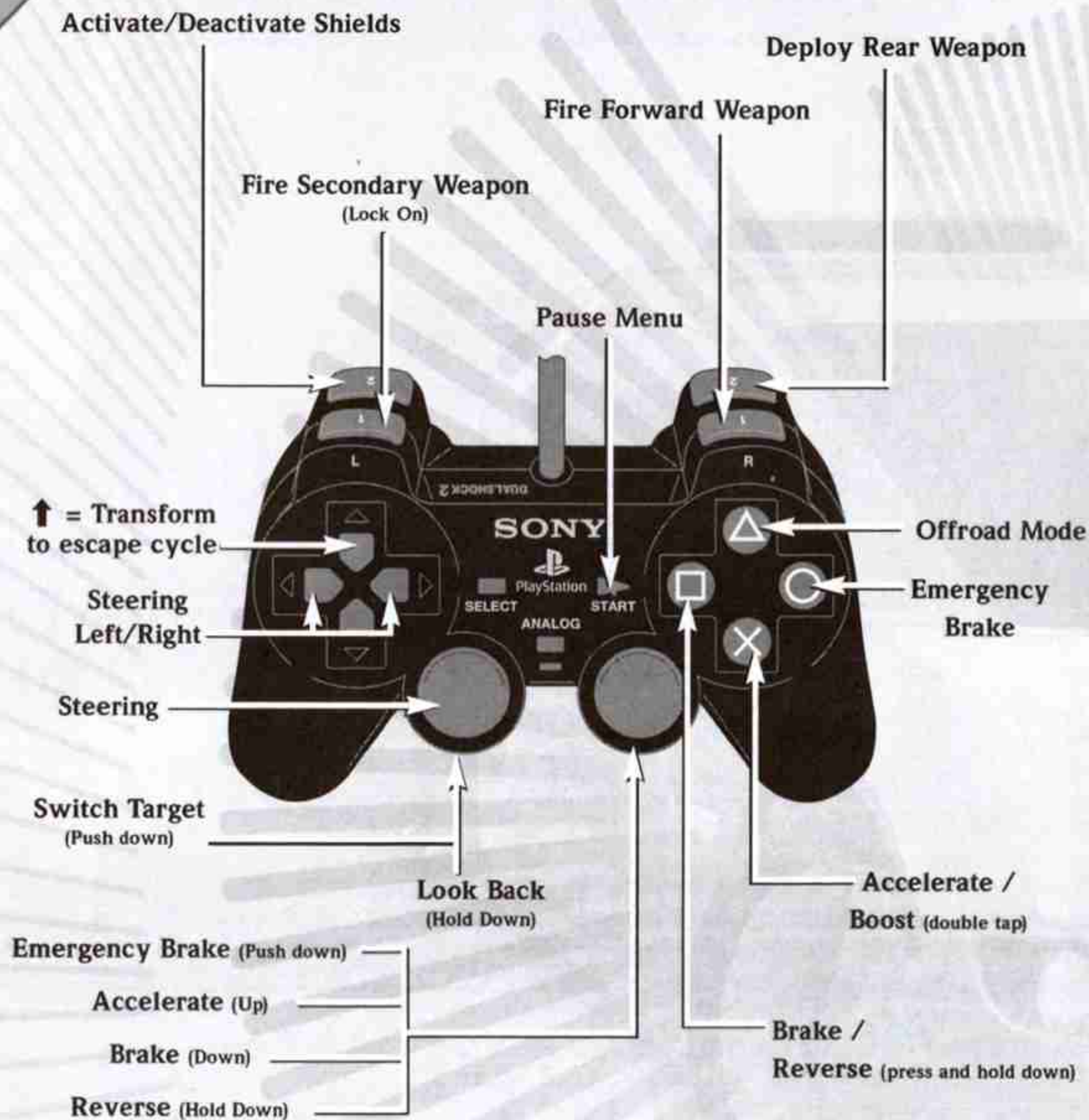
Menu/Sub-Menu Navigation

Throughout this manual, **↑**, **↓**, **←** and **→** will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (**↑**, **↓**, **←** or **→** depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the **×** button. To go back to the previous menu and/or cancel the previous selection, press the **△** button.

Quitting a Game in Progress

During the game, press the **START** button to display the Pause Menu. Press the directional buttons **↑** or **↓** to select Exit Game, then press the **×** button. To confirm exiting the game, press the **×** button again to go to the Main Menu.

Default Controls



Offroad 4x4 Transformation

When you find yourself in rough terrain, press the  button to transform your vehicle, so it's better equipped to handle the rigors of off-road travel.

Targeting

As you drive, your crosshair will move as you steer the car. Use this reticule for targeting your Primary Weapon. A second orange reticule will lock on to targets destined for destruction with your Secondary (Lock On) weapons.

Mission Briefing

The seeds of destruction are sprouting.

NOSTRA's destruction at the hands of Agent Alec Sects saved the world as we know it. However, NOSTRA's operations extended around the world and the fragments of the network, like the roots of weeds, have grown ambitious again. The spies and assassins are under the control of a central figure, but who and for what reason remain a mystery.

Agent Sects must once again battle the forces of chaos in their bid to take over the world. But this time, he is not alone.

The feisty Agent Duvelle of IES (International Espionage Services), joins him in the adventure that will take them to the most exotic parts of the planet. From the steppes of Russia to the steamy jungles of Cambodia, they must hunt down and destroy the terrorist operations using the most technologically advanced equipment at their disposal.

The G-8155 Interceptor boasts new off-road capability, heat-seeking missiles, an energy shield, as well as the invaluable transition capabilities to aid escape when damaged. IES has authorized the use of mobile weapons vans in hostile territory to resupply ammunition and provide repairs. Brand-new artillery vans with a 360-degree mounted machine gun have also been designed and unveiled specifically to counter this latest threat.

It's now up to Agent Sects and his formidable support team to thwart global destruction using a combination of speed, versatility and firepower.

The Hunt begins again.



Factions of the NOSTRA

Russia



New Orleans



Asia



Swiss



Load/Save Game Data



Prior to the Main Menu, the Load Game Data screen will be displayed. SpyHunter 2 lets you save accumulated game data to your memory card (8MB) (for PlayStation®2). Select an "Empty Save" slot, then press the **X** button to save to the memory card. Your most recently saved game will be available to load (Save Game 1, 2, etc.) each time you start your console, as long as your memory card is inserted in MEMORY CARD slot 1.

If you don't have a memory card, select Continue Without Saving to go to the Main Menu.

Load Game Data

If you have saved data on your memory card, select the Save Game number you want to load from your memory card. You'll then go to the Main Menu.

Saving Game Data

Whenever you complete a mission, the game will automatically access your memory card and save the game.

It is advised that you do not insert or remove peripherals or memory cards once the power is turned ON. Make sure there is enough free space on your memory card before commencing play. Do not add or remove a memory card while saving is in progress.

Main Menu



Campaign

This is a one player option that lets you progress through the complete SpyHunter 2 set of missions you'll need to accomplish. At the Campaign Screen, press the directional buttons **↑** or **↓** to scroll through the available missions, then press the **⊗** button to select the mission.

Multiplayer Campaign

Complete the game's missions in a two player, cooperative game mode. Player 1 will control the vehicle and the **Offensive** weapons, and Player 2 will control the **Secondary** and **Auxiliary** weapons. When selected, you'll go to the Mission Objective Screen to select available missions.

Spy Hunt (2 Player Mode)

Go on a spy hunt with a friend. You'll play a death-match style game on a split screen in an effort to destroy your opponent before being destroyed yourself. When this option is highlighted, you'll go to the pre-game screen to select one of four environments.



Spy Hunt Setup

Time - Select from 1 to 15 minutes of hunting time. You can also select **Infinite**, so you can play as long as you want.

Kill - Select the number of Kills you'll need to make in order to complete the mission. Choose from 1 to 15 Kills. You can also select **Infinite**, so you can play as long as you want.

Power Ups - Select **Yes** to have the missions include Power Ups, or select **No** to play without them.

Main Menu

Options

The Options Menu allows you to make changes to the game's **Audio** and **Controller** settings.

Audio

Highlight an option, then press the directional buttons **←** or **→** to increase or decrease the volume of the following sound options:



- Music** - The game's background music.
Sound - The game's Sound Effects.
Stereo - Select Stereo or Surround Sound

Controller

Use this option to view the SpyHunter 2 controller configuration.



Player One/Two Vibration

Turn your controller's vibration feature **On** or **Off**.

Extras

SpyHunter 2 includes some extra DVD content that you can check out at your leisure.

- Movies** - Check out the in-game movies created for SpyHunter 2.
- Music Player** - Listen to the game's soundtrack. Highlight a song, then press the  button to listen.
- Credits** - View the names of those who worked long hours to bring you SpyHunter 2.
- Gallery** - See concept and final artwork created for SpyHunter 2.
- DVD Content** - See a performance and an interview with Vanessa Carlton, as well as a feature video "SpyHunter: Then and Now".

Select Mission & Weapons

Before you get started, you'll need to select a Mission and choose the type of Weapons you want at your disposal.



Select Mission

At the Missions Screen, press the directional buttons **↑** or **↓** to highlight the available missions. As you highlight a mission, details will be displayed below to give you a quick overview of your mission or series of missions.

As you complete missions, subsequent missions will become available for you to choose. When you've highlighted the mission you want, press the **⊗** button to go to the Weapons Screen to choose your weapons.



Select Weapons

At the Weapons Screen, press the directional buttons **↑** or **↓** to highlight the available weapons. Once a weapon is selected, cycle available weapons by pressing the directional buttons **←** or **→**. As you highlight a weapon, details about the weapon will be displayed.

As you complete missions, unavailable weapons will become available for you to use. See **The Weapons**, pg. 10-11, for details on the game's weapons.

The Weapons

Guided Missiles

DPIM - 6X Seeker Missile – Dual Purpose Infrared Missile



ARHE - 120 Missile – Anti-Radiation High Explosive Missile



AADPIM - 88 Firebolt, Anti-Armor Dual Purpose Infrared Missile



Multi-Missiles

DPICM - 2 – Dual Purpose Infrared Cluster Missiles



HEICM Cluster Missiles



AAICM Ace Cluster Missiles



Rockets

M129 Dual Purpose Rockets



M234 HEMP Rockets – High Explosive Multi-Purpose



M287 Anti-Armor Rockets



Machine Guns

M27 .50 Cal. Machine Guns



M165 .50 Cal. Gatling Guns



XM196 HOSF Laser Weapons – High Output Staggered Fire



The Weapons

Rail Guns

MKE/XM30-E2 EMAW Cannon – Magnetic Kinetic Energy Ammo /Electro-Magnetically Accelerated Weapon

CMKE/XM30-E4 EMAW Cannon – Charged Magnetic Kinetic Energy Ammo/Electro-Magnetically Accelerated Weapon

HCPC/XM30-E7 EMAW Cannon – High Capacity Polarized Charge Ammo/Electro-Magnetically Accelerated Weapon



Auxiliary Weapons

M97 Oil Dispenser



M73 Smoke Generator



XM59 Mine Layer



Equipment

ACC Light Armor – Advanced Composite Ceramic



ACC - T Medium Armor – Advanced Composite Ceramic w/Tungsten rods



SPCC - T Heavy Armor – Special Purpose Composite Ceramic w/Tungsten rods



ANE Self-Repairing Armor – Advanced Nanite Enhanced



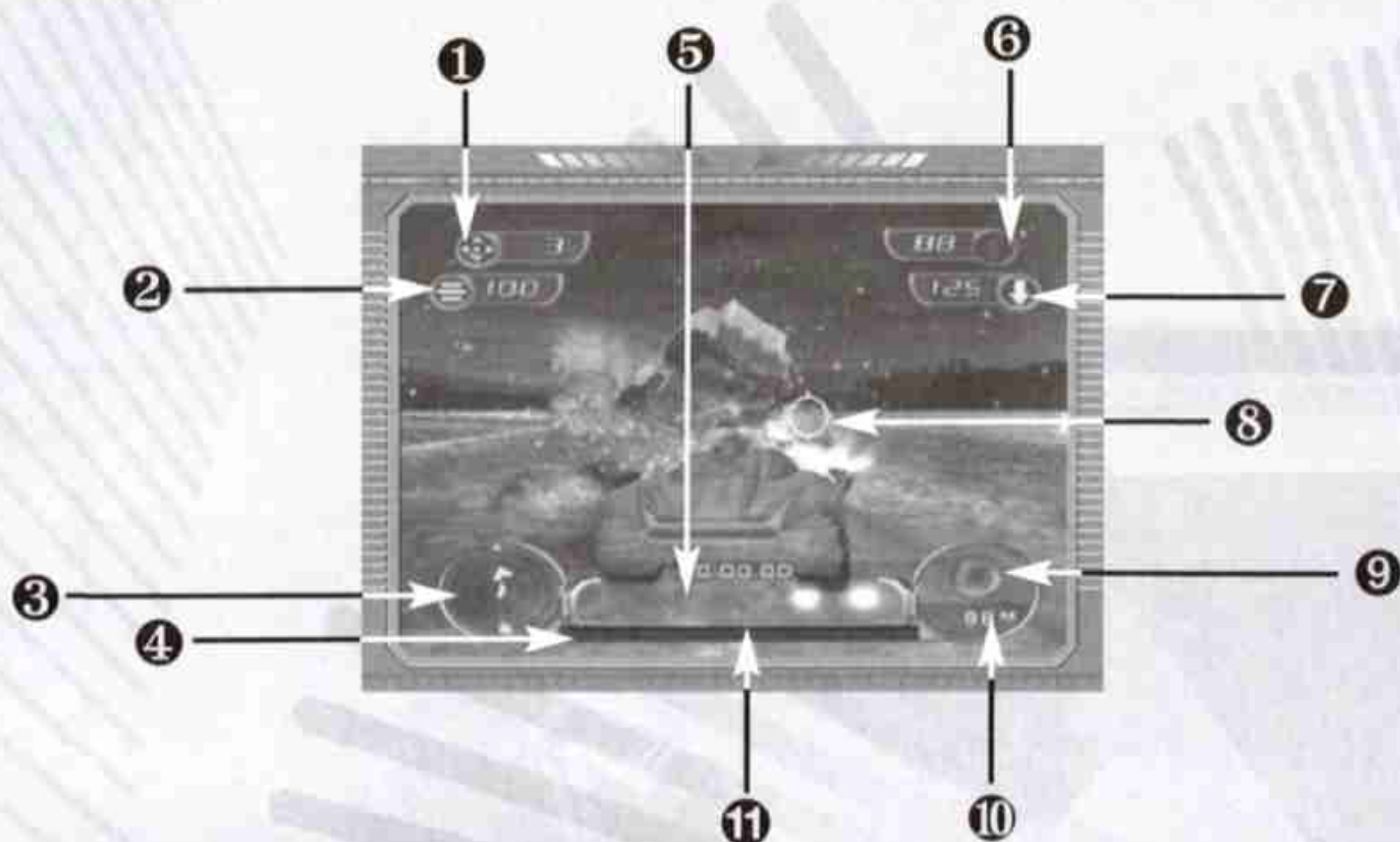
AEPC Shield – Advanced Electro-Polarized Charge (Blue)



HCPC Shield – High Capacity Polarized Charge (Purple)



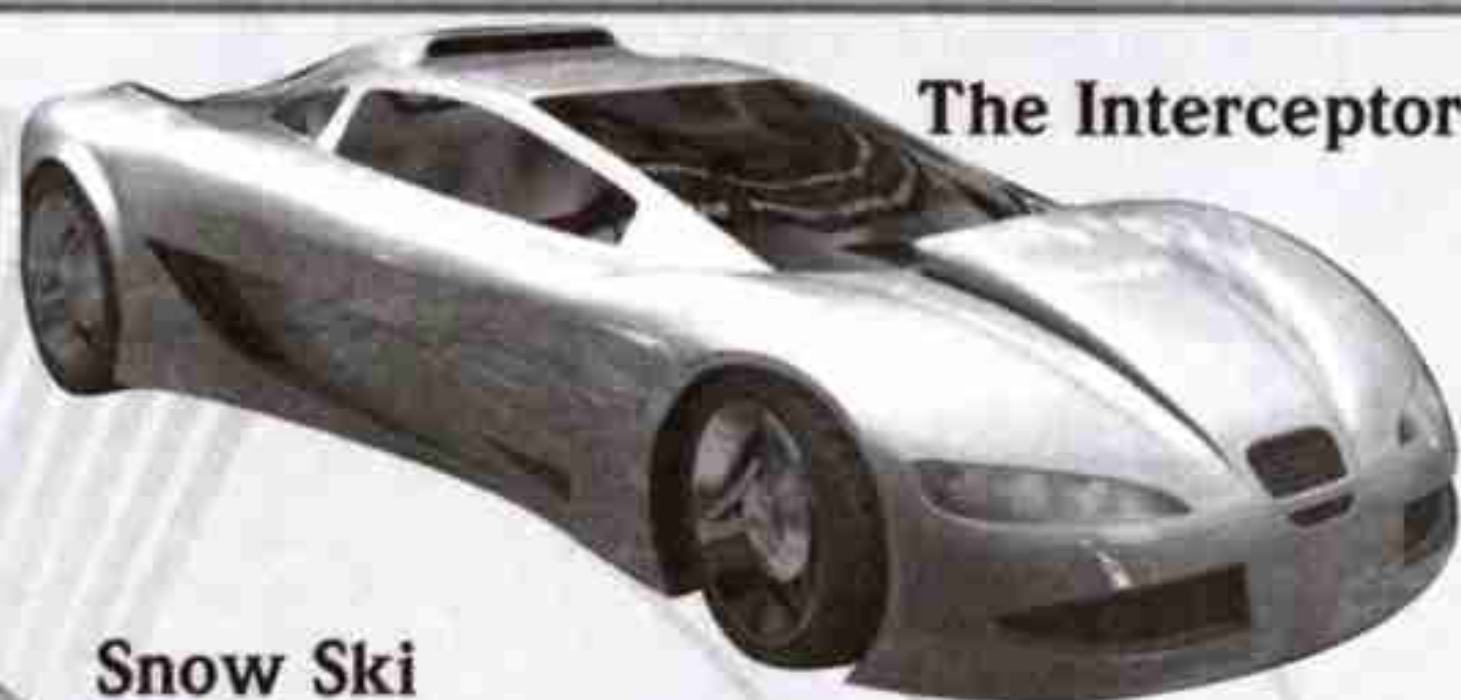
The HUD



As you play the game, the HUD displays on-screen information you'll need during your missions. See the diagram above as well as the following information to get you more familiar with what you'll see on-screen.

1. **Secondary Weapon Count** - The amount of secondary weapons remaining.
2. **Shield** - The amount of Shield strength available.
3. **Radar** - Enemies appear as blips.
4. **Boost** - The lower, purple portion of the bar diminishes to black as you use your boost.
5. **Rearview Mirror** - Don't forget about what's behind you.
6. **Forward Weapon Count** - The amount of forward weapons remaining.
7. **Rear Weapons** - The amount of rear weapons available.
8. **Crosshair** - Move the crosshair over the enemy. Another inner, red crosshair will appear when you're locked-on. Fire your Secondary Weapon once you're locked-on.
9. **Communication** - Represents your on-board computer, Leoni 2.1
10. **MPH** - Your speed.
11. **Health** - The upper, black portion of the bar will fill with red as you take on damage.

The Vehicles



The Interceptor



Snow Ski



Jet Ski

The Offroad 4x4 Interceptor



Escape Cycle



Interceptor Boat



Weapons Van

IES has made every effort to assure your missions are successful. When NOSTRA threat levels are low, a Weapons Van will be deployed into the operations zone. Navigate the Interceptor into the Weapons Van to dock temporarily. When docked, the Interceptor will be repaired and all ammunition will be replenished. The Weapons Van is equipped with a roof-mounted turret which fires automatic and single-shot ordinance. In urgent situations, you may be required to operate this turret.



Controls

Steer Turret - left analog stick

Fire Main Turret Weapon - **R1** button

Fire Secondary Turret Weapon - **L1** button

Credits

Midway Home Entertainment

PRODUCTION

Executive Producer	Michael Gottlieb
Producer	Zach Wood
Associate Producer	Devin Shatsky
Assistant Producer	John Stookey
Chief Technical Director	Paul Lefevre
Technical Director	CheYuan Wang
Art Director	Graig Rundels
Script/Dialogue	David Bergantino

QUALITY ASSURANCE

Quality Assurance Director	Paul Sterngold
Quality Assurance Manager	Rob Sablan
Quality Assurance Supervisor	Dan Wagner
Database Administrator	Michelle Savole
QA Lead Analysts	Erwin Gasmin & Jason O'Brien
QA Assistant Leads	Brian Dumlao & Mike Hampton
Technical Standards Analyst	Chris Berg, Jason Jorgensen, Dan Kit, Ray Mitchell, Josh Palmer, Jim Sanders & Ron Salleza
Quality Assurance Analysts	John Baker, Jay Bernal, Leroy Butler, Godfrey Bolano, Neil D. Carter, Ryan Castiglia, Tony Drake, Jonathan Eng, Quan La, Tim Lambright, David Lloyd, Matt Macabitas, Clermont Matton, Shannon Meyer, Andrew Nguyen, Chanel Penley, Mark L. Ratley, Matthew Staples, Adam Spivey, John Tajuna, Ben Vargas, Robert Warren, Tommy Woo & David Yun

AUDIO	Shane Kneip, David Norris & Dale Stump
-------------	--

MARKETING

Sr. VP, Publishing	Mark Beaumont
VP, Marketing	Helene Sheeler
Dir., Entertainment Marketing	Lawrence Smith
Product Manager	Patrick Dillon
Marketing Coordinator	May Cam
Dir, Channel Marketing	Christa Wittenberg
Channel Marketing Coordinator	Echo Storch
VP, Licensing	Steve Booth
Dir. PR and Promotions	Marci Ditter
Sr. PR Manager	Marc Franklin
PR Manager	Aaron Grant
Internet Manager	Dawson Vosburg

CREATIVE SERVICES

VP Creative Services	Debbie Austin
Dir. Creative Services/Manual	Jon Mongelluzzo
Project Manager	Sally Nichols
Creative Designer	Ron White
Manual Artwork	Matt Schiel
Assets Manager	Rare Macapayag

LEGAL	Mike Burke, Rob Gustafson & Gerry Sweeney
-------------	---

BUSINESS DEVELOPMENT	Lee Jacobson
----------------------------	--------------

CINEMATIC AUDIO	Tommy Tallarico Studios, Inc.
-----------------------	-------------------------------

CINEMATIC SOUND DESIGN & COMPOSITION	Tommy Tallarico, Joey Kuras & Howard Ulyate
--	---

5.1 CINEMATIC ENGINEER	Chuck Mitchell
------------------------------	----------------

FMV	Blur Studio, Inc.
-----------	-------------------

VOICE ACTORS	Leoni v2.1 - Leonie Choy & Agent Vanessa Duvelle - Crystal Green
--------------------	--

SPECIAL THANKS TO:

Chris Mowry, Aaron Orsak, Greg Hounsom, Rema Sundararajan, Maissa Dauriac, Christa Woss, Beth Smukowski, Jack O'Neill, Michael Crawford, Melani Windham, Doris Lynch, Pamela McCrory, Margo Cook & Ann Denton

MUSIC

"Dark Carnival"

© 2003 A&M Records

Written and performed by Vanessa Carlton

Vanessa Carlton appears courtesy of A&M Records

© 2003 Universal Music Publishing

"Theme From Peter Gutin" Composed and Conducted by Henry Mancini, Published by Northridge Music Company (ASCAP)/ Universal MCA Music Publishing, a Division of Universal Studios, Inc.

Credits

Angel Studios

DESIGNERS

Lead Game Designer Pan Oakley
Lead Level Designer Troy Bowman
Level Layout Designers Gilbert Sandejas & David Stinchcomb
Level Designer Chris Kagel

PROGRAMMERS

Technical Director Mike Haynes
Lead Programmer Charles Eubanks
Audio & Interface Jeremy Jessup
Artificial Intelligence Smith Surasmith
Tools Programming Robert Suh
Water Microcode Alexander Ehrath
Additional Programming Jonathan Spane

ARTISTS

Art Director George Davis
Lead Artist Rick Gonzales
Lead Vehicle Artist / Concept Artist (Vehicles & Weapons) Garrett Flynn
Technical Artist / 3D Artist Spencer Lindsay
Lead Level Design / 3D Artist Mike Gonzales
3D Environment Artists Deanna Lorenz & Lisa Mulvaney
3D Environment Artists / Texture Artists Ryan Broley, Armando Calpena, Mike Nagatani & Brian Vanderhulst
UI/Front-end Artist Ted Bradshaw
3D Artists / Texture Artists Farivar Eftekhari, Carlos Hernandez & Eric Lin
Animation Eric Ciccone
Concept Artists (Environments) Jae Kim, Tom Olson & Francis Tsai
Concept Artists (Vehicles & Weapons) Harald Baker, Scott Robertson & Ed Watts
Duvelle Concept Art Marcelo Vignali

AUDIO

Lead Audio Designer Steven von Kampen
Sound Designer Mark Loperfido

PRODUCTION

Producer Glen Hernandez
Associate Producer Darion Lowenstein

AGE (ADVANCED GAME ENGINE) GROUP

Technical Director David Etherton
Physics / AI Support Nathan Brown
Interceptor Vehicle Dynamics Jeffrey J. Roorda
AGE Audio Support Joshua Breindel
Animation / Exporter Support ZhenPing Guo
AGE Code & Release Support Wil Parades
File I/O Support Chris Coffin
Additional Programming Max Garber

STUDIO SUPPORT

Creative Director Steven Olds
Art Department Director Joshua Bass
AGE Director Henry Yu
Chief Technology Officer Steven Reed
Director of Development Alan Wasserman
Director of Allocations Sharon Haynes

TESTING

Test Department Manager Jason Dickson
Testers Tom Hiett, Dirk Lancaster & Darcí Morales

ADDITIONAL DESIGN SUPPORT

.....Wayne Imlach & Wing Cho

ADDITIONAL PRODUCTION SUPPORT

.....Steve Murphy

ADDITIONAL STORY SUPPORT

.....Rob Bacon

SPECIAL THANKS TO

.....The families of every team member for their support, Marie Cote, Jennifer Sole,
Sara King, Gregory Baxter, Rom Di Presco of Morpheus Labs (Additional Music), Greg Hill (Vehicle Audio Sounds) & Blur Studios, Inc. (FMV's)

GET STOKED!

"Arcade gaming doesn't get much better than Robotron: 2084."

ANDREW REINER - EXECUTIVE EDITOR - GAME INFORMER

**AVAILABLE
NOVEMBER
\$19.95 MSRP**

"Smash TV is one of my favorite games of all-time."

JEFF GERSTMANN - SENIOR EDITOR - GAMESPOT.COM

"Almost every title in the lineup brings a nostalgic smile to my face."

CHRIS CARLE - EDITOR IN CHIEF IGN GUIDES/IGN CODES - IGN.COM

"I'm a huge fan of Rampart. It's one of my favorite old arcade games."

JOE FIELDER - PREVIEWS EDITOR - ELECTRONIC GAMING MONTHLY

"Combining established classics like Joust, Spy Hunter and Defender with gems like Toobin' and Blaster, this is a must-have collection of classic arcade games."

Eric Bratcher - Associate Editor

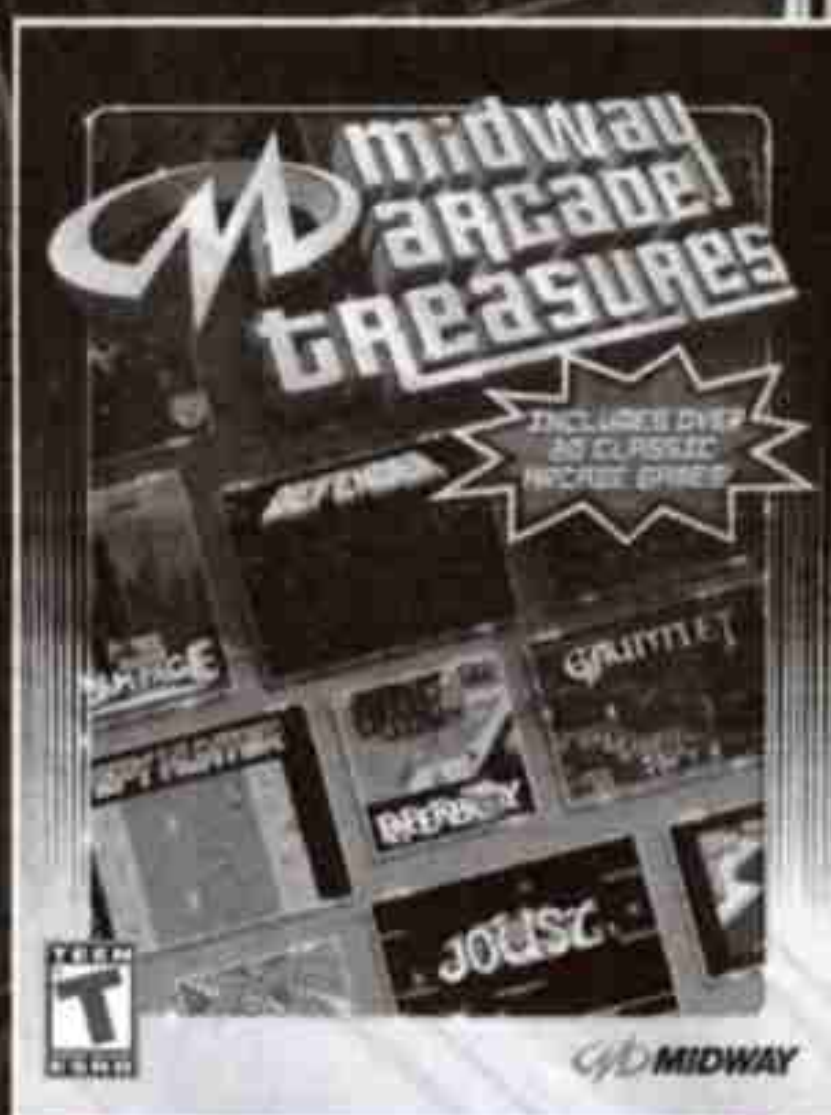
PSM: 100% Unofficial PlayStation Magazine

Find your FAVORITE in Midway Arcade Treasures!

Midway Arcade Treasures is jam-packed with over 20 arcade classics including:

- | | | | |
|---------------|------------------|----------------|--------------------|
| • SpyHunter | • Paperboy | • RoadBlasters | • Toobin' |
| • Defender | • Rampage | • Blaster | • KLAX |
| • Defender II | • Marble Madness | • Rampart | • SPLAT! |
| • Gauntlet | • Robotron 2084 | • Sinistar | • Satan's Hollow |
| • Joust | • Smash TV | • Super Sprint | • Vindicators |
| • Joust 2 | • Bubbles | • 720° | • Root Beer Tapper |

midwayarcadetreasures.midway.com



MIDWAY



Blood and Gore
Violence



PlayStation 2

COMPILATION © 2003 MIDWAY HOME ENTERTAINMENT INC. THE FOLLOWING TITLES ARE COPYRIGHT MIDWAY AMUSEMENT GAMES, LLC: SPY HUNTER © 1984; ROBOTRON 2084 © 1982; JOUST © 1982; ROOT BEER TAPPER © 1983; SINISTAR © 1982; DEFENDER © 1980; SPLAT © 1982; SATAN'S HOLLOW © 1982; RAMPAGE © 1986; SMASH TV © 1990; BUBBLES © 1983; DEFENDER II © 1981; BLASTER © 1983 MIDWAY AMUSEMENT GAMES, LLC. THE FOLLOWING TITLES ARE COPYRIGHT MIDWAY GAMES WEST: GAUNTLET © 1984; PAPERBOY © 1985, 1999; MARBLE MADNESS © 1984; ROADBLASTERS © 1987; RAMPART © 1991; SUPER SPRINT © 1986, 720° © 1986; TOOBIN' © 1988; KLAX © 1989; VINDICATORS © 1988 MIDWAY GAMES WEST. MIDWAY, THE MIDWAY LOGO, SPY HUNTER, ROBOTRON 2084, JOUST, ROOT BEER TAPPER, SINISTAR, DEFENDER, SPLAT, SATAN'S HOLLOW, RAMPAGE, SMASH TV, BUBBLES AND BLASTER ARE TRADEMARKS OF MIDWAY AMUSEMENT GAMES, LLC. GAUNTLET, PAPERBOY, MARBLE MADNESS, ROADBLASTERS, RAMPART, SUPER SPRINT, 720°, TOOBIN, KLAX AND VINDICATORS ARE TRADEMARKS OF MIDWAY GAMES WEST INC. ALL RIGHTS RESERVED. USED BY PERMISSION. DISTRIBUTED UNDER LICENSE BY MIDWAY HOME ENTERTAINMENT INC. "PLAYSTATION" AND THE "PS" FAMILY LOGO ARE REGISTERED TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC.

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.
Attn: Tech/Customer Support
PO Box 360839
Milpitas, Ca 95036-0839
www.midway.com

Midway Customer Support
(408) 473-9499
10:00am - 6:30pm / Central Time
Monday - Friday
Automated help line open 24 hours a day
Email: support@midway.com

Hints and Tips

For the hottest tips and codes for Midway Games, call 1-800-328-HINT (4488). Automated tips and codes are available 24 hours a day, 7 days a week. The cost for automated hints is \$1.40 for the first minute, .99 cents per minute thereafter. Live operator support is 1.50 per minute and is available Monday through Friday from 9 am to 6 pm Pacific Time. You must be 18 years of age or older or have parental consent to call this number. A touchtone phone is required. Messages are subject to change without notice.

SPY HUNTER®

SOON TO BE A MAJOR MOTION PICTURE

FROM UNIVERSAL PICTURES

STARRING THE ROCK



Midway Home Entertainment Inc.
675 Sycamore Drive, Milpitas, CA 95035



Spy Hunter © 2003 Midway Amusement Games, LLC. All rights reserved. SPY HUNTER, MIDWAY and the Midway logos are registered trademarks of Midway Amusement Games, LLC. Used by permission. "Theme From Peter Gunn" Composed and Conducted by Henry Mancini, Published by Northridge Music Company (ASCAP)/ Universal MCA Music Publishing, a Division of Universal Studios, Inc. Distributed under license by Midway Home Entertainment Inc. Midway Amusement Games, LLC and its affiliates do not monitor, endorse or accept responsibility for the content of any non-Midway website.