

Instruction Manual



 **MIDWAY**

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.

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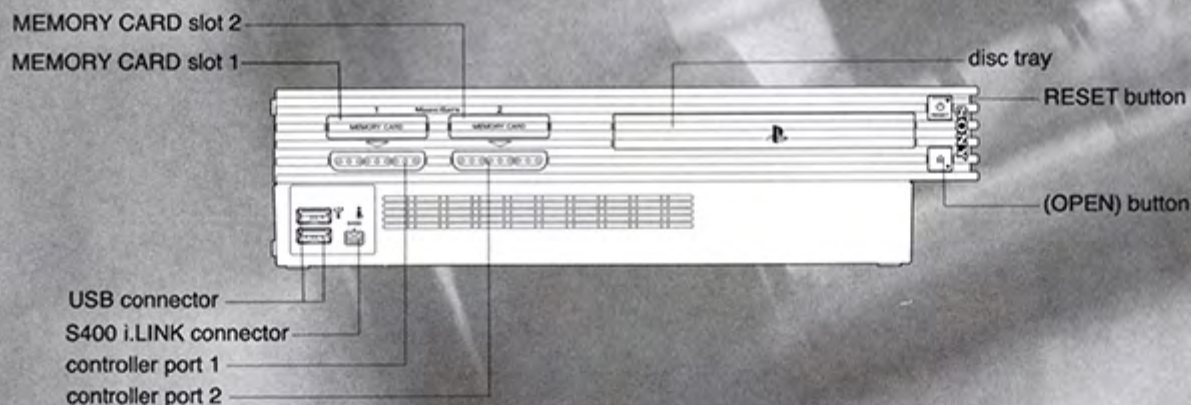
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GETTING STARTED

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.

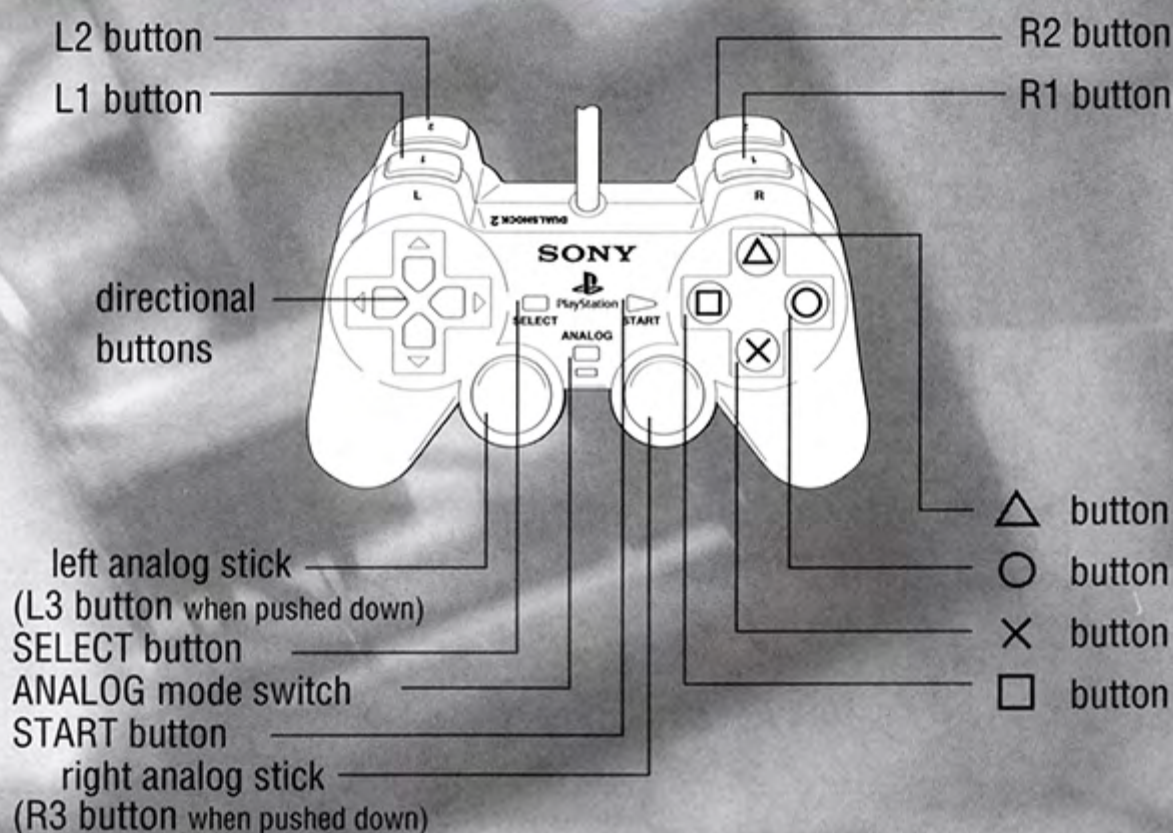
When the power indicator lights up, press the open button and the disc tray will open. Place the (C.A.R.T. FURY™) disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

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.

GAME CONTROLS

DEFAULT GAME CONTROLS

STEER CAR - Left analog stick

GAS - **X** button

BRAKE - **□** button

ACTIVATE BOOST - **L2** button or **R2** button

DOWN SHIFT (Manual transmission only) - **L1** button

UP SHIFT (Manual transmission only) - **R1** button

CHANGE VIEW (3 views to choose from) - **△** button

TOGGLE HUD (Heads Up Display) - **○** button

If you wish, you can change the control settings in the game's Options Menu (see Pages 8-9).

MENU NAVIGATION

C.A.R.T. FURY™ contains a number of menus. To navigate through a menu, highlight your selection using the Directional buttons or Left analog stick. To access a sub-menu and continue to the next screen, press the **X** button. To go back to the previous screen, press the **△** button.

ENTERING INITIALS AND NAMES



Some screens in **C.A.R.T. FURY™** allow you to enter names or initials, depending on the type of screen. To enter a name or your initials, use the Directional buttons or Left analog stick to highlight the letter or character. Next, press the **X** button to lock in the letter or character you selected. Continue doing this until

you have completed your entry. To continue, highlight **END** and press the **X** button.

GAME SELECTION

At the game's Title Screen, press the  button to access the game's greeting screen.

The greeting screen is where you will begin your racing career. There are three choices available to you.



1 PLAYER

Play against the computer in a variety of game modes including **ARCADE MODE**, **SIMULATOR MODE** & **SEASON MODE**.

2 PLAYER

This allows two players to compete against each other in every game mode except **Driving 101®**. Make sure you have two controllers connected before attempting to play a 2 Player game. When you're ready to go, highlight **2 PLAYER** and press the  button.

LOAD GAME

This sub-menu allows you to load a previously saved game on your memory card. You must have saved game data on your memory card in order to load a game. To load a game, highlight **LOAD GAME** and press the  button.

You will now choose from which Memory Card Slot (1 or 2) to load your game. Highlight the appropriate memory card slot and press the  button. Next, highlight the file you want to load and press the  button to load the saved game data.

NOTE: Do not remove the memory card or turn the power off while loading game data!

After you have successfully loaded a saved game, you will be taken to the game's Main Menu.

MAIN MENU

The game's Main Menu is your passageway to everything this game has to offer.

RACE

This sub-menu is where you will select the different game modes to play.



PLAYER STATS

When you entered your name after starting the game, you created a player profile for yourself. This profile records your overall performance in the game. Your stats reflect game modes and sub-games beaten as well as any features or other secrets you unlocked. This sub-menu is available to you whenever you need to access it by going to the Main Menu. Player profiles are updated when you save your progress, so save often!

OPTIONS

The Options Menu is where you can adjust the different settings in the game. We'll get into the options on the next page.

PRESS ROOM

The Press Room is loaded with extras for you to enjoy. High Scores allows you to view each track's High Scores. Press Left or Right on the Directional buttons or Left analog stick to view a different track. You can learn about each driver featured in the game under the Driver Bios section. Finally, once you have unlocked movies, you can watch them in the Danny Sullivan Theater.

OPTIONS MENU

Before you head out on the raceway, you may want to adjust a few options. At the Main Menu, highlight **OPTIONS** and press the **X** button. The four sub-menus in the Options Menu are **AUDIO**, **CONTROLLER**, **CHEATS** and **GAME FILES**. The next two pages will give you a detailed description of each sub-menu.



AUDIO

This sub-menu controls all audio settings in the game. To change an option here, press Up or Down on the Directional buttons or Left analog stick to highlight the option. Next, press Left or Right to adjust the setting. When you are finished, highlight **DONE** and press the **X** button.

SOUND QUALITY - Select from **STEREO** (both speakers) or **MONO** (one speaker).

MASTER VOLUME - This setting controls the volume output of the game.

SPEECH VOLUME - This controls the volume of every voice heard in the game.

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

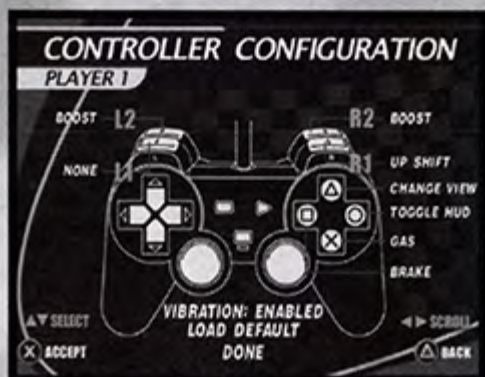
SFX VOLUME - Engines too loud? This allows you to adjust the volume of each sound effect in the game.



OPTIONS MENU

CONTROLLER

This sub-menu allows you to change your controller's configuration. Press Up or Down on the Directional buttons or Left analog stick to highlight the button you want to change. Next, press Left or Right to scroll through each action that you want to correspond with that button. **VIBRATION** controls whether you want to play with the controller's Vibration Function or not. Enabled turns the vibration function On, while Disabled turns it Off. **LOAD DEFAULT** restores your controller's setting to their original default configuration. When you are finished configuring, highlight **DONE** and press the $\otimes$ button to activate your new configuration.



CHEATS

Enter codes to unlock hidden game features. Each code is six characters in length. Each character corresponds with a button on your controller. When you have entered a code correctly, your code will be activated.



GAME FILES

You can manage your game files here. For example, if you change an option's setting in the game, you can immediately save your new settings under this sub-menu. Then the next time you load your saved game, your setting will be loaded as well. If you need to make space on your Memory Card, you can also delete game files as well.

RACING MODES

The next few pages will describe the five different racing modes in C.A.R.T. FURY™. At the Main Menu, highlight RACE and press the **X** button to access the Race Mode Menu. Press Up or Down to scroll through the different modes. Press the **X** button again to start playing that game mode. Remember to check out Page 18 for what to look for during a race.



ARCADE MODE

This mode plays exactly like you remember C.A.R.T. FURY™ in the arcade. Pick a driver, pick a track and start racing! Boost is enabled in this mode, but remember to use it sparingly. Also remember that only first place wins races!



SIMULATOR MODE

Simulator Mode is definitely a challenging game mode. Pick a driver and then make adjustments to the car itself. These adjustments are crucial to your performance on the track. Press Up or Down on the Directional buttons or Left analog stick to scroll through the four car settings. To adjust the settings, press Left or Right.



RACING MODES

SIMULATOR MODE CONT.

The meter on the bottom-right of the screen will display your car's attributes. When you adjust your car's settings, these meters will rise or fall depending on how your car is set up. For the best results, try to balance out your car's attributes if you are playing the game for the first time. After you become familiar with the car's handling, you can adjust your car's attributes depending on the difficulty of the track. When you're ready to continue, press the **X** button. Before each Simulator Mode race, you will need to qualify for your starting position. This Qualifying Lap is important not only for your starting position and car performance, but for getting a feel of the track as well.



After you have earned your starting grid position, it's all up to you. The boost feature is disabled in a Simulator Mode race, making your car's performance important. Make sure to get a smooth running car before starting a race! The only way you can advance in Simulator Mode is by placing First in each race. Good Luck!

SEASON MODE

Season Mode lets you pick a driver and race a series of consecutive races. You don't necessarily have to finish First to continue racing, but you earn points based on your finishing position. Boost is enabled in Season Mode, but that doesn't make it any easier! These drivers are smart, fast and are looking to win! The player with the most points at the end of the season is the winner.



RACING MODES

SUB-GAMES

There are six sub-games to play. Each one is unique and challenging and the more you play, the better your skills will be on the track. To play a game, highlight the game you want to play and press the **X** button. Read the game's Direction Screen for instructions on how to play. Press the **X** button again to begin playing. Check out the next two pages for a complete description of each sub-game.

SUB-GAMES

SUB-GAMES

LAST MAN STANDING

DEMOLITION

BLOCK YOUR OPPONENT

TIME TRIAL

FOLLOW THE LINE

LOCK ON

X SELECT

A BACK

DRIVING 101®

This race mode is a training mode for every driver. Driving 101® gives you four types of tracks on which to race, each allowing you to sharpen your racing skills. The object is to drive one lap around the track hitting as few barrels as possible. After each lap, you'll receive a performance review giving you advice on how you did and what you need to improve on. It's wise to save your progress after each session, because if you do well enough, you never know what secret you may unlock!

DRIVING 101



SUB-GAMES

These two pages will describe each sub-game you can play.

LAST MAN STANDING



The object of this sub-game is to pick a rival for your driver and beat that rival in a race. If you lose to your rival, you lose the race. Defeat all rivals to win the game.



DEMOLITION

This sub-game is fun, but difficult at times! Ram your opponents with your car or into the wall to take them out of the race. When all of your opponents have been eliminated, you win. If someone (or yourself) causes you to crash, you're out of the game. So be careful and watch those corners! The higher the Driving Style difficulty you choose, the harder the sub-game will be.



BLOCK YOUR OPPONENT

Another difficult sub-game is Block Your Opponent. It sounds simple enough, yet it's anything but! You must not let your opponent pass you and gain the lead for more than 10 seconds! If you don't take back the lead, you'll lose. In order to win, you must block them the entire race. You do have Boost enabled, but so do they!



TIME TRIAL

This sub-game is a training game. There are no opponents on the track to worry about, just the clock. Pick a driver and track and race to get your best time. This sub-game is an excellent way to train yourself for the tracks you'll be racing on later.

SUB-GAMES

FOLLOW THE LINE

Follow The Line is another sub-game that is not only challenging, but educational as well. Follow the green line around the track to earn points as well as to learn the best line to follow during a race. There is no green line during a normal race, but the more you play this sub-game, the more you'll get a feel of where to be during the race. After you complete the required number of laps, you will get your score. Stay on the green line for maximum points.



At the end of the game, you will see the results of your race. Points are awarded based on your ability to follow the line. The path you drove on the track will be displayed. Areas of the track that you performed poorly on will be shown in red. The percentages shown to you reflect the amount of time you either stayed on course or drifted away from it. Once again, make sure the line is green for maximum points!

LOCK ON

It's a race against two clocks to take out your opponents in this sub-game. Pick a track and driver and try to lock your missiles on your opponents. When you have them in your sights, fire away by pressing the **Ⓒ** button! Your car is equipped with a timed bomb that if not released (by eliminating an opponent), will self-destruct and end your game. The game ends when either the game timer or bomb timer runs out. The more opponents you take out, the more points you'll get.



NOTE: The **Ⓒ** button is the default HUD button and is used to fire. If you change the HUD button to something other than the **Ⓒ** button, that button will become the fire button.

PLAYING THE GAME

Before you begin, select whether this will be a 1 or 2 Player game and press the **X** button. If playing a 2 Player game, Player 1 should navigate through the menus. **C.A.R.T. FURY™** isn't your average racing game. These next few pages will teach you how to play, but you'll have to develop your driving skills on your own. So pay attention or stay in the grandstands!

TRACK SELECTION

There are four levels of difficulty associated with tracks. **EASY** is obviously a fairly easy course with mild turns. **MEDIUM** gets a little more difficult with a few more turns that are a bit sharper than you may be used to. **HARD** tracks are difficult to race on at times. Sharp turns and steep banks make these tracks dangerous but fun. **EXPERT** tracks are the most difficult in the game. The tracks are slightly longer and with a lot more potential for disaster. These tracks are only recommended for the experienced racer, unless you like crashing. A track's difficulty isn't based on the road conditions alone though. The difficulty is actually determined by the other computer-controlled (AI) cars on the track. The harder the track, the faster and fiercer your competition!



At the Track Selection screen, press Left and Right on the Directional buttons or Left analog stick to scroll through the unlocked tracks available to you. Each track will display its Skill Level, Number of Laps and the Best Time recorded on that track. When you are ready to begin racing, press the **X** button.

PLAYING THE GAME

DRIVER SELECTION

There are ten drivers to select from in the game. There are more to unlock, but you'll have to figure that out on your own. Each driver will be displayed with their team's car at the Select Driver screen. Press Left or Right on the Directional buttons or Left analog stick to scroll through each driver. Here's a list of each featured driver:



Jimmy Vasser



Juan Montoya



Bryan Herta



Max Papis



Michael Andretti



Christian Fittipaldi



Adrian Fernandez



Tony Kanaan



Gil de Ferran



Mark Blundell

PLAYING THE GAME

DRIVING STYLE SELECTION

After selecting your driver, you will select what Driving Style you'll be using. In C.A.R.T. FURY™, you can select from four different driving styles: Easy, Medium, Difficult and Expert. Each handling style directly affects the difficulty of the game. For example, Easy allows for the best control, but



has the lowest top speed. Expert handling, then, would have the highest top speed but the most difficult control scheme. To master Expert handling, you must learn to take a good racing line and minimize power sliding...this only slows you down. As we mentioned in the Track Selection description, the difficulty level of the tracks isn't based on the conditions themselves. All tracks are determined by the AI that races with you. The higher the track difficulty, the better your competition is going to be, period.

CHECKPOINTS

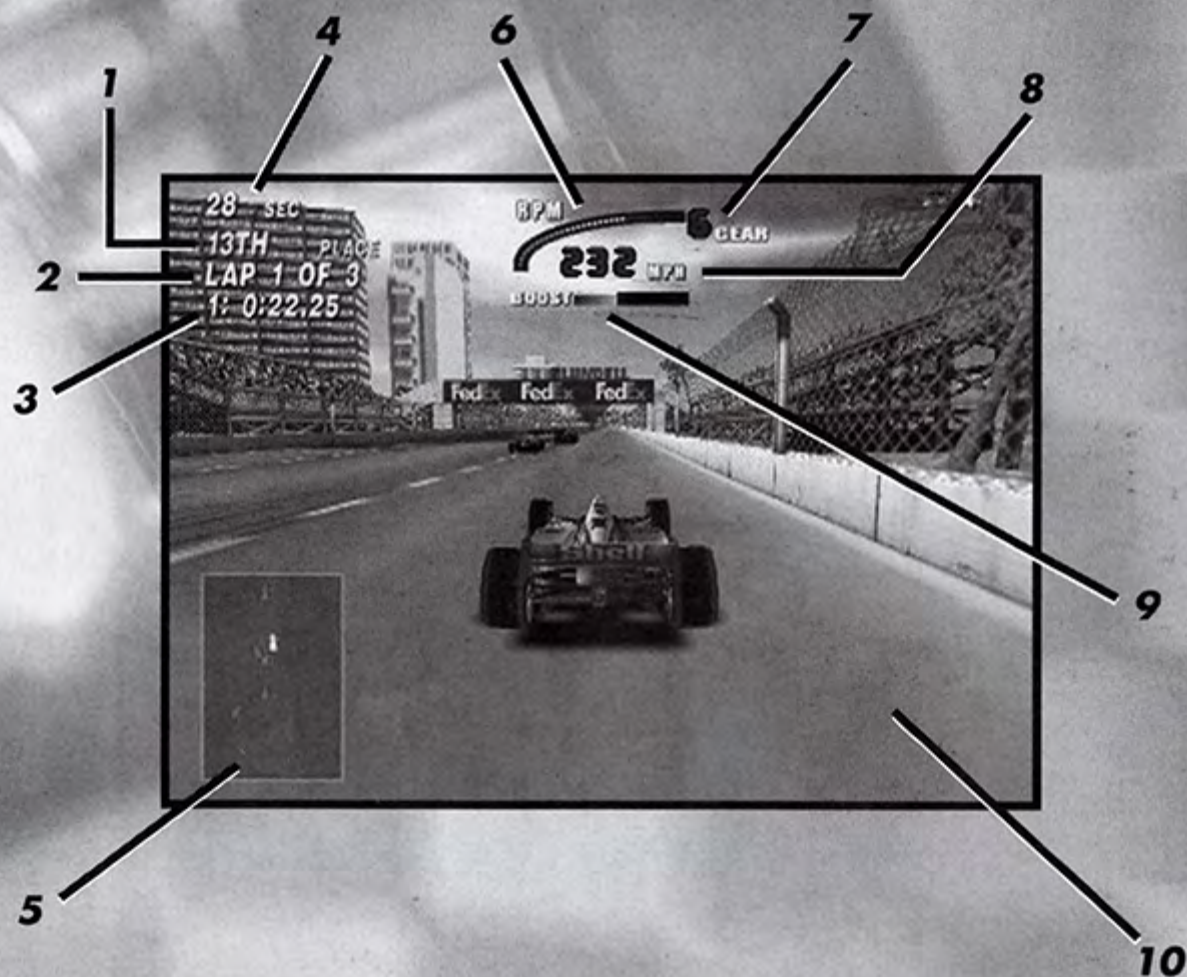
During a race, you will notice the clock counting down. This is your Race Clock. If you don't pass the required checkpoint before your time expires, your game will be over. In order to add more time to the clock, you must pass through the checkpoints on the track.



PLAYING THE GAME

HEADS UP DISPLAY (HUD)

While racing, keep your eye on the HUD. The HUD features all of the important information you need during a race. If you want to live dangerously, you can turn off the HUD by pressing the **©** button during a race.



- 1.) Current Position
- 2.) Current Lap
- 3.) Time on Current Lap
- 4.) Time Remaining
- 5.) Opponent Radar

- 6.) RPM Gauge
- 7.) Current Gear
- 8.) Current Speed
- 9.) Boost Gauge
- 10.) Damage Meter (when activated)

PLAYING THE GAME

BOOST

Depending on what type of game mode you're playing, your car will have the Turbo Boost activated. When activated, this boost will propel your car forward with great speed. Each time you finish a lap or pass through a checkpoint, your boost will be replenished. It's important that you use your boost sparingly during the race because you don't know when you'll need it! To help conserve your boost, don't use it on straight sections of the track. Instead, use your boost to maximize your recovery speed coming out of a turn.



SUPER BOOST

Before each race (while the race is loading), look at the bottom of the screen for a Target Lap Time. If you can finish a lap with a faster time, your car will gain a Super Boost. When Super Boost is active, your car will leave a trail of fire on the track as your car's speed is increased tremendously!



PLAYING THE GAME

CAR DAMAGE

During a race, you're going to get hit a few times. Whether you're swapping paint with another racer or kissing the wall at top speed, your car will suffer if you don't know what to do. If you rub against another car or a wall long enough, your car will be destroyed. This doesn't mean that you're out of the race, but it will cost you precious time and track position.

The longer you take damage during a race, the worse off your tires will become. When your tires have reached their limit, they'll explode and your car will be thrown around the track. When your tires are taking damage, a graphic will appear on the bottom-right of the screen telling you that the tires are taking serious damage. Your Crew Chief will also get on the radio and tell you to watch out for those tires! Sometimes you can wreck your car instantly due to speed. If you hit a wall hard enough or hit another car that has stopped in front of you while you're hauling butt, there won't be time for any warnings! So keep one eye on your speedometer and one eye on the road.

After your car has taken a pounding, your tires will begin to smoke. If you avoided crashing and are still on the track, you can fix the damage by driving safely. You may notice a slight difference in speed, but if you can avoid hitting anything for a while, your tires will be restored to their original condition.



Mild Tire Damage



Crash In Progress

PLAYING THE GAME

DAMAGING OTHER CARS

With a little practice, there's a way to wreck your competition. When a competitor's car is close enough, make sure you are slightly ahead of him. Once you are slightly ahead of him, rub his front tire with your sidepod (the side of your car's body). The friction from your car on his tire will cause him to crash.

SHORTCUTS AND SECRET PATHS

While we're not necessarily going to tell you where they are, we can tell you that almost every track has at least one shortcut or secret path. If you bust through them (that was a hint), you can cut precious time off of the clock and gain a few positions as well. Shortcuts are on just about every track and when you know how to spot them, you'll pick them out every time after that. A good way to find the shortcut on a track is when playing the Time Trial sub-game or when qualifying before a Simulator Mode game.



Can you find the shortcut in this screen?

CREW CHIEF HINTS

- **Double-tap the gas button at the start of the race to get a free boost off the line.**
- **Anticipate curves and turn early. You have to start turning before you get into a curve, especially if you want to slide around corners.**
- **Be smart about using your boost. Once you're at top speed, let off the boost or you're just wasting it. Save boost for coming out of turns and for the end of the race.**
- **Your car has a higher top speed when you choose difficult handling. If you want to win races, you will have to work your way up to difficult and expert handling.**
- **Shortcuts are essential to winning, especially in Simulator Mode games.**
- **The Driving 101® courses are one place where you'll have to use the brake going into turns.**
- **Getting behind drone cars will have a drafting effect and increase your speed.**
- **To slide around corners, let off the gas while turning, turn sharp and then give it gas again.**

Here's some free codes for you to enjoy, but there's a lot more of them to be found. Try looking in gaming magazines or gaming websites on the internet for more hints and secrets from C.A.R.T FURY™!

FOG - R2 R1 X □ □ ○

BIG HEAD MODE - △ □ □ L2 L1 R2

CREDITS

C.A.R.T. FURY™ MIDWAY CHICAGO TEAM

PROJECT LEAD

Matt Booty

LEAD PROGRAMMER

Joel Seider

LEAD ARTIST

Mike Ossian

ART AND DESIGN

*Katie Diebold, Chuck Ernst, Rich Markese,
Andy Konieczny, Ryan Rosenberg & Rob Clarke*

MUSIC AND SOUND

Dan Forden

MECHANICAL ENGINEERING

Bob Friesl

TESTERS

Brian Lebaron & Paulo Garcia

CABINET GRAPHICS

Nik Ehrlich

SPECIAL THANKS

John Podlasek

GRATUITOUS GAMES TEAM

PROGRAMMERS

*Chip Burwell, Sean Houghton, Kirit Nagda, Brandon LaCava,
Jeremy Weiner, J.P. Spane & Josh Barth*

ARTISTS

*Mr. E, Greg Miller, Erik Gist, John Baez,
Sarah Houston & Matthew Lorentz*

CREDITS

MIDWAY HOME ENTERTAINMENT - SAN DIEGO

PRODUCER

Michael Gottlieb

ASSOCIATE PRODUCER

Andy Kaffka

ASSISTANT PRODUCERS

Jeff Greenhut & Aaron Orsak

PRINT DESIGN AND PRODUCTION

Midway Creative Services - San Diego

VP, MARKETING

Helene Sheeler

DIRECTOR, SPORTS MARKETING

Michael Lustenberger

PRODUCT MANAGER

Christa Wittenberg

TESTING MANAGER

Hans Lo

TESTING SUPERVISOR

Eric Narvaez

LEAD TESTER

Raymond Veerkamp

TECHNICAL STANDARDS ANALYSTS

*Matthew Kaplan, Zak McClendon, Josh Stacy,
Ron Salleza & Adrian Casteneda*

TESTERS

*Andrew Nguyen, Peter Briones, Jason Jorgenson, Jeff Marcus,
Adam Jones, Jim McClure, Seher Basak & Rick Waibel*

SPECIAL THANKS

*Roger Sharpe, Nicole Claps, Don Knapp,
Debi Ray, Ron Richards, Deb Schneider, Scott McClure,
Lucy Primo, Dean Running, Jonathan Frank, Kim Wolff,
Don Helms, Elisa Mathez, Harry Kinney & Ben Rubright*

CREDITS

MUSIC CREDITS

BLIP

"Preya and Shreya"

Composed and Performed by Blip.

www.mp3.com/blipmusic

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H2SO4

"Love Song"

Performed by H2SO4.

Courtesy of S16 Music.

Published by Rough Trade Publishing Limited.

NULLSET

"Speechless"

Performed by NULLSET. Courtesy of Grand Royal.

Published by Choosy Moms (BMI)

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OUTKAST

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Midway Home Entertainment Inc.

P.O. Box 2097

Corsicana, TX 75151-2097

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Midway Customer Support

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