

HOW to GET FREAKY



 **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.

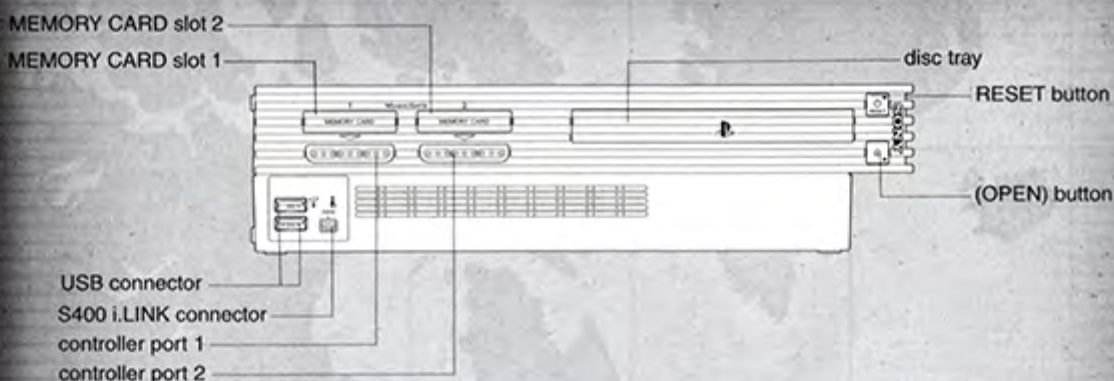
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

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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 **Freaky Flyers™** 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.

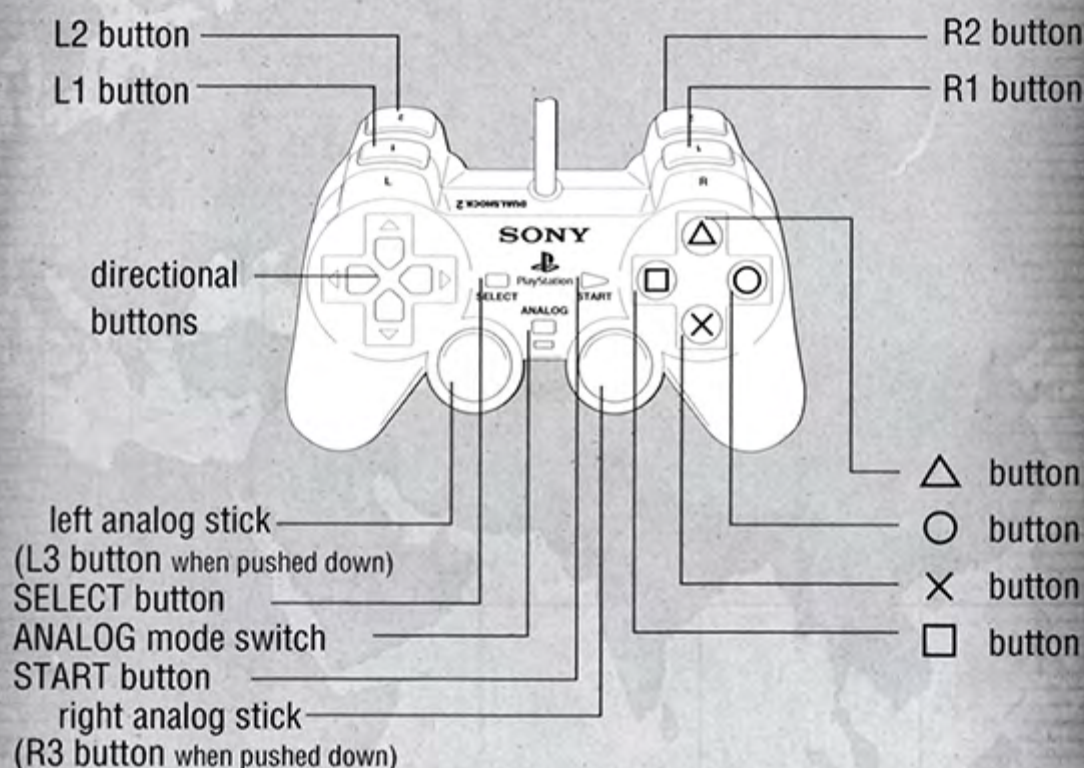
MENU/SUB-MENU NAVIGATION

Throughout this manual, **↑**, **↓**, **←** and **→** will signify pressing Up, Down, Left and Right on the directional button. To navigate through the game menus (i.e. Options), use the directional button (**↑**, **↓**, **←** 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.

STARTING UP

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

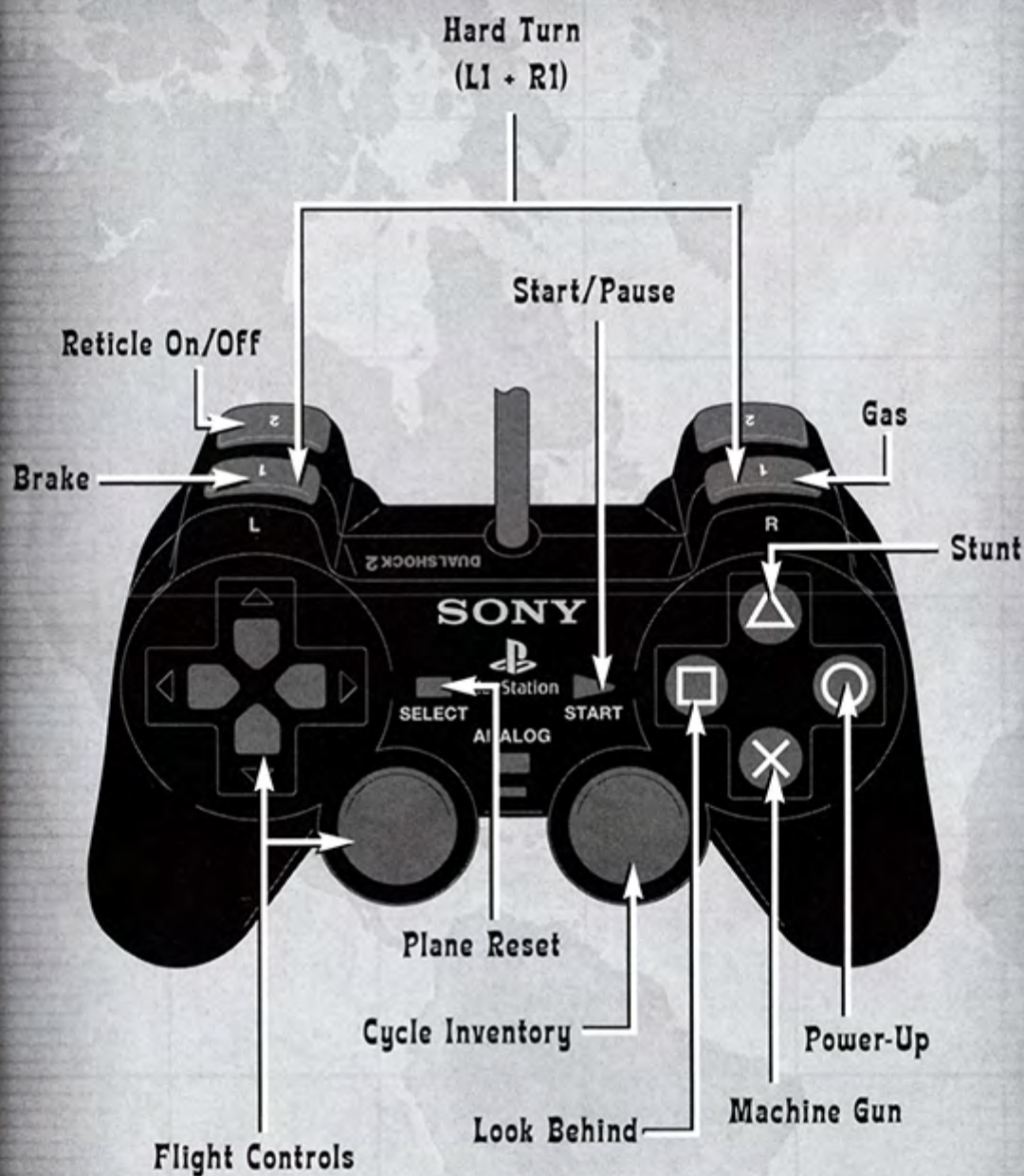
DUALSHOCK®2 analog controller



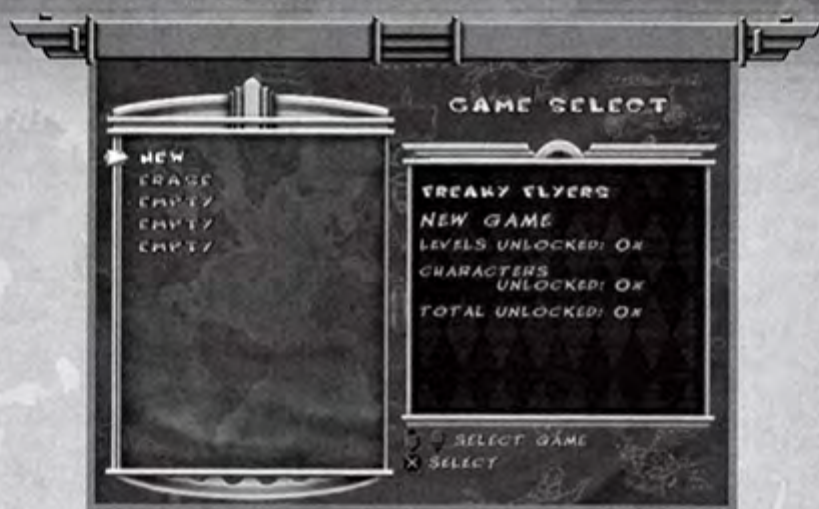
QUITTING A GAME IN PROGRESS

To quit a game in progress, press the **START** button during the game. The Pause Options Screen will appear. Select **Quit**, then confirm by selecting **Yes**. You'll then return to the Mode Select Menu.

DEFAULT CONTROLS



GAME SELECT



The first step you'll make toward your stint as a Freaky Flyer takes place at the Game Select Screen. It displays any games saved to your memory card (8MB) (for PlayStation®2), as well as options to create a **NEW** game or **DELETE** an existing saved game.

Press the directional button **↑** or **↓** to highlight a saved game, then press the **⊗** button to select it. Press the **⊗** button again to go to the Mode Select Menu.

When you select **NEW**, you'll need to enter a name for the game you're creating. Press the directional button **↑** or **↓** to scroll through the available characters, then press the directional button **→** to move to the next space. Repeat this process to write the name, then press the **⊗** button.

If the name appears the way you want it, press the **⊗** button again to move to the Main Menu. If it's not the name you want, press the **△** button to return to the name and make changes. Press the directional button **←** to access any characters you might want to change.

MAIN MENU



ADVENTURE (ONE PLAYER ONLY)

In Adventure Mode, you'll select from available characters then travel race-to-race. Try to finish in at least 3rd place. Some races may require a 1st or at least 2nd place finish as well. If you finish in the minimum position required, you'll move on to the next race. As you complete races, you'll follow the Freaky Flyers story of the character you choose.

SUB-GOALS

There are six Sub-Goals in each level that will yield two types of rewards: **BOOST RING HIGHWAYS** and **POWER-UP SLOTS** (see **SUB-GOALS**, pg. 13 - 14). They aren't necessary for advancing to the next race, but completing them will assist you in the race or possibly unlock characters, tracks or Mini Games.

RACE (ONE OR TWO PLAYERS)

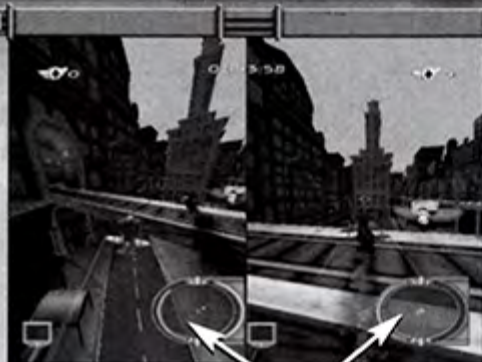
In Race Mode, up to two players are free to choose from available characters and play a single race in any of the available levels. At first, you'll have one level to choose from, but more will open as you achieve success in Adventure Mode (see above). Sub-Goals are also available in

Race Mode, so the same benefits apply as you successfully achieve each race's Sub-Goals (see **SUB-GOALS**, pg. 13 - 14).

MAIN MENU

DOG FIGHT (2 PLAYER ONLY)

Both players select from available characters, then take to the skies in a Dog Fight. Your Dog Fights will take place within sections of the Freaky Flyer race levels.



Dog Fight Radar

(DOG FIGHT) OPTIONS

Before you get started, choose the amount of **TIME** (1, 5, 10, 15 or 30 minutes) your dog fight will take place, or how many **KILLS** (1, 5, 10, 15 or 30 kills) it will take to determine the winner.

Select **OPTIONS**, then press the directional button **↑** or **↓** to highlight the option. Press the directional button **←** or **→** to cycle the options.

If your race time runs out with an equal number of Kills, it will become Sudden Death.

DOG FIGHT RADAR

Keep an eye on the Radar Screen. Colored dots represent you and your opponent to help you find each other during the fight.

MINI GAMES (ONE PLAYER ONLY)

Mini Games get you out of the Freaky Flyers racing circuit to take on heroic challenges. Not all Mini Games are available when you first start playing, so you'll need to win Adventure Mode races to unlock the other Mini Games. Before each Mini Game, you'll be briefed on your mission, so pay close attention to the narrator.

MAIN MENU

HIGH SCORE

View the game's high scores for each level. Press the directional button ← or → to cycle through each level. You can view the top 10 race times, as well as the Best Lap time.

RACE	NAME	TIME
1 ST	BROCK	05:00:00
2 ND	BROCK	05:15:00
3 RD	BROCK	05:30:00
4 TH	TYLER	05:42:08
5 TH	BROCK	05:45:00
6 TH	BROCK	04:00:00
7 TH	BROCK	04:15:00
8 TH	BROCK	04:30:00
9 TH	BROCK	04:45:00
10 TH	BROCK	05:00:00
BEST LAP		BROCK 01:00:00

SPECIAL

The Freaky Flyers game includes cool, unlockable content. You can view MOVIES, the game CREDITS, as well as listen to the game music from the two JUKEBOX options.



At the Movies and Jukebox options, use the directional button to highlight either option, then press the ⊗ button. Press the directional button ↑ or ↓ to highlight a movie or song, then press the ⊗ button again to view or listen.

JUKEBOX 1 can be unlocked by finishing Adventure Mode once. Unlock JUKEBOX 2 by finishing Adventure Mode a second time with a different character.

When you select CREDITS, you can see the names of those who worked day and night to bring you Freaky Flyers!

OPTIONS

See OPTIONS. next page.

OPTIONS

AUDIO

Make sound level adjustments to the game's **MUSIC**, **SOUND EFFECTS**, **MOVIES** and **NARRATOR** options. Press the **X** button to select **AUDIO**, then press the directional button **↑** or **↓** to highlight an option. Press the directional button **←** or **→** to increase or decrease volume levels.

AUDIO OUTPUT

You can also select the type of audio output you want: **STEREO** or **SURROUND** sound.

SAVE/LOAD

Freaky Flyers uses an Autosave feature to save data to your memory card. Be advised that this feature may cause any previous memory card data to be overwritten. We highly recommend using a memory card to enjoy the game's features. Each time you start Freaky Flyers, the game will automatically read your memory card.

SAVING

If you have Freaky Flyer data on your memory card, the name you saved will be displayed. Highlight that name and press the **X** button to overwrite the name, or select **EMPTY** to create a new profile. If you've saved to an existing profile on the memory card, select **OVERWRITE PROFILE** to overwrite the existing profile.

LOADING

You can manually load your saved data using this option. Highlight the name you used to save your data, then press the **X** button and the saved game will load.

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.

FLYER/LEVEL SELECT

FLYER SELECT

Press the directional button **↑**, **↓**, **←** or **→** to highlight an available character, then press the **⊗** button to select him or her.

In Race Mode, player names can be entered after you select the character you want.



Each Freaky Flyer falls under one of three types of planes:

Light : Good handling but more fragile and easier to shoot down.

Balanced : This is a fine balance of handling and durability.

Heavy : A durable plane but you give up some handling capabilities.

Press the directional button **↑** or **↓** to scroll through the available characters, then press the directional button **→** to move to the next space. Repeat this process to write the name, then press the **⊗** button.

When you're all set, press the **⊗** button to go to the Level Select Screen.

NOTE: More Freaky Flyer characters will be unlocked as you achieve success in Adventure Mode.

LEVEL SELECT

Press the directional button **↑** or **↓** to highlight an available level, then press the **⊗** button to select it.

NOTE: More Freaky Flyer levels will be unlocked as you achieve success in Adventure Mode.

RIVAL FLYERS

In Race Mode, you'll have an option to turn **ON** or **OFF RIVAL FLYERS**. This will pit you against only the clock and the elements or a human opponent in 2-player mode.



START GAME/CONTROLS



CONTROLS

After selecting your Flyer and Level, you can select **START GAME** to begin your game or **CONTROLS** to make changes to the default controls.

To make changes to the default controls, press the **⊗** button to select **CONTROLS**, then press the directional button **↑** or **↓** to highlight an option. Press the directional button **←** or **→** to adjust the options.

1P/2P SETTINGS: Highlight 1P (Player 1) or 2P (Player 2) depending on whether you're adjusting controls for the one controller you're using or both controllers connected to the console.

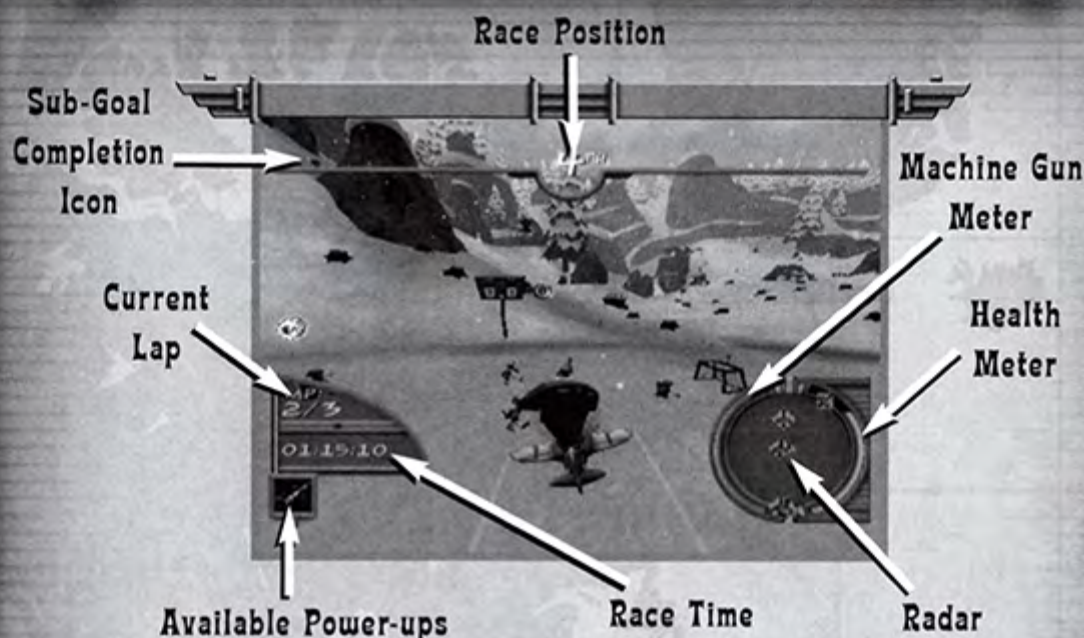
VIBRATION: Turn the controller's vibration feature **ON** or **OFF**.

REVERSE PITCH: This option allows you to reverse the Climb and Dive controls when you select **ON**. Leave this option **OFF** to use the default controls.

AUTO LEVEL PLANE: To manually control the leveling of the plane, turn the Auto Level feature **OFF**. Otherwise, leave it **ON** to let the computer level your plane.

CONTROLLER STYLE: Freaky Flyers includes 5 different controller configurations to choose from. Choose your favorite.

FREAKY FLYIN'



There's a lot of on-screen information you'll need to get familiar with before you take to the skies, so take a look before you get started.

RACE POSITION

Your current position in the race. Try to put a "1st" up there!

CURRENT LAP

Your current lap is displayed, along with the total laps of the race.

AVAILABLE POWER UPS

As you accumulate Power Ups, icons will appear. If you got 'em, use 'em. But don't waste 'em! See POWER UPS, pgs. 15 - 16.

RACE TIME

Remember, you're also playing against the clock. Keep track by viewing the current Time.

RADAR

The Radar displays your opponents. Keep an eye on the flyers behind you, and don't be afraid to use that Rear Gun.

SUB-GOALS

SUB-GOAL COMPLETION ICON

Each time you complete a sub-goal, an icon will appear for that sub-goal, as well as a text message.

MACHINE GUN METER

You can't continually fire your machine gun. As you fire, the meter will diminish. Stop shooting, and the meter will fill again.

HEALTH METER

This meter displays your plane's damage status. When it diminishes completely, you're toast!

SUB-GOALS

There are six Sub-Goals in each level that will yield rewards. The Narrator will announce whenever the player has successfully completed a hidden Sub-Goal. Here are the two types of rewards: **BOOST RING HIGHWAYS** and **EXPANSION SLOTS**.

BOOST RING HIGHWAYS

These are a series of color coded boost rings that will launch a player through an area at high speeds cutting down on lap time. Boost ring highways are opened up when a hidden sub-goal within the level is completed.



When a boost ring highway is opened, anyone (including computer controlled racers) can use them. A **FREAKY BOMB** is given to the racer that opens up the highway. (see **POWER-UPS**, pgs. 15 - 16).

Complete one of these three Sub-Goals to open the Boost Ring Highway:

PICK UP & DELIVERY

Pick up a person or item and deliver to a specific area in the level.

SUB-GOALS

MULTIPLE TARGETS

This sub-goal involves shooting multiple targets.

SINGLE TARGET

This sub-goal involves shooting a single target to complete the task.

EXPANSION SLOTS

By default, a racer can carry a single power-up item. Whenever any of the below Sub-Goals are completed, an expansion slot is rewarded, allowing them to carry an additional power-up item. Racers can earn up to 3 expansions slots giving a grand total of 4 power-up slots.

Here are the achievements that will reward an Expansion Slot:

YOU'RE AN ACE

Shoot down 5 planes.

SHOOT THE TARGETS

Shoot 8 targets.

COLLECT THE PULLS

Collect 25 floating pulls.



Target

To access a specific Expansion Slot, press the right analog stick ← or →. This will allow you to choose the exact power-up you want to use.

NOTE: Completing all six sub-goals and finishing in first place will unlock a hidden character in Adventure mode. When Sub-goals are not completed, a hint is displayed on-screen at the end of the race.



Pull

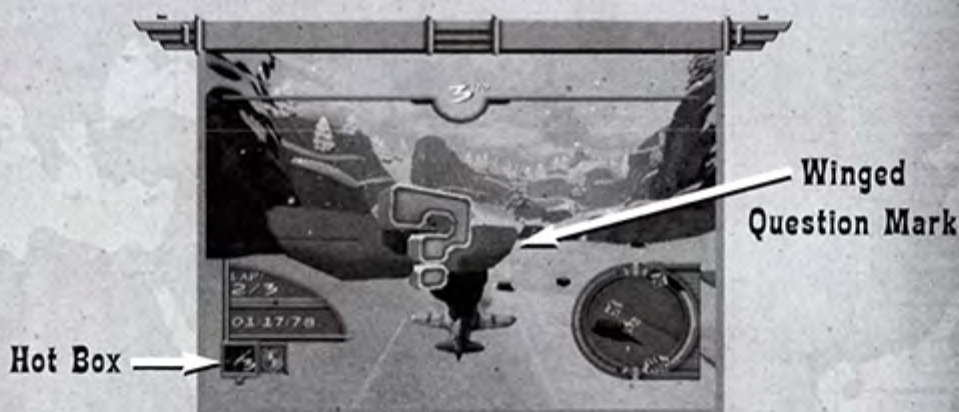
Expansion Slot

(Ex: Acorns, Horse Shoes, etc.)

POWER-UPS

Power-ups are special items that can be collected by the player by flying over the "Winged Question Mark". These items are activated by using the  button. If the player has multiple power-up slots, they can scroll through their power-up inventory by pressing the right analog stick  or .

The far left highlighted power-up slot is called the "Hot box". The power-up within the hot box is the one that will be activated when the  button is pressed.



There are several power-ups to look for:

HOMING MISSILE

This cool looking and powerful power-up can severely damage an enemy plane. Once an enemy plane is bracketed with the red missile target, fire the missile to home in on the target.

One counter measure to the Homing missile is the Shield power-up which actually reflects the homing missile back to the racer who fired it. There is one missile per pick-up.



POWER UPS

ANTI-GRAVITY MINES

These Fun Floating mines can be placed nearly anywhere on the race track. These come in a pack of 3.



ROCKETS

Rockets are fast moving non-homing projectiles that come in packs of 5.



HEALTH

This is a one-time use item that repairs 50% of your plane's damage. There is only one use per pick-up.



NITRO

The nitro is a one time speed boost that lasts for 2 seconds. There is only one nitro per pick-up.



SHIELD

The Shield provides a temporary invulnerability attack. There's only one shield per pick-up.



FREAKY BOMB

The Freaky bomb is the only power-up item that cannot be obtained by collecting the random power-up item. It's rewarded to the player who opens up a Boost ring highway. Once activated, the Freaky bomb will damage all unshielded planes by 50%.



STUNTS & TIPS

STUNTS

1. **LOOPS** are vertical circular stunts, good for avoiding enemy fire and Missile locks. You can also get behind flyers trying to shoot you down.

SMALL LOOP =  Button + Tap left analog stick down

LARGE LOOP =  Button + Hold left analog stick down

2. **IMMELMAN** is a plane maneuver that loops vertically while changing directions 180 degrees. It's a great way to quickly reverse flying directions:  Button +  button + left analog stick down

3. A **BARREL ROLL** allows the plane to quickly "roll" left or right to avoid oncoming obstacles. The longer the left analog stick is held in a particular direction, the longer the Barrel Roll is performed:  Button + left analog stick Left or Right

4. **POWER DIVES** send the plane into a steep vertical dive good for avoiding enemy fire or following hazardous terrain. Pulling out of a Power Dive will give a slight speed boost:  Button + Hold left analog stick Up

TIPS

1. Hold the  button while pressing the  button to execute sharp turns.
2. After picking up weapon power-ups, press the  button to instantly stop the weapon scrolling.
3. Search for hidden Boost areas.
4. Have a shield power-up ready when flying through boost highways. This is where computer controlled flyers tend to drop their mines.
5. You're able to shoot your weapons while looking back.
6. Always keep an eye out for secret health stations.
7. Perform any stunt to dodge incoming homing missiles.
8. Brush after every meal.

THE FREAKY FLYERS



ANDRE LATOILETTE

This eccentric inventor from backwoods Canada has entered the competition in search of his long lost twin brother. With the help of his all-wood flying machine, this smelly Canuck is about to prove that all a man needs in life is a good solid tree and bunch of frightened rodents.

BARON VON SLAUGHTER

Baron was created as a tourist attraction for a small town in Romania in an attempt to boost their local economy. The townsfolk built Baron out of any parts they could find laying around with the help of the village's Angry Dentist... the closest thing they had to a Mad Scientist. The only problem is that he falls apart ALL THE TIME. Oh cripes!



CACTUS ROSE

Cactus Rose spent her teenage years riding as the leader of an all-female Mexican bike gang who terrorized the bar and discotheque scene of the Baja California coast. Then she toured the Mexican wrestling circuit, winning match after match under the name "La Diabla Chiquita." Cactus has entered the races as a means to collect money for the poor... the poor members of her biker gang.



PROFESSOR GUTENTAAG & SVEN 209

Professor Gutentaag, a cuckoo clock billionaire from Switzerland, flies a robot made of cuckoo clock parts. Despite his inventiveness, he's not a nice person and treats his robot companion SVEN 209 very badly. Sven is sweet and dim-witted and would much rather be playing video games than participating in a worldwide combat race.



ISLAND JACK

Island Jack was living peacefully on his beach in Danger Island when he was "volunteered" by the island's chief to participate in the race... mostly by tying him up and throwing him into a plane on auto-pilot. All Island Jack wants to do is find his way home... preferably listening to some groovy tunes along the way.

THE FREAKY FLYERS



JOHNNY TURBINE

Meet Johnny Turbine, a true blue American hero! At least that's how Johnny describes himself to anyone he meets - although he will carefully explain that he's not really "blue"... more kind of fleshy-colored. He's certain though that the whole world will see him as a great American hero too, as soon as he wins the Freaky Flyers' race.

MARCELS MORESO

Cursed with a rare genetic condition of being born siamese twin mimes (there once was a case known to medical history of mime triplets... but they were torn apart by an angry crowd), the Marcells Moreso brothers have never really learned to get along and are constantly bickering. They have joined to competition to find their long lost mother - a clown who abandoned them for fear of clown discrimination.



MYRNA BOOKBOTTOM

Repressed English librarian Myrna Bookbottom has led a sheltered life in dreary England. When the Freaky Flyer races come along, she looks at it as her last chance at adventure. The only glitch is that when things get too hot, her alter ego Margaret Basher comes out to play - becoming the outgoing butt-kicker she's dreamed she's been all of these years.



MICK BUNGADOO

Mick hails from Australia where he spent his early years boxing kangaroos... or rather, getting beaten up by kangaroos. He's trying to take his road kill BBQ chain worldwide and is using the race as a promotion for it, taking his camera time to talk about how delicious fresh grilled dingo is. Don't even get him started on wallabies.



MARGARET BASHER

The yang to Myrna's yin. Margaret is the cat-kicking alter ego that burns under the surface of the meek Myrna Bookbottom. Margaret would give her entire automated arms collection to get rid of the pesky librarian who always comes along to ruin her fun...and put out the fires she's started. And who knows... maybe in the Freaky Flyer race she'll get her chance!



THE FREAKY FLYERS



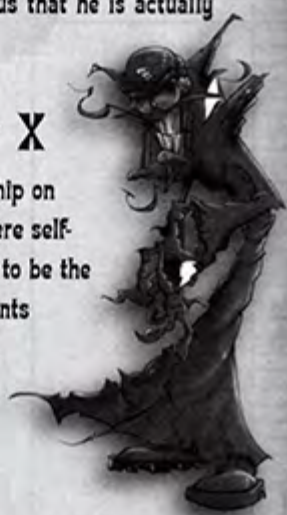
PAULI ATCHI

Pauli, the reigning gang boss of Chicago, can make a hardened criminal break out in a cold sweat merely by showing him his cold, toothy grin. But when his mother's calling, it's him who's in the hot seat.

Insult his mother, and he becomes so furious that he is actually put briefly out of commission with rage.

PILOT X

Pilot X is a mysterious alien aviator with a terrible chip on his mysterious alien shoulder. Suffering from severe self-image problems, he feels the need to prove himself to be the finest aviator in the universe. He's defeated inhabitants of over two thousands worlds.

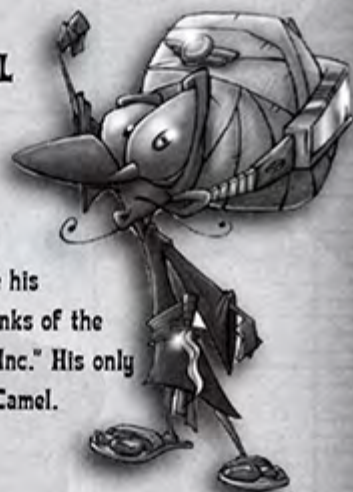


SAMMY WASABI

Sammy Wasabi, Japanese Genius Magazine's "Genius of the Year", and top aeronautic engineer. His latest and greatest achievement is the **KAMIKAZE EXPRESS** - a jet crammed so full of gadgets and gizmos. Sammy is the only one actually able to operate it!

SHEIK ABDUL

This oil gazillionaire (depending on today's price of oil) is in the race to get away from his enormous harem that nag and henpeck him at every turn. It's really a vicious cycle for the Sheik - he thinks every new wife will make his life easier... only to find them joining the ranks of the controlling members of "His and Harem Inc." His only reprieve is his best friend Humpy the Camel.



TRACI TORPEDOES

Top secret german experiment Traci Torpedoes is about to learn about her mysterious past. Raised from birth in the cockpit of a fighting plane, Traci has been unleashed on the Freaky Flyers races in the name of the fatherland! Considering herself a "genetic mutant freak", Traci spends most of her time shooting mirrors that reflect her disgusting visage.

CREDITS

MIDWAY HOME ENTERTAINMENT

ART

LEAD ARTIST Kevin Munroe
ARTISTS Jen Bahan, Chris Benton, Brian Beppu, Kelby Fuchs, Brian King & Don Taylor

PROGRAMMING

LEAD PROGRAMMER Andrew Silber
PROGRAMMERS Robert Marr, Jonathan Lanier, Edward Liveikis, Brock Feldman & Ryan Satrappe

DESIGN

LEAD DESIGNER Tom Tanaka
DESIGNERS Shawn Charron, Tony Dormanesh & AJ Shaw

ENGINE TECHNOLOGY

LEAD ENGINE PROGRAMMER Ben Diamand
ENGINE PROGRAMMERS Boris Batkin, Anthony Defilipis, Jason Micklewright, John Morgan
& Gabriel Valencia

PRODUCTION

EXECUTIVE PRODUCER Hugh Falk
PRODUCER Jeff Buchanan
ASSOC. PRODUCERS Donte Knipple & David Kunkler

Sound & Music

AUDIO DIRECTOR/SOUND DESIGN Dale Stump
MUSIC/LYRICS/SOUND DESIGN David Norris
SOUND DESIGN Shane Kneip

FMV Production

FMV'S BY BRAIN ZOO
BRAIN ZOO EXEC. PRODUCER Mohammed Davoudian
BRAIN ZOO PRODUCER Larry Paolicelli
BRAIN ZOO CREATIVE DIRECTOR Ali Davoudian
BRAIN ZOO ANIMATION DIRECTORS Harry Walton & Mohammed Davoudian
BRAIN ZOO LEAD TECH DIRECTOR Hyon Kim
BRAIN ZOO TECH DIRECTORS Daniel Herrera/David Hickey
FMV'S WRITTEN BY Randolph Heard & Kevin Munroe
ADDITIONAL FMV WRITING BY Joel Cohen
FMV'S DIRECTED BY Kevin Munroe
FMV MUSIC & SOUND David Norris
ADDITIONAL FMV AUDIO DESIGN Shane Kneip
FMV ART & ANIMATION Gary Abrahamian, Kevin Bertazzon, Chris Bowers, Gary Fixler, Earl Hibbert,
Vincent Kuo, Darren Urbaszewski & Jack Walsh
FMV ART (San Diego) Jen Bahan, Brian Beppu, Aaron Carlson, Jack Cheng, Kelby Fuchs, Brian King,
Murphy Michaels, Kevin Munroe, Don Taylor & Dave Young
FMV & GAME VOICE TALENT Andrew Silber (Prof Gutentaag, Pilot X, Hollywood agents, FBI Agent,
Villagers, Alien, Movievoiceguy, Chicago Mayor, Pirate & Newsreels)
Brian Silva (Johnny Turbine, Paul, Mick, Mama Atchi & Newsreels)
Jason Gregory (Narrator, Andre, Andre's Dad & Newsreels)
Jen Bahan (Traci, Robot Girlfriend & Newsreels)
Mike Cuevas (Sammy Wasabi & Newsreels)

CREDITS

MIDWAY HOME ENTERTAINMENT

FMV PRODUCTION (cont.)

FMV & GAME VOICE TALENT Regan Herwin (Cactus Rose, Myrna, Margaret, Harem & Nurse)
David Wilkins (Island Jack)
Samir Patel (Sheik Abdul & Harem Women)
Dave Simon (Loudmouth Pirate & Loudmouth Drill Instructor)
Adam Danielski (Baron)
Aubrey Hodges (Soldier & Newsreels)
Leonie Choy (The Queen)
Sarah Bailey (Mermaids)
Brock Feldman (Japanese Schoolgirl)
Brian Beppu (Lonely Zombie)
Brian Casper (Jet Pilot)
David Norris (Tortured Squirrel & Misc.)
Robin Norris (Swamp Beast)
Matthew Norris (The Gremlin)
Michael Norris (The Battle Squirrel)
Robert Marr (Happy Movie Director)

MIDWAY SAN DIEGO

EXEC. VP OF PROD. DEVELOPMENT Steve Crane
VP OF PRODUCTION Scot Amos
TECHNICAL DIRECTOR Terry Bertram

QUALITY ASSURANCE

QA DIRECTOR Paul Sterngold
QA MANAGER Robert Sablan
QA SUPERVISOR Kevin Pimentel
LEAD PRODUCT ANALYST Jeffrey Lamug Tamayo
ASST LEAD PRODUCT ANALYST Stephen Scott
TECH STANDARDS ANALYSTS Ray Mitchell & Todd Moulton
PRODUCT ANALYSTS Chris Berg, John Bozeman, Peter Briones, Mark Fontecha, Myong Hong,
Matt Jenkins, David Lloyd, Yatsuko Mathews, Nick Munford, Chanel Penley,
Richard Phim, Jim Sanders, John Tajuna & Aimee Tangog

MIDWAY MARKETING

SENIOR V.P. PUBLISHING Mark Beaumont
V.P. MARKETING Helene Sheeler
DIR. ENTERTAINMENT MARKETING Lawrence Smith
SR. PRODUCT MANAGER Cory Hudson Jones
MARKETING COORDINATOR May Cam
DIR. CHANNEL MARKETING Christa Wittenberg
CHANNEL MARKETING MANAGER Echo Storch
ASST. CHANNEL MKTG MANAGER Laura Capello
V.P. LICENSING Steve Booth
SR. LICENSING MANAGER Reggie Saunders
DIR. PR AND PROMOTIONS Marci Ditter
PR MANAGER Aaron Grant
INTERNET MANAGER Dawson Vosburg

CREDITS

MIDWAY HOME ENTERTAINMENT

CREATIVE SERVICES

V.P. CREATIVE SERVICES Debbie Austin
DIR. CREATIVE SERVICES/MANUAL Jon Mongelluzzo
PROJECT MANAGER Sally Nichols
CREATIVE ARTISTS Chris Vine & David Young
INTERNATIONAL COORDINATION Yvonne White

INFORMATION TECHNOLOGY

IT DIRECTOR Karl Wurzel
IT TECHNICIANS Allan Alexander, Gilbert Duenas, Eric Miracle, Toan Ngo, Alex Salcedo,
Carolyn Terjirian & Kevin Wang

MIDWAY CHICAGO

CHAIRMAN OF THE BOARD Neil Nicastro
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LEGAL

Michael Burke, Deborah Fulton & Rob Gustafson

ADDITIONAL PROGRAMMING THANKS

Carl Dougan, Jason Gregory, Mike Hunley, Gary Kroll, Brian Ma, Bon Truong & William Temple

ADDITIONAL ARTIST THANKS

Alejandro Gil, Veronique Garcia, Murphy Michaels, Huy Nguyen, Aaron Carlson, Umberto Bossi, Steve Sickles, Sarah Bailey, Peter Pang, Alan O'Brien, Tad Erlich, Bryan Johnson, Franz Borowitz, Rex Cataroja, Joel Benjamin, Donnie Hamilton, Anthony Washington, Dave Wilkins, Sam Heine, Paul Moya, Jack Cheng & Gary Luecker

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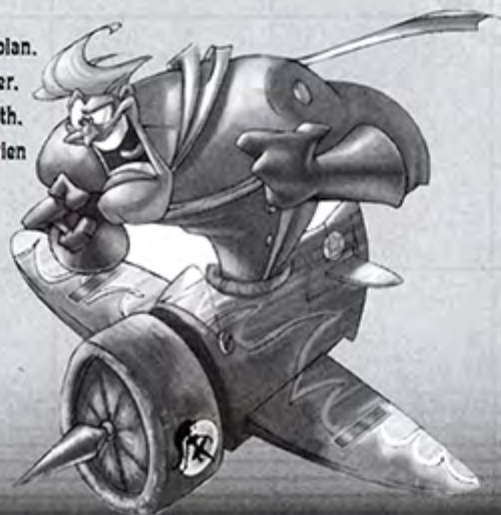
Brian Casper, Chad Haley, Based on a Game Idea by Dave Simon

MIDWAY SUPPORT THANKS

Danielle Abbot, Hans Lo, Serena Chan, Brian Davis, Mike Cuevas, Paul Lefevre, Erin Shems, Aurora Romans, Yvonne Ballard, Christa Woss, Nicole Garcia, Filiberto Espinoza, Louie Gonzales, John Ubalde, Donna Jorgensen & Michelle Savole

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