MIDWAY'S GREATEST ARCADE HITS Volume 2

Dreamcast.

MIDWAY

SPY HUNTER

MOON PATROL

PAPERBOY

RAMPAGE

720°

GAUNTLET

SEGA

MIDWAY

PRODUCTS RANGE FROM
EVERYONE to TEEN

E-T
CONTENT RATED BY
ESRB

T-9144N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

TABLE OF CONTENTS

Before you begin to play Midway's Greatest Arcade Hits Volume 2, pay attention to the following information regarding your Sega Dreamcast Hardware Unit.

* Be sure the Power is off on your Sega Dreamcast system.
* Plug in your Sega Dreamcast Controller.
  *One controller is included with the Sega Dreamcast at the time of purchase. Additional controllers and peripherals are sold separately. For more information on the Sega Dreamcast Controller, see the next page.
* Insert your Midway's Greatest Arcade Hits Volume 2 Sega Dreamcast Specific Disc.
* Press the Power Button to activate the Sega Dreamcast.
* Follow on-screen game instructions.

SEGA DREAMCAST HARDWARE UNIT

Disc Door

Power Button
This turns the unit ON or OFF

Open Button
Press to open the Disc Door
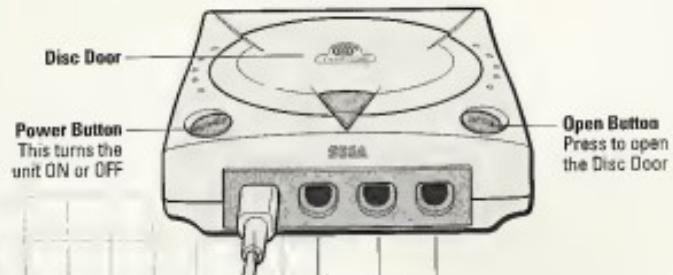
Control Ports
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A, Control Port B, Control Port C,** and **Control Port D.** Use each port to connect controllers for players 1 to 4 respectively.

Midway's Greatest Arcade Hits Volume 2 supports the Sega Dreamcast Controller and the Visual Memory Unit (VMU). Make sure all controllers and VMUs are connected before turning the Sega Dreamcast power ON. All games on this compilation are 1 or 2 Player games. For information on each game's controller configurations, please see the Table of Contents for the appropriate game's location in this manual.

DREAMCAST CONTROLLER

Overhead View

Analog Thumb Pad

Direction Button (D-Button)

Start Button

X Button
Y Button
B Button
A Button

Forward View

Expansion Slot 1

Right Trigger (Trigger R)

Left Trigger (Trigger L)

Expansion Slot 2

VISUAL MEMORY UNIT (VMU)

Cap

Connector

LCD Screen

Direction Button (D-Button)

Sleep Button
Mode Button
B Button
A Button
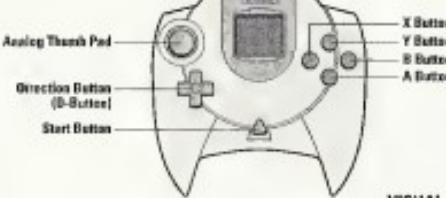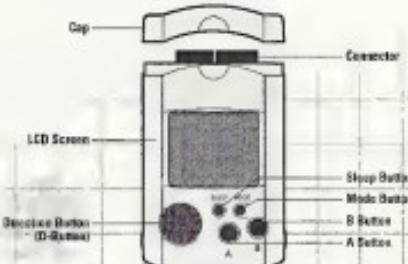
MAIN MENU

*At the game's Title Screen, press the **Start Button** to access the Main Menu.*

*The Main Menu is your departure point to a virtual arcade complete with six classic arcade games. Press Left and Right on the Direction Button to highlight the games. To access that game, press the **A Button** or **Start Button**.*

Keep reading this manual for information on how to play these timeless hits as well as how to adjust different options for each of them!

PAUSE MENUS

*During a game, you can access the Pause Menu by pressing the **Start Button**. Each game has its own unique settings, but most are the same throughout. Use the **Directional Button** to navigate through the menu options. To select an option or to access a sub-menu, press the **A Button**. Press the **B Button** to go back to the previous screen. Follow on-screen instructions in the game's original attract mode.*

CONTINUE
Continue the current game.

START 1-PLAYER/2-PLAYER
Begin a 1 or 2-Player game.

GAME OPTIONS
Each game will have their own options you can adjust such as difficulty, points until an extra life, turning the Auto Save ON or OFF, etc.

CONTROLLERS
You can configure your controller here. Highlight the action you want to change and press the A Button. Next, press the button you want to use for that action. When finished, highlight EXIT and press the A Button.

AUDIO/VIDEO
This sub-menu allows you to adjust the volume of the game, select from a Mono or Stereo output and even stretch and move the screen to your liking. When you're done, highlight EXIT and press the A Button.

NOTE: YOU MAY WANT TO ADJUST THE SCREEN BEFORE PLAYING A GAME. THIS WILL GIVE YOU A MORE REWARDING EXPERIENCE WITH WHATEVER SIZE DISPLAY YOU ARE USING.

LOAD/SAVE
Make sure you have a VMU connected in Expansion Slot 1 on your Sega Dreamcast Controller. The Controller must be plugged into Control Port A on your Sega Dreamcast system before attempting to Load or Save a game. You will need 5 blocks of free space on your VMU to save your progress.

MAIN MENU
Return to the Main Menu (arcade) to select a new game.

You're the skater and must earn the right to compete in the skate parks of the city and ultimately win the title of the champion of the skating world! You'll begin in the middle of the "Skate City", where all surfaces are skateable - a skateboarders dream world!

You'll need to earn tickets for performing skillful skate maneuvers in the city. Tickets allow you to enter the skate parks where you'll compete against the clock for gold, silver or bronze medals. "Cash" prizes are awarded to the skater if he qualifies for a medal, and after the skate park competition, the game continues back in the city for more freestyle action.

Numerous hazards and obstacles create a busy scenario in the city, and you'll have a limited time to get to another skate park. Use "Cash" winnings to buy skating equipment from various skate shops located throughout the city.

Boards offer faster speed, Helmets allow more risk-taking for successful maneuvers, Pads give faster recovery from falls, and Shoes provide better height on jumps and quicker starts. Anything goes in this game!

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720°

720 CONTROLS (DEFAULT)

Up :	Analog Up
Down :	Analog Down
Left :	Analog Left
Right :	Analog Right
Rotate Left :	Left
Rotate Right :	Right
Jump :	B Button
Kick :	A Button
Insert Coin :	Left Trigger
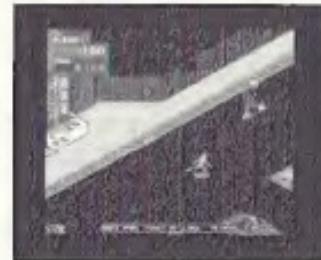
Hints & Tips

- Watch for loose cash blowing around in the streets.
- Skating the Free Parks will help you get points.
- Jumping over obstacles helps you earn more points.
- Try to take jumping short cuts in the Downhill Park.
- Sliding in the Ramp Park will help you get a better score.
- Make sure you pick up new gear. This helps you skate better.
- Knocking down obstacles will earn you points.
- Keep track of your time and money!

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Players choose any of the four Gauntlet characters to portray. Thor the Warrior, Thyra the Valkyrie, Merlin the Wizard or Quester the Elf. Each of these heroes has their own unique capabilities. Thor the Warrior is skilled at hand-to-hand combat. Thyra the Valkyrie has strong armor, Merlin the Wizard the best magic and Questor the Elf the fastest speed.

The action begins as the players cooperate to combat waves of attacking monsters while competing for food, treasure and magic potions. Every game is a unique event as different players team up combining new skills and strategies. At level 1 players will find exits going to other levels. Players may choose to exit level 1 and jump as far ahead as level 8. On level 8 and beyond players will find themselves on any one of over one hundred different mazes.

How long a player lasts depends upon the player's "health". At the start of the game players set the amount of health with which they would like to begin their adventure. Health is lost by contact with the monsters and as a function of elapsed time. Health can be regained by picking up the food which can be found in most of the mazes.

GAUNTLET

GAUNTLET CONTROLS (DEFAULT)

Up :	Analog Up
Down :	Analog Down
Left :	Analog Left
Right :	Analog Right
Fire :	A Button
Magic 1 :	Left Trigger
Magic 2 :	B Button
Insert Coin :	Y Button

POINT TOTALS

Ghosts :	20 Points
Treasures :	100 Points
Grunts :	10 Points
Demons :	10 Points
Lobbers :	10 Points
Sourcerers :	10 Points
Thief :	500 Points
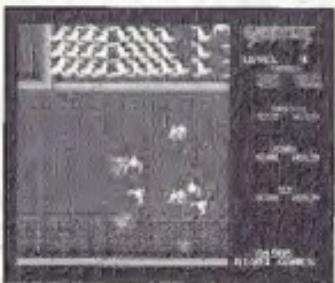
The alien attack from overhead takes on three deadly forms, so keep your finger hot on the trigger, simultaneously firing missiles straight up at the UFOs and straight ahead to disintegrate obstacles. There are bottomless craters waiting to swallow you up, as boulders and rolling stones block your path. Watch for land mines, cannons and hungry space plants as you scream across the moon's surface. Low-flying space crafts are always on your tail to keep you alert and ready to take evasive action.

The clock ticks away precious seconds in a race against time and space, as you make your way from point to point along the constantly changing and challenging course plotted on the radar screen. Make better time to earn bonus points; score high to earn extra patrol cars. Complete the beginner course, then take on the more difficult champion course to master this great classic.

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MOON PATROL

MOON PATROL CONTROLS (DEFAULT)

Brake :	Analog Left
Accelerate :	Analog Right
Fire :	A Button
Jump :	B Button
1-Player :	Left Trigger
2-Player :	Right Trigger

POINTS

You will receive points throughout the game. Here is a breakdown of what will give you points and how many points you will get.

ENEMY VEHICLES		POINT TOTAL
Tanks	-	200
Spaceships	-	100
Flying Saucers	-	100
Triangle Ships	-	100
Piranha Plants	-	500
Land Cruiser	-	1000

You will also receive points for avoiding obstacles such as mines, boulders and craters. If you can't avoid a boulder, remember to use your laser cannons to blast 'em away!

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Players begin by selecting 'Easy Street', 'Middle Road' or 'Hard Way'. Once the street has been selected, the player is set for an awesome ride. You have full control of the bike's acceleration or tire screeching, sudden stops. The object is simple.

Use the 'Throw' button to deliver papers to the houses on your subscription route. (Most points are scored by hitting the mail boxes.) Papers can also be thrown on Non-Subscribers' house to break windows and hit other target objects (for fun of course).

Gameplay proceeds by days of the week. Each game consists of a 7-day week starting on Monday. You must get through your route each day and try to make it all the way to Sunday. Every new day offers more excitement and challenge in the form of zany neighborhood characters and obstacles. To keep the game going, you must ride over bundles of papers to restock your supply. The game is over if all customers are lost.

PAPERBOY CONTROLS (DEFAULT)

Pedal :	Analog Up
Brake :	Analog Down
Left :	Analog Left
Right :	Analog Right
Throw Paper :	A Button
1-Player :	Left Trigger
2-Player :	Right Trigger
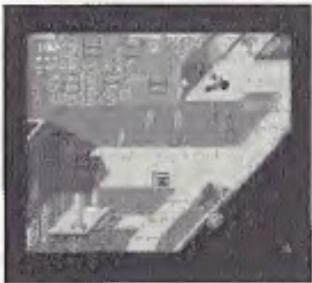
HINTS & TIPS

- *Remember to pick up the bundles of newspapers you see. These will help replenish your supply and help you to make your deliveries.*
- *Throw your newspapers with caution. Sure you can rack up some points, but if you don't deliver to a customer's house, they'll cancel their subscription!*
- *Watch out for moving objects. These are sometimes difficult to avoid.*
- *Slow down when approaching an intersection. Make sure you know how fast the cars are going before you try to cross the street!*
- *Stay away from storm drains in the street.*

What do you do when three normal humans are transformed into towering monsters bent on destroying the country? Take control of one of them and go on a Rampage of course! The original version of Rampage comes home with all of the elements which made it an arcade classic!

Control one of three gruesome beasts and travel from city to city destroying everything in sight! George the Ape, Lizzie the Lizard and Ralph the Wolf make up the terrible trio of monsters. In your quest for destruction, you must climb buildings and pound them into the ground.

Make sure you jump from the collapsing buildings. A fall from those heights will seriously injure you. During the game you will have to fight past the many enemies such as helicopters, tanks and snipers! Destroy these enemies before they destroy you. Once you have destroyed all of the buildings you can advance to the next city.

Each building features items which will give you strength, power or cash as well as items which will hurt you. Punch holes in the buildings and punch again to grab the various items in them. All food items will help restore some of your health. There are cash items such as a safe and money bags that will help boost your point total.

RAMPAGE CONTROLS (DEFAULT)

Up :	Analog Up
Down :	Analog Down
Left :	Analog Left
Right :	Analog Right
Punch :	A Button
Jump :	B Button
Skip Level :	Left Trigger

Another way to gain health is to eat people. They can be either people on the street or people in the buildings you're destroying. Just make sure they're not holding any bombs. If you happen to swallow a bomb, you'll be spitting fire and that's not a good thing!

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The BAD GUYS are at it again and the Freeways are no longer safe. BAD GUY Spies from all over have come to wreck havoc and chaos in this once peaceful area. Your mission is to destroy all suspicious vehicles, but not the innocent motorists that also occupy the road. This sounds difficult, so we will supply you with as much info as possible. Details are sketchy right now as to who is behind this, but our intelligence network has come up with a few of the vehicles that the BAD GUYS are using.

We've code named cars with tire disabling abilities as "Switchblades." Bullet proof bullies have been dubbed "Road Lords," Be wary of the "Enforcers" for they are employed with men who specialize in Double Barrel Shotguns. Make sure to clear them ALL out. Oh yes, there's another thing - "The Mad Bomber." It's a fast attack Copter that loves to drop bombs. We'll supply you with the G-6155 CIA Prototype Interceptor that includes FV (fast vehicle)-Gasnata with Durani II Super Turbos, 20mm machine gun cannons, optional Super Slick anti-tailgating deterrents, Wang Type IV Smoke Screens, and Sutji-Wasp Missiles.

Replenishment of armaments will be available, thanks to Weapons Vans located in key areas. We also have a Prototype Speedboat, the FB (fast boat) - JT101 on standby. The waterways are also plagued with BAD GUYS: "Barrel Dumpers" and "Dr. Torpedo" himself may be on the prowl. Delay no longer, the situation gets more critical by the second...good hunting!

SPYHUNTER

SPY HUNTER CONTROLS (DEFAULT)

Accelerate :	Analog Up
Brake :	Analog Down
Steer Left :	Analog Left
Steer Right :	Analog Right
Machine Guns :	A Button
Oil Slick :	X Button
Smoke Screen :	Y Button
Missiles :	B Button
1P Start/Wheel hub/Van :	Left Trigger
Gear Shift :	Right Trigger
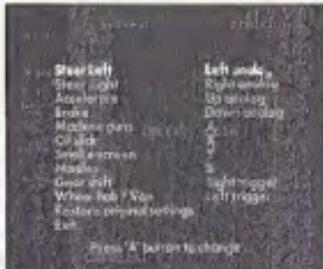
POINTS BREAKDOWN

The Race Lord - 150 points
Switch Blade - 150 points
The Enforcer - 500 points
The Mad Bomber - 700 points
Barrel Dumper - 500 points
Doctor Torpedo - 500 points
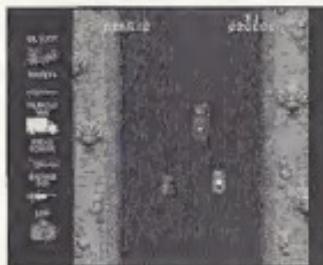
HINTS & TIPS

• Use your oil slick to permanently take out your enemies.
• The more speed you can maintain, the faster your points will add up.
• Earn 10,000 points before time runs out for a bonus.

Game	Score

Game	Score

CREDITS

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WARRANTY

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ESRB RATING
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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SEGA