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# PSI-OPS

THE MINDGATE CONSPIRACY



MATURE 17+  
**M**  
CONTENT RATED BY  
ESRB

INSTRUCTION  
BOOKLET

**MIDWAY**

PlayStation 2

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

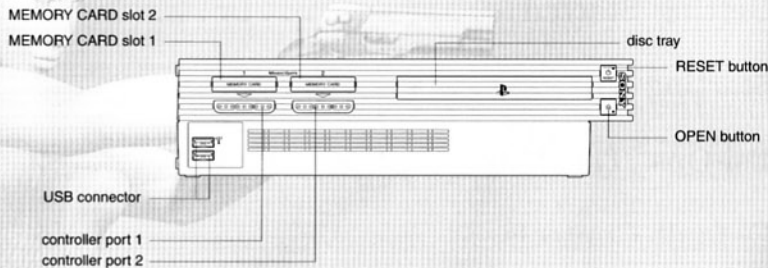
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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 "Psi-Ops" 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.

## QUITTING A GAME IN PROGRESS

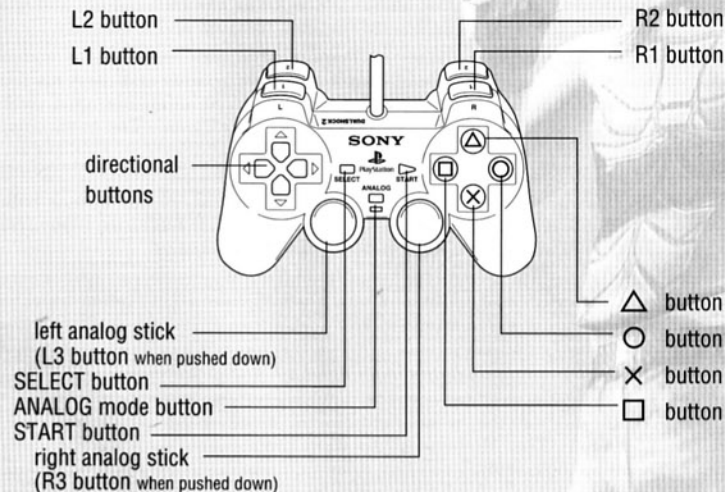
During the game, press the **START** button to display the Pause Menu. Press the directional buttons **↑** or **↓** to select **QUIT GAME**, then press the **○** button. To confirm exiting the game, press the **○** button again to go to the Main Menu.

## 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.

# STARTING UP

## DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



### NOTES:

Psi-Ops: The Mindgate Conspiracy does **NOT** recommend or support "Analog Joystick" controllers that are not **DUALSHOCK®2** analog controllers.

To play this game, your controller must be plugged into controller port 1.

## SAVING PROGRESS

### SAVE CHECKPOINT

As you progress in the game, you'll be prompted as you gain a Checkpoint. During the game, press the **START** button to view the Pause Menu.

You must manually save a checkpoint by using the **SAVE CHECKPOINT** option. This option will access and save to the memory card (8MB) (for PlayStation®2).

**NOTE:** Your memory card must be inserted in memory card slot 1.



# Psi-Ops: THE MINDGATE CONSPIRACY

During the 20th Century, many governments around the world investigated the possibility of using paranormal abilities, such as Telekinesis and Clairvoyance, to aid in their espionage programs. Before long, the largest nations were successful in establishing PSI-Operations. But, in the last years of the millennium, and with the Cold War over, many of these operations lost funding and credibility.

The American PSI program known as Project Mindgate came under intense scrutiny when an overzealous General overstepped his bounds and used his men for unsanctioned actions. Congressional hearings followed as an outraged public lamented over tax dollars spent on "psychics and witch doctors." The government released false stories to hide the truth about the immense power of PSI, publicly shutting down Project Mindgate but quietly continuing a top-secret PSI agency.

The General went underground rather than face a war crimes tribunal. Seeking power and revenge, he began recruiting disenfranchised PSI-Agents from all over the world.

These abandoned, forgotten men and women were once revered amongst the highest powers of world nations. Banding together, they no longer saw the world in terms of nation against nation.

Instead, it was Psychics versus "Mundanes", those with PSI abilities wanting control over the everyday common man.

This military cabal began a secret war against the nations of the world, creating a front organization called "The Movement" to hide their activities and build their army.

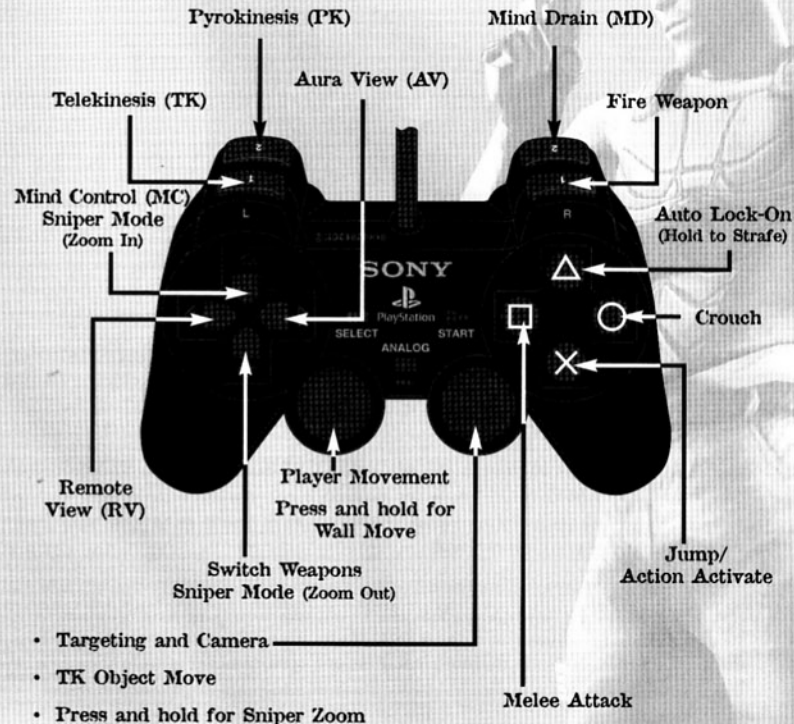
During a raid on a vital oil refinery guarded by UN anti-terrorist troops, a squad of UN soldiers is taken prisoner by the Movement. You will assume the role of one of these men, Nick Scryer.

Nick finds himself locked away in a secret base deep within a former soviet missile silo where terrorists are performing unusual experiments on their prisoners. Soon a beautiful woman named Sara approaches his cell and helps him to escape. She explains that she's a double agent working for the US government and has infiltrated the terrorist organization. The two begin an adventure to uncover the Movement's hidden agenda and stop them at all costs.

In order to plant an agent into the Movement, Mindgate has masked Nick with some facial reconstruction and used advanced brainwashing techniques to suppress his real memories. This "memory wipe" procedure will allow him to pass through the Movement's powerful PSI detection equipment. Once inside, Sara helps Nick regain his memories and immense powers, revealing his past through vivid flashbacks, allowing him to complete his mission as a Mindgate agent.

Nick and Sara infiltrate the Movement's secret bases and laboratories around the world. They discover that at the center of this secret PSI-war is a mystery even more sinister and strange: An ancient artifact known as "The Monolith". What is its purpose and why is it so important to the outcome of this most deadly of all spy games? Nick is determined to find out as he fights against the General's evil plan, confronts his past, and uncovers a mystery as old as time.

# DEFAULT CONTROLS



## CONTROL LAYOUTS

Psi-Ops includes three controller configuration presets to choose from. During the game, press the button to view the Pause Menu. Select **CONTROL LAYOUT**, then press the directional buttons in any direction to cycle the three configurations. Press the button to accept the one you like, and return to the Pause Menu.



## Main Menu



### START NEW GAME

Start your new Psi-Ops adventure. You'll then select **EASY**, **NORMAL**, **HARD** or **ELITE**. If you're planning on playing the more difficult levels, try getting familiar with the controls in Training mode (below). You'll need it!

### LOAD GAME

If you've saved a game to your memory card (8MB) (for PlayStation®2), you can access it using this option.

Highlight the saved game, then press the **X** button. You'll then continue your game at your last saved checkpoint.

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.

### OPTIONS

See **OPTIONS**, next page.

### SPECIAL FEATURES

See the "With My Mind" music video by Cold, "The Making of Psi-Ops: The Mindgate Conspiracy" and trailers for three of Midway's upcoming games.

### EXTRA CONTENT

Psi-Ops: The Mindgate Conspiracy includes some hidden features that you can unlock. As you unlock the features, they'll appear in this menu. By default, you'll start off with:

**TRAINING** - You'll go to the Practice Room to work on your fighting skills. Follow on-screen instructions to go through your training.

**COOPERATIVE PLAY** - Two players can play together using two separate controllers. The controller in controller port 1 is used for controlling movement and aiming, while the controller in controller port 2 is used for controlling Psi Powers and weapons.

## Options

At the Options Menu, press the directional buttons **↑** or **↓** to highlight an option, then press the directional buttons **←** or **→** to adjust the setting.

### RUN MODE

Using the **FREE** setting, Nick will always face the direction he is moving. Set to **STRAFE** if you want Nick to always face forward.

### INVERT CAM U/D

If you're uncomfortable with the default camera's Up and Down movements as you play, turn this setting to **ON**, so the Up and Down camera movement will invert. The default setting is **OFF**.

### INVERT CAM L/R

If you're uncomfortable with the default camera's Left and Right movements as you play, turn this setting to **ON**, so the Left and Right camera movement will invert. The default setting is **OFF**.

### HEADS-UP DISPLAY (HUD)

By default, the HUD will stay on screen as you play. You can turn it **OFF** completely or set it to **AUTO**, so it will come on intermittently. See, **THE HUD**, pg. 8.

### LOOK SPRING

With the Look Spring setting **ON**, you can look around, then when you move, your vision will move toward the horizon. With the setting **OFF**, you'll have to manually move your sight at all times.

### VIBRATION

Turn your DUALSHOCK®2 analog controller's vibration feature **ON** or **OFF**.

### QUICK TIPS

Turn **ON** Quick Tips, and you'll occasionally see some strategic hints that will stop the action to guide you along.

### HIT INDICATOR

The default setting is On. Turn them **ON** or **OFF** (see **HIT INDICATORS**, pg. 8).

### CAM L/R SPEED

This meter determines the speed the camera moves when you're looking Left or Right.

### CAM U/D SPEED

This meter determines the speed the camera moves when you're looking Up or Down.

### FX VOLUME

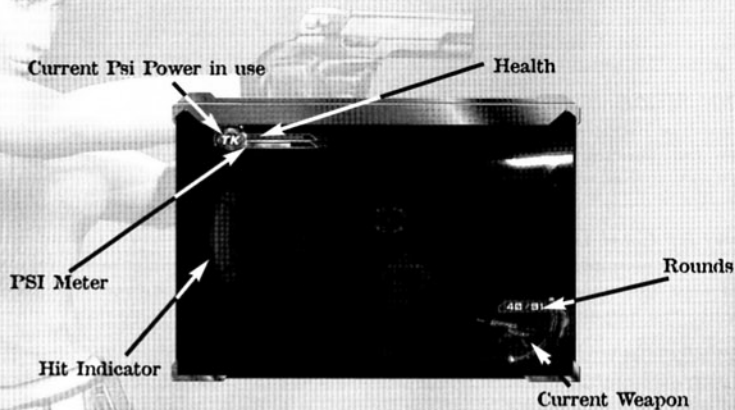
Increase or decrease the volume of the game's Sound Effects.

### AMBIENT VOLUME

You can increase or decrease the environmental sounds in the game.



## THE HUD



### HEALTH

This red meter diminishes as you take on damage. When it's empty, you're done.

### PSI METER

You can't just use your Psi Powers without a price to pay. You have only a certain amount of energy available for these powers. You can either find replenishment (see PICK UPS, pg. 10-11), or you can Mind Drain your enemies to replenish your Psi Meter (see MIND DRAIN, pg. 12).

### ROUNDS

This is the display of your weapon's current ammunition.

### CURRENT WEAPON

Your current weapon is displayed. Press the directional buttons **↓** to cycle your available weapons.

### HIT INDICATORS

Hit Indicators appear on all sides of the screen while you're in a gun battle. When you're taking hits, they indicate the direction the shots are coming from.

## INVENTORY



### INVENTORY

During the game, press the **ESC** button to view the Inventory Screen. It provides you with information about your OBJECTIVES and INVENTORY of the items you're carrying as well as a MAP.

Press the **LT** button or **RT** button to cycle between each of the three Inventory windows.

**OBJECTIVES** - If you've forgotten exactly what your objectives are, this screen is a quick way to refresh your memory.

**INVENTORY** - As you pick up items such as Med Kits or a PSI Rejuvenator, it will be displayed along with the amount of each item you're carrying. You can't carry everything you find. You will be prompted when you can carry no more of a particular item (see PICK-UPS, pg. 10-11).

**MAP** - As you complete levels and move onto another area, you'll be able to review the current area you're exploring. Press the directional buttons **←** or **→** to cycle through the maps.



## Weapons & Pick-Ups

Nick can carry 2 weapons, a primary (Machine Gun, Shotgun, Assault Rifle, or Sniper Rifle) and a secondary (Pistol).

### SILENCED PISTOL

The pistol is Nick's secondary weapon and can never be dropped. It is most accurate at short range, and the silencer makes it an essential tool in maintaining stealth.



### MACHINE GUN

The machine gun combines rapid fire, high ammo capacity and good accuracy when used at medium range, making it a very balanced weapon.



### SHOTGUN

The shotgun is very powerful and extremely deadly at close range. However, this is balanced against its slow rate of fire and small ammo capacity.



### ASSAULT RIFLE

The assault rifle has higher accuracy over longer ranges than the machine gun, does more damage, but has a slower rate of fire and holds less ammo.



### SNIPER RIFLE

The sniper rifle's ability to zoom in and out makes it the best long range weapon. It is very powerful, but it has a slow rate of fire and holds very little ammo. Accuracy varies, but it's extremely precise when firing from a crouched position.



**NOTES:** Firing in single shots/bursts (i.e. repeatedly tapping the **R1** button) rather than firing automatic (i.e. holding down the **R1** button) yields improved accuracy for the machine gun and assault rifle.

### SPECIAL WEAPONS

They're unavailable unless you MC enemies carrying this weapon.

#### FLAME THROWER

A short range weapon that delivers heavy damage.



#### ROCKET LAUNCHER

The Rocket Launcher fires an explosive round that inflicts a large amount of splash damage on impact.



### KEYCARDS

Keycards are used to gain access to various rooms, doors, and elevators throughout the game. Red keys access elevators and blue keys open doors.



### FIELD MEDICAL KIT

Restores a moderate amount of Nick's health



### FIELD MEDICAL PACK

Restores a trace amount of Nick's health



### PSI REJUVENATOR

Restores a moderate amount of Nick's PSI power



## Pick-Ups & Psi Powers

### PSI VIAL

Restores a trace amount of Nick's PSI power



### PSI-ELIXIR

Restores a large amount of Nick's PSI power



### PISTOL AMMO

Adds to your supply of Handgun Ammo



### GRENADES

Grenades can be tossed back at the enemy through Telekinesis (TK) and cause serious damage. You can also use them when you MC an enemy. Just press **↓** on the directional buttons.



### OTHER AMMO

Ammo for weapons is obtained by running over a dropped weapon.

### TELEKINESIS (TK)

- Telekinesis is the ability to move objects with the mind.
- TK encompasses a large variety of actions that expand into multiple gameplay elements when combined.

These include:

- Ability to pick up objects and people
- Ability to throw objects and people
- Ability to pick up objects and people and shoot them in the air
- Ability to pickup and throw objects to create a distraction so you can sneak by guards
- By standing on top of an object and TK'ing it up into the air, you can "TK Surf". TK surfing allows you to reach areas that you wouldn't normally be able to reach. You can avoid hazardous areas, such as electrified floors or large holes in the ground.
- TK is trigger sensitive. The harder you pull the trigger, the higher the object rises.
- PSI depletion rate: Normally Slow, but Fast when moving or throwing objects.



### REMOTE VIEWING (RV)

- Remote Viewing is the ability to see areas ahead/around you to plan your "attack" and/or get to information that you would not be able to get in physical form.
- RV transitions into first person camera perspective, placing you "out of body" with the ability to explore areas closed or locked. Since you are out of body you will not be detected by any enemies and are free to look around as long as your strength holds.
- A key use for RV is the ability see enemies in an area before you enter. You can plan your attack better with this method. Use RV before entering an unexplored room or simply to take a quick look around a corner.
- If you're attacked while in RV, the screen will flash red. You must return to your body quickly or you're finished.
- PSI depletion rate: Slow

**NOTE:** You're limited in the distance you can travel while in RV. Also, there are certain areas where RV won't work.



# PSI POWERS

## MIND DRAIN (MD)

- Mind Drain is the ability to drain PSI energy from enemies.
- You can sneak up behind an enemy and activate a Mind Drain. The enemy is caught in your grasp and energy crackles as your PSI energy restores. The longer you hold the button, the more energy is drained, and your PSI meter increases. When you release the enemy, or when the enemy's energy is depleted, he falls to the ground and dies.
- Remember, using MD is more dangerous than using PSI power-ups. While trying to sneak up and use MD, you may be discovered by any other patrolling MPs and attacked during the Mind Drain. With its inherent dangers, this method is best used when you have no power-ups, or if you want to take a risk in order to save your power-ups for more difficult parts of the mission.
- You can also MD a dead body, but the amount of energy available from a dead body is minimal. You cannot MD a headless body.
- PSI depletion rate: None - Used to acquire PSI Strength

## MIND CONTROL (MC)

• Mind Control is the ability to force an enemy character to do something by taking control of their mind/body. This will allow you to force an enemy to leave the room, shoot a fellow enemy or walk off a building.

- PSI depletion rate: Fast

## PYROKINESIS (PK)

- Pyrokinesis is the ability to throw a wave/wall of fire.
- PK only affects objects that are on the ground
- Use PK in combination with TK to create deadly fireballs (set an object on fire using PK, then throw it at a large group of enemies using TK)
- PSI depletion rate: Fast

## AURA VIEW (AV)

- Aura View allows you to see details that aren't visible in the real world. It can be likened to infrared or "night vision".
- Once Aura View is activated, your view will shift to a more surreal image, and you may see:
  - A brightly colored "Aura" around people - color will vary, depending on the enemy's alert state.
    - › Blue Aura - enemy is not alert to your presence
    - › Red Aura - enemy alerted
  - Remnants from the past - visual clues that may help you solve a mystery
  - Secret passages
  - Differences in similar objects
  - A dangerous presence
- Listen carefully to subtle clues in direction to determine when AV might be useful.
- PSI depletion rate: Medium



# PSI CHARACTERS

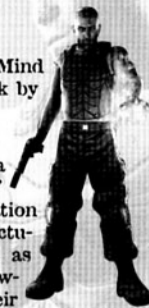
NICK SCRYER - PSI-OPS Specialist

## PSI POWERS:

Proficient in Telekinesis, Remote Viewing, Mind Drain, Mind Control, Pyrokinesis, and Aura Viewing. At times, he is struck by erratic glimpses of the future.

## BIO

Lt. Nick Scryer is a seasoned combat veteran assigned to lead a strike team with the UN Anti-Terror Corps. Nick gets "planted" and captured in an operation against the terrorist organization known as "The Movement". Once inside, Nick discovers he is actually an agent for a secret government organization known as Mindgate. Trained in the use of his PSI abilities, Nick is a powerful weapon against worldwide terrorist threats that wield their own brand of PSI powers.



SARA BLAKE

## PSI POWERS:

The power of Telepathy.

## BIO

Sara Blake is a strong willed, independent woman that carries a lot of psychological scars. She is also a highly skilled undercover operative that shares her secrets with no one. Sara has now infiltrated the Movement to gain access to the General, but she also has plans of her own.



THE GENERAL - Leader of "The Movement"

## PSI POWERS:

None we are aware of at this time.

## BIO

The General is the enigmatic leader of a terrorist organization known as the Movement. Backed with a growing army led by a group of powerful rogue PSI-Agents from around the world, his goal is to retrieve and control the pieces of a mysterious ancient artifact. The General's insane lust for domination leads him to believe this artifact has the potential to bestow upon him the ultimate power of a god.



JOV LEONOV - Master of Mind Control

## PSI SPECIALTY:

Master of Mind Control, using others do his dirty work.

## BIO

Jov Leonov, originally a native of Mongolia, was taken in by the Soviet government when an accident left him blind at an early age. It also left him with powerful Mind Control abilities. Raised and groomed to be the perfect Soviet spy, he soon became a deadly PSI operative.

Leonov is always flanked by one of his victims, using their eyes for his vision through Mind Control.





# PSI CHARACTERS

**EDGAR BARRETT** – Master of Telekinesis

**PSI POWER:**

Telekinesis, allowing him to move anything.

**BIO**

Edgar Barrett led a downtrodden life until the emergence of his PSI abilities allowed him to attain money, power and status. His Telekinesis allowed him to climb the ranks of Project Mindgate, becoming the number one operative. At that point, Barrett's lust for power pulled him into the General's conspiracy and later into the madman's underground terrorist organization.



**WEI LU** - Master of Illusion

**PSI POWER:**

Illusion - The ability to create false visions and memories in the minds of others.

**BIO**

When her PSI powers were detected, Wei Lu was taken from her family and raised to be a perfect Intelligence Agent by the Chinese government. She became a one-woman killing machine that used her ability to implant false visions and beliefs into the minds of others as a means to carry out the will of the state.

She gained access to the General's knowledge of PSI in exchange for her stunning power, which she uses to hide the operations of the Movement from prying eyes.



**MARLENA KESSLER** – Master of Pyrokinesis

**PSI POWER:**

Pyrokinesis, the ability to create and control flames, explosions and heat.

**BIO**

Marlena Kessler grew up in a divided Germany. When her powers manifested themselves during puberty she was quickly inducted into the Soviet Psi-Ops program. However, Marlena took the first opportunity she could to flee to the west, leaving behind her family and past.

Marlena was later recruited into the Movement by Edgar Barrett. His rhetoric of a PSI elite appealed to her sense of justice.



# PSI CHARACTERS

**NICOLAS WRIGHTSON** - Master of Remote Viewing

**PSI POWER:**

Remote Viewing, the ability to send one's mind out-of-body and spy anywhere in the world. He also has the ability to Mind Control weak willed individuals.

**BIO**

Wrightson once worked alongside Nick at Mindgate where he put his Remote Viewing talents to good use. But as he began to take longer and longer trips into the ether of RV, his sense of reality began to unravel.

When Project Mindgate ended, Wrightson was seduced into joining the Movement. He has since withdrawn completely from the real world. For him, RV is an addiction that is so strong, he refuses to return to his true body.



**DR. KIMIKO JONES** - Scientist

**PSI POWER**

None.

**BIO**

Kimiko became a scientist in order to follow in the footsteps of her grandfather, who left a distinguished research career to delve into the secret world of the occult. She soon discovered that her grandfather was in fact researching ancient relics for the American government. Relics that were somehow linked to the world of PSI power.

Making great strides in her research, Kimiko has blinded herself to the General's true purpose. She has only recently begun to realize that the man who she once saw as a benefactor may in fact be mankind's greatest threat.



**THE MINIONS** - Meat Puppets

The Movement uses brainwashed humans as their nameless, numberless minions. There are three levels of Meat Puppet warriors, each one more powerful, cunning and deadly.

**MP1**

The most numerous, these Meat Puppets are made up of "new recruits" who have only recently been kidnapped and had the very lowest form of "programming" in the meat lockers.

**MP2**

These soldiers are a step above the common Meat Puppet. Longer re-programming time has allowed them to be more accurately programmed and controlled. They have higher abilities of reason and independent thought which make them harder to outsmart and defeat.

**MP3**

The highest form of the Meat Puppet, these soldiers are also the least numerous. Combining individual thought, cunning training and a lack of fear, these super soldiers are deadly and efficient.



ARE YOU READY FOR THE TRUTH?

# AREA-51

EMERGING FALL 2004

**MIDWAY**

[www.area51-game.com](http://www.area51-game.com)

PlayStation 2



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### Hints and Tips

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