TEEN
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CONTENT RATED BY
ESRB

SPY HUNTER
2

EmuMovies

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.
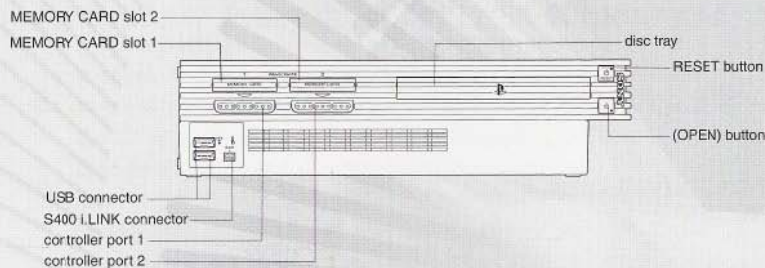
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- 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.

MEMORY CARD slot 2
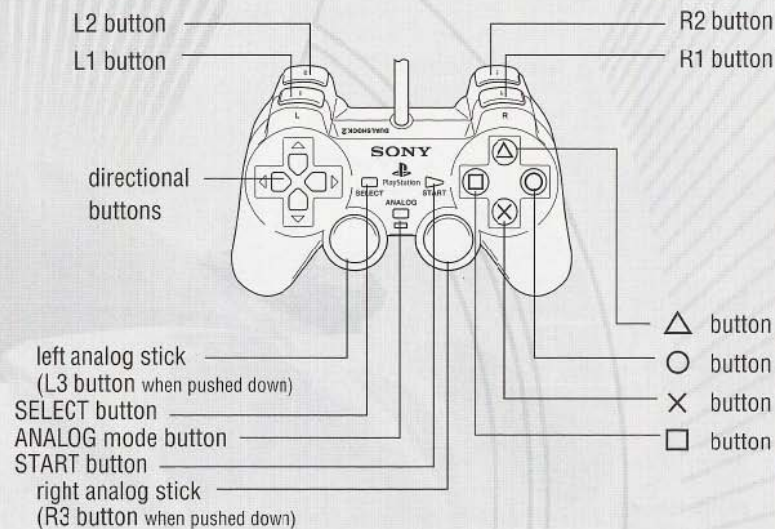MEMORY CARD slot 1

disc tray

RESET button

(OPEN) button

USB connector
S400 i.LINK connector
controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **SpyHunter®2** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button

directional
buttons

△ button
○ button
✕ button
□ button

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

SpyHunter 2 does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.
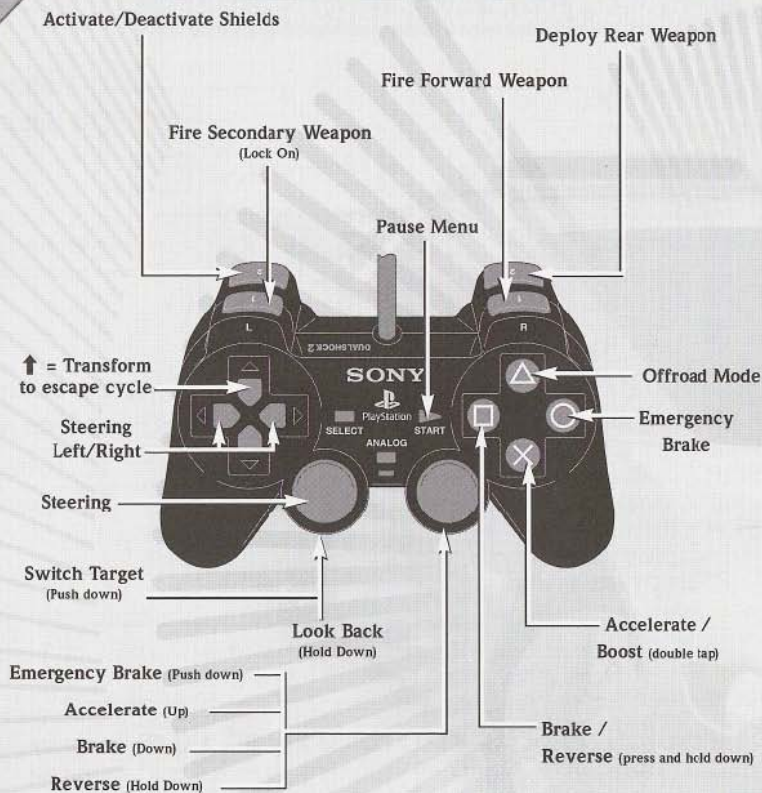
Menu/Sub-Menu Navigation

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

Quitting a Game in Progress

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

Activate/Deactivate Shields

Deploy Rear Weapon

Fire Forward Weapon

Fire Secondary Weapon
(Lock On)

Pause Menu

↑ = Transform
to escape cycle

Offroad Mode

Steering
Left/Right

Emergency
Brake

Steering

Switch Target
(Push down)

Look Back
(Hold Down)

Accelerate /
Boost (double tap)

Emergency Brake (Push down)

Accelerate (Up)

Brake (Down)

Brake /
Reverse (press and held down)

Reverse (Hold Down)

Offroad 4x4 Transformation

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

Targeting

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

The seeds of destruction are sprouting.

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

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

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

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

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

The Hunt begins again.

Factions of the NOSTRA

Russia

New Orleans

Asia

Swiss

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

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

Load Game Data

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

Saving Game Data

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

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

Campaign

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

Multiplayer Campaign

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

Spy Hunt (2 Player Mode)

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

Spy Hunt Setup

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

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

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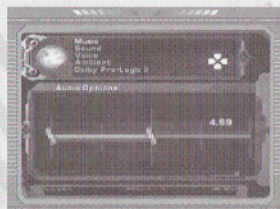
Options

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

Audio

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

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

Controller

Use this option to view the SpyHunter 2 controller configuration.

Player One/Two Vibration

Turn your controller's vibration feature On or Off.

Extras

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

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

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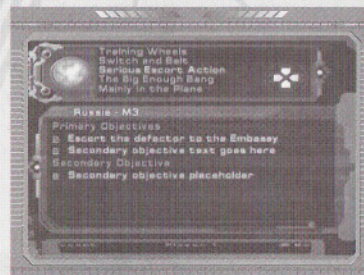
Select Mission

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

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

Select Weapons

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

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

Guided Missiles

DPIM - 6X Seeker Missile – Dual Purpose Infrared Missile

ARHE - 120 Missile – Anti-Radiation High Explosive Missile

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

Multi-Missiles

DPICM - 2 – Dual Purpose Infrared Cluster Missiles

HEICM Cluster Missiles

AAICM Ace Cluster Missiles

Rockets

M129 Dual Purpose Rockets

M234 HEMP Rockets – High Explosive Multi-Purpose

M287 Anti-Armor Rockets

Machine Guns

M27 .50 Cal. Machine Guns

M165 .50 Cal. Gatling Guns

XM196 HOSF Laser Weapons – High Output Staggered Fire

Rail Guns

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

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

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

Auxiliary Weapons

M97 Oil Dispenser

M73 Smoke Generator

XM59 Mine Layer

Equipment

ACC-Light Armor – Advanced Composite Ceramic

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

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

ANE Self-Repairing Armor – Advanced Nanite Enhanced

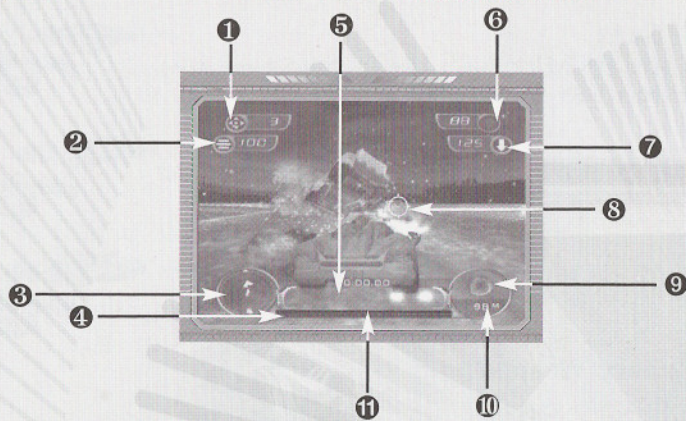AEPC Shield – Advanced Electro-Polarized Charge (Blue)

HCPC Shield – High Capacity Polarized Charge (Purple)

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

1. **Secondary Weapon Count** - The amount of secondary weapons remaining.

2. **Shield** - The amount of Shield strength available.

3. **Radar** - Enemies appear as blips.

4. **Boost** - The lower, purple portion of the bar diminishes to black as you use your boost.

5. **Rearview Mirror** - Don't forget about what's behind you.

6. **Forward Weapon Count** - The amount of forward weapons remaining.

7. **Rear Weapons** - The amount of rear weapons available.

8. **Crosshair** - Move the crosshair over the enemy. Another inner, red crosshair will appear when you're locked-on. Fire your Secondary Weapon once you're locked-on.

9. **Communication** - Represents your on-board computer, Leoni 2.1

10. **MPH** - Your speed.

11. **Health** - The upper, black portion of the bar will fill with red as you take on damage.

The Interceptor

Snow Ski

Jet Ski

The Offroad 4x4 Interceptor

Escape Cycle

Interceptor Boat

Weapons Van

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

Controls

Steer Turret - left analog stick
Fire Main Turret Weapon - **R1** button
Fire Secondary Turret Weapon - **L1** button

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Associate Producer . . . . Devin Shatsky
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Chief Technical Director . . . . Paul LeFevre
Technical Director . . . . CheYuan Wang
Art Director . . . . Craig Rundels
Script/Dialogue . . . . David Bergantino

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QA Lead Analysts . . . . Erwin Gasmin & Jason O'Brien
QA Assistant Leads . . . . Brian Durnlao & Mike Hampton
Technical Standards Analyst . . . . Chris Berg, Jason Jorgensen, Dan Kit, Ray Mitchell, Josh Palmer,
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Quality Assurance Analysts . . . . John Baker, Jay Bernal, Leroy Butler, Godfrey Bolano, Neil D. Carter,
. . . . Ryan Castiglia, Tony Drake, Jonathan Eng, Ouan La, Tim Lambright,
. . . . David Lloyd, Matt Macabitas, Clermont Matton, Shannon Meyer, Andrew Nguyen,
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CINEMATIC AUDIO . . . . Tommy Tallarico Studios, Inc.

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

5.1 CINEMATIC ENGINEER . . . . Chuck Mitchell

FMV . . . . Blur Studio, Inc.

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

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MUSIC
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Written and performed by Vanessa Carlton
Vanessa Carlton appears courtesy of A&M Records
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Angel Studios

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

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Lead Programmer . . . . Charles Eubanks
Audio & Interface . . . . Jeremy Jessup
Artificial Intellegence . . . . Smith Surasmith
Tools Programming . . . . Robert Suh
Water Microcode . . . . Alexander Ehrath
Additional Programming . . . . Jonathan Spane

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3D Artists / Texture Artists . . . . Farivar Eftekhari, Carlos Hernandez & Eric Lin
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Concept Artists (Environments) . . . . Jae Kim, Tom Olson & Francis Tsai
Concept Artists (Vehicles & Weapons) . . . . Harald Baker, Scott Robertson & Ed Watts
Duvelle Concept Art . . . . Marcelo Vignali

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Sound Designer . . . . Mark Loperfido

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Associate Producer . . . . Darion Lowenstein

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Physices / AI Support . . . . Nathan Brown
Interceptor Vehicle Dynamics . . . . Jeffrey J. Roorda
AGE Audio Support . . . . Joshua Breindel
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Testers . . . . Tom Hiett, Dirk Lancaster & Darci Morales

ADDITIONAL DESIGN SUPPORT . . . . Wayne Imlach & Wing Cho

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

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

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SPY HUNTER

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