

XBOX

LIVE ONLINE ENABLED

MIDWAY ARCADE TREASURES 3

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INSTRUCTIONS



WARNING

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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MAIN MENU/SAVING

The Main Menu displays each of the 9 games included in **MIDWAY ARCADE TREASURES 3**. Press the D-pad \uparrow or \downarrow to highlight a game. A preview will be displayed on the cabinet. Press the \odot button to select the game.

OPTIONS

Once a game is selected, that game's Options will become available by pressing the \odot button. You can use this menu to adjust each game's **CONTROLLER SETUP**, as well as use **SAVE/LOAD** and adjust **AUTOSAVE** options. Some games include **GAME SETTINGS** and **BONUS CONTENT** as well.

GAME SETTINGS

Some of the games include adjustable game settings, but they will be different, based on the game you select. To make changes to game settings, press the directional button \uparrow or \downarrow to highlight an option, then press the D-pad \leftarrow or \rightarrow to make changes.

CONTROLLER SETUP

Game controls are available after selecting a game, within each game's Options Menu. Press the \odot button to view a selected game's option menu, then select **CONTROLLER SETUP**.

BONUS CONTENT

The Bonus Content menu provides information about the game you've selected. Some of the games will include a **GALLERY** option that contains original game promotional and advertising material.

SAVING GAMES

MIDWAY ARCADE TREASURES 3 lets you save High Scores and Settings to your hard disk.

Data will be automatically loaded each time you start your console. This prevents you from having to go through the menus to adjust the settings to your liking each time you want to play a particular game.

AUTOSAVE

To make things easy on you, make sure **AUTOSAVE** is turned on. This option will automatically save your high scores and settings when you exit a game.

NOTE: If previously loaded data already exists, the game will prompt you to select whether you'd like to overwrite the old data.



XBOX LIVE

This game supports Xbox *Live* Aware. If you are an Xbox *Live* subscriber, Xbox *Live* Aware lets you view your friends list and see information about their status. You can also receive invitations to play other Xbox *Live* games online. To find out how to purchase a subscription to Xbox *Live*, go to www.xbox.com.

TAKE MIDWAY ARCADE TREASURES 3 BEYOND THE BOX

Xbox *Live* is a high-speed or broadband Internet gaming community. With Midway Arcade Treasures 3, you can connect to Xbox *Live*, and upload your High Scores only.

CONNECTING

Before you can upload your high scores for Midway Arcade Treasures 3, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see www.xbox.com/connect and select your country.

Midway Arcade Treasures 3 allows you to upload High Scores to the Xbox *Live* Leaderboard. Before you can upload the scores, you'll need an Xbox *Live* Gamertag. Consult your Xbox *Live* documentation for instructions on creating a Gamertag.

SIGNING IN

After selecting a game from the Main Menu, access the Options Menu (\odot) and select **Xbox Live**. The Xbox *Live* Sign-In screen will be displayed. Once there, highlight your Gamertag, then press the \odot button to go to the Pass Code Screen. Enter your previously created Pass Code, then press the \odot button again.

VIEW SCORES

View the Midway Arcade Treasures 3 scoreboards. Press the \square or \square trigger to cycle the categories.

POST SCORES

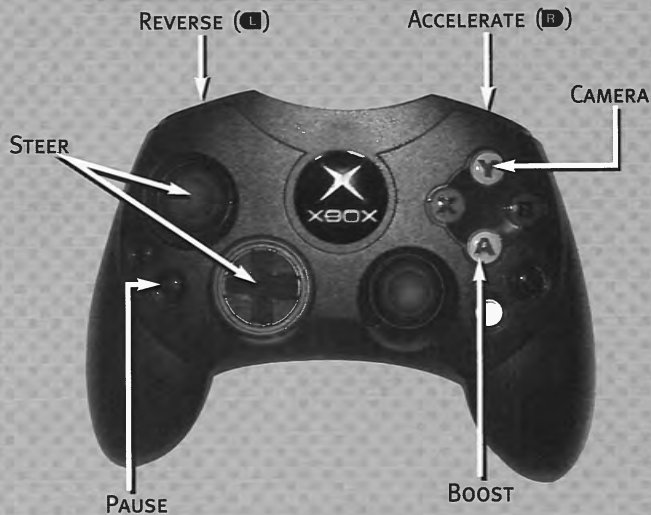
Select this option to view high scores that have been posted on the leaderboard. Select the game name, and your score will be uploaded.

NOTE: You cannot post more than one score. The leaderboard will only post your highest score.

FRIENDS

The Friends List allows you to view the status (**ONLINE**, **OFFLINE** or **PLAYING**) for all of the friends contained on the Friends List.

HYDRO THUNDER



1. **ONE PLAYER GAME** - Play a one player game versus CPU controlled boats.
2. **2 PLAYER GAME** - Play a 2 player game on a split screen.

HYDRO THUNDER

3. HYDRO CHAMPIONS MENU

The Hydro Champions screen is basically a High Scores screen. This will display the best times for all tracks. To view the times for different tracks, press the D-pad \leftarrow or \rightarrow . Press the B button at anytime to return to the Main Menu.

4. SOUND OPTIONS MENU

Adjust the volume of the game's Sound Effects (SFX) and background Music. Press the D-pad \uparrow and \downarrow to select a sound option, then press the D-pad \leftarrow or \rightarrow to adjust the level. When you're finished, highlight DONE and press the A button.

HYDRO JUMP

Each boat can use its boosters to propel into the air for a brief period of time. As your boat is moving forward, press the L trigger (Reverse). Once you have activated the brake, immediately press the A button. With practice, the Hydro Jump will help you access out-of-reach boost icons and to gain entry into secret pathways. Using the jump with these boats will allow you to cut seconds off of your course time.

MIGHTY HULL TECHNIQUES

When your boosters are activated, your boat will begin to flash. When it does, your boat's Mighty Hull technology has been activated. While your boat is flashing, you can ram other boats and send them flying into the air! Mighty Hull also helps to rid your path of annoying obstacles without crashing your boat.

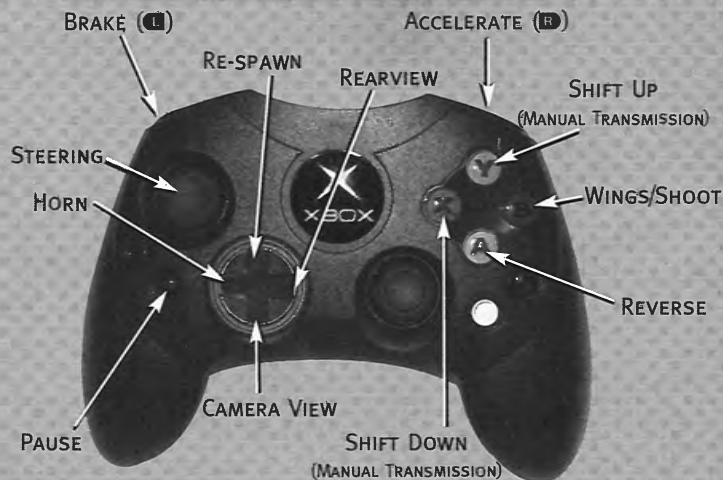
BOOST ICONS

The tracks in Hydro Thunder are littered with Red and Blue diamond-shaped Boost icons. Each boost will cause your boat's engines to transform and enable your boat to travel faster as well as activate it's "Mighty Hull" power. Red Boost icons will give you 9 seconds of boost fuel. Blue Boost icons will give you 4 seconds of boost fuel. Use your boost sparingly as you never know when you'll need it. Use your boosters to help your boat take corners faster as well as clear any obstacles in your way!

OTHER STRATEGIES

- Try pressing the Accelerate and Brake buttons a couple times at the countdown. If you perform a certain sequence, you'll get a 4 second Boost at the Start!
- Try going through caves and waterfalls. Not only are there a bunch of short-cuts, but you'll find lots of Boost Icons as well!
- **WATCH YOUR BOOST FUEL CLOSELY!!!**

RUSH 2049



TRACK AND CAR DIFFERENCES

Before you begin driving, you may want to test out a few different cars and tracks first. Not all cars handle the same. Some are bulkier than others, while some tend to slide around more. Tracks on the other hand, are totally different. Each track contains many jumps, shortcuts and sharp turns. With the Track Options you can even race on the tracks in the opposite direction.

CRASH AND BURN

When a car crashes, it will explode. You are then placed back on the track, unless the Death option is turned ON. These crashes waste valuable time and could easily cost you a race.

SHORTCUTS AND ALTERNATE PATHS

Each track features many different shortcuts and secret paths to help you jump ahead of the pack. It will take a while to find them all, but if you play each track in Practice Mode, you'll have the time to look for them. Most shortcuts and secret paths appear almost instantly.

RUSH 2049

GOLD AND SILVER COINS

Secret cars, new car parts, tracks and gameplay modes are awarded as you collect Silver and Gold coins.

JUMPS

Each track is loaded with jumps. Some jumps are natural hills and others are man-made. Remember that the faster you approach a jump, the further distance you'll fly. Jumping correctly can help you get in front of other cars or even reach shortcuts. Jumping the wrong way can get you into trouble.

Try to hit each jump straight on, as you're more likely to land squarely. If you do get into trouble while you're airborne, don't panic. Each car in the game is equipped with a set of wings.



FLYING

Flying is a fun but crucial part of this game. Depending on what controller setup you have, press the button that corresponds with your wings while you are airborne. Wings will emerge from the side of your car and allow you to glide for a while. While you are in the air, hold down the wing button.

As you hold the Wing button, move the D-pad \leftarrow and \rightarrow to make the car roll. If you press the D-pad \uparrow , the car will dip its nose forward. Pressing D-pad \downarrow will lift the car's nose.

NOTE: Wings are not available in Ghost or Battle modes. Stunt wings are available only in Stunt mode.

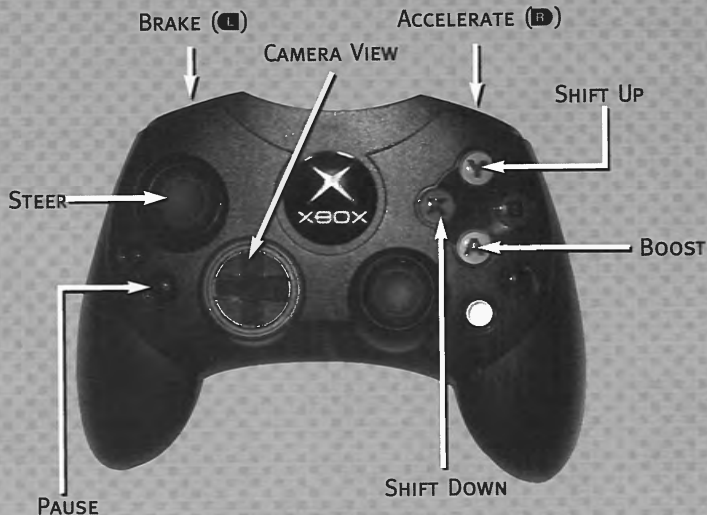
BATTLE MODE

This is a 2-4 Player deathmatch where each player must score a set number of points (or kills) in order to win. As you drive around the arena, collect powerful weapon upgrades to exterminate the competition. After you have selected how many players there will be, highlight Battle at the Select Mode screen and press the A Button.

Before you begin to play, you will be able to select the track (arena) that you want to use. In addition to the usual track options you can adjust, you have the option of setting the number of points needed to win. Highlight Battle Points and choose from 5 point to 50 points needed to determine a victor.

After you have adjusted the track options, all players can select their cars and change the car settings. After all players are ready, press the A Button to begin the battle.

OFFROAD THUNDER



CHOOSE GAME MODE

Press the left thumbstick \leftarrow or \rightarrow to highlight an option, then press the \odot button to make a selection.

RALLY

Choose a track and car, then drive a single race to the finish line.

DEMOLITION

Demolition uses a point system to determine a winner. You'll smash other racers, keeping a close eye on your Damage Meter. The player that ends with the most points wins!

SNAG THE FLAG

Racers grab the flag and try to hold on as long as they can. You'll earn more points for each steal. If you fall into last place, you'll lose the flag.

OFFROAD THUNDER

CHOOSE TRACK

There are 7 initial tracks to choose from. Each track has a difficulty rating on the selection, so you might want to start out **EASY** and work your way to **HARD**. As you play and win races, you can unlock a hidden track.

NOTES

- On the Track Select screen, pressing the D-pad \leftarrow will adjust steering sensitivity.
- Pressing the D-pad \uparrow will allow you to race on a mirrored version of a track.
- Pressing the D-pad \rightarrow will allow you to enter secret codes.



CHOOSE CAR

There are 8 initial cars to choose from. Each car has a difficulty rating on the selection.

TRANSMISSION

You can choose between a Manual or Automatic transmission.

NITRO

Nitro canisters are scattered throughout the race tracks. Drive over them to collect them, then press the \odot button when you're ready to torch the track.

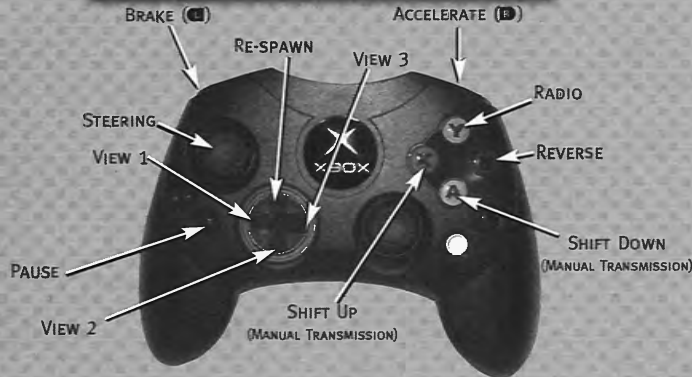
BLUE Nitro canisters give 3 seconds of Nitro Boost, and **RED** canisters offer 6 seconds. You can collect several and fill up your Nitro Meter.

You can regulate your usage of Nitro by pressing and releasing the \odot button as you need it.

Straight-aways are your best time to use Nitro, but you may find yourself desperate for speed, so it's up to you.



RUSH: THE ROCK



TRACK AND CAR SELECTION

There are 7 tracks available to choose from. Use the left thumbstick ◀ or ▶ to highlight a track or car, then press the A button to choose. Tracks and car selections have difficulty ratings, so choose a track or car that meets your skill level.



After you've chosen a track and car, select a Manual or Automatic transmission. From there, you're ready to go.

NOTES

- On the Track Select screen, pressing the D-pad ◀ will allow you race on a mirrored version of a track.
- On the Car Select screen, pressing the D-pad ▶ will change the color scheme of all cars.
- On the Car Select screen, pressing the D-pad ◀ will provide you with two alternate sets of cars.

SHORTCUTS AND ALTERNATE PATHS

Each track features many different shortcuts and secret paths to help you make up some time. It will take a while to find them all, but if you play each track regularly, you'll have opportunities to look for them.

S.T.U.N. RUNNER



Take a seat, grasp the controls, and enter the world of the S.T.U.N. (Spread Tunnel Underground Network) Runner. You'll travel ahead in time to the 21st Century and experience the thrill of racing in a futuristic form of competitive driving. At the control of the state-of-the-art technology, players pilot a billion-dollar vehicle capable of attaining speeds of over 900 miles per hour!

S.T.U.N. Runner is a game of speed. The goal of this game is to travel as fast as possible and complete each race within the allotted time. Numerous enemies will try to prevent you from achieving this goal. Equipped with powerful lasers, all enemies can be gunned down with the exception of one.

The race through the S.T.U.N. Network is made up of many levels. Each level presents a unique challenge to the player. The player's ultimate goal is to guide the vehicle through the network of levels to reach the "Ultimate Challenge".

TIPS ON HOW TO ATTAIN FASTER SPEEDS

1. Correctly drive on the fastest portion of the tunnel.
2. Stay off side rails (on flat sections)
3. Avoid collisions with enemy vehicles
4. Run over "boosts" for hyperspeed
5. Avoid areas under construction

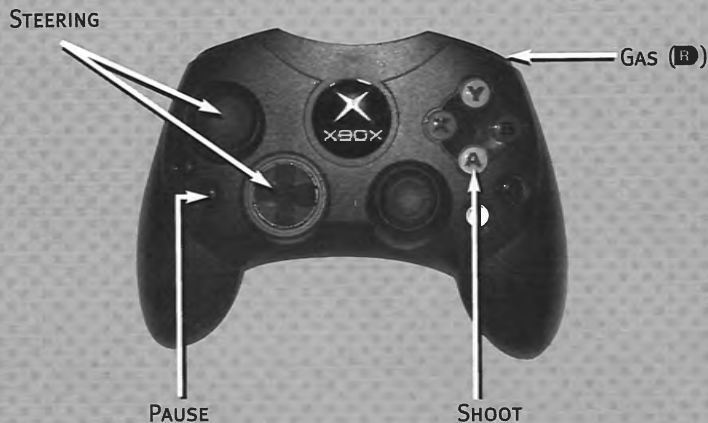


BADLANDS



It has been 50 years since the nuclear disaster. The sport of sprint racing is now a ruthless battle between armed cars. These races take place on tracks built in the ruins of the dangerous nuclear zone known only as the BADLANDS. This is sprint racing gone BAD! It's all-out war on the track as players blast away at the drones (and each other) to finish first! Players shoot playfield targets for extra points and bonus missiles!

Badlands is a top-down auto racing game with a twist. The setting of the game takes place in a post nuclear war where each racer has the ability to either use guns or shoot missiles to stop his opponent. Based off of games like Championship Sprint and Super Sprint, the player has the ability to upgrade his car by collecting wrenches which appear periodically on each of the eight different tracks. Available upgrades include: Missiles, Tires, Turbo, Speed and Shields.



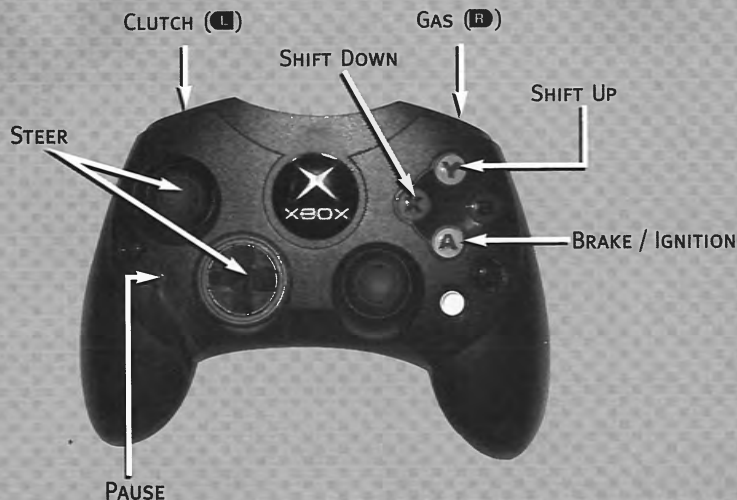
RACE DRIVIN'



Race Drivin' includes all of the innovative game features that made Hard Drivin' the industry's first true driving simulation game, plus many more new features.

Race Drivin' is a driving simulation game in which the player can choose from four different cars (three with manual transmission and one with automatic) and race in various courses that require precision maneuvers and tons of skill.

The game features brand new tracks, such as the "Super Stunt Track" that will challenge even the best Hard Drivin' stunt racers. New tests of skill include a corkscrew loop, a jump loop, and a winding mountain road.



SUPER OFF ROAD



In Super Off Road, players compete on eight different tracks with a total of sixteen configurations. These courses are packed with enough jumps, bumps, hills and holes to challenge even the most skillful drivers.

Winning drivers earn “cash” prizes, and use this “cash” to “buff out” their machines. At the end of each race, players take their trucks to the “Speed Shop” to buy better shocks, tires, engines, and higher top speed. They can also buy nitro packs to help them blast over the jumps and through the mud.

SPEED SHOP PRICES

NITRO – Provides a speed boost: \$10,000 each

TIRES – Tightens turning: \$40,000 each

SHOCKS – Heightens your car’s ability to pass over bumps: \$60,000 each

ACCELERATION – Improves starting power: \$80,000 each

TOP SPEED – Increases maximum speed: \$100,000 each

SUPER OFF ROAD TRACK PAK

This game is an updated version of Super Off Road, with more tracks to choose from, and a new selectable Dune Buggy. Controls and Speed Shop prices are the same.



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Ed, Edd n Eddy™

THE MIS-EDVENTURES



MIDWAY

**CARTOON
NETWORK**

INTERACTIVE



Mild Cartoon Violence

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