

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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Rev-D (L)



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MATURE

Blood and Gore
Drug Reference
Intense Violence

LICENSED BY



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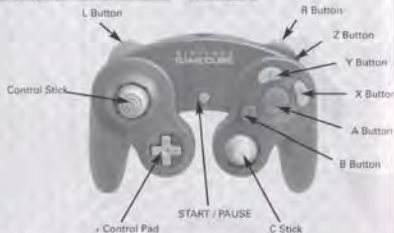
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Getting Started

THE NINTENDO GAMECUBE™ SYSTEM



USING THE NINTENDO GAMECUBE™ CONTROLLER



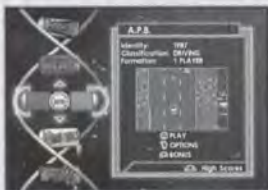
MENU/SUB-MENU NAVIGATION

Throughout this manual, **Up**, **Down**, **Left** and **Right** will signify pressing **Up**, **Down**, **Left** and **Right** on the + Control Pad. To navigate through the game menus (i.e. Options), use the + Control Pad (Up, Down, Left or Right depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the **A** Button. Press the L Button or R Button to cycle categories. To go back to the previous menu and/or cancel the previous selection, press the **B** Button.

QUITTING A GAME IN PROGRESS

To quit a game in progress, press **START** or the **Z** Button during the game. The Pause Options Screen will appear. Select **QUIT**. When asked "Are you sure?", confirm by selecting **Yes**. You'll then return to the Main Menu.

Main Menu



The Main Menu displays an icon for each of the 20 games included in *MIDWAY ARCADE TREASURES 2*. Press the Control Pad **Up** or **Down** to highlight an icon, a game preview will be displayed in the center of the screen. Press **START** or the **A** Button to select the game and go to the Main Title Screen.

OPTIONS

To view the selected game's options, press the **X** Button. The options for the selected game will be displayed. You can use this menu to adjust each game's **Game Settings** and your **Controller Setup**, as well as using the **Load** and **Autosave** options. It's recommended that you study the controls for the game prior to playing (see **Controller Setup** next page).

GAME SETTINGS

Each game includes adjustable game settings, but they will always be different, based on the game you select. To make changes to game settings, press the Control Pad **Up** or **Down** to highlight an option, then press the Control Pad **Left** or **Right** to make changes.

CONTROLLER SETUP

See next page.

BONUS

The Bonus menu provides information regarding the **History** of the game you've selected from the Main Menu. There is also a **Gallery** that includes original game promotional and advertising material, as well as a **Video** library that includes interviews with the original developers of the game.

Once you've selected History, Gallery or Video, press the Control Pad to highlight an item, then press the **A** Button.

Main Menu



CONTROLLER SETUP

Game controls are available within each game's Options Menu. Press the **X** **Button** to view a selected game's option menu, then select **CONTROLLER SETUP**. Press the Control Pad **Up** or **Down** to highlight the Default control settings, or select Custom 1 or Custom 2. The Custom options allow you to configure up to two personal configurations. Once you've highlighted Custom 1 or 2, press the **X** **Button** to gain access to the controls.

Highlight the button you want to change, then press the Control Pad **Left** or **Right** to assign a control to that button. Repeat this process until you've adjusted the controller the way you want.

Note: Make sure you save any new configurations by returning to the Options Menu to select **Save**.

Study the controls listed on-screen. When you're done, press the **A** **Button** to return to the game's Options Menu.

Controls / Saving



SAVING GAMES

MIDWAY ARCADE TREASURES 2 lets you save accumulated data to your Nintendo GameCube™ Memory Card. We highly recommend using a Memory Card to enjoy the many features you'll find in this game.

Data will be automatically loaded from your Memory Card each time you start your Nintendo GameCube™ system. This prevents you from having to go through the menus to adjust the settings to your liking each time you want to play the game.



Single Player Games



APB is the ultimate cops and robbers game where you portray Officer Bob, driving the police car in hot pursuit of lawbreakers. The levels of gameplay are measured in days. In order to progress to the next level, the player must meet the daily quota.

There are multiple objectives to challenge both novice and experienced players:

Meet the daily quota by arresting the offenders (litterbugs, drunks, dopers, honking taxis, hitchhikers, bikers, speeders and others).

Send APB criminals to jail (Sid Sniper, Juan Fingers, Freddy Freak, Hans Dop and many more). Collect bonus time, extra fuel and police car enhancements.

The game is over when you obtain too many demerits. Demerits are given for not arresting the day's quota of criminals, shooting innocent vehicles, crashing the police car and running out of gas.

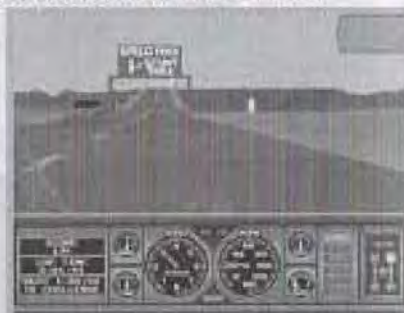
By driving through the speed shop, you can select from several different enhancements for his police car, including: faster acceleration, higher top speed, radar, armor, guns and better brakes. There are many levels of each of these enhancements for you to acquire. The ability to build a more powerful police car is an added incentive for you to use the add-a-coin game continuation and maintain this vehicle.



Hard Drivin'

How would you like to test drive a high-powered sports car on a stunt course? Now you have your chance! Have you ever jumped a draw bridge or driven a vertical loop? These thrilling stunts, among others, are found in Hard Drivin'.

Maybe high-speed driving is your type of excitement. Put the pedal to the metal and try to keep your control around the corners, weaving in and out of traffic while avoiding oncoming cars. All this and more await you behind the wheel of Hard Drivin'.



Two Player Games



This one-on-one basketball game basically follows the normal rules of basketball, but does not account for fouls. Players can actually fight for control of the ball.

The game basically follows the same rules as basketball. Two points are awarded for each basket made. Three points are awarded for completed shots made from outside the three-point line. The game does not account for fouls so players are encouraged to use the Punch feature to make the game more enjoyable.

To Shoot or Pass, press the appropriate button. To "fake out" an opponent, hold the button down longer. If your teammate is holding the ball, you can "tell him" to Shoot or Pass by pressing the corresponding button.

To block, press and release the Shoot button. To punch, aim your player at the ball and press the Pass button. To perform a Diving Steal, press the Pass and Shoot buttons simultaneously.



Two players can compete head-to-head, or a second player can enter a game at any time if one player is already in the game.

In each race, players compete to collect gold wrenches, which appear randomly on the track. These wrenches can be traded in for custom car features such as higher top speed, super traction, turbo accelerations and faster crash recovery.

There are five levels of each of these features for a total of 20 custom car bonuses. There is also an unlimited bonus of increased score for more skillful players.

An extra layer bonus wrench is awarded to players who can better the existing "Best Lap Time" on each track. As on Super Sprint, bonus wrenches are also awarded to players who start a game on a more difficult level.



Championship Sprint will be a surprise to even seasoned "Sprint" players, as there are new tracks which offer unique challenges. In addition, track hazards and obstacles will gradually increase on each progressive track.

Two Player Games



Cyberball 2072 is tough, hard hitting futuristic football. This game has all the key ingredients of the original, plus many exciting additions. Cyberball 2072 combines the best of both sports and action games rolled into one.



Select offensive and defensive plays, passes, laterals and blitzes. Team captains can call strategic time-outs, replace weak players and purchase new ones.

Cyberball 2072 has nearly 250 total plays, plus three unique high score tables.



He's got a face only a mothership could love...and your mission is to guide Krooz'r safely back home. During the journey, there will be obstacles in your orbit. Fire away at your enemies, and if you encounter an onslaught of enemies, activate your energy shield.

When the opposition gets too tough to handle, be on the lookout for your Smart Bomb. When the bomb turns red, that's your signal to shoot it and destroy all the enemies on your screen.

Every third play, get ready for an inter-galactic garage sale. Krooz'r solos the solar system without his ship. For most aliens, it's a waste of energy. But not for Krooz'r. You'll be helping him pick up a few necessities for the road in the Kosmik Junkyard. And if you're a smart shopper and deposit them into Krooz'r ship, you'll win another base.



Two Player Games



The place? A mystical realm, where an elite group of fighters gather for the ultimate grudge match.

Choose from your favorite MK fighters like Johnny Cage, Liu Kang, Scorpion, Raiden – even the dreaded Shang Tsung. Or select from a host of new challengers, each more deadly than the next. Then punch and kick your way to the top using secret moves and fatalities.

It's the ultimate martial arts experience with plenty of hidden surprises.



MK3 reached a level of hype like no other sequel in history. The Underground at the Match Up screen are clues to help unlock MK3's six-digit encryption code. When a code is cracked, the game answers with a gift of power or dimension.



Secret portals allow fighters to smash up and down into three dimensionally rendered moving backgrounds for the ultimate bi-level battlefield. An expanded control panel includes a "run" button, allowing faster, more intense play for every character.

Intense, live action and fully digitized fight sequences make for the most realistic action the industry has ever seen.

Press the Control Pad Up along with the **A Button** to randomly select a fighter.



Max Force and Hit Man are on a mission to destroy the K.R.A.K. criminal syndicate and protect the innocent. Junkies, punks, thieves, psychos and murderers must all face the elite team's special brand of justice.



The elite team is armed with machine guns and rocket bombs, the ability to cruise through the city streets in a high-powered sports car and fly overhead in a specially equipped helicopter. Aided by the on-screen scanner, they must bust or kill the low life that rules the underworld, Mr. Big.

Along the way, there are drugs and loot to seize as evidence for bonus points as wave after wave unfolds.

Two Player Games



The pace builds. The points mount. The creatures multiply. Take on the creatures with Krooz'r at the control. But be on the look out for double trouble. Each creature has a deadly twin, and you must overcome them both to survive.

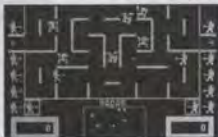
Shoot one and watch him quiver. Shoot his twin before the vibrating stops and you've made the right move. They both vanish from the screen. Take it easy on the first screen, as your paired up against one creature. After the 4th screen, things may take a turn for the worse. Look out for a pairs of creature combinations. You can also take on matched pairs of creatures, but be careful, shoot one and you'll have babies to contend with.



The object of Wizard of War is to descend into the many dungeons of War, killing monsters, beating the Wizard and earning a high score.

You control a separate squadron of warriors and compete for score at the same time. Warriors descend into various dungeon mazes, battling visible and invisible monster Worlings, and maybe the Wizard himself. Teamwork in the two player mode is important—but not necessary to play. If one player mode is selected, the computer becomes the second player.

Dungeon maze patterns appear at random and have Escape Doors at either end. These are used for strategic exit and entry by Warriors to outwit the monster Worlings. They are also a means of escape for Worluk. If either player hits the Wizard, the score of subsequent play is doubled. The Radar Screen reveals the general location of invisible monsters in the maze to alert the Warriors.



Two Player Games



Join Major Rock Hardy and Captain Ace Gunn on their quest to overcome the Master Xybot and his horde of evil robotic monsters.

The huge underground multi-level city created by the Xybots is composed of mazes with locked doors and transporters to connect different areas of the same level. Players must battle the Xybots and reach the exit elevator to advance to the next level. In the mazes, you'll find energy pads to restore energy, keys to open doors and coins to buy valuable supplies in the store. At the end of each level, players enter the store where supplies can be purchased. Some supplies are permanent, others are only temporary and must be replenished.

Every low levels, you can face the master Xybot in a one-on-one duel. Only by defeating the master Xybot can players advance to the next level. The penalty for losing is to be sent back a few levels.



Three Player Games



This is Pii Fighter, the underground sport fighting sensation. There's no shortage of action in this no-holds-barred street fight. Player select one of three fighters to take on anyone who dares.

You can unleash a lethal "Super-move". Anything in the path of this is sure to go down. After a match, opponents are awarded a Knockout Bonus, Gratitude Bonus and a Fight Purse.



Every third match is a Grudge Match where players test the skills of each other. The last man standing is the winner of this three-knock-down match. You'll fight you way to the Elimination Match to decide who wins the opportunity to dethrone the champion, the Masked Warrior.

Three Player Games



OH NO! Your 3 favorite human-munching, badly-behaved mutants have been captured! Unfortunately, for the humans inhabiting planet Earth, brand new mutants have been sent to rescue George, Lizzy and Ralph.

You'll meet all three monsters as they destroy cities in North America, Asia and Europe! Get ready for destruction, mayhem, alien exterminations and the best buffet in town - the people of Earth! Hope you're hungry!



Xenophobe is a space adventure game in which players attempt to exterminate hostile alien life forms that have that have overrun the huge floating "Starbases." A horizontal monitor is split into three sections, one for each of up to three people.

Players wander around a space station shooting as many aliens as they can before their health or time runs out; then it's off to the next space station. There are multiple weapon types, including a duck gun!



Four Player Games



Gauntlet II has over 100 levels of action as you take on the powers of your favorite player. Discover the hidden gifts of the Secret Room, come face-to-face with the fearsome dragon and watch out for the Death Curse of the evil "II".

Stun tiles, acid puddles, force fields and moving exits make your progress all the more difficult. But there are mystical amulets to be gained, which will enhance your powers to repel the monsters, walk through walls or increase your firepower. You may even move some of the maze walls to your advantage. Gauntlet II is not just a further episode in this enthralling crusade, it's an action packed adventure.



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MORTAL KOMBAT DECEPTION



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MATURE 17+



CONTENT RATED BY
ESRB

Blood and Gore
Intense Violence

 MIDWAY

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