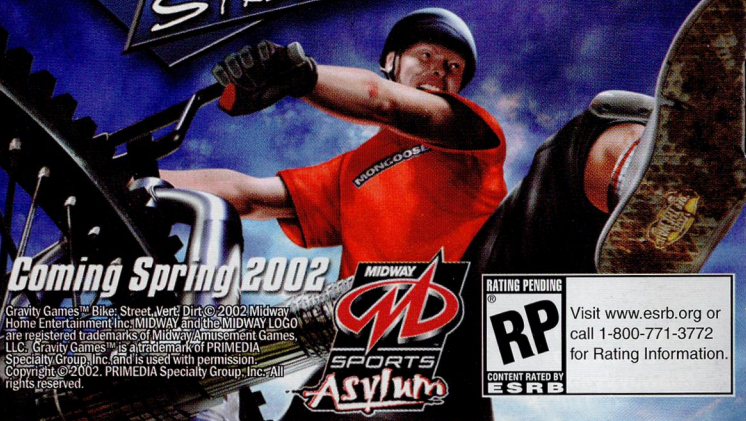


GRAVITY GAMES™

bike

STREET • VERT • DIRT



Coming Spring 2002

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RP

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DR. MUTO

MIDWAY
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2002!



RATING PENDING

RP

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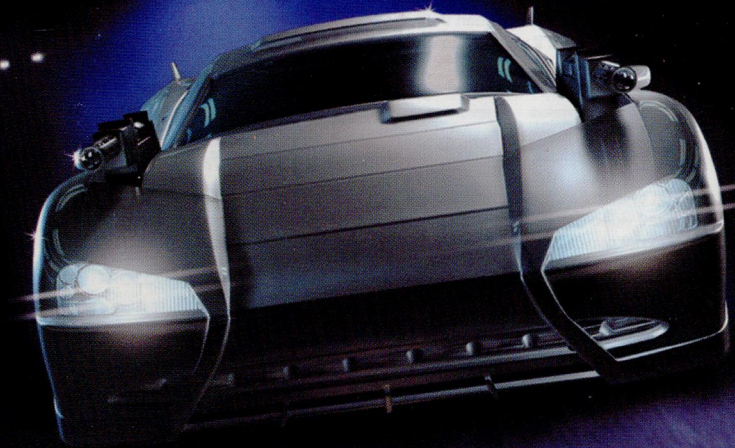
Midway Home Entertainment
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INSTRUCTION MANUAL

SPY HUNTER



TEEN

T

CONTENT RATED BY ESRB

MIDWAY



Vimm's Lair

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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 black outs triggered by light flashes, 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	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	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

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

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

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- 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

This 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 specified herein may result in hazardous radiation exposure.

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.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**



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



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, OR VISIT WWW.ESRB.ORG.

TEEN (13+)

Violence

LICENSED BY



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THE NINTENDO GAMECUBE™ CONSOLE

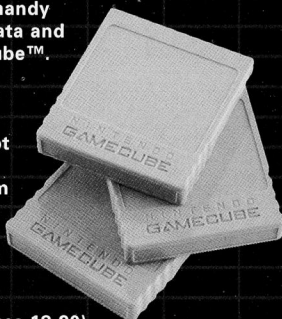


Before turning the power ON, make sure you have inserted the Nintendo GameCube™ Game Disc, Nintendo GameCube™ Game Controllers and other peripherals (if you are using any).

THE NINTENDO GAMECUBE™ MEMORY CARD

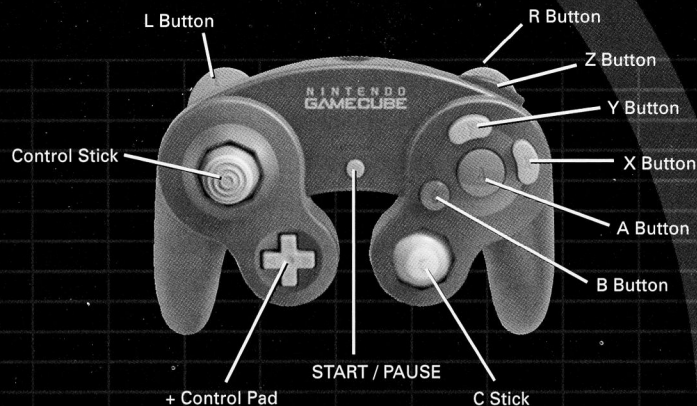
SpyHunter® lets you save accumulated data to a Memory Card inserted in Slot A. This will come in handy when you want to save your game data and play it in a friend's Nintendo GameCube™.

Each time you start SpyHunter on your Nintendo GameCube™, the game will read any inserted Memory Card (in Slot A) then load your saved settings and other saved data. This saves you from having to go through the menus to adjust the settings to your liking each time you want to play the game.



NOTE: Please refer to the Nintendo GameCube™ instruction booklet (pages 18-20) for directions on how to format and erase Memory Card files.

THE NINTENDO GAMECUBE™ CONTROLLER



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), press 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.
- To go back to the previous menu and/or cancel the previous selection, press the B Button.

The following page contains the game controls for SpyHunter. Please refer to the image above for button locations on your Nintendo GameCube™ Controller.

GAME CONTROLS

Here are the controls for SpyHunter. Please refer to the diagram on the previous page for button locations on your controller. You may also view the controller configuration by selecting the Controller sub-menu under the System Options menu. The System Options menu is located at the game's Main Menu.

PRIMARY CONTROLS

Control Stick - Steers Interceptor (car). To drive the Interceptor in reverse, make sure the vehicle comes to a complete stop. Next, press Down on the Control Stick and press the A Button (gas).

A Button - Accelerate (gas). Press twice (quickly) to activate the Interceptor's turbo boosters

B Button - Brake

L Button - Selects (toggles) weapons

R Button - Fire selected weapon

Y Button - "Lock-on" to a target. This button can only be used in conjunction with offensive weapons utilizing "lock-on" capabilities

Z Button - Switch between Offensive and Defensive weapons

NOTE: The Interceptor's offensive weapons are the default weapons on the vehicle. To activate a defensive weapon, press and hold the Z Button. Next, press the L Button to toggle the defensive weapons. Press the R Button (while still holding the Z Button) to use the defensive weapon.

SECONDARY CONTROLS

X Button - Launch GPS trackers (when equipped) or activate Interceptor scanner (when equipped)

Control Pad Up - Enables/disables rear-view screen

Control Pad Down - Change view

START/PAUSE - Pause game

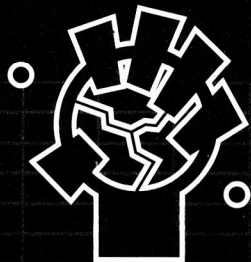
GAME HISTORY

Back in 1983, arcades could be found in almost every neighborhood of the United States. Jam-packed with people of all age groups, the videogame industry was booming and players eager to experience the latest games would make their weekly (sometimes daily) pilgrimage to their local arcade. During this time, game companies had released a wide variety of games geared towards specific consumers. Only a handful of those games would become classics; SpyHunter is one of them.

Created by George Gomez in 1983, SpyHunter hit the arcades with a style all to its own. Unique cabinet designs and highly addictive gameplay launched SpyHunter to the top of the "must play" lists. One of the original SpyHunter cabinets' features was the steering wheel interface. While the cabinet itself contained the wheel, a gear shift and accelerator pedal, the wheel featured four buttons in which to complete your missions. Machine guns, Missiles, Smoke Screen and the Oil Slick were available to you at certain points in the game. All of which were activated by pressing a button on the wheel.

Another element of the game which made it special was the soundtrack. Fans of the original game still hum the tune to this day. The "Theme From Peter Gunn" is one of the most memorable songs from a game. In fact, most people would probably associate the tune with SpyHunter than Peter Gunn. Created by Henry Mancini (creator of the famous "Pink Panther Theme"), the "Theme From Peter Gunn" played in the background while the player tried to rid the world of evil. Now, almost two decades later, that same theme is still the "audio backbone" of SpyHunter.

Now in the next millenium, Midway has returned to the roots of the original game. Fast-paced, exciting and challenging, SpyHunter returns with a vengeance. The world is in distress, evil lurks throughout the globe. Your Interceptor is waiting.....



NOSTRA

INTERNATIONAL

Nostra International is a company based in Israel with facilities all over the globe. They deal in food products, bio-chemicals, genetics, e-commerce and children's software.

Daemon Curry, President of Nostra International, is viewed by some as the next messiah. He is an intellectual with keen business sense and political savvy. He is connected in very high places within every government of the world, and even with the church.

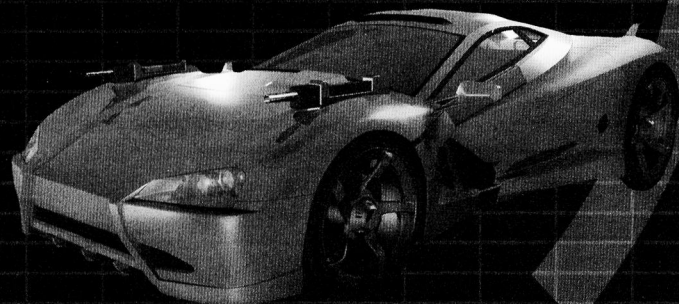
Hell is about to be unleashed.

Ever since Daemon Curry was a teen, he was fascinated with the prophecies of Nostradamus. He felt the one spoken of in the books, the one who would be king and bring the world to its knees, the one who would rewrite history; he felt this one would be him. It's funny how a name can go to your head.

In the early 80's he started Nostra to fund his visions of destruction. Twenty-two years later, he is at last ready to start his unholy war. He has tainted government elections; assassinated presidents and poisoned priests to attract the media and buy himself time. He has grand plans for this world. "Fire will fall from the sky, rivers will run red with blood, and a war unlike any the world has seen will unleash the four horsemen unto earth." To help him realize his vision, he has assembled an army of spies and assassins to spread across the globe like a disease and establish strongholds in strategic locales. Once his plan is complete, he will unleash the four horsemen to spread famine, disease, pestilence, and war. Then, as it is written, "One man will become king and all the dying world will become slaves for his pleasure."

To deal with this growing threat, IES (International Espionage Services) has created a team known as SPYHUNTER. The main weapon in this team's arsenal is the G-6155 Interceptor: a state of the art automobile with enhanced weapon and transition capabilities and an onboard computer, named "Leonie," that helps analyze and identify possible targets. The G-6155 driver is Alec Sects, a former F-15 fighter pilot recently FBI trained with focus on international affairs. The Weapons Van, a mobile ammo replenishment unit, is usually positioned just past enemy lines to assist the G-6155 in fulfilling its mission. Their job is to locate Nostra's legion and prevent them from carrying out these prophecies.

The Hunt is on.



PROFILE MENU

At the game's Title Screen, press START/PAUSE to access the game's Profile Menu.

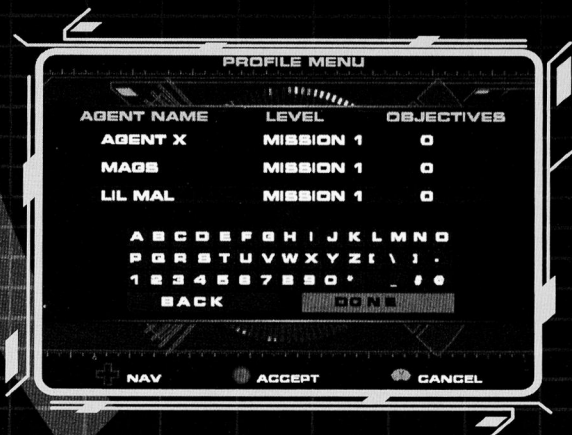
STARTING A NEW PROFILE

You are able to create and save up to three player profiles. When you are playing for the first time, you will have to create a profile. Highlight a blank profile and press the A Button. Next, you will enter your profile name. Your profile name can be up to seven characters in length. To enter your name, highlight the character you want to use and press the A Button. When you are finished entering your profile name, highlight DONE and press the A Button. If you wish to delete a profile, highlight the profile to be deleted and press the Y Button.

CONTINUING A GAME

This game contains an Autosave feature. This will automatically save your game progress to your Nintendo GameCube™ Memory Card (provided you have a Memory Card inserted in Slot A). To continue a previously saved game, highlight the profile you want to load and press the A Button.

After you have pressed the A Button, you will access the game's Main Menu.



MAIN MENU

OPERATIONS

The Operations Menu contains your mission data. This menu will show you what missions you currently have unlocked and will give you a brief description of that particular mission's objectives. When you are ready to accept a mission, press the A Button.

TWO-PLAYER

Two players can compete against each other in three mini-games. Check out Page 15 for a list of the three games and their descriptions.

SYSTEM OPTIONS

This is the Options Menu portion of the game. You can adjust sound levels, enter cheats, watch videos and listen to the game's soundtrack. Some video and audio items must be unlocked before you can view or listen to them. See the next page for more information.

DOSSIER

Your mission dossier gives you the status of your current and past missions. Here you can check your level objectives (how many you've successfully completed or need to accomplish) as well as your best mission time.



SYSTEM OPTIONS

At the Main Menu, highlight **SYSTEM OPTIONS** and press the A Button to access the System Options Menu.

SETTINGS

The Settings Menu allows you to adjust some of the features you'll experience while you play the game. To adjust a setting, highlight the setting and press Left or Right on the Control Stick or Control Pad. To activate your new settings, press the A Button. To cancel your settings and return to the System Options Menu, press the B Button.



SOUND - This controls the sound output of the game. Choose from Stereo, Surround, Headphones or Mono

FX VOLUME - This controls the volume of the game's sound effects.

MUSIC VOLUME - This setting controls the volume of the game's background music.

VOICE VOLUME - This setting will control the volume of the Interceptor's voice, Leonie.

VIBRATION - This setting determines whether you would like your controller's Vibration Function ON or OFF.

CONTROLLER

The controller setting allows you to view the configuration of your controller.

EXTRAS

This sub-menu doesn't allow you to change any settings or options. Instead, this is where you can view unlocked Music and Movies as well as activate any Cheats you have.

SINGLE PLAYER MODE

STARTING A MISSION

At the Main Menu, highlight **OPERATIONS** and press the A Button to access the Mission Select Menu. Press Up or Down on the Control Stick or Control Pad to view the unlocked missions. When you are ready to accept a mission, press the A Button. Mission data will be displayed showing you the objectives you must accomplish to complete the mission as well as data on your vehicle's weaponry and enemy vehicles.

MISSION OBJECTIVES

Before beginning a mission, you will be presented with that mission's objectives. There are two types of mission objectives, Primary and Secondary, that you must follow and complete in order to access further missions. When you complete a set number of objectives during your missions, other missions will be unlocked. Although you are able to unlock other missions by completing objectives, you **MUST** complete a mission's Primary Objectives in order to begin your next mission. In other words, even if you unlock a new mission, you won't be able to perform that mission if any previous mission's Primary Objectives are not accomplished first.



SpyHunter's Two-Player game mode allows two players to compete against each other in three unique mini-games. Each mini-game will end when a player reaches the end of the level. Be sure to check out the loading screen before you begin to play. The loading screen will tell you what you need to do in order to win the game.

During your game, each player can use their Interceptor's arsenal of weapons to slow down or annihilate their opponent. Kills are kept track of, but these points will not declare you a winner at the end of the race. All Two-Player games will be played on one of the mission locations. Please note that your Interceptor will only be equipped with weapons that are available in those locations.

SPY2 HEAD TO HEAD

The object of this game is to reach the finish line first. Use whatever weapons you can to leave your opponent in the dust.

GLOBE TROTTER

It's not the fastest player who wins, it's whomever can collect the most SATCOMs during the game.

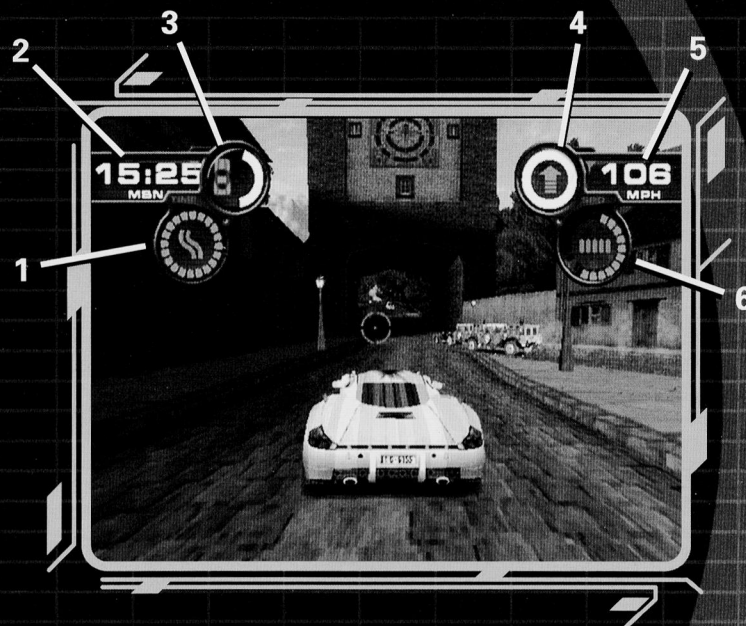
CHICKEN HUNTER

Why did the chicken cross the road? To give you points, that's why. Eliminate as many chickens as you can to earn the most kill points and win the game.



HEADS UP DISPLAY (HUD)

While playing, keep your eye on the HUD. The HUD features all of the important information you need during your missions.



- 1.) Current Defensive Weapon and Rounds Remaining
- 2.) Time Remaining to accomplish mission
- 3.) Interceptor Damage Meter
- 4.) Turbo Boost Remaining
- 5.) Current Speed
- 6.) Current Offensive Weapon and Rounds Remaining

G-6155 INTERCEPTOR

The G-6155 Interceptor used by IES is a prototype of the most advanced counterintelligence vehicle ever developed. It incorporates the latest high-tech systems and includes many experimental weapons and features. The most significant advancement it possesses is the ability to transform itself into a number of alternative forms quickly and without stopping, allowing it to operate on both land and water. It also includes a state-of-the-art computer system that controls or semi-automates many of its capabilities.

INTERCEPTOR MORPHING

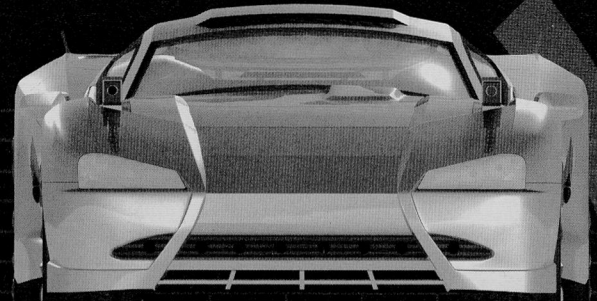
The G-6155 Interceptor has the remarkable ability to transform itself from a land-based vehicle to a water vehicle depending on the current terrain. This incredible feature is what makes the Interceptor so dangerous to NOSTRA. New IES technology allows for the Interceptor, if damaged badly, to jettison its outer frame and become a small (but just as deadly) one-man vehicle. Being lighter and faster than the Interceptor, this vehicle unfortunately doesn't allow for the Interceptor's full arsenal of weapons, but it still is heavily armed and a force to be reckoned with.

USING WEAPONS

The G-6155 Interceptor is equipped with the latest in high-tech weaponry, both offensive and defensive. As your missions continue, your vehicle will be upgraded with the latest in IES weapons technology. These upgrades are available for both offensive and defensive weaponry.

If you are being followed by NOSTRA agents, use the Interceptor's defensive weapons. These weapons (located on Page 19) include an Oil Slick, Smoke Screen and Flamethrower. Proper use of defensive weapons is vital for any agent if they are to complete their missions successfully.

The Interceptor is also fully equipped with a powerful arsenal of offensive weapons. Your stock machine guns will upgrade to become even more deadly. New IES technology allows for precise deployment of missiles as well as EMP (electromagnetic pulse) blasts. Perhaps the most significant improvement in offensive weapons is the Rail Gun. The Rail Gun is the pinnacle of IES weapons technology and is the most powerful weapon yet to date.



SATCOMS

Throughout some missions, you will be required to find and activate IES tracking units called SATCOMs. These global-tracking units allow for IES forces to monitor your activity and provide necessary replenishments via a Weapons Van or Weapons Boat per mission.

WEAPONS VAN / WEAPONS BOAT

Located in every mission you will find a weapons vehicle. These are either in the form of a van or boat. When a weapons vehicle is in close proximity to the Interceptor, you will be notified. Find the van or boat and proceed towards the rear of the vehicle. When you are within range of the vehicle, you will be automatically taken aboard it. After a brief period, your Interceptor will emerge, fully armed (weapons replenished), fully repaired (full health) and the Interceptor's turbo chargers will be full as well.

GPS TRACKERS

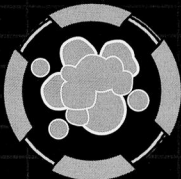
The Interceptor is equipped with GPS (Global Positioning System) Tracker units. These units when deployed, will attach themselves to any vehicle which IES wants to track. These vehicles usually are cargo trucks or ships. When approaching one of these vehicles, simply fire a GPS Tracker towards it. Only a direct hit will activate the tracking unit. Do not, under any circumstances, destroy the targeted vehicle. This will result in mission failure and could have disastrous consequences.

DEFENSIVE WEAPONS

Along with state-of-the-art offensive weaponry, the G-6155 Interceptor is equipped with a few defensive countermeasures. While two of which are slight modifications from the original 1983 Interceptor model, a lethal new defensive weapon has recently been added to the Interceptor.

**OIL SLICK**

The G-6155 Interceptor's first line of defense is the ability to saturate the ground behind it with a thick coat of oil. This spray causes the ground to become very slippery and most enemies will not be able to maintain control of their vehicles.

**SMOKE SCREEN**

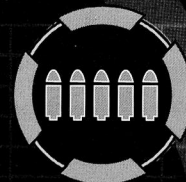
Another defensive weapon is the Smoke Screen. When activated, it leaves a trail of heavy smoke that is impossible to navigate through for a brief period of time. This weapon is the same one that the 1983 model Interceptor was equipped with, only slightly modified.

**FLAMETHROWER**

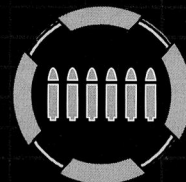
A new addition in the Interceptor's defensive lineup is the Flamethrower. The Interceptor must be upgraded a few times in order to receive this weapon. The Flamethrower projects two streams of flame behind the car. This latest defensive weapon is also the most dangerous to NOSTRA.

OFFENSIVE WEAPONS**9mm GUNS**

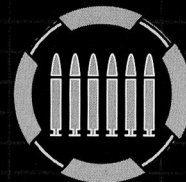
Your Interceptor will come equipped with a pair of 9mm machineguns. The guns are powerful enough to get some of your earliest missions completed, but eventually you'll need more firepower in order to stop NOSTRA and their agents.

**15mm GUNS**

With this upgrade, you will notice how much easier some enemies are to destroy. This weapon upgrade allows for faster termination of targets as well as the ability to carry more 15mm ammunition.

**25mm GUNS**

The last upgrade you will receive on your Interceptor's guns is a pair of 25mm guns. IES technicians have concluded that the strength of these guns rivals that of any NOSTRA vehicle's guns.

**UNGUIDED MISSILES**

Advancements in weapons technologies have allowed IES to equip all G-6155 Interceptor's with a standard unguided missile battery. These missiles can only be fired directly in front of the Interceptor one at a time, so aim carefully!



OFFENSIVE WEAPONS



GUIDED MISSILES

The Interceptor's first missile upgrade allows its driver to lock on to a target and launch a single missile at it. Depending on the range of the target, missiles can be semi-automatically fired. This upgrade allows the Interceptor to reach targets previously out of reach.



SWARMER MISSILES

This final missile upgrade allows the Interceptor to fire a salvo of guided missiles at a target. Other enemies (or civilians) within a close proximity of the targeted enemy run the risk of being hit by one of the four missiles that are fired. This weapon is only available on the Type II Interceptor.



EMP

This weapon fires a bolt of electromagnetic energy that is capable of disrupting electrical equipment, rendering it inoperable. The EMP gun is the weapon of choice when it comes to disabling terrorist weapons such as bombs. The Type II Interceptor upgrades the EMP gun with the ability to lock on to targets.



RAIL GUN

Once an experimental weapon, the Rail Gun is now being added to the later model Type II Interceptors. When fired, the Rail Gun releases a burst of highly charged particles that obliterate any target in its line of fire. With the ability to lock on to targets, the Rail Gun is the greatest weapon in the IES's arsenal.

IES agents have provided these images and descriptions of a few NOSTRA vehicles you may encounter. Sources say that other vehicles that don't appear here may very well be working for NOSTRA and should be approached with caution.



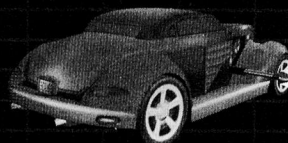
BULLSEYE

Fast and rugged, this all terrain vehicle's gun turret will always find its mark.



ROAD LORD

Hydraulic rams and speed boosters make this bulletproof truck a threat from both side and rear.



SWITCH BLADE

High-speed titanium drills combined with superior agility make this a deadly opponent to drive next to.



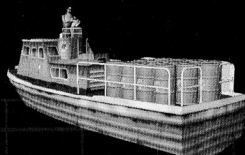
MORTAR THING

Four rapid-fire mortars set in an amphibious chassis make this dangerous on land and water. This vehicle is unaffected by oil.

ENEMY DATA

BARREL DUMPER

Especially dangerous in tight quarters, this agile ship dumps barrels of explosives from the rear of the ship.



MAD BOMBER

The sheer number of bombs dropped from this modified helicopter will drive even the best drivers mad. Use lock-on missiles to eliminate this flying foe.



JUMP JET

The ability to hover in the air and launch deadly accurate guided missiles make this aircraft very lethal.



PROTOTYPE

The Prototype Interceptor is a hybrid of stolen IES and NOSTRA technology. This vehicle's full capabilities are still unknown.



ENFORCER

Bulletproof glass and panels protect this vehicle, while rocket launchers and gatling guns attack whatever is unlucky enough to be around it. A formidable, but not unstoppable foe.



ENEMY DATA

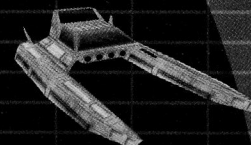
ATTACK HELI

Rotating machine guns mounted to a lightning fast and highly maneuverable combat helicopter.



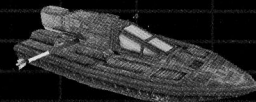
DR. TORPEDO

Advanced twin hull design fitted with fore and aft torpedo launchers will give a lethal dose of damage.



WATER BLADE

Like its cousin on land, high speed titanium drills can quickly send you to a watery grave.



SLICK

Light armor allows it to stay ahead while leaving a trail of traction stealing fluid behind.



NON-IDENTIFIED AGENTS

Since NOSTRA can be found throughout the globe, be on the lookout for their agents. They tend to occupy whatever vehicles they can, such as this gun-toting motorcycle rider photographed in Venice, Italy.



Since its debut in 1983, SpyHunter™ has used famed composer Henry Mancini's "Theme From Peter Gunn" as its theme song. For the new SpyHunter, Midway wanted to re-record the famous theme to match the game's new and aggressive look. We went to none other than leading hard rock group and Island Gold recording act, Saliva.

With their song "Your Disease" on MTV's Top Ten Modern Rock Tracks chart and number nine on Billboard's Modern Rock Track chart, Memphis, Tennessee rockers, Saliva, continue to create their unique blend of musical genres - hard rock with hints of hip-hop and grunge. Just months after the band's formation in September of 1996, Saliva was a finalist in a Grammy Showcase competition sponsored by the National Academy of Recording Arts & Sciences. Shortly after, the band released its first album, Saliva, independently and sold 10,000 copies.

Comprised of Josey Scott on vocals, Chris Dabaldo and Wayne Swinny on guitars, Dave Novotny on bass and Paul Crosby on drums, the quintet recently released their major label debut, Every Six Seconds.



THE SPYHUNTER THEME by SALIVA

You know I put it in drive cause it makes me feel alive,
the situation's awry and going faster.
And now I'm hunting you down,
Injecting fear from the sound
And with my mayhem abound,
I Am Your Master

(Chorus)

Come on and let the Hunt be the Hunted
Come on and let the Hunt be the Hunted
Come on and let the Hunt be the Hunted
Come on and let the Hunt be the Hunted
Get in my way and I'll be blowing up something
Come on and let the Hunt be the Hunted

I'm trying to make it to the other side
And I'm dying to make my move
(So get out of my way cause I'm coming for you)
I know that you will have to realize the danger behind you
(So get out of my way cause I'm coming for you)

Upon this Journey I fight
From the day into the night
There is no place you can hide,
I'm Getting Closer.
My mission plainly assigned
My enemies I will find
It's just a matter of time,
Till This is Over

CREDITS

MIDWAY SAN DIEGO PRODUCTION CREDITS

PRODUCER	Michael Gottlieb
ASSOCIATE PRODUCERS	Andy Kaffka & Ed Tucker
ASSISTANT PRODUCER	Aaron Orsak
TECHNICAL DIRECTOR	Paul Lefevre
MUSIC DEVELOPMENT MANAGER	Aubrey Hodges
MUSIC AND SOUND EFFECTS	Dale Stump, Leonard Rankins, Aubrey Hodges & Leonard Bedoian
MIDWAY CREATIVE SERVICES	Debra Austin, Erin Shems, Ron White, Conrad Rudy, Chris Mowry, Sally Nichols, Jon Mongelluzzo & Patrick Reutz
TEST MANAGER	Rob Sablan
TEST SUPERVISOR	Dan Wagner
LEAD TESTER	Malcolm Scott
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TECHNICAL STANDARDS ANALYSTS	Ron Salleza & Ghyan Koehne
VOICE OF THE INTERCEPTOR	Leonie Choy

NOSTRA MOVIE CREDITS

LEAD ARTIST	Murphy Michaels
GLOBE FX	Dave Young
LIGHTING AND RENDERING	David Menkes
ANIMATION	Aaron Carlson & Tom Tobey
PYRO FX	Jack Cheng

MIDWAY MARKETING CREDITS

VICE PRESIDENT MARKETING	Helene Sheeler
DIRECTOR OF ENTERTAINMENT MARKETING	Lawrence Smith
PRODUCT MARKETING MANAGER	Dennis Roy
MARKETING COORDINATOR	May Cam
MUSIC CONSULTANT	Maissa Dauriac

SPECIAL THANKS

Darrin Stubbington, Weston Boucher, Lee Jacobson, Susan Gottlieb, Nathan Gottlieb, Noah Gottlieb, Sandi, Chip Burwell, Brandon LaCava, Josh Barth, Donny Hamilton, Ann Denton, Don Knapp, Rob Gustafson, Melani Windham, Ron Ludlow, Diane Barton, Marci Ditter, Jay Boor, Tina Panton, Cammy Budd, Teri Higgins and everyone else who made sacrifices so that this game could reach its full potential.

CREDITS

POINT OF VIEW PRODUCTION CREDITS

PROJECT MANAGER / LEAD PROGRAMMER
Ala Diaz

PROGRAMMERS
Hideki Ikeda, Allen Jackson, Chris Warner & Hari Khalsa

LEAD ARTIST
Kich Ma

ARTISTS
Ruben Garza, Art Wong, Kelly Goodine & Eddie Linley

EXECUTIVE PRODUCER
Frank Lucero

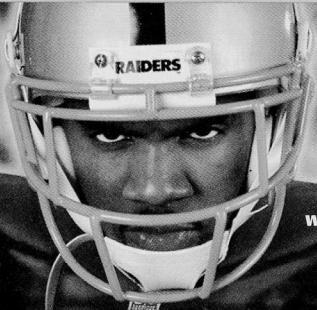
PRODUCERS
Ric Curtis, John Sieker & Bob Cantrell

SPECIAL THANKS
Lea Shifflett, Steve Lashower, Mike Michaels, Christina Reeder & Jessie Fisher

PARADIGM ENTERTAINMENT PRODUCTION CREDITS

GAME DESIGNER / ART DIRECTOR	Shawn Wright
LEAD SOFTWARE ENGINEER	Angus Henderson
SOFTWARE ENGINEERS	Dave Venturini, Matt Schmulen, Mike Petersen & Brad Robnett
ARTISTS	Chris Donelson, Chris Oliver, Brad Taylor, Robert Walden & Randy Brown
FMV ARTIST	Woody Smith
INTERFACE DESIGNER	Aaron Wright
AUDIO DIRECTOR	JD Smith
LEAD AUDIO SOFTWARE ENGINEER	Brenden Tennant
AUDIO SOFTWARE ENGINEER	John Rogers
LEVEL DESIGNERS	Shawn Wright, Scott Hansen & Chris Donelson
PRODUCER	Jim Galis
TECHNICAL DIRECTOR	Steve Lotspeich
CORE TECHNOLOGY	Rob Rossow, Tommy Bean, Michael Bean & Chris Johnson
ORIGINAL IN-GAME AND CINEMATIC MUSIC	Bob Daspiat
SPECIAL THANKS	Raymond Arriaga, Robert Gaines, Trudi Buchanan, David Krueger, Mahdad Ansari, Drew Powers, Richard Baker, Dave Gatchel and everyone else at Paradigm that made this possible.

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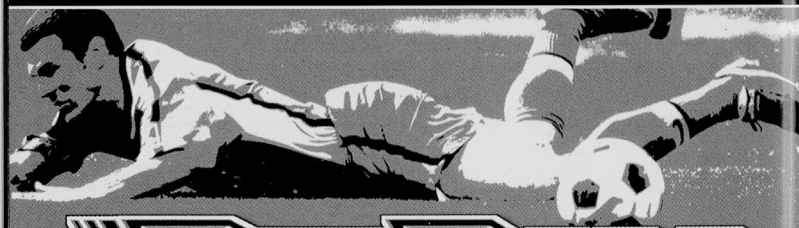


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Violence

C O M I N G S O O N



RED CARD -2003-

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