

	1	2	3	4	5	6	7	8	9	10	11	12
Frylock	3	2	1	3	2							
Shake	7	5	9	11	10							

AQUA TEEN HUNGER FORCE

Zombie Ninja Pro-Am

Be a Golf Master

Strategies and Tips to be a Hole-In-One King



[adult swim]



Warning

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system 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.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

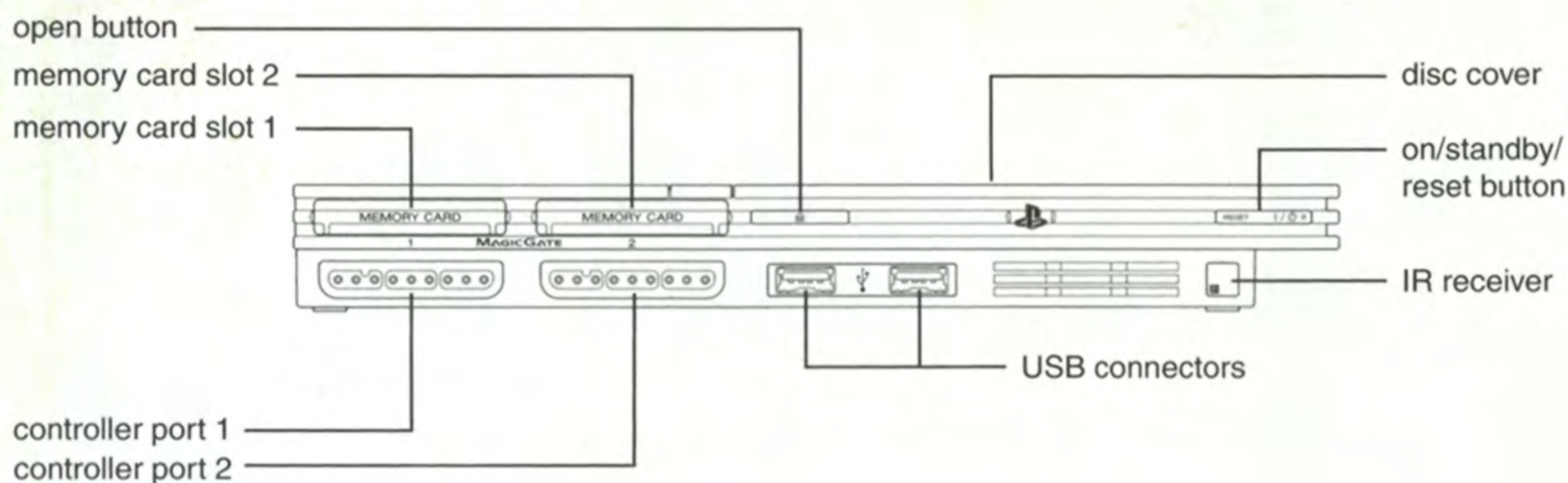
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

Table Of Contents

Getting Started	2
Starting Up	3
Golf Controls	4
Combat Controls	5
Racing Controls	6
What's Goin' On?	7
Main Menu	8 - 9
Weapon Pickups	10 - 11
Cheat Pickups	12
Other Pickups	13
Golf HUD	14
Golfing	15
Combat HUD	16
Combat	17
Racing HUD	18
Warranty	21



Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Aqua Teen Hunger Force: Zombie Ninja Pro-Am* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

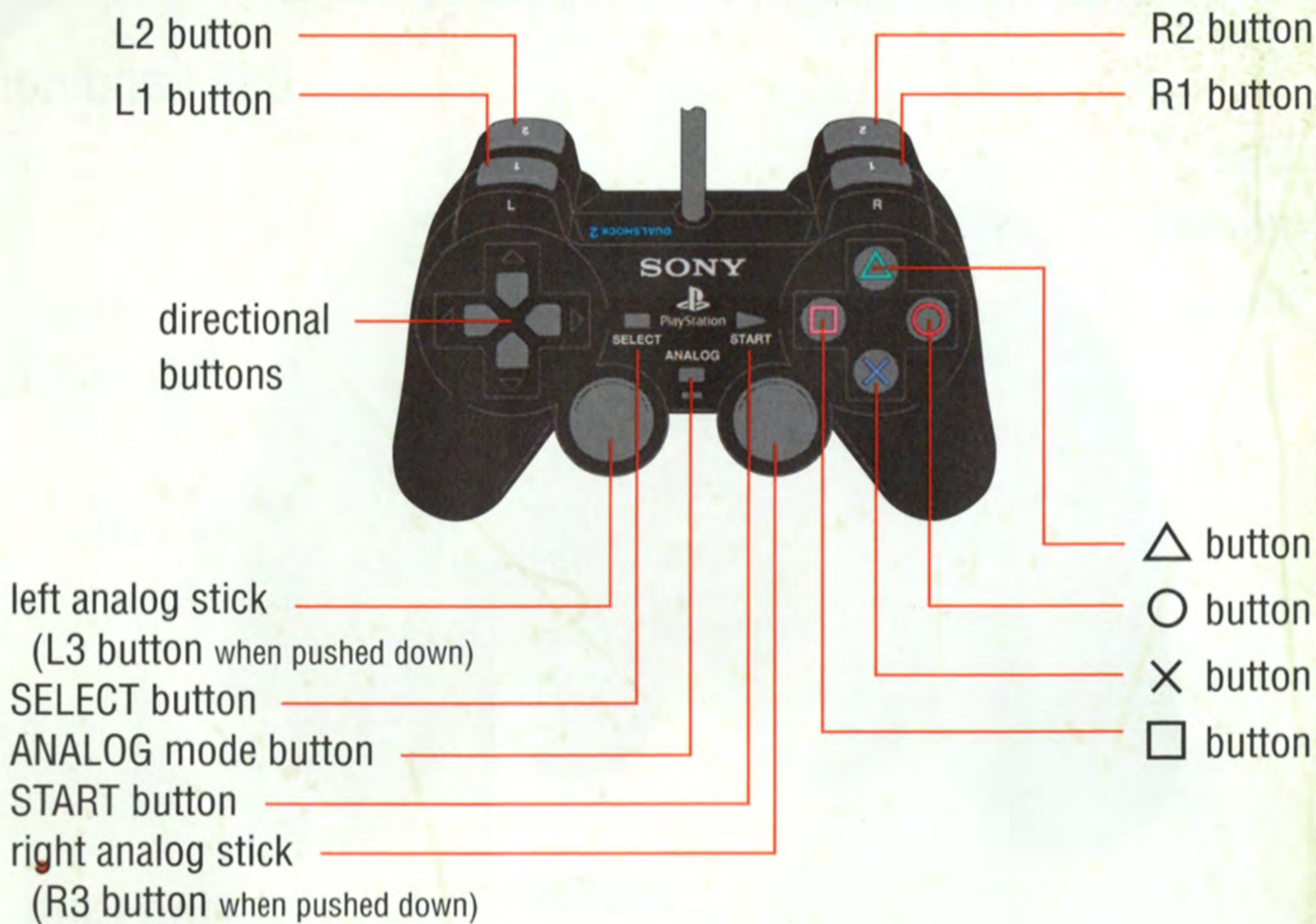
Quitting a Game in Progress

During the game, press the  button to display the Pause Menu. Press the directional buttons  or  to select Main Menu, then press the  button.



Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



This game 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 →) to highlight a selection.

Golf Controls



Note

When the Meatcheat is in use, the left analog stick is used to influence Meatwad's movement, and pressing the **X** button repeatedly will influence the distance he rolls.

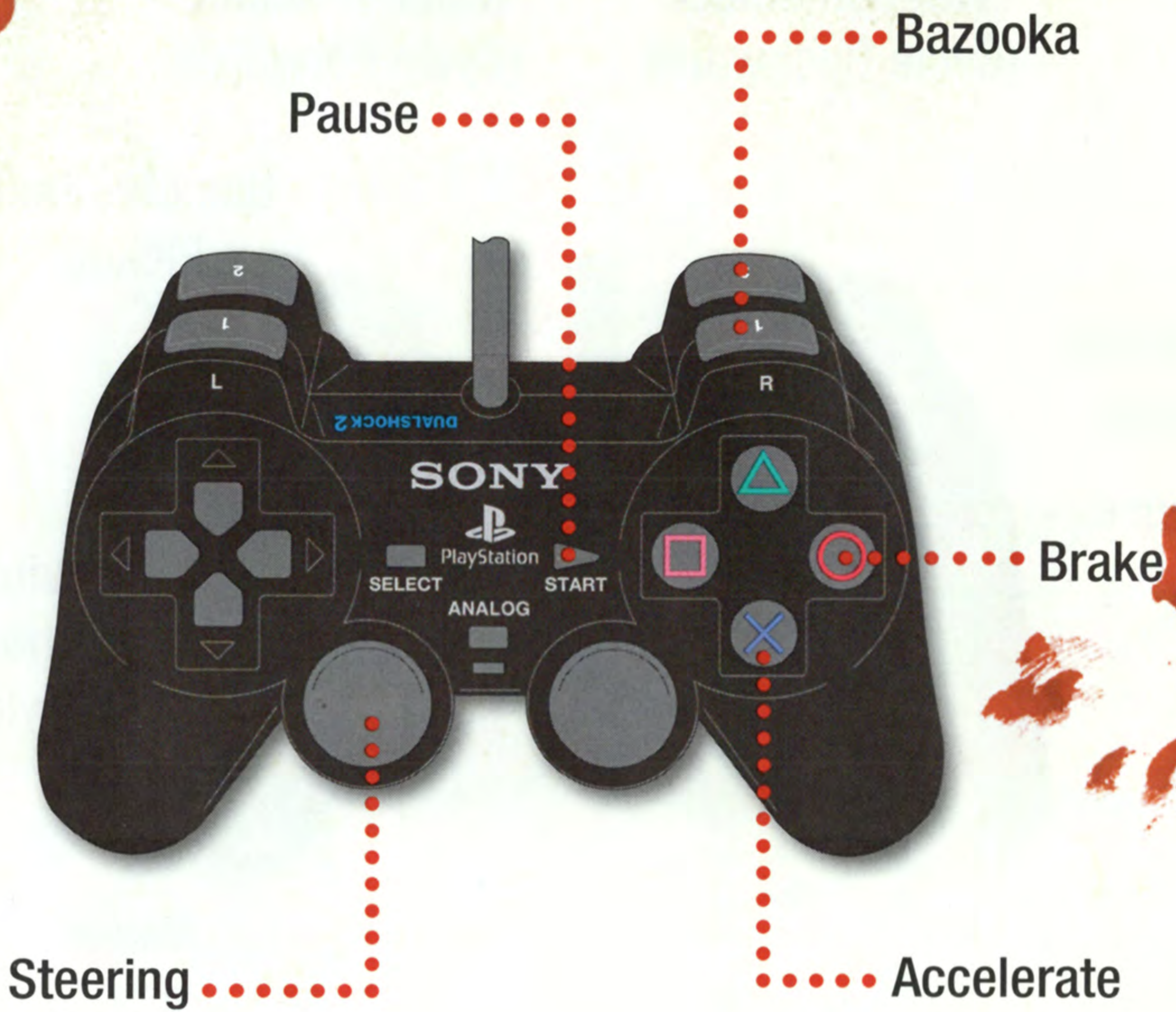
Combat Controls



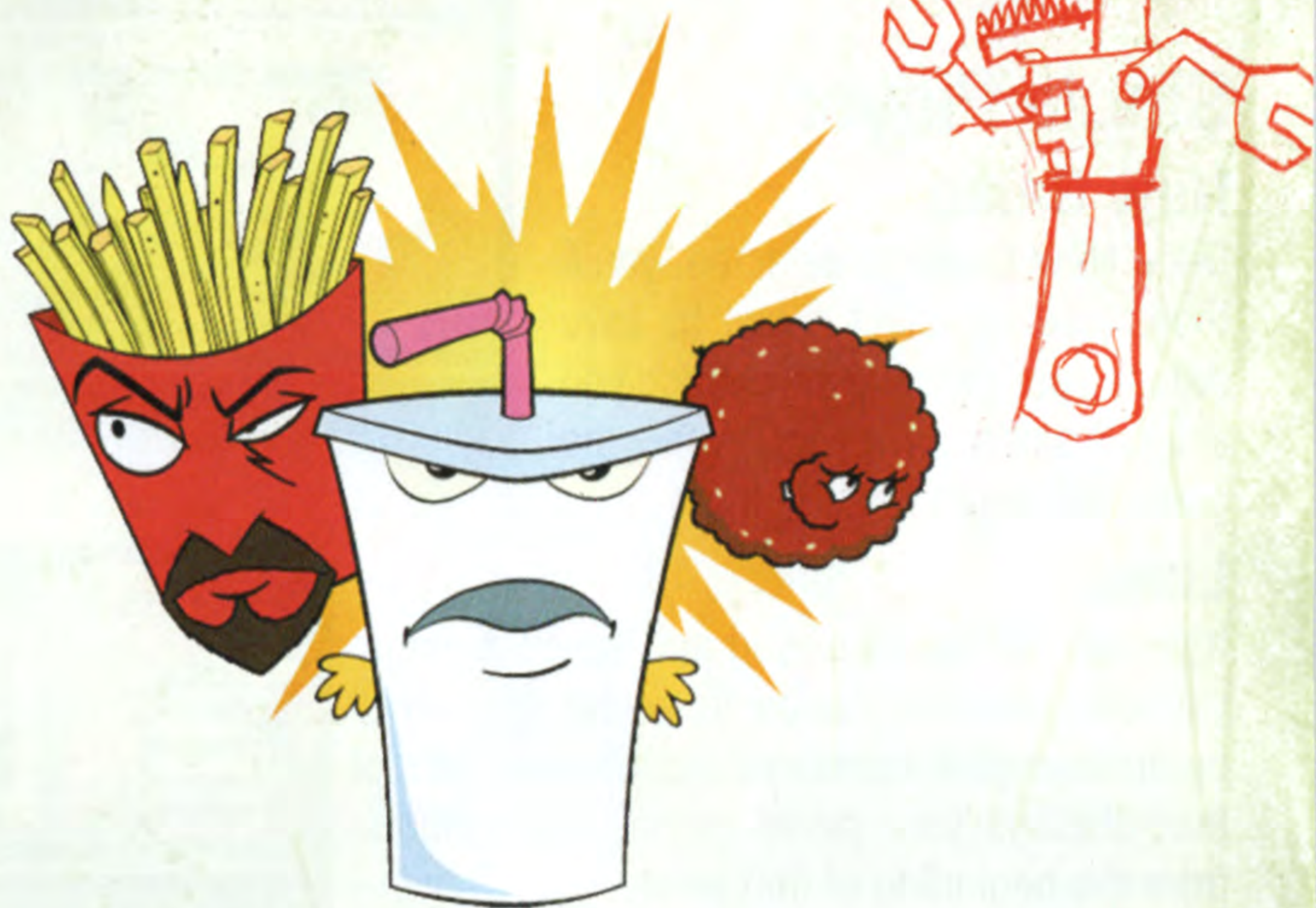
Note

When using the Attack Button, some weapons allow you to Hold and Release for a Charge Attack (see Weapon Pickups, pgs. 10 - 11).

Racing Controls



What's Goin' On?



Jealousy smolders inside Master Shake like chocolate in a fondue pot. Frylock has been admitted into Jersey Pines, South Jersey's most prestigious and exclusive public golf course. And Shake was rejected. Actually, he didn't apply. He doesn't know how to play golf. But what does that matter? He's mad and must defeat Frylock at his own game. With Meatwad as his caddy, Shake aims to crack some heads and sink some putts.

Do battle against Carl, the Mooninites, MC Pee Pants, the Plutonians and other classic villains. Drive your electric golf cart like a real jerk, with complete disregard for your own life. Race against the Frat Aliens in a deadly game of cat and mouse. Hear the actual voices of your favorite cartoon characters, recorded in incredible digital quality. Learn how to finally hit a sand wedge properly. Only you can ensure that Master Shake is triumphant over evil, and the mandatory dress code regarding collared shirts.

Main Menu

Single Player

New Game

Once New Game is selected, you'll then need to select a slot to save data to your memory card. Once you select a slot to save your profile, the game will begin.

Load

If you've previously played and saved a game, you can use this option to select the saved game from your memory card. Choose the slot that displays your saved game, and continue from the beginning of that level.

Save

You can manually save your game. Select an empty slot, then press the **X** button to save to that slot. You can also overwrite an existing saved game.

Continue

If you've previously completed levels, you can select Continue and choose to play any completed level again from the beginning.

Multiplayer

Up to two players can select one of three Characters and hit the links. Once you select a character, you can select a Skin to vary the look of your character.

Handicap

After you've selected your characters, you have the option to set a Handicap. Move the slider to add or subtract strokes for that player.

Note: In order to access Multiplayer, you must have a second controller connected to your PlayStation®2 computer entertainment system.



Main Menu



Options

Volume Levels

Highlight **Music**, **Effect** or **Voice Volume**, then press the directional button ← or → to adjust the audio level.

Auto Save

Turn this option **On** or **Off**. When this option is **Off**, you'll need to manually save your game using the **Save** option on the Main Menu.

Vibration

Toggle **On** or **Off** the Vibration feature on your DUALSHOCK®2 analog controller.

View Controls

Press the directional buttons ← or → to cycle through and view the **Combat**, **Racing** and **Golf** controller configurations.

Extras

The Extras menu lists five categories of **Unlockable** items: **Cameo**, **Broodwich**, **Movies**, **Artwork** and **Episodes**. As you progress in the game, you can unlock items listed in each of the five categories.

Come back to this menu often to see what you've unlocked. You can then view unlocked items, such as TV clips, artwork and movies.

Credits

View the names of those who worked long hours to bring you *Aqua Teen Hunger Force: Zombie Ninja Pro-Am*.

Weapon Pickups



Golf Club

This is Shake's default weapon. When attacking, hold the ⊗ button until it charges, then release the ⊗ button for a powerful Charge Attack.



Dragon Hilted Sword

This weapon inflicts moderate damage to several enemies at once. When attacking, hold the ⊗ button until it charges, then release the ⊗ button for a Spinning Attack. This will make Shake dizzy for a few seconds. I can't believe you actually shop at the Renaissance Fair for weapons!



Foreigner Belt

When the Foreigner Belt is active, this attack will freeze enemies cold as ice, and you can beat on them like helpless babies! Enemies will only remain frozen for a short time, so act quickly.



Pubic Pride

The shampoo kills Carl's crabs, but the itching and shame from contracting pubic lice will stay with you for much, much longer. It is found near most sand traps and only lasts for a limited time.



Gorgotron Repellent

Use it on the Gorgotron to momentarily lull him to sleep, just like when your therapist has to listen to your boring "issues."



Frylock's Fireballs

This is Frylock's default attack. When attacking, hold the ⊗ button until it charges, then release the ⊗ button for a powerful Charge Attack.

Weapon Pickups



Chainsaw



Master Shake uses the Chainsaw to inflict very high damage. It's time based and causes instant death to anyone in its path. It's not meant for killing people, so much as juggling or making quirky bear statues for mountain folk.

Red Electric Guitar



Your enemies will be torn asunder by your godly rock and roll chops. The Guitar has the fastest attack rate but inflicts low damage. Pour some sugar on them! When attacking, hold the  button until it charges, then release the  button for a Special Area Effect Attack. You're hot, sticky sweet!

Sawed-Off Shotgun



Nothing impresses a lady more than a shotgun you've altered so you can conceal it under a trench coat! That's not suspicious at all! It can inflict high damage to several enemies at once. It's time based with unlimited ammo.

Lightning Ray



This is Frylock's long-range weapon pickup. Just like a roll of toilet paper at a Mexican Restaurant, it doesn't last very long. Enjoy it while it lasts!

Homing Missiles



These missiles search and hit the closest target. The homing Missiles are purely time based and have unlimited ammo. Once you pick up the Homing Missiles, it replaces Frylock's Fireballs. It won't last long because missiles are really expensive, even refurbished ones!

Cheat Pickups




Mulligan

This pick-up looks like an over-sized golf ball. Not like you need it, being so good and all, but now you can re-do an embarrassingly bad shot if you screw up.





Frycheat

Press the  button while golfing to give your golf shot a huge boost. Frylock zaps the ball, energizing it to make it travel much farther than a normal golf shot. Real athletes inject bovine ejaculate for this kind of performance.




Meatcheat

Press the  button while golfing to hit Meatwad as your ball. Use the analog stick to control his movement, and quickly press the  button repeatedly to keep him rolling. Taking advantage of dumb people is really fun!



Meatbait

Hit the  button during combat, and the villains will wail on Meatwad instead of you. What a lousy friend you are!

Meatwad turns into a hotdog, and all nearby enemies mercilessly attack him. At this point, you can attack the distracted enemies.



Other Pickups



Enchiladitos

Pick up a bag of Enchiladitos to increase a portion of your health. If your Health is at 100%, you won't be able to collect them. Obesity and bad skin are yours, as well as extra health!



Ol' Drippy

Collecting Ol' Drippy will grant you an extra life, even though no one deserves a second chance to be terrible at something...including video games.



Broodwich Pieces

One Broodwich piece is hidden in each level. Collect all 12 to unlock an epic sandwich battle for the ages in the Extras area of the Main Menu!



Cameo Clips

Collecting a Cameo Clip icon will unlock a video clip that can be accessed from the Extras option on the Main Menu. It's a clip you've never seen before! Or since!



Bazooka

In driving levels only, drive over the Bazooka to pick it up. This weapon is armed with homing missiles because, lets face it...who has time to aim a missile these days, right?



Speed Boost

In driving levels only, drive your cart over a Speed Boost, and guess what? You temporarily speed up! Bet you couldn't figure that one out yourself! Remember, you can use Bazooka during the Speed Boost effect.

Golf 2011



1. Club in Use

Press the **L1** and **R1** buttons to cycle the available clubs.

2. Swing Meter

Press the **X** button once to start your backswing, press it again to stop your backswing then press a third time as it reaches the small red section on the right. A red flag displayed on the meter indicates the spot where you should stop your backswing for optimal distance. Black markings correspond to the markings on the Shot Indicator and are displayed to help you fine tune your distance. If your timing is good, you'll achieve an optimal swing. Bad timing equals a bad swing.

Golfing



3. Hole Map

This displays an overview of your current hole. The adjustable line is the **Shot Indicator**. As you adjust the direction of your shot, you'll notice it adjust to the hole's terrain. Use this indicator to pick the landing point of your next shot.

4. Scoreboard

Use this to keep track of your golf score, where you are on the course and your current hole. As you earn Mulligans, the amount available will be displayed. Also, images of Meatwad and Frylock illuminate when you've acquired their Cheats.

5. Distance to the Hole

The red triangle points to the location of the flag, and your distance to the hole is displayed in yards.

6. Wind

Make adjustments to your trajectory based on the wind direction and strength.

7. Putting Swing Meter

Before you putt, use the left analog stick to align the green arrows with the hole. Press the **X** button once to start your backswing, then press it again when the meter reaches the small red flag. This should net you the optimum distance.

Note: Your putting swing requires only two presses of the **X** button, unlike the swing method for Woods and Irons.

Combat ART

①

②

③



④

⑤



Combat



1. Health Meter & Lives Remaining

As your character takes on damage, he'll look more and more injured. Grab some Enchiladitos, and he will look better. Your **Lives Remaining** (x2, x3, etc.) is displayed to the right of the Health Meter.

2. Boss Health Meter

You'll need to completely diminish the red portion of this Health Meter to vanquish your foe.

3. Score

As you battle your enemy, you'll earn points toward your score.

4. Weapon

Press the **L1** and **R1** buttons to cycle through your available weapons.

5. Radar

The radar indicates where your opponents are located at all times. The green triangle represents your line of sight. The white dot indicates the current location of your ball. Red dots represent each enemy within range and yellow dots represent pick-ups.

Racing HUD



1. Scoreboard

Your Lap, Position and Race number are displayed.

2. Waypoint

This hovers over the exact position of the next waypoint and can be seen from any distance.

3. Timer

Your Race Time is displayed.

4. Speed Boost

Drive through Boosts to strap a Booster to your golf cart, and enjoy a burst of speed for a short period of time.

5. Course Map

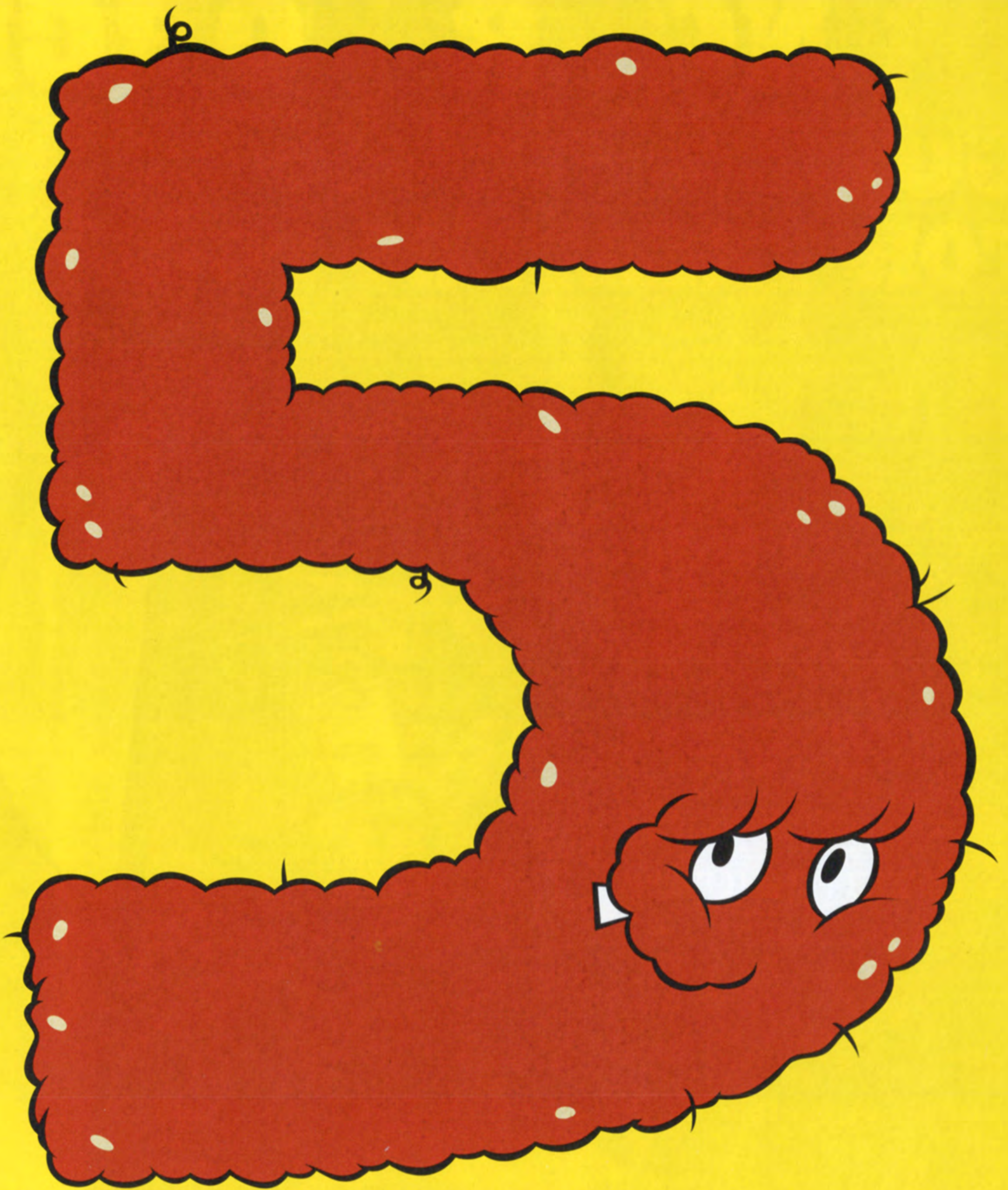
Red Dots represent Waypoints, a Purple Triangle represents your enemy's position and the White Triangle represents your current location.

6. Bazooka

Pick one up, then press the **R1** button to fire a homing rocket at your opponent.



Aqua Teen Hunger Force™



In Stores 12.4*

[adult swim]

TM & © 2007 Cartoon Network.

*Anticipated Date

AQUA TEEN HUNGER FORCE HUNGER FORCE COLON MOVIE FILM FOR THEATERS FOR DVD

2-DISC SET

Includes 80 MINUTE
DELETED MOVIE!



IN STORES NOW

Warranty

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, mailed postage paid, with proof of purchase, to its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE Midway Home Entertainment Inc. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home Entertainment Inc. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Midway Home Entertainment Inc.
Technical / Customer Support
10755 Scripps Poway Parkway, Suite 615
San Diego, CA 92131

Technical Support: 858-790-3900
Toll-Free: 800-287-2404
Fax: 858-790-3840
10am to 6pm (Pacific)
Hints Line: 866-588-GAME (4263)
Web support: <http://support.midway.com>

Software © 2007 Midway Home Entertainment Inc. MIDWAY and the MIDWAY LOGO are registered trademarks of Midway Amusement Games, LLC. All rights reserved. Uses FMOD Ex Sound System provided by Firelight Technologies. Distributed under license by Midway Home Entertainment Inc. Uses Bink Video. Copyright ©1997-2007 by RAD Game Tools, Inc.

ADULT SWIM, AQUA TEEN HUNGER FORCE, WILLIAMS STREET GAMES, WILLIAMS STREET, the Logos, and all related characters and elements are trademarks of and © Cartoon Network.

(s07)

**GET EXCLUSIVE
MIDWAY EXTRAS!**

REGISTER YOUR GAME ONLINE AT

REGISTER.MIDWAY.COM

ENTER YOUR GAME ACCESS CODE

AND RECEIVE ONE OF THESE

EXCLUSIVE ITEMS:

- **HINTS**
- **CHEAT CODES**
- **WALLPAPERS**

GAME ACCESS CODE:

0813