

MIDWAY ARCADE TREASURES 3



INSTRUCTIONS



WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

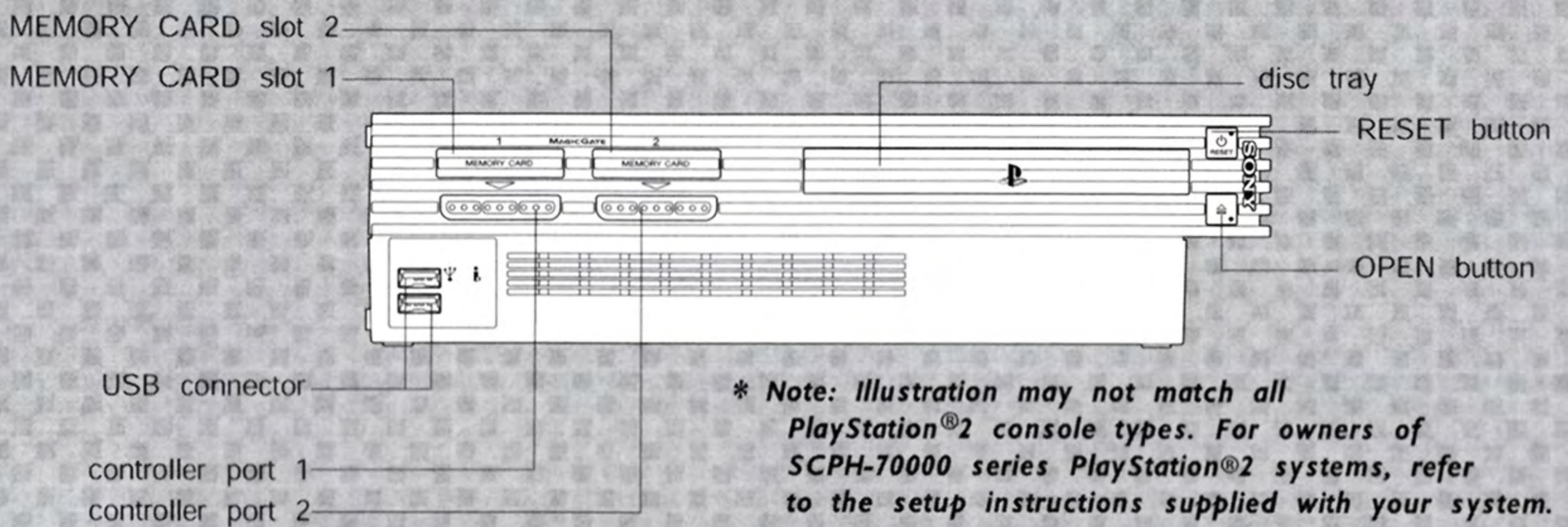
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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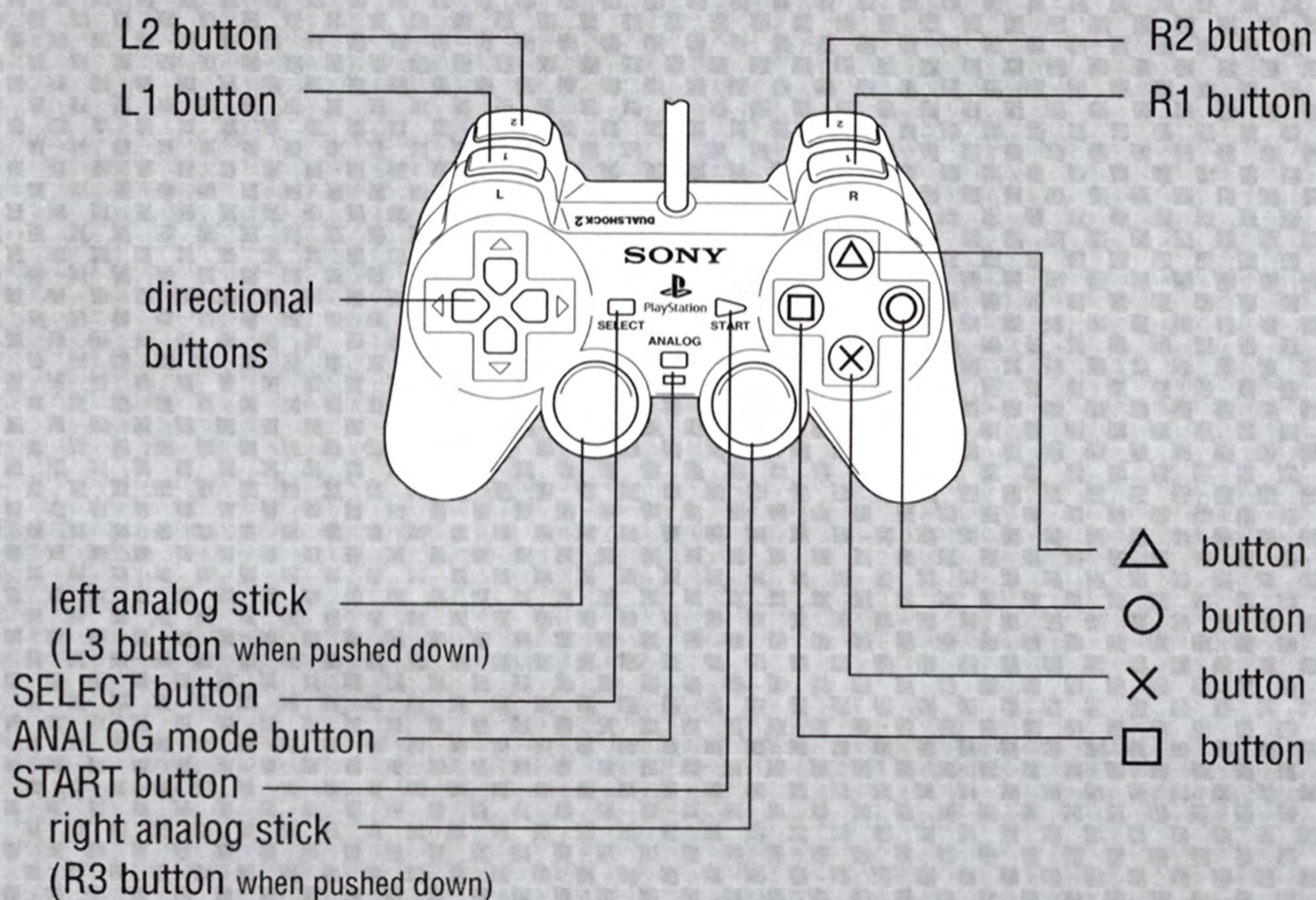
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the “Midway Arcade Treasures 3” disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Midway Arcade Treasures 3 does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

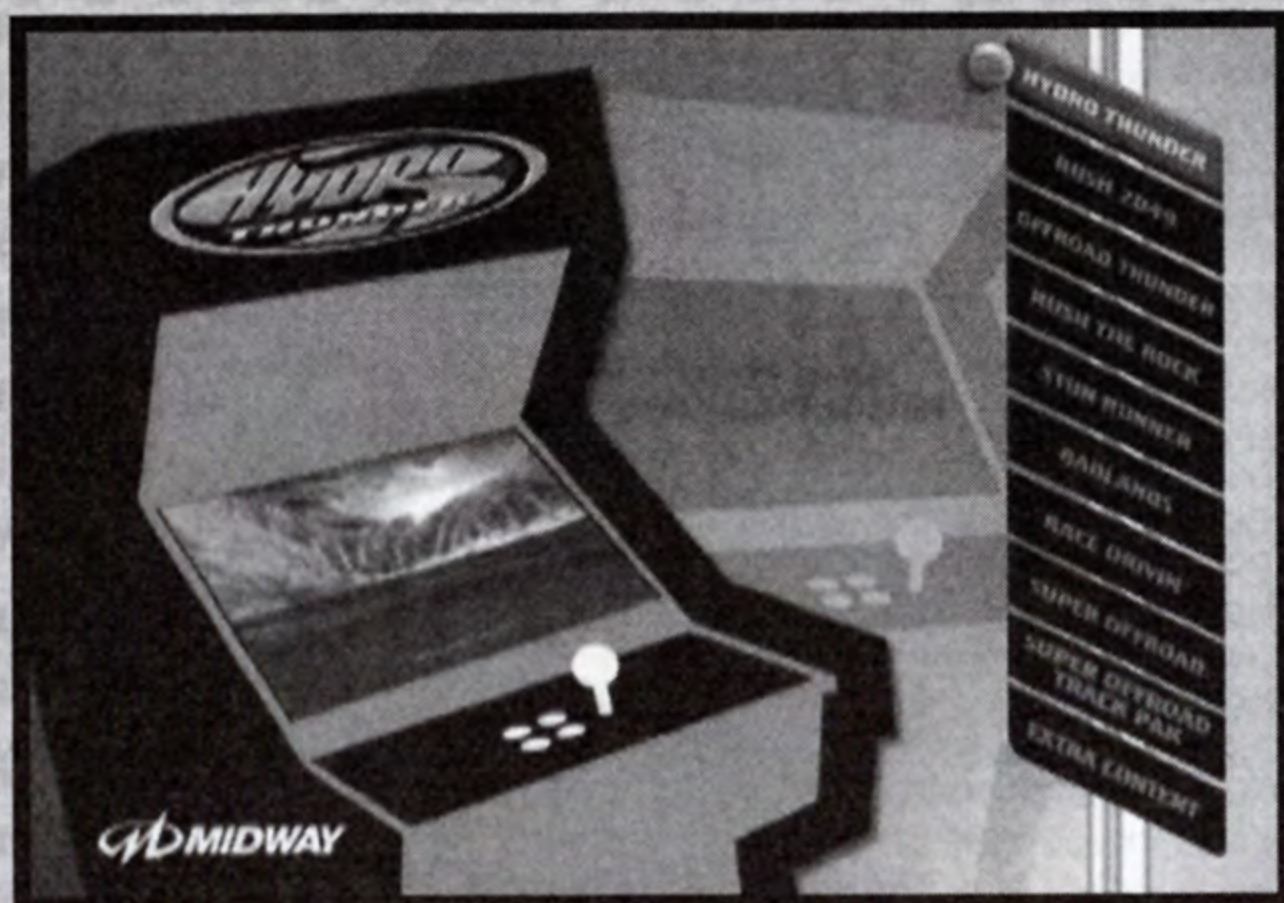
MENU/SUB-MENU NAVIGATION

Throughout this manual, **↑**, **↓**, **←** and **→** will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (**↑**, **↓**, **←** or **→** depending on the menu) to highlight a selection.

QUITTING A GAME IN PROGRESS

During the game, press the **START** button to display the Pause Menu. Press the directional buttons **↓** to select **EXIT GAME**, then press the **×** button. To confirm exiting the game, highlight **YES**, then press the **×** button again.

MAIN MENU



The Main Menu displays each of the 9 games included in **MIDWAY ARCADE TREASURES 3**. Press the directional buttons **↑** or **↓** to highlight a game. A preview will be displayed on the cabinet. Press the **▶** button to select the game.

OPTIONS

Once a game is selected, that game's Options will become available by pressing the **■** 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 **↑** or **↓** to highlight an option, then press the directional buttons **←** or **→** to make changes.

CONTROLLER SETUP

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

BONUS CONTENT

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

SAVE/LOAD GAMES



SAVING GAMES

MIDWAY ARCADE TREASURES 3 lets you save High Scores and Settings to your memory card (8MB)(for PlayStation®2).

Data will be automatically loaded each time you start your console, as long as your memory card is inserted in MEMORY CARD slot 1, or in MEMORY CARD slot 1-A if you're using a multitap (for PlayStation®2). 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.

LOADING GAMES

If you start the game without a memory card inserted, you can insert your memory card and load any saved high scores and game settings. To do so, select **LOAD** from any game's Options menu.

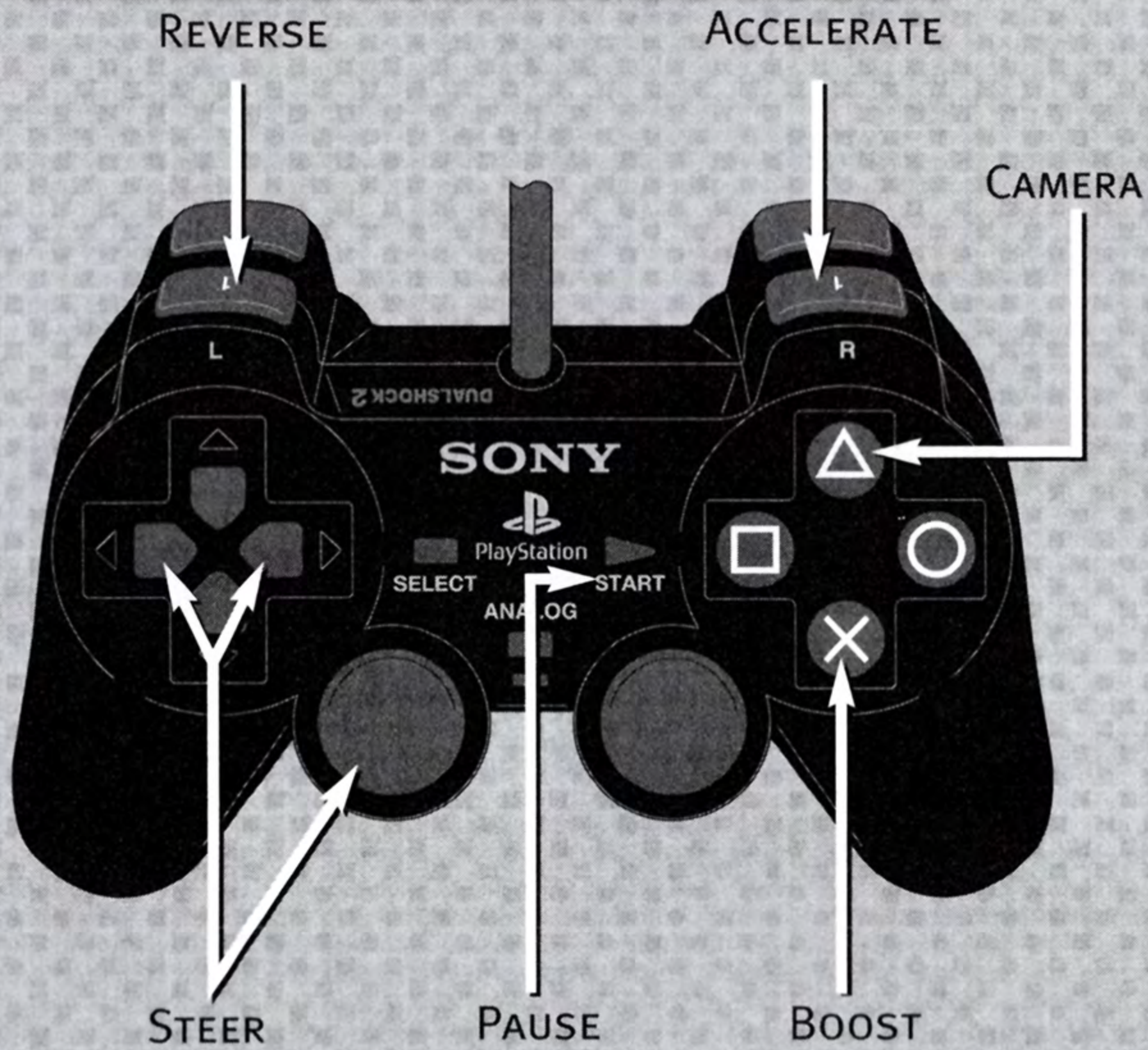
AUTOSAVE

To make things easier, 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.

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

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 directional buttons ← or →. Press the Ⓞ 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 directional buttons ↑ and ↓ to select a sound option, then press the directional buttons ← or → to adjust the level. When you're finished, highlight DONE and press the ⊗ 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 **L1** button (Reverse). Once you have activated the brake, immediately press the ⊗ 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.

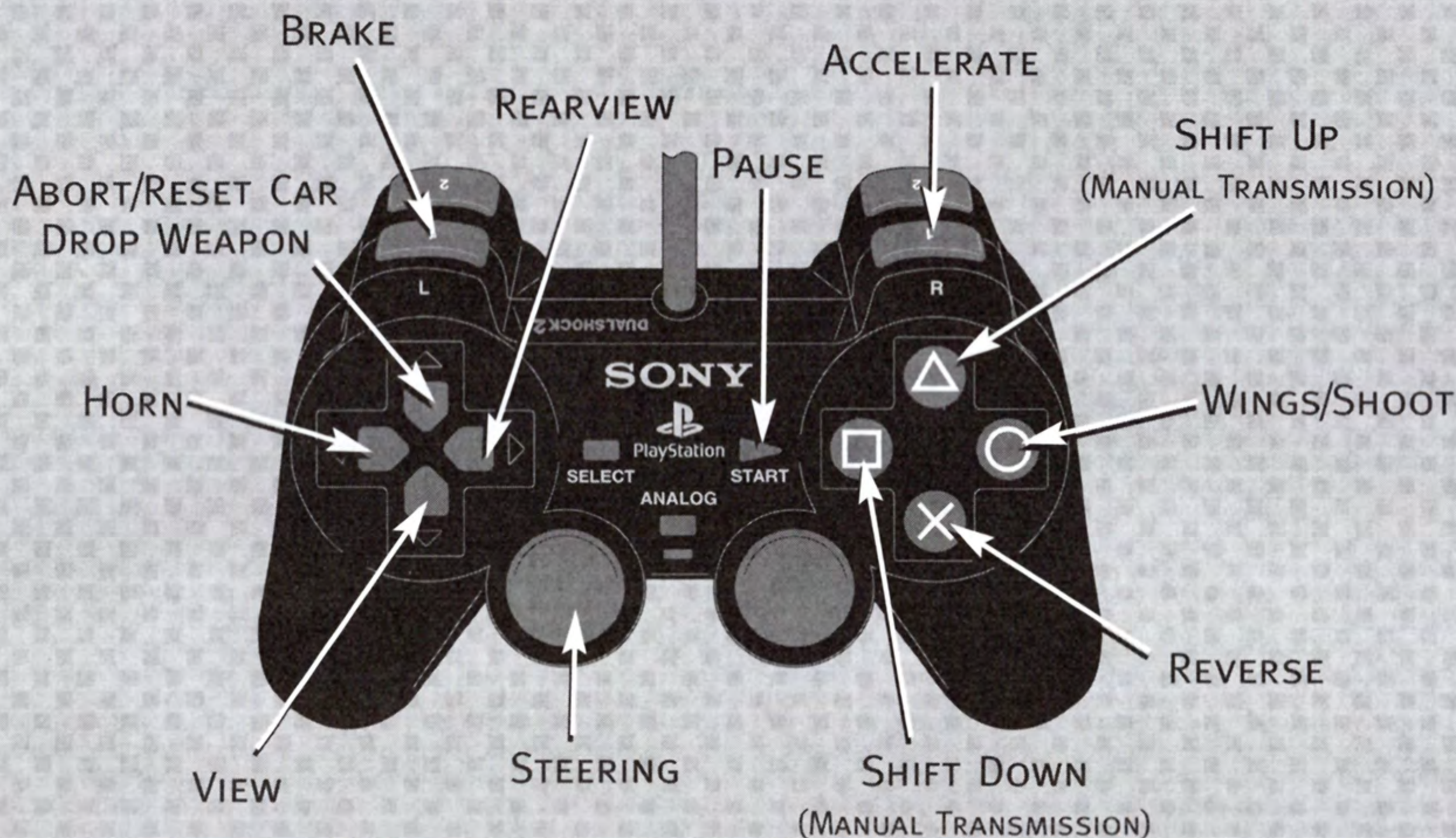
BOOST ICONS

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 directional buttons ← and → to make the car roll. If you press the directional button ↑, the car will dip its nose forward. Pressing directional button ↓ will lift the car's nose.

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

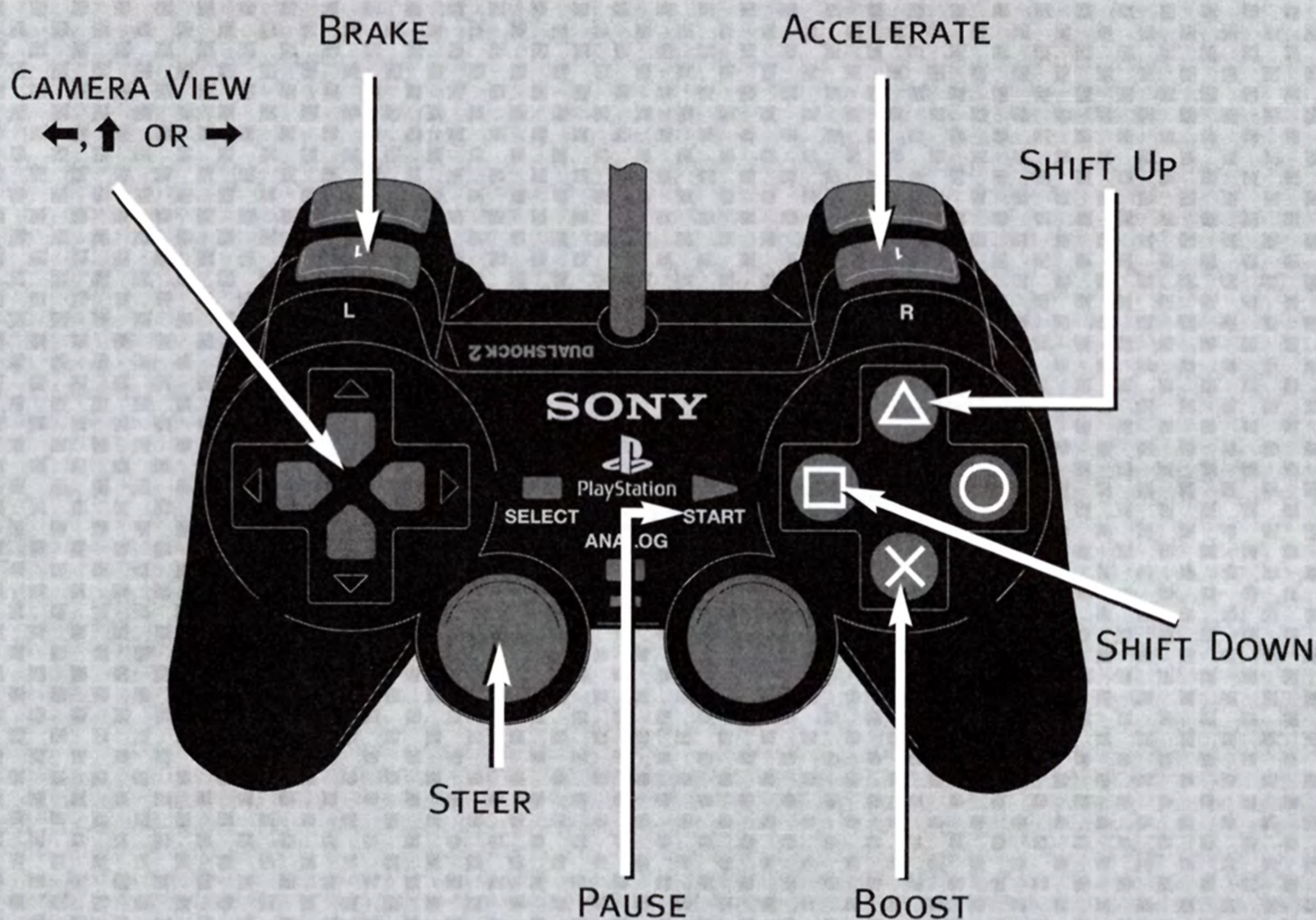
BATTLE MODE

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 ⊗ 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 ⊗ Button to begin the battle.

OFFROAD THUNDER



CHOOSE GAME MODE

Press the left analog stick ← or → to highlight an option, then press the ⊗ 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 directional buttons ← will adjust steering sensitivity.
- Pressing the directional buttons ↑ will allow you to race on a mirrored version of a track.
- Pressing the directional buttons → 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

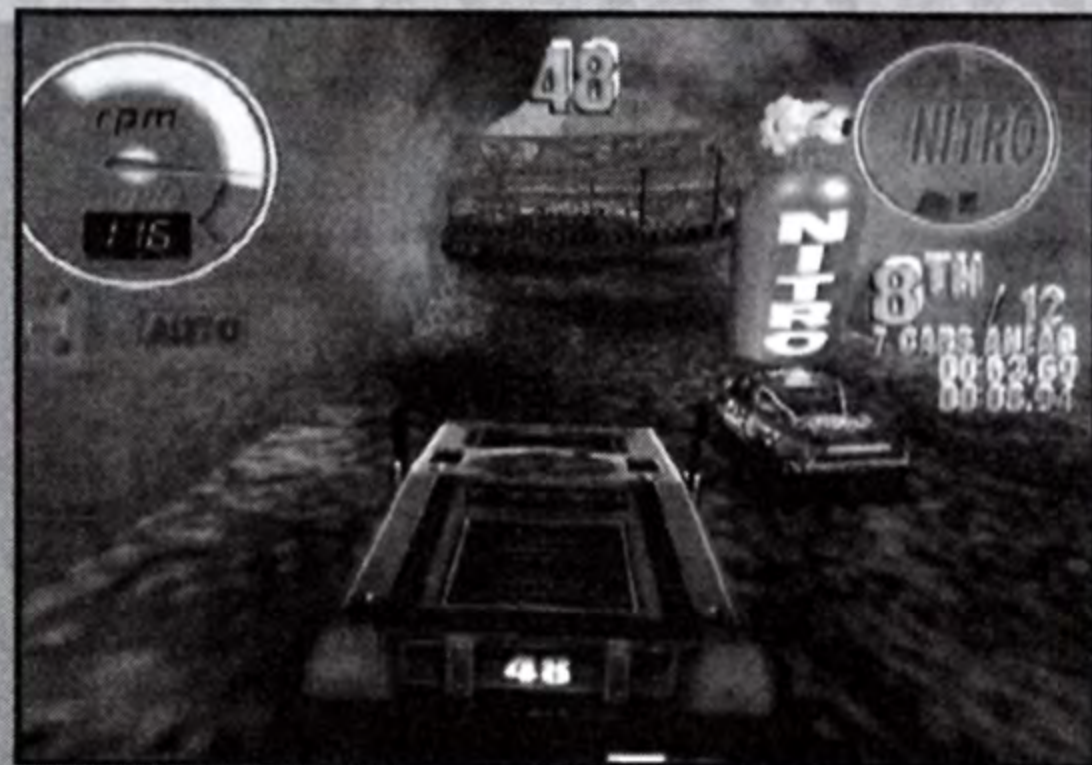
You can choose between a Manual or Automatic transmission.

NITRO

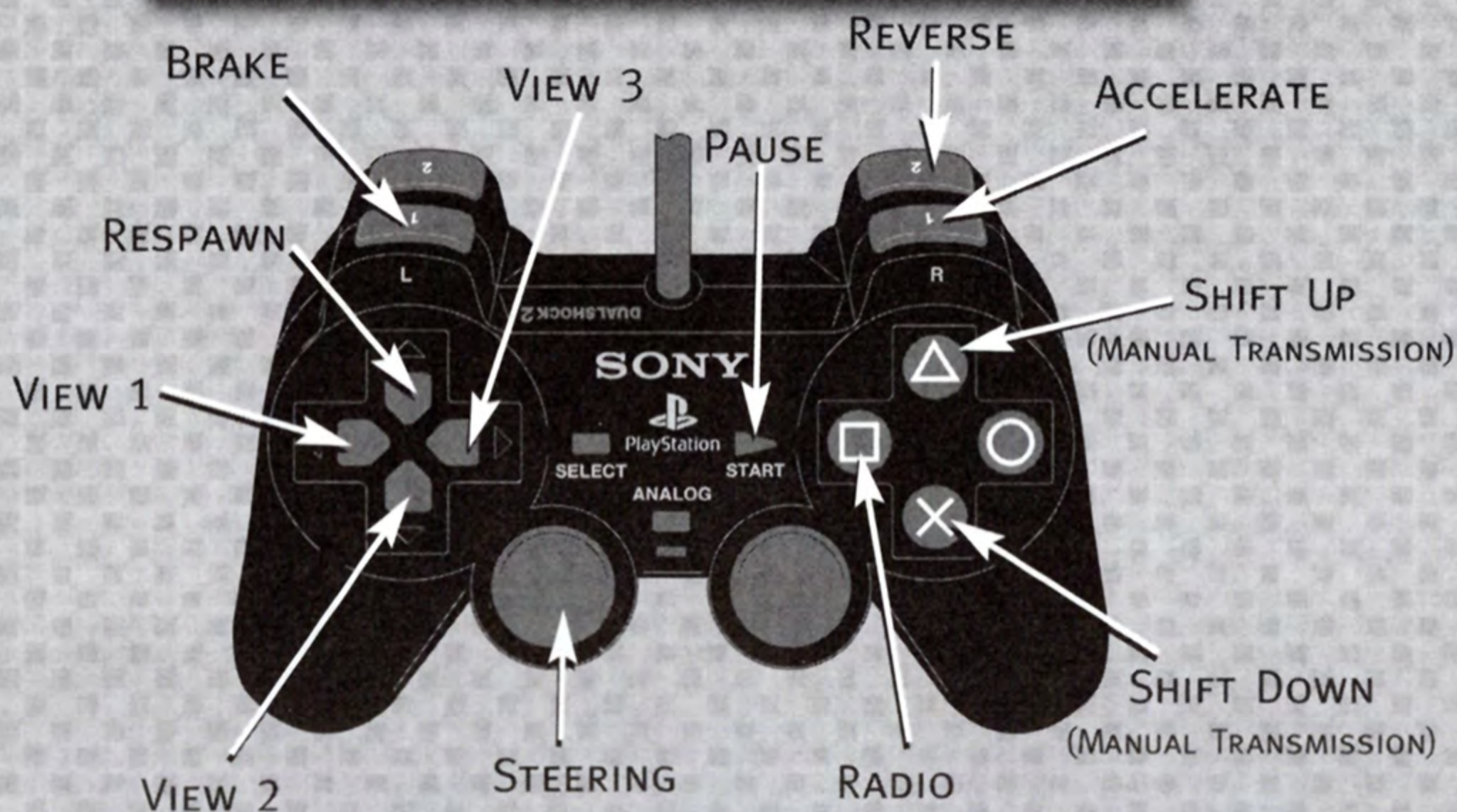
Nitro canisters are scattered throughout the race tracks. Drive over them to collect them, then press the ⊗ button when you're ready to torch the track. **BLUE** Nitro canisters give 3 seconds of Nitro Boost, and **RED** canisters offer 6 seconds. You can collect several and fill up your Nitro Meter.

You can regulate your usage of Nitro by pressing and releasing the ⊗ 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.

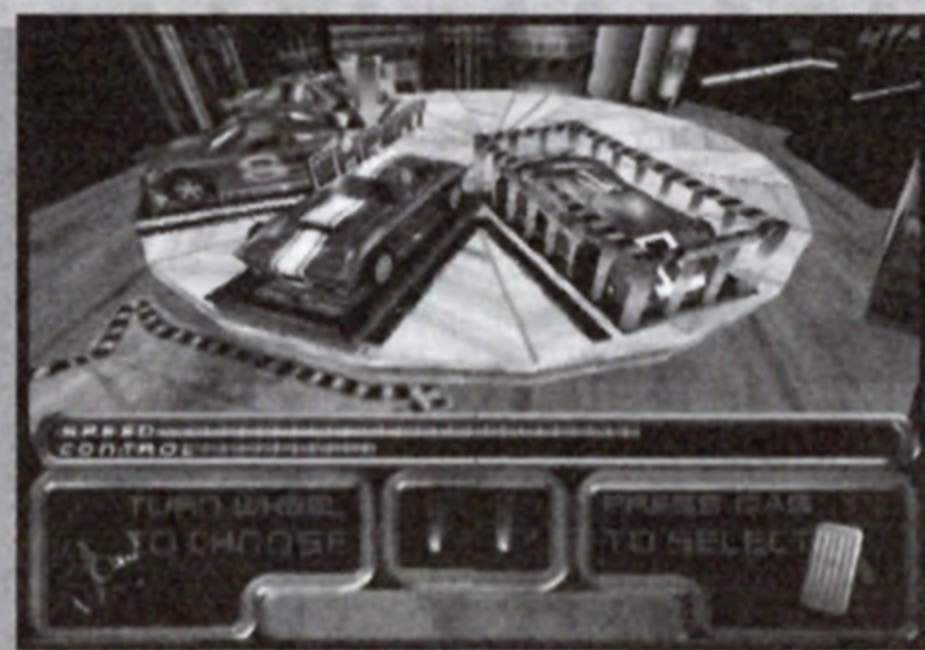


RUSH: THE ROCK



TRACK AND CAR SELECTION

There are 7 tracks available to choose from. Use the left analog stick ← or → to highlight a track or car, then press the ⊗ 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 directional buttons ↓ will allow you to race on a mirrored version of a track.
- On the Car Select screen, pressing the directional buttons ← or → will change the color scheme of all cars.
- On the Car Select screen, pressing the directional buttons ↓ 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



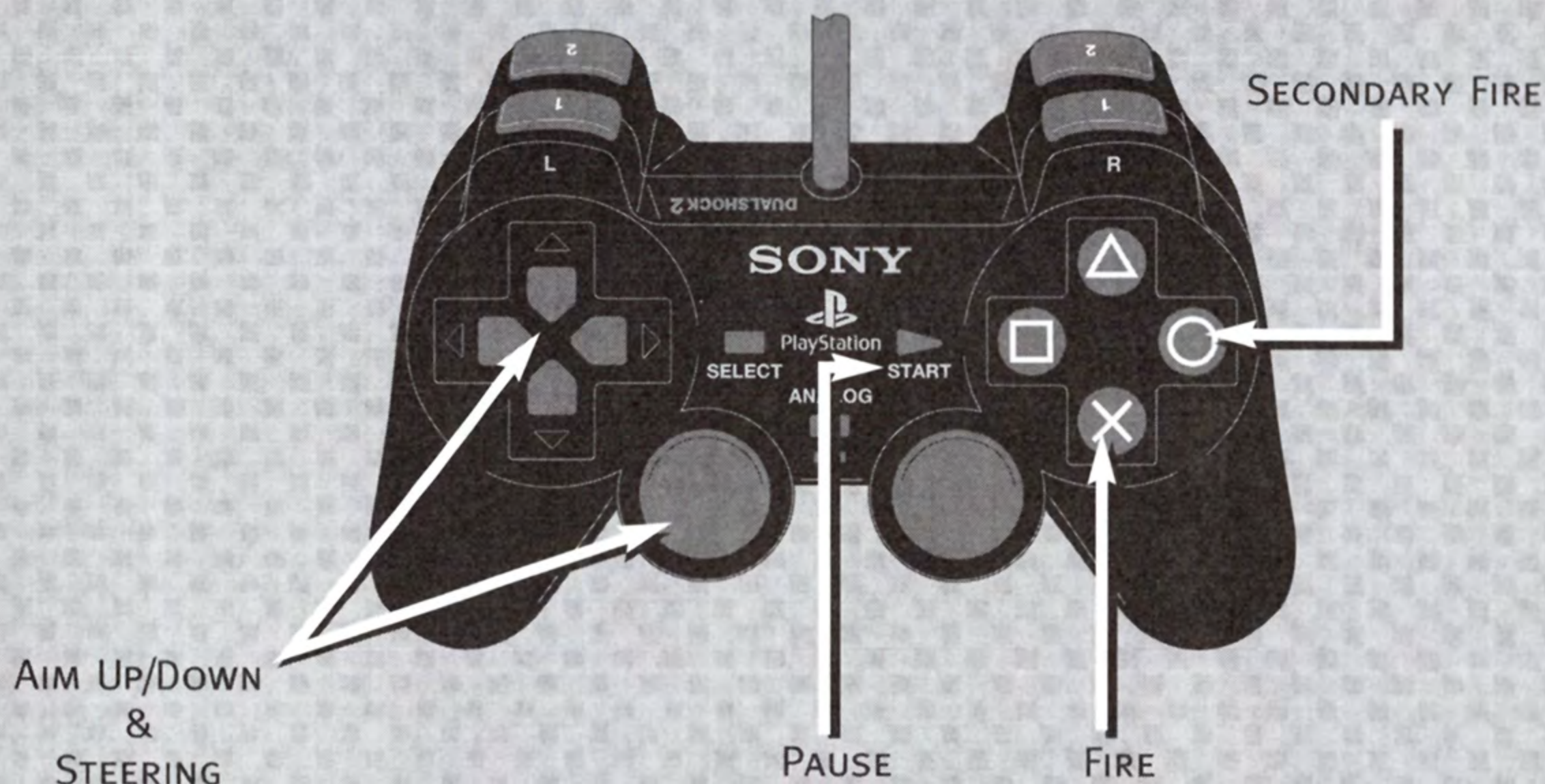
Take a seat, grasp the controls, and enter the world of the S.T.U.N. (Spread Tunnel Underground Network) Runner. You'll travel ahead in time to the 21st Century and experience the thrill of racing in a futuristic form of competitive driving. At the control of the state-of-the-art technology, players 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

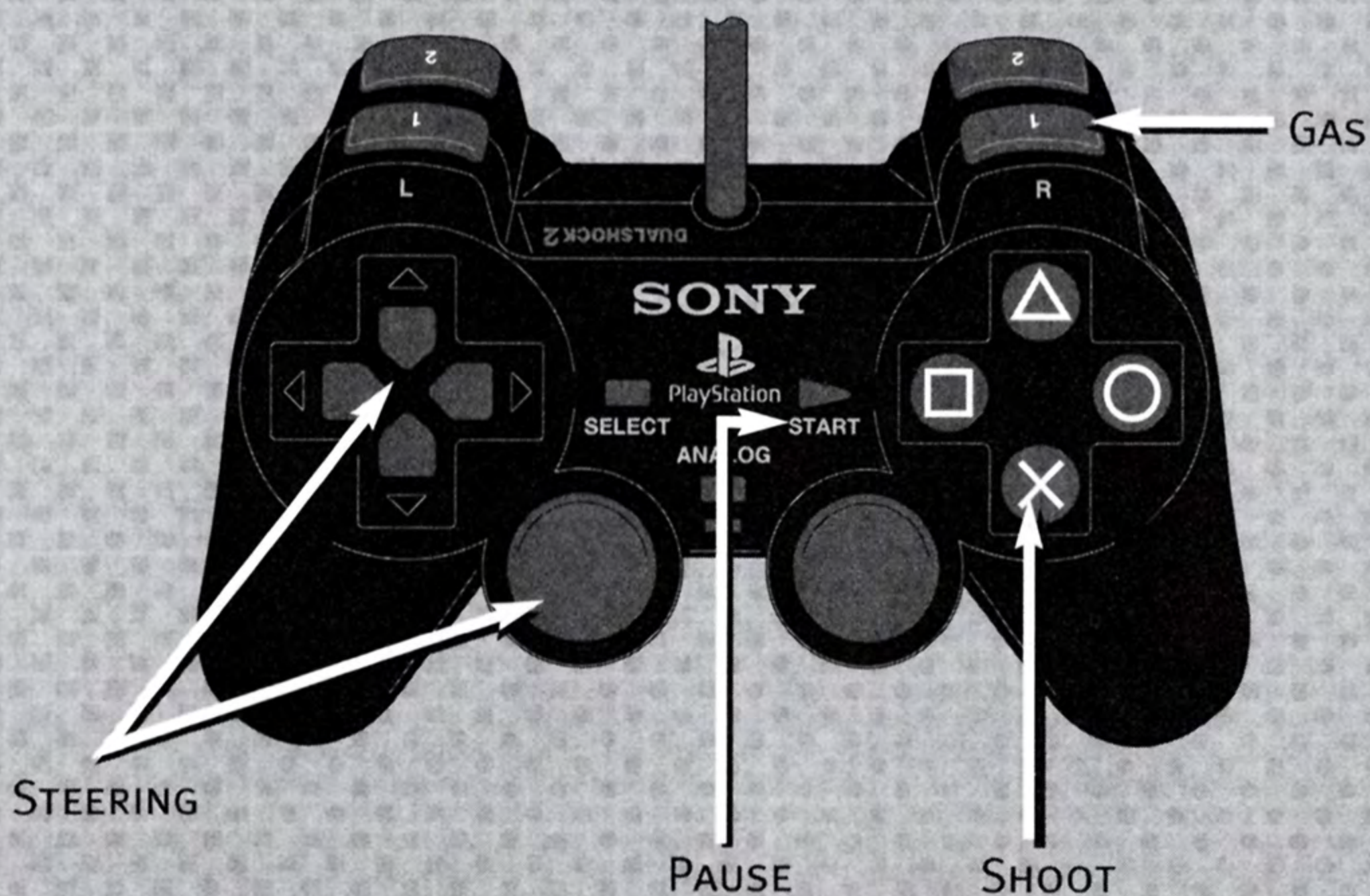


BADLANDS



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.



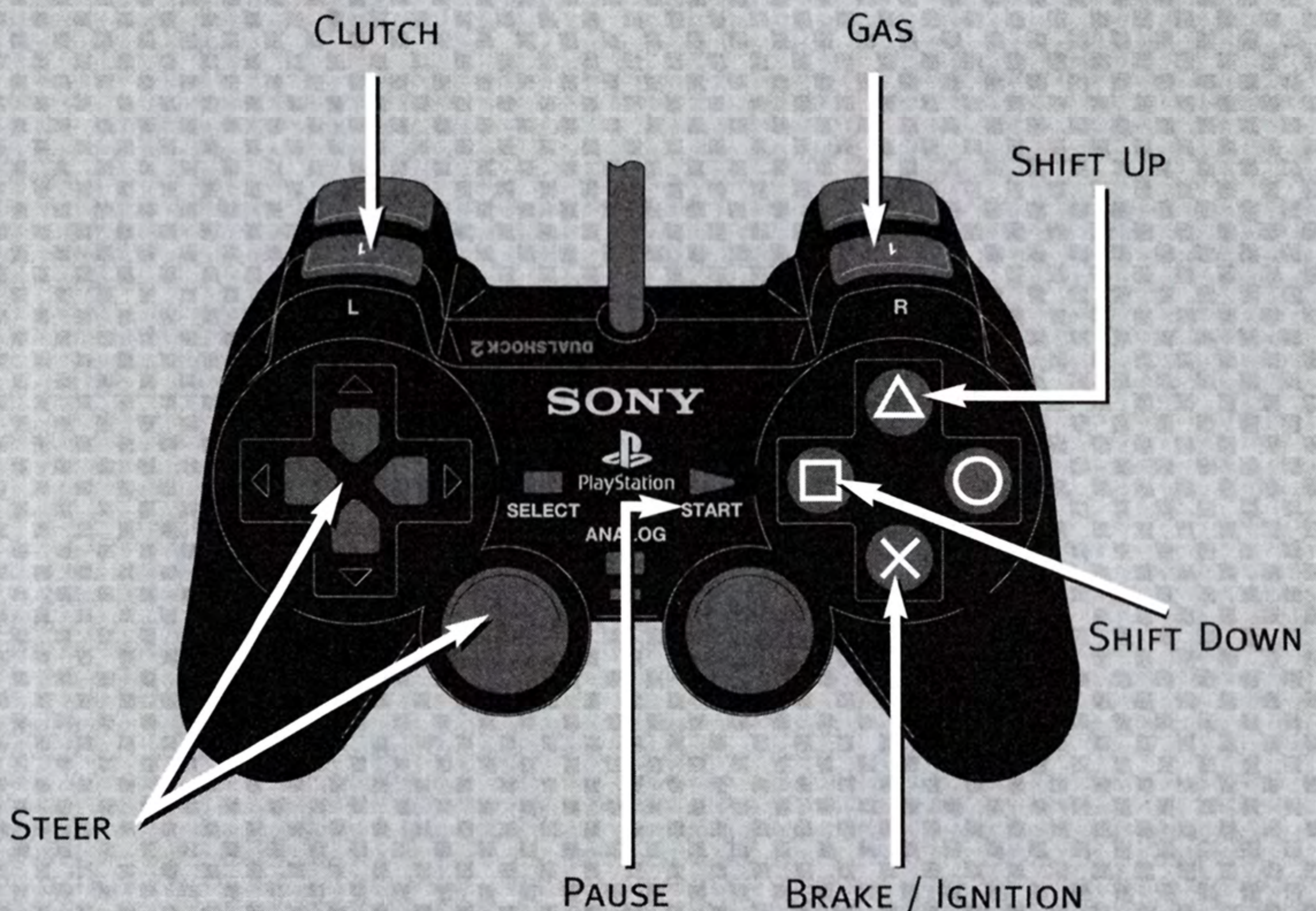
RACE DRIVIN'



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

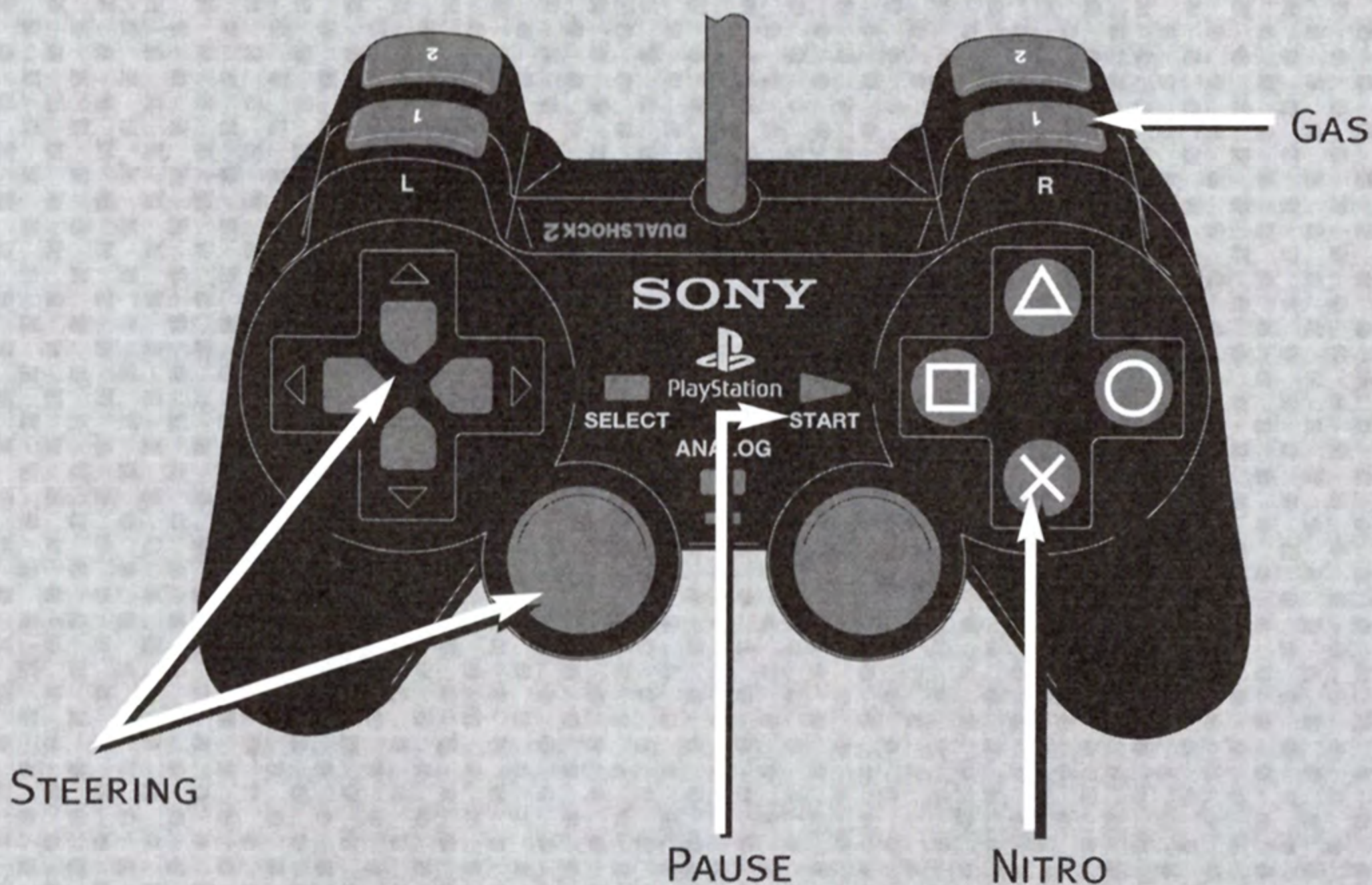
SHOCKS – Heightens your car’s ability to pass over bumps: \$60,000 each

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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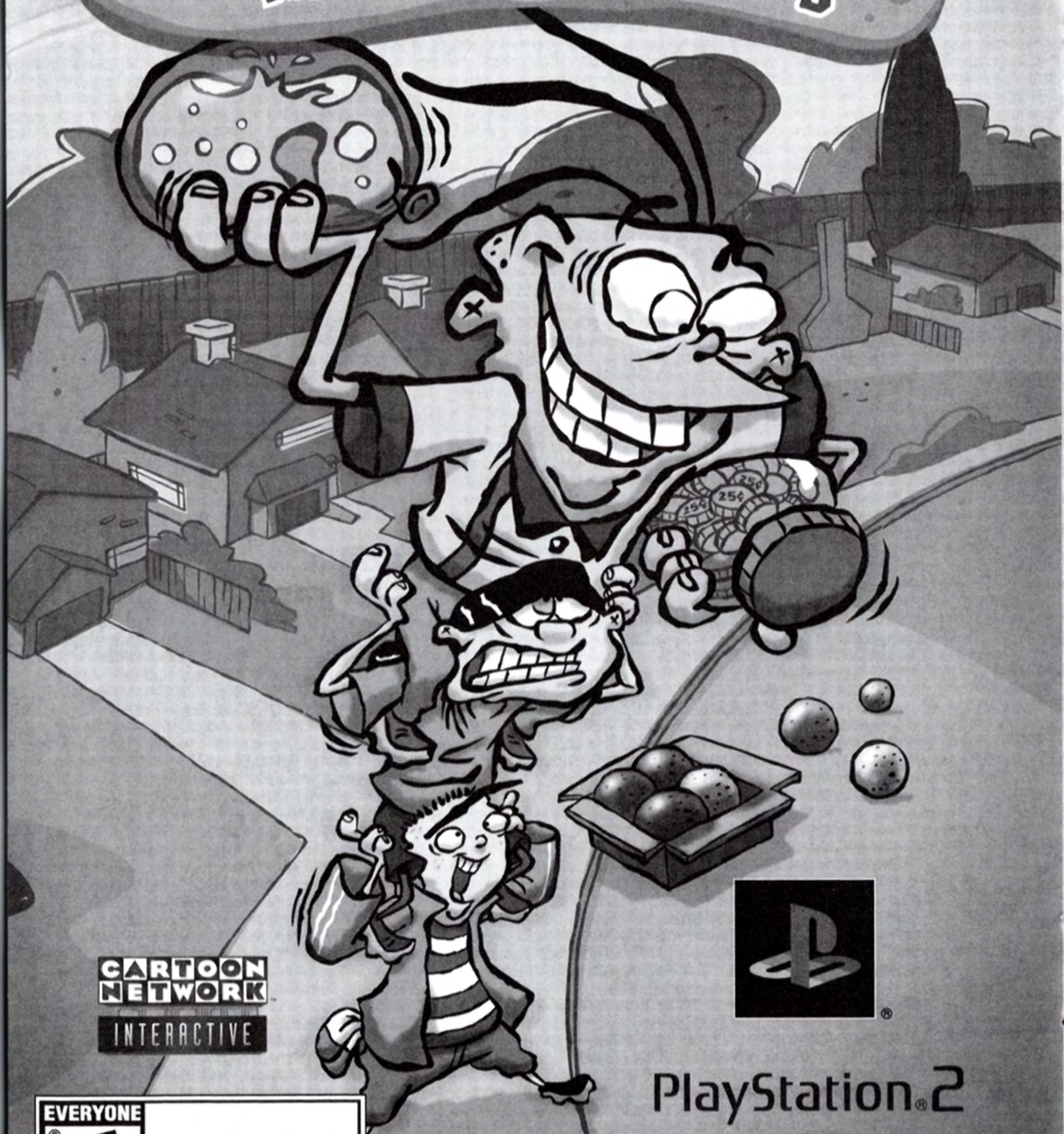
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MIDWAY

Ed, Edd n Eddy™

THE MIS-EDVENTURES



**CARTOON
NETWORK**
INTERACTIVE



PlayStation 2

EVERYONE
E
Mild Cartoon Violence
CONTENT RATED BY
ESRB

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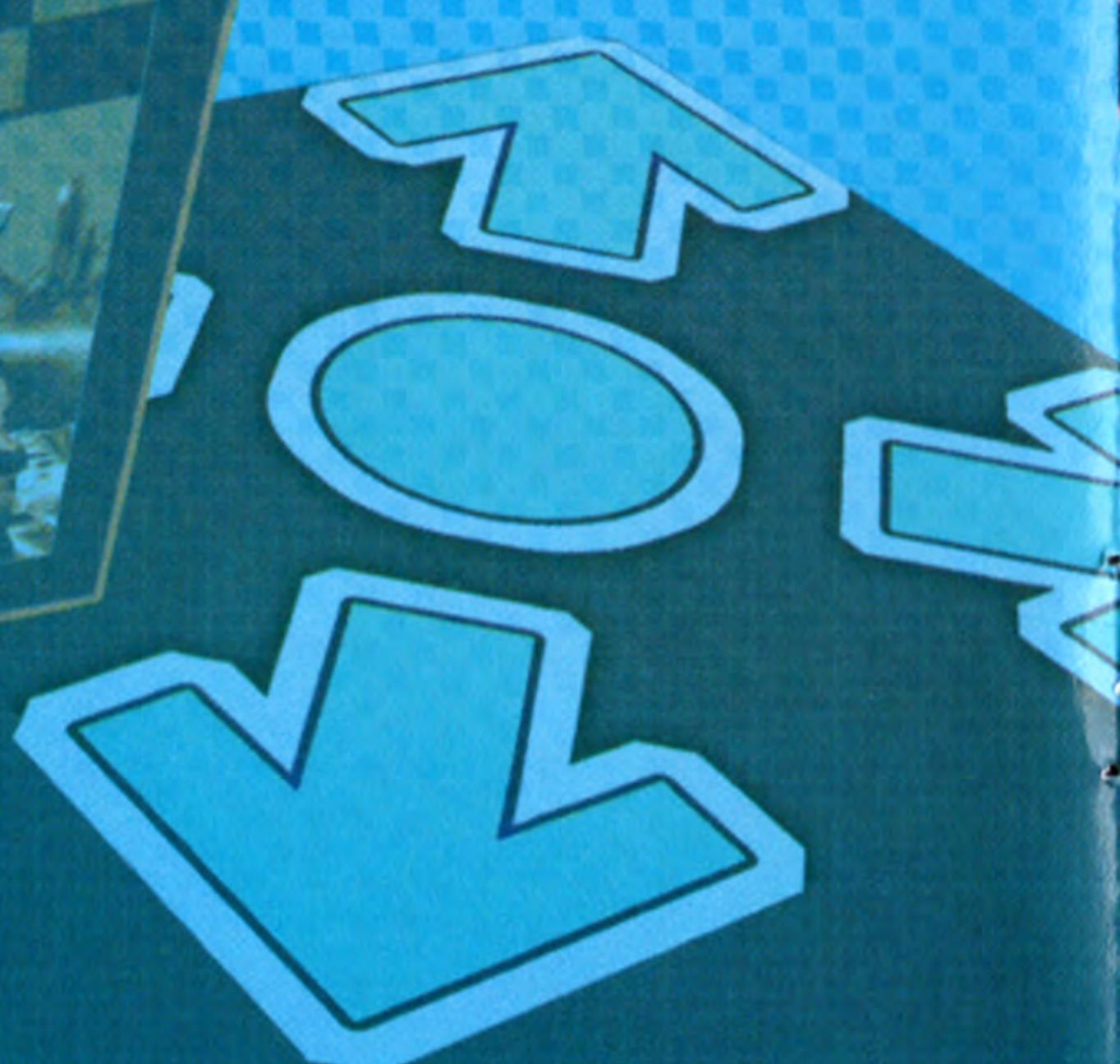
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MIDWAY ARCADE TREASURES 3



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