

SPYHUNTER

NOWHERE TO RUN

INSTRUCTION
BOOKLET



EmuMovies

MIDWAY

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.

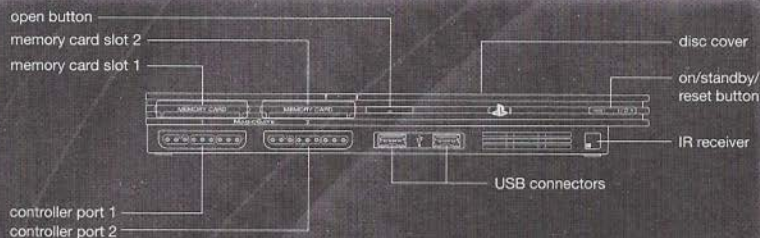
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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 "SPY HUNTER: NOWHERE TO RUN" 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.

Menu/Sub-Menu NAVIGATION

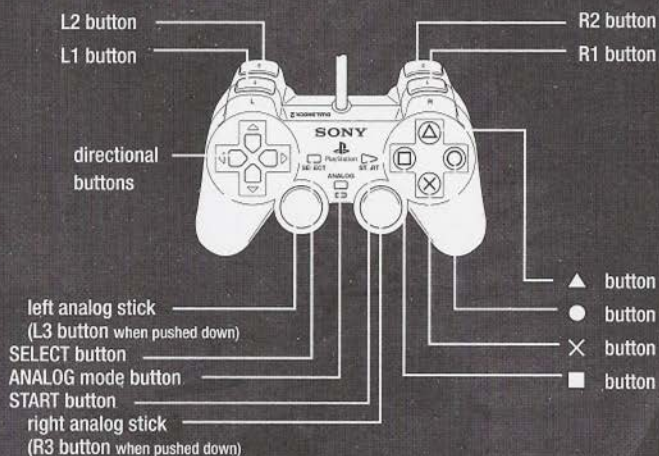
Throughout this manual, **↑**, **↓**, **←** and **→** will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (**↑**, **↓**, **←** or **→**) to highlight a selection.

QUITTING A GAME IN PROGRESS

During the game, press the **START** button to display the Pause Menu. Press the directional buttons **↑** or **↓** to select QUIT GAME, then press the **×** button. Highlight YES and press the **×** button again to go to the Main Menu.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



SPY HUNTER: NOWHERE TO RUN does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

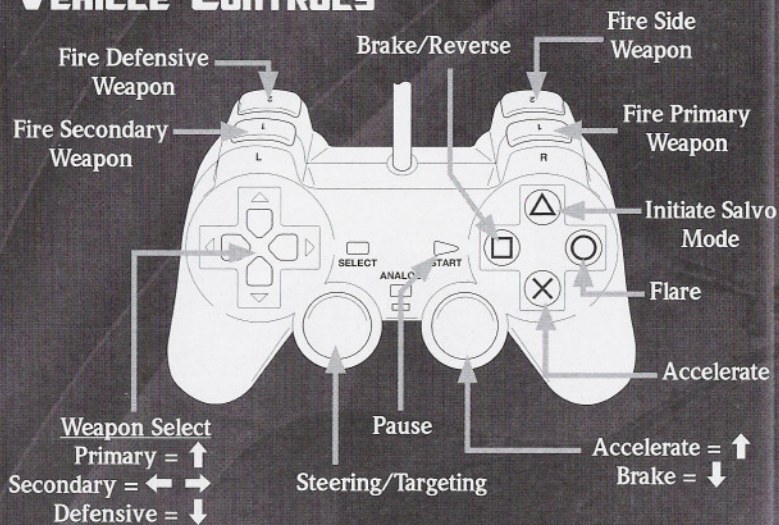
PROFILES

SPY HUNTER: NOWHERE TO RUN includes a Profile system that lets you save game progress and options to a specific profile that you create. Your created profiles are then saved to your memory card (8MB) for PlayStation®2. Press the directional buttons **↑**, **↓**, **←** or **→** to highlight a character, then press the **×** button to make a selection. Repeat the process to spell out your name, then select DONE.

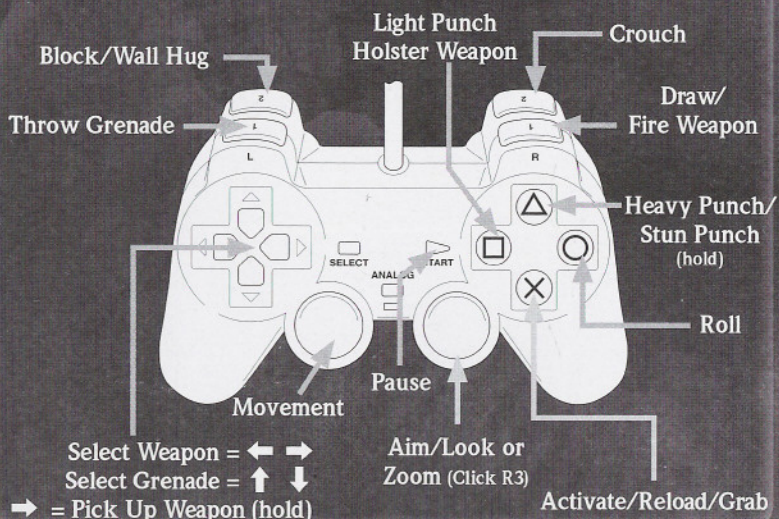


DEFAULT CONTROLS

VEHICLE CONTROLS



CHARACTER CONTROLS



MAIN MENU

PLAY GAME

Begin your Spy Hunter game. On-screen help will get you familiar with the basic controls of the game.

SELECT MISSION

All of the missions are listed here, but some will be unavailable. Once you've completed a mission, you can select and re-play that mission using this option.

OPTIONS

DIFFICULTY - Choose the EASY, NORMAL and HARD setting.

CONTROLS

CONTROL INVERSION - Select whether the Camera Y, Camera X or Reticle Y is inverted.

CONTROL SENSITIVITY - Set the camera sensitivity.

CONTROL VIBRATION - Turn controller's Vibration feature On or Off.

CROUCH TOGGLE - When turned On, pressing the crouch button toggles between crouching and standing.

GRAPHICS

BRIGHTNESS - Adjust the brightness of the game display.

SLOW MOTION CAMERA - Turn the slow motion camera On or Off.

SOUND - Press the directional buttons ← or → to increase or decrease the volume levels for EFFECTS or MUSIC.

Bonus Modes

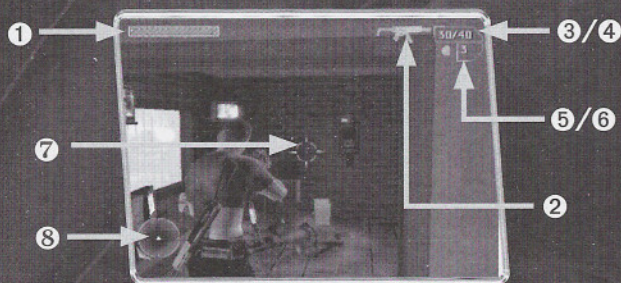
At the end of each level you will be awarded a rank based on the number of objectives completed. The ranks are Recruit, Operative, and Spy Hunter. The type of rank earned on each level determines what unlockables can be accessed from the Bonus Modes Menu.

BONUS LEVELS - As you progress in the game, Bonus Levels become available.

WEAPONS - Unlock weapons by completing Bonus Levels.

MOVIES - View some extra movie content.

CHARACTER HUD



1. HEALTH METER

As you take on damage, your health is depleted. Health Packs are scattered throughout the levels. Pick them up to regenerate your health.

2. WEAPON ICON

Displays the weapon you currently have selected.

3. AMMO IN CLIP

Displays how much ammo you have in your clip.

4. TOTAL WEAPON AMMO CAPACITY

Displays the total ammo capacity you have for the selected weapon.

5. GRENADE ICON

Displays which grenade type you currently have selected.

6. GRENADE AMMO COUNT

Displays how many grenades you have available.

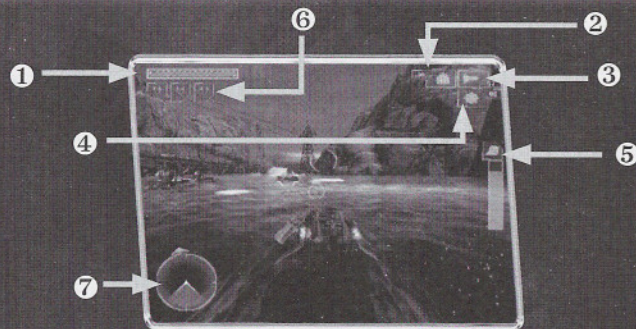
7. TARGETING RETICLE

Displays in the center of the screen to help you target your enemies. The reticle changes to red when over enemies and also changes shape and size depending on your current weapon. Red indicators also appear around the targeting reticle to let you know from which direction you are taking damage. It turns yellow when you target a destructible object, such as an explosive barrel.

8. RADAR

Shows red blips for nearby enemies, green blips for nearby allies, and an arrow to show you the direction of your next objective.

VEHICLE HUD



1. INTERCEPTOR HEALTH METER

Displays the Interceptor's current hit points.

2. PRIMARY WEAPON

Displays which primary weapon you currently have selected. The amount of ammo you have available is displayed to the icon's left.

3. SECONDARY WEAPON ICON

Displays which secondary weapon you currently have selected. The amount of secondary ammo you have available is displayed to the icon's right.

4. SIDE WEAPON ICON

Displays which side weapon you currently have selected. The amount of Side Weapon ammo you have available is displayed to the icon's right.

5. DEFENSIVE WEAPON ICON

Displays which defensive weapon you currently have selected. The Defensive Weapon meter will diminish as you use the weapon.

6. SALVO WEAPON

Displays the available Salvo weapons. As you use Salvo weapons, one of the three Salvo icons will disappear.

7. RADAR

Shows red blips for nearby enemies, green blips for nearby allies and an arrow to show you the direction of your next objective.

IES WEAPONS

MASADA 50

This IES pistol is a massive hand cannon that holds eight rounds of ammunition.



GMP8

A dependable IES submachine gun with excellent fire-power and accuracy. It uses a 30 round magazine.



STRIKER XM

This IES rifle is similar in size to a submachine gun yet it packs the power of a assault rifle. It holds a 30 round magazine.



MICRO UNLOCKABLE

The fire power of a submachine gun packed in a pistol-sized weapon.



VINDICATOR UNLOCKABLE

A rapid fire version of the shotgun with an increased magazine capacity.



TACTICAL UNLOCKABLE

This submachine gun features the latest in spec op technology.



NOSTRA WEAPONS

FZ112

This Nostra pistol is simple to handle, accurate and very reliable. It uses a 15 round clip.



MARK15

Although small in size and inaccurate at long range, this Nostra submachine gun is extremely powerful at close range. The weapon holds a 30 round magazine.



RK50

This Nostra assault rifle is easy to operate and was designed to be sturdy even in the toughest conditions. The curved magazine holds 30 rounds of ammunition.



SCAR21

This Nostra shotgun packs a lot of power and is very reliable. It holds eight shells at a time.



LAR20

A lightweight, anti-armor Nostra weapon that consists of a single rocket packed inside a launcher.



GRENADES

FRAGMENT GRENADE

A high-explosive grenade used by both IES and Nostra.



INCENDIARY GRENADE

This grenade is mainly used by IES forces to clear small rooms and other tight areas. The bright explosion catches anyone caught in the radius on fire.



MINE

The mine is thrown just like a grenade, but once it hits the ground, it flips open and deploys itself. At that point, the mine is armed and detonates when it detects the slightest motion.



PRIMARY WEAPONS

MACHINE GUNS

This primary weapon can be used in all the Interceptor's transformations. For the machine guns to be effective, the Interceptor must be maneuvered behind the intended target.

DUMBFIRE ROCKETS

This primary weapon can be used in the Interceptor car transformation. When this weapon is used, an unguided rocket fires out of the front of the Interceptor and flies towards the intended target.

TORPEDOES

This primary weapon can be used when the Interceptor is in the boat transformation. When this weapon is used, a torpedo launches out from the front of the Interceptor and travels just under the surface of the water. The torpedo guides itself towards the intended target.

PULSE CANNONS

This primary weapon can be used when the Interceptor is in the car, boat or motorcycle transformation. This weapon fires a pulse of energy out the front of the Interceptor. By holding down the button, you can charge up a devastating blast of energy.

SECONDARY WEAPONS

HOMING MISSILES

As enemies appear in front you, a secondary weapon reticle automatically appears around the closest available secondary target. When the secondary fire button is pressed, a single missile launches from the Interceptor and guides itself towards the secondary target. This weapon is only available in the car and boat transformations.

TURRET GUN

This weapon is an unmanned mini Vulcan cannon that is mounted to the top of the Interceptor. The weapon auto locks onto nearby enemy targets similar to the homing missile and releases a lethal spray of bullets when the secondary fire button is pressed. This weapon is only available in the car and boat transformation.

SIDE WEAPONS

TIRE SPIKES

When this side weapon is selected, tire spikes extend out from all four tires of the Interceptor. Any nearby enemy vehicle that comes into contact with the tire spikes takes a considerable amount of damage. This weapon is only available in the Interceptor car transformation.

STICKY MINES

This side weapon launches a small number of sticky mines that attaches themselves onto nearby enemy vehicles. Once a mine has attached itself, it begins to flash until it detonates and causes a high amount of damage to the enemy vehicle. This weapon is only available in the Interceptor boat transformation.

DEFENSIVE WEAPONS

SIDE OIL SLICK

This side weapon shoots a stream of oil out from the sides of the Interceptor towards a nearby enemy vehicle. When the enemy vehicle comes into contact with the oil, it spins out of control. This weapon is only available while in the Interceptor car and motorcycle transformation.

SMOKE SCREEN

This weapon is similar to the oil slick but it emits out the back of the Interceptor. Any enemy vehicle caught inside the smoke loses control. This weapon is available in all transformations.

FLARE

When a missile lock has been detected on the Interceptor, flares can be launched to attract nearby enemy missiles causing them to miss their target.

SALVO MODE

In this mode, game time slows down and you can manually target and assign missiles to fire at secondary targets. Once all the targets are selected or the timer has run out, time speeds back up and the missiles launch, automatically taking out their assigned targets.

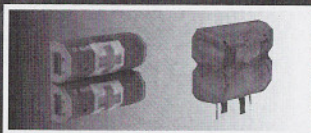


PICKUPS/WEAPONS PLANE

PICKUPS

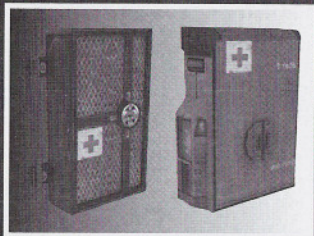
HEALTH PACKS

Picking up health packs regenerates your health by a small degree.



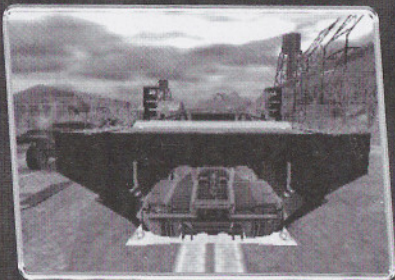
HEALTH CABINETS

Using a health cabinet completely regenerates your health.



WEAPONS PLANE

At certain points in the level, the weapons plane flies in low and drops off a pod ahead of your path. Drive through the pod to regain hit points and ammo. The Weapons Plane is only available during driving sequences.



MELEE COMBAT

Combos

Alex has two types of melee attacks. A light punch and a heavy punch. These attacks can be strung together to create a series of combos that do a lethal amount of damage.







GRABS AND THROWS

By pressing the grab button Alex will grab a nearby enemy, lifting them over his head. Once the enemy is in the air, Alex can throw the enemy into nearby objects or other enemies. He can also perform a devastating backbreaker.



FINISHERS

By holding down the heavy attack button Alex will throw a stun punch. Enemies hit by the stun punch are forced into a dazed state. Once in that state a deadly finishing move can be executed by pressing the , ,  or  buttons.



CREDITS

MIDWAY

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CREDITS

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Steve Blum	Dante, Keller, IES Scientist E, IES Soldier I, IES Soldier Callout, IES Soldier E, Marduk
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Kari Walgren	Karin, Zora and Computer voice
Dave Wittenburg	IES Pilot A, Robotics Scientist, Sergeant A, Nostra Soldier, Callout Light, IES Soldier C, Nostra Scientist, IES Scientist C
Jameson Price	Crawford, Nostra Captain, IES Scientist B, Nostra Callout(hrg), IES Scientist D, Sergeant C

Special Thanks

Dwayne "The Rock" Johnson, Jason Merck, Craig Rundels, Jon Hales, Steve Crane, David Zucker, George Gomez, Mark Turnell, Sal Divita, Matt Booty, Adam Jones, Dan Wagner, Crown Arbuckle, Brian Fleming, Tony Drake, Mario Margott, Mike Mecurio, Jeff Wells, Frankie Taitingfong, Tara Donovan, Joseph Balan, Animation Farm & House of Moves

Very special thanks to our significant others for all their love, support and patience during this project including: Cindy Airey, Janelle Walker, Rebecca Sanders, Rayna & Sharon.

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Special Thanks

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All the focus testers that helped out with testing the game & Sparks

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RAMPAGE

TOTAL DESTRUCTION



MIDWAY PlayStation 2

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Violence

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PlayStation 2

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