2009
This presentation contains "forward-looking statements" within the meaning of the Private Securities Litigation Reform Act of 1995 concerning future business conditions and the outlook for Midway Games Inc. (the "Company") based on currently available information that involves risks and uncertainties. These forward-looking statements include, without limitation, statements regarding the Company's expectations concerning the continuation of its day-to-day operations during bankruptcy. The Company's actual results could differ materially from those anticipated in the forward-looking statements as a result of these risks and uncertainties, including, without limitation, (1) the impact of the Company's Chapter 11 filing on its operations; (2) the ability of the Company to continue as a going concern; (3) the ability of the Company to operate pursuant to the agreement with its secured creditor for the use of its cash collateral; (4) the ability of the Company to develop, pursue, confirm and consummate one or more plans of reorganization with respect to the Chapter 11 cases; (5) the ability of the Company to obtain and maintain normal terms with vendors and service providers; (6) the ability of the Company to maintain contracts that are critical to its operations; (7) potential adverse developments with respect to the Company's liquidity or results of operations; (8) the ability of the Company to fund and execute its business plan; and (9) the financial strength of the interactive entertainment industry. Discussion of additional factors that could cause actual results to differ materially from management's projections, forecasts, estimates and expectations is set forth under "Item 1. Business - Risk Factors" in the Company's Annual Report on Form 10-K for the year ended December 31, 2007, and in more recent filings made by the Company with the Securities and Exchange Commission. Each forward-looking statement, including, without limitation, financial guidance, speaks only as of the date on which it is made, and Midway undertakes no obligation to update any forward-looking statement to reflect events or circumstances after the date on which it is made or to reflect the occurrence of anticipated or unanticipated events or circumstances, except as required by law.
MATT BOOTY – PRESIDENT AND CEO
Midway Games
www.midway.com
Midway Line-up

Established Franchises

High-Potential New IP/Licenses

MORTAL KOMBAT

BLITZ

THE LEAGUE

WHEELMAN

TNA

IMPACT!

Unreal TOURNAMENT

GAME PARTY

TOUCHMASTER

THIS IS VEGAS
Video Game Revenue Outpaces Other Entertainment Media

2007 Entertainment Media Sales Results

Revenue ($Billion)

<table>
<thead>
<tr>
<th>Media Type</th>
<th>R.O.W.</th>
<th>U.S.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Music (Album/Downloads)</td>
<td>19.3</td>
<td></td>
</tr>
<tr>
<td>Movies (Box Office)</td>
<td>21.7</td>
<td></td>
</tr>
<tr>
<td>Video Games (Software)</td>
<td>24.2</td>
<td></td>
</tr>
</tbody>
</table>

Data source: NPD Group; ESA; MPAA; BoxOfficeMojo.com; RIAA; IFPI; IDG
Video Games Are Growing Faster Than Other Entertainment Media

Data source: NPD Group; ESA; MPAA; BoxOfficeMojo.com; RIAA; IFPI
20% of games make up 80% of the market
2007 Top 20 Titles

These games accounted for 20% of all units and 30% of all dollars

2007 US VIDEO GAME SALES (ALL PLATFORMS)

<table>
<thead>
<tr>
<th>TITLE</th>
<th>PUBLISHER</th>
<th>REL DATE</th>
<th>2007 UNITS</th>
<th>2007 DOLLARS</th>
</tr>
</thead>
<tbody>
<tr>
<td>GUITAR HERO III: LEGENDS OF ROCK</td>
<td>ACTIVISION BLIZZARD</td>
<td>Oct-07</td>
<td>5,927,947</td>
<td>491,378,832</td>
</tr>
<tr>
<td>MADDEN NFL 08</td>
<td>ELECTRONIC ARTS</td>
<td>Aug-07</td>
<td>5,744,380</td>
<td>269,877,961</td>
</tr>
<tr>
<td>HALO 3</td>
<td>MICROSOFT</td>
<td>Sep-07</td>
<td>4,862,071</td>
<td>323,577,730</td>
</tr>
<tr>
<td>CALL OF DUTY 4: MODERN WARFARE</td>
<td>ACTIVISION BLIZZARD</td>
<td>Nov-07</td>
<td>4,430,672</td>
<td>243,256,655</td>
</tr>
<tr>
<td>PLAY W/ REMOTE</td>
<td>NINTENDO</td>
<td>Feb-07</td>
<td>4,125,325</td>
<td>204,549,900</td>
</tr>
<tr>
<td>GUITAR HERO 2</td>
<td>ACTIVISION BLIZZARD</td>
<td>Nov-06</td>
<td>3,422,400</td>
<td>265,146,591</td>
</tr>
<tr>
<td>ASSASSIN’S CREED</td>
<td>UBISOFT</td>
<td>Nov-07</td>
<td>2,657,337</td>
<td>155,589,385</td>
</tr>
<tr>
<td>SUPER MARIO GALAXY</td>
<td>NINTENDO</td>
<td>Nov-07</td>
<td>2,531,534</td>
<td>123,390,100</td>
</tr>
<tr>
<td>POKEMON DIAMOND VERSION</td>
<td>NINTENDO</td>
<td>Apr-07</td>
<td>2,486,913</td>
<td>85,774,150</td>
</tr>
<tr>
<td>WORLD OF WARCRAFT: BURNING CRUSADE XP</td>
<td>ACTIVISION BLIZZARD</td>
<td>Jan-07</td>
<td>1,912,437</td>
<td>73,093,381</td>
</tr>
<tr>
<td>SPIDER-MAN 3</td>
<td>ACTIVISION BLIZZARD</td>
<td>Apr-07</td>
<td>1,837,872</td>
<td>73,738,640</td>
</tr>
<tr>
<td>MARIO PARTY 8</td>
<td>NINTENDO</td>
<td>May-07</td>
<td>1,821,915</td>
<td>90,045,020</td>
</tr>
<tr>
<td>POKEMON PEARL VERSION</td>
<td>NINTENDO</td>
<td>Apr-07</td>
<td>1,758,361</td>
<td>60,862,400</td>
</tr>
<tr>
<td>NCAA FOOTBALL 08</td>
<td>ELECTRONIC ARTS</td>
<td>Jul-07</td>
<td>1,674,161</td>
<td>81,892,703</td>
</tr>
<tr>
<td>LEGO STAR WARS II: THE ORIGINAL TRILOGY</td>
<td>LUCASARTS</td>
<td>Sep-06</td>
<td>1,652,033</td>
<td>40,803,093</td>
</tr>
<tr>
<td>WWE SMACKDOWN VS. RAW 2008</td>
<td>THQ</td>
<td>Nov-07</td>
<td>1,620,141</td>
<td>78,621,728</td>
</tr>
<tr>
<td>TRANSFORMERS: THE GAME</td>
<td>ACTIVISION BLIZZARD</td>
<td>Jun-07</td>
<td>1,488,104</td>
<td>60,619,861</td>
</tr>
<tr>
<td>NEW SUPER MARIO BROS</td>
<td>NINTENDO</td>
<td>May-06</td>
<td>1,485,078</td>
<td>50,633,100</td>
</tr>
<tr>
<td>LEGEND OF ZELDA: TWILIGHT PRINCESS</td>
<td>NINTENDO</td>
<td>Nov-06</td>
<td>1,380,408</td>
<td>68,378,100</td>
</tr>
<tr>
<td>MADDEN NFL 07</td>
<td>ELECTRONIC ARTS</td>
<td>Aug-06</td>
<td>1,343,768</td>
<td>47,239,946</td>
</tr>
</tbody>
</table>

TOTAL 265,394,721 9,451,512,135
Midway is a Top Publisher

<table>
<thead>
<tr>
<th>Rank</th>
<th>Publisher</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Nintendo</td>
</tr>
<tr>
<td>2</td>
<td>Electronic Arts</td>
</tr>
<tr>
<td>3</td>
<td>Activision</td>
</tr>
<tr>
<td>4</td>
<td>Ubisoft</td>
</tr>
<tr>
<td>5</td>
<td>Sony Computer Entertainment</td>
</tr>
<tr>
<td>6</td>
<td>Take Two</td>
</tr>
<tr>
<td>7</td>
<td>Sega of America</td>
</tr>
<tr>
<td>8</td>
<td>THQ</td>
</tr>
<tr>
<td>9</td>
<td>Microsoft Game Studios</td>
</tr>
<tr>
<td>10</td>
<td>Square Enix</td>
</tr>
<tr>
<td>11</td>
<td>Konami</td>
</tr>
<tr>
<td>12</td>
<td>Vivendi Games</td>
</tr>
<tr>
<td>13</td>
<td>Namco Bandai Games</td>
</tr>
<tr>
<td>14</td>
<td>Capcom</td>
</tr>
<tr>
<td>15</td>
<td>NCSoft</td>
</tr>
<tr>
<td>16</td>
<td>Disney Interactive Studios</td>
</tr>
<tr>
<td>17</td>
<td>LucasArts</td>
</tr>
<tr>
<td>18</td>
<td>Codemasters</td>
</tr>
<tr>
<td>19</td>
<td>Eidos Interactive</td>
</tr>
<tr>
<td>20</td>
<td><strong>Midway</strong></td>
</tr>
</tbody>
</table>

Rankings by Game Developer Magazine based on a wide-ranging reputation survey alongside revenue, average review, and anonymous partner feedback.
Recent Releases - 2007

[Image of various video game releases from 2007]
Famous Franchises
Programming for Video Games: Misconceptions and Facts
Fun and Games

• Myth:
  – Play games all day

• Facts:
  – It’s a very hard job
    • Requiring many hours of hard work
    • Requiring continuing learning and education
  – Work on the same project day-in, day-out isn’t all fun and games
    • Devil in the details
    • Every interaction, effect needs to be implemented
One Person Show

• Myth:
  – Programmers make the game

• Fact:
  – Actually it takes a team of 40-60
    • 15 programmers
    • 20 artists
    • 10 designers
    • 10-20 additional people from central teams
      – Specialize artists
      – System programmers
      – Sound Composers
Cooking from Scratch

• Myth:
  – Programmers write and design a lot of code

• Facts:
  – Companies have large established code bases
    • Many problems or systems have been implemented before on previous titles
    • It’s inefficient to re-implement new technology
  – Many companies license specialized systems
    • Rendering engines
    • Physics engines
    • AI systems
    • Audio systems
Graphics and A.I.

• Myth:
  – I would like to implement the next graphics system

• Facts:
  – Most of the work deals with optimization
    • Graphics programming deals more with data layout, cache misses and bus stalls
  – Graphics is becoming a commodity item
    • ATI, Nvidia have many shader fragments to use
    • Following the trend of Audio
  – Taking an OpenGL or Direct X class gives a false sense of security of knowledge
    • Many things are abstracted from the user
    • Clipping, transformations, coordinate systems
Getting in the Game

• Myth:
  – Need to have a demo game to get into this industry

• Facts:
  – How do you do that if you don’t work for a game company?
    • Work on open source projects
    • Demonstrate problem solving skills or expert knowledge
  – Specialize in an area that is related to the game industry
    • Low-Level optimization
    • Multi-processor development
    • Networking
Division of Labor

• Game Team Programming
  – Creating the game using tools and systems that exist
  – Rapid development for specific game use

• Technology Systems & Tools
  – Create OS enhancements to engines
  – Low-level / High-level systems
  – Pipeline tools for artists and developers
Advanced Technology Group (ATG)

• **Central Technology Team**
  – Not physically on a specific game team
    • Instead work with game teams
    • Supply Technology to game teams
  – Local support to Chicago
  – Large system development across different Studios

• **3 Roles**
  – Engine Development
  – Tools Development
  – Consulting to teams

• **Outsourcing**
  – Leadership and architecture direction
  – Increase engineering output
ATG Recent Development

• Game development (Stranglehold):
  – Networking
  – Audio
  – Graphics
  – Optimizations
  – Physics
  – Data conversion
  – Cinematics
  – Dynamic Advertisement
  – Movie Player

• Studio Wide
  – Cinematics
  – Physics
  – Audio
  – Movie Player
  – UI
Embedded Systems

• Consoles are embedded systems; not PCs

• Embedded issues are:
  – Memory
  – Cache
  – Buses
  – Alignment
  – Performance
  – Data Streaming
Consoles vs. PCs

• Xbox 360
  – CPUs
    • Custom PowerPC CPU
    • 3 symmetrical cores at 3.2 GHz
    • 2 hardware threads / core
    • 1 MB L2 cache
  – RAM
    • 512 MB (unified)
    • 10 MB embedded video buffer
  – Graphics
    • ATI Shader 3 (DX-9)
    • 500 MHz ATI

• PS3
  – CPUs
    1 - IBM PowerPC
    – 3.2 GHz
    – 512 KB L2 cache
    7 – SPE
    – 3.2 GHz
    – 256 KB per SPE
  – RAM
    • 256 MB system
    • 256 MB video
  – Graphics
    • Nvidia Shader 3 (DX-9)
    • 550 MHz
Software Architect Skills

**Refactoring**
- Refactoring to Patterns
- Designs Patterns
- UML Distilled
- Domain Design
- Fundamentals of OO Design
- Large Scale C++ Software Design
- Working Effectively with Legacy Code

**Effective C++**
- More Effective C++
- Effective STL
- Expert C
- C++ Templates
- C++ Strategies and Tactics
- Exceptional C++
- More Exceptional C++
- Exceptional C++ style
- Efficient C++
- Modern C++
- STL Tutorial and Ref Guide
- C++ Gotchas

**Pragmatic Programmers**
- XP extreme programming
- Agile process
- Code Complete
- Writing Solid Code

**Process**
- Mythical Man Month
- Test Driven Development
- Death March
- Performance Solutions
- Software Craftsmanship
Desired Skills

• Mastery of C++
  – Dynamic Memory Usage
    • New, Delete
    • Fix Memory pools
  – STL (Standard Template Library)
    • Containers
      – Vector, Map, Queue, List
    • Iterators
  – Template Programming

• Embedded Software
  – Restrictions / Constraints
  – Debugging
  – Understanding memory layout
  – Language side effects
Desired Skills

• Working with Legacy Code
  – Understand a lot code not written by you
  – Refactoring
    • Modifying and extending existing code

• Object Oriented Design
  – Fundamentals of OO
    • Inheritance
    • Overloading
    • Encapsulation
    • Polymorphism
  – Design Patterns
Programming Trends

• Scripts
  – Easy to create
  – Decoupled from low-level details
  – Data driven and downloadable
  – 90 – 10 rule
    • 90% of the game is going through 10% of the code

• Graphical programming
  – Enable designers and artists to create more complex behavior through a visual model

• Multi-processor / Multi-threaded
  – Fighting physics on a silicon level
  – Add more threads and more processors to increase performance
What we are looking for?

- Teamwork, Community, Culture
- Smart
  - Ability to understand and work on hard concepts
- Aggressive
  - The resolve to stay with a problem
  - Investigate, experiment, drive towards the end result
- Responsible
  - Takes ownership of the outcome
  - Taking responsibility into systems that affect your result
  - Stand behind the work
- Problem Solvers
  - Solves the correct problem, hopefully only once!
  - Lets data drive toward real issues not emotions
Take Away

• Most software development is refactoring
  – Write software with maintenance issues in mind
    • Create robust, clean modular code that can be easily understood by your peers

• Care about your craft
  – Continue to read, learn and experiment
  – It’s never over…
Headcount - ~550 employees

<table>
<thead>
<tr>
<th>Department</th>
<th>Percent of Workforce</th>
</tr>
</thead>
<tbody>
<tr>
<td>Product Development</td>
<td>74%</td>
</tr>
<tr>
<td>Sales and Marketing</td>
<td>9%</td>
</tr>
<tr>
<td>Finance and Accounting</td>
<td>7%</td>
</tr>
<tr>
<td>Other Corporate and Ops</td>
<td>10%</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>100%</strong></td>
</tr>
</tbody>
</table>
STUDIO LOCATIONS
Chicago – Worldwide Headquarters
Newcastle, UK
San Diego, CA