

# ACTIVISION O2

SPORTS REVOLUTION™

Activision, Inc. P.O. Box 67713, Los Angeles, CA 90067

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Dreamcast™



FEATURING THE **TONY HAWK'S PRO SKATER™** GAME ENGINE

# MAT HOFFMAN'S PRO BMX™

TABRON

THORNE

ROBINSON

ESCAMILLA

HOEFMAN

KOWALSKI

MCCOY

NASTAZIO



T-13005N



**WARNINGS: Read Before Using Your Sega Dreamcast Video Game System**

**CAUTION**  
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

**HEALTH AND EPILEPSY WARNING**  
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast. In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

- To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
  - Do not play if you are tired or have not had much sleep.
  - Make sure that the room in which you are playing has all the lights on and is well lit.
  - Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

- OPERATING PRECAUTIONS**  
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
  - The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
  - Do not allow fingerprints or dirt on either side of the disc.
  - Avoid bending the disc. Do not touch, smudge or scratch its surface.
  - Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
  - Do not write on or apply anything to either side of the disc.
  - Store the disc in its original case and do not expose it to high temperature and humidity.
  - Do not leave the disc in direct sunlight or near a radiator or other source of heat.
  - Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

**PROJECTION TELEVISION WARNING**  
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

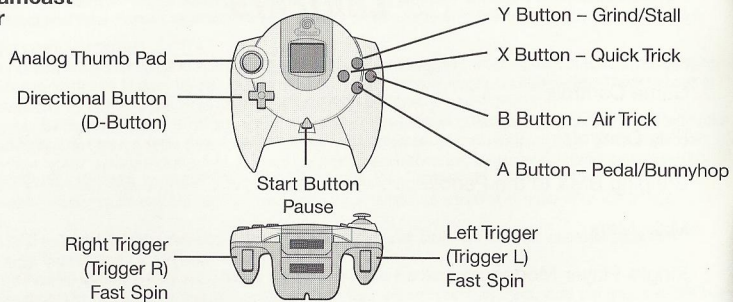
**SEGA DREAMCAST VIDEO GAME USE**  
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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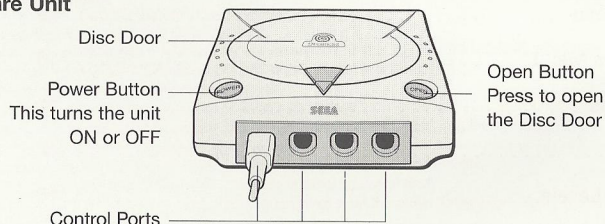
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# GAME CONTROLS

## Sega Dreamcast Controller



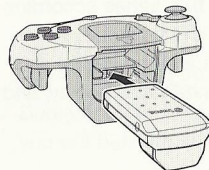
## Sega Dreamcast Hardware Unit



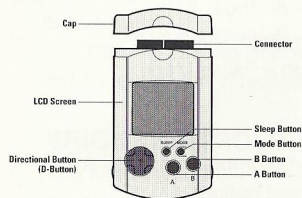
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment.

From left to right in order are “Control Port A,” “Control Port B,” “Control Port C” and “Control Port D.” Use each ports to connect controllers for players 1 to 4 respectively.

## Sega Dreamcast Jump Pack



## Sega Dreamcast Visual Memory Unit (VMU)



*Mat Hoffman's Pro BMX™* is a 1-2 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in a malfunction.

If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

*Mat Hoffman's Pro BMX* supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that enhances the game play experience.

When the Jump Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.



The number of memory blocks required to save game files varies according to the type of software and content of files to be saved. With this game, 10 blocks are required to save the Career Mode, 9–20 blocks are required to save a Park Editor course, 52 blocks are required to save the One-Player Replay, and 100 blocks are required to save a Two-Player Replay.

**Trigger L** - Fast Spin Left

**Trigger R** - Fast Spin Right

**X Button** – Quick Trick

**Y Button** – Grind/Stall

**B Button** – Air Trick

**A Button** – Pedal/Bunnyhop

**Start Button** – Pause Menu

## MENUS

To select a menu option, follow the on-screen button prompts and press **A** to accept and **B** to go back to navigate through the menu options.

## GAME RESET

To abort a game in progress, press the **START** button to pause the game. Choose **End Run** and then choose **Quit**. You will be given the opportunity to save. Choose **Yes** if you wish to save your progress or **No** if you don't want to save. From here you'll be returned to the Main Menu.

## PLAY CONTROLS

*Speed Up:* Hold down **A** and press  $\uparrow$ .

*Bunny Hop:* Hold then release **A** to bunny hop. The longer **A** is held, the higher you will bunny hop.

*Manualls:* Tap  $\uparrow\downarrow$  or  $\downarrow\uparrow$  (nose manual) when riding or landing.  $\uparrow$  and  $\downarrow$  must then be used to balance.

While riding backward (fakie), either press **A** to bunnyhop 180° or tap  $\uparrow$  to turn around.

Use the directional buttons to steady your landing when approaching at extreme angles and navigate the environment

## TRICK CONTROLS

The following are the default set of tricks. For each rider a few of these tricks will differ, depending on the riders' style. These unique tricks are listed in THE PROs section.

When in the air tap **B** or **X** plus a directional button to do tricks.

(Example: **X** +  $\leftarrow$  does a Barspin)

**X** = Quick Tricks    **B** = Big Air Tricks

### X Tricks

**X** +  $\uparrow$  = No Hander

**X** +  $\nearrow$  = Lookdown

**X** +  $\rightarrow$  = Toadstool

**X** +  $\swarrow$  = X-Up

**X** +  $\downarrow$  = No Footer

**X** +  $\searrow$  = 1 Handed X-Up

**X** +  $\leftarrow$  = Bar Spin

**X** +  $\boxtimes$  = Seat Grab



## SINGLE-PLAYER MODES

### CAREER MODE

You are a pro rider now, and as any self-respecting pro knows, magazine covers are vital to your career. Complete the different tasks and you will earn magazine covers. When you have collected enough magazine covers, you will be invited to the elite competitions.

### SINGLE SESSION

Choose a single level and ride for two minutes in an effort to set high scores. Only one level is opened at first, Mat Hoffman's Bike Factory in Oklahoma City. Obtain covers in Career Mode to unlock other levels.

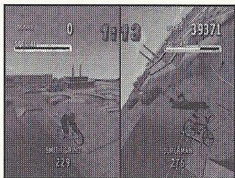
### FREE RIDE

Choose a level and ride as long as you like. Practice the levels unlocked in Career Mode and learn the lines.

## MULTI-PLAYER MODES

### GRAFFITI

Obstacles are "tagged" with your color by tricking off them. Try to steal your opponent's tags by pulling better tricks off the same object. He or she who tags the most objects wins.



### TRICK ATTACK

A timed free-for-all to see who can create the best lines and rack up the most points.

### HORSE

How do you spell defeat? "H.O.R.S.E" (or the word of your choice) in this one-on-one best trick contest. Nail a trick, then watch as your opponent tries to beat it. Your opponent must match or beat your score. If not, he or she gets a letter. First one to get all the letters tastes defeat.



## OPTIONS MENU

### PLAYER 1 & 2 CONTROLS

Use  $\leftarrow \rightarrow$  and  $\uparrow \downarrow$  to customize your controller setup.

### SOUND LEVELS

*SFX Level:* Use  $\leftarrow \rightarrow$  to adjust the sound effect level.

*Music Level:* Use  $\leftarrow \rightarrow$  to adjust the music level.

*Stereo Output/Monaural Output:*  $\leftarrow \rightarrow$

### LOAD OPTIONS DATA

Use this to load options from previously saved games.



## VIEW VIDEOS MENU

*Load Replay* – Load a previously saved Replay.

### *Replay Menu*

*Full Replay* – Plays Full Replay of your run from start to finish.

*Highlights* – Shows a series of snippets of your run.

*Exit* – Exits to title screen.

While watching your replay, button prompts are listed quickly at the bottom.

**A** – Exits Replay

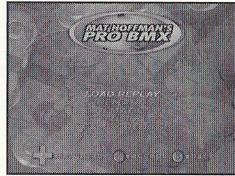
**X** – Pause Replay

**B** – Frame advance (you must press **X** first)

**Y** – Faster frame advance (you must press **X** first)

*Cinematics 1 & 2* – Unlock videos as you play through Career Mode. Get two medals and you've got yourself a movie. Footage includes highlights from each BMX Pro and some special bail sessions.

*Game Credits* – See the names behind the making of *Mat Hoffman's Pro BMX*.



## SCORING TIPS

- Every time you repeat a trick during a run, that trick's point value will decrease. To get a top score you are going to have to think about your line and mix up your tricks.
- Try to trick into and out of every grind.
- Use special tricks for huge scores.
- Big spins (540, 720) will net bigger scores. Use R/L Triggers to spin faster.
- Every trick in a combo adds to your multiplier.
- Use manuals to keep your combo going across flat ground sections.
- Trick across gaps (the blue text) to maximize combos.
- Try to land fakies for extra points. While riding fakie after a trick, your rider's Special Meter will fill up.

### EXTRA TIP

The Special Meter: Score points to fill up your Special Meter. When it's glowing yellow, you are "in the zone" and will be able to perform your special tricks and have more speed.



## THE PROS

Each rider has a unique style and specialized moves to prove it. Use these to maximize your points while creating new trick combos with each pro.

### MAT HOFFMAN

Mat "The Condor" Hoffman. 10 world vert championships. Enough said!

**B** +  $\uparrow$  = Rocket Queen

**X** +  $\downarrow$  = No Footer Switch Hand

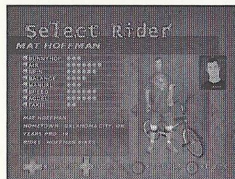
Combo Tap  $\uparrow$  + Hold  $\downarrow$  + **B** = Backflip Tailwhip

Combo Tap  $\downarrow$  + Hold  $\downarrow$  + **B** = Superman 1 Hander

Combo ?+? + **X** = Peacock

Combo ?+? + **X** = Bar Hop

Combo ?+? + **B** = Triple Tailwhip



### MIKE ESCAMILLA

Creating innovations and havoc on any surface.

You're going to find out why they call him "Rooftop."

**X** +  $\leftrightarrow$  = One Footer

**X** +  $\curvearrowright$  = Nothing

**B** +  $\curvearrowright$  = One Hander One Footer X-Up

**B** +  $\leftrightarrow$  = Can-Can

**B** +  $\downarrow$  = Indian Air Superman

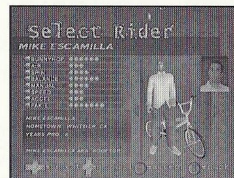
**Y** +  $\curvearrowright$  = Hand Plant

Combo Tap  $\uparrow$  + Hold  $\downarrow$  + **B** = Backflip One Footer

Combo Tap  $\downarrow$  + Hold  $\downarrow$  + **B** = Superman SeatGrabBarSpin

Combo ?+? + **X** = Body Varial

Combo ?+? + **B** = Front Flip



### CORY NASTAZIO

"Nasty" has a ferocious appetite for back flips.

Feed the monster! DON'T TRY THIS AT HOME !!!

**X** +  $\leftrightarrow$  = One Hander

**X** +  $\curvearrowright$  = Nothing

**B** +  $\curvearrowright$  = One Hander One Footer

**B** +  $\downarrow$  = Indian Air Superman

Combo Tap  $\uparrow$  + Hold  $\downarrow$  + **B** = Backflip Tabletop

Combo Tap  $\downarrow$  + Hold  $\downarrow$  + **B** = Superman Seat Grab

Combo ?+? + **B** = Front Flip

Combo ?+? + **B** = Double Tailwhip



## JOE KOWALSKI

A true warrior of the streets, "The Butcher" has a style all his own. Take him anywhere, he'll chew it up and ask for more.

**X** +  $\uparrow$  = Neilarm Strong

**X** +  $\rightarrow$  = Nothing Seat Grab

**B** +  $\downarrow$  = Indian Air Seat Grab

**B** +  $\leftarrow$  = Can-Can

**B** +  $\nearrow$  = One Hander One Footer X-Up

**B** +  $\uparrow$  = Rocket One Footer Candy Bar

Combo Tap  $\uparrow$  + Hold  $\downarrow$  + **B** = Backflip Tabletop

Combo Tap  $\downarrow$  + Hold  $\downarrow$  + **B** = Superman Backpeg Barspin

Combo ??? + **B** = No-Footer Candybar One Hander

Combo ??? + **B** = Half Barspin Tailwhip



## RICK THORNE

Take cover when this biker in black heads to the party. Truly unstoppable style.

**X** +  $\downarrow$  = No Footer Switch Hand

**X** +  $\rightarrow$  = Nothing Seat Grab

**B** +  $\leftarrow$  = Can-Can

**B** +  $\downarrow$  = Indian Air Seat Grab

**B** +  $\nearrow$  = One Hander One Footer

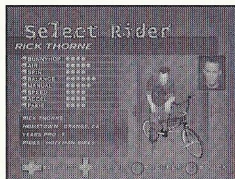
**Y** +  $\swarrow$  = Foot Plant 360 Tailwhip

Combo Tap  $\uparrow$  + Hold  $\downarrow$  + **B** = Backflip No Footer

Combo Tap  $\downarrow$  + Hold  $\downarrow$  + **B** = Double Seat Grab Superman

Combo ??? + **B** = Front Body Flip

Combo ??? + **B** = Decade Air



## Mat Hoffman's Pro BMX™ for Sega Dreamcast™

Please take a few moments to tell us about yourself. Return this card completely filled out to: Mat Hoffman's Pro BMX™, P.O. Box 1000, Sega of America, Inc., 4000 Greenway Road, Dallas, TX 75241. We will enter you in our monthly drawing for a FREE autographed Tony Hawk professional BMX bike.

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone \_\_\_\_\_ E-Mail Address \_\_\_\_\_

Birth Date \_\_\_\_ / \_\_\_\_ / \_\_\_\_ Player's Gender M  F  Date of Purchase \_\_\_\_ / \_\_\_\_ / \_\_\_\_

Preferred Games: Check all that apply

Action  Adventure  Role-Playing  Sports  Driving/Racing

Which game systems are in your home?

PlayStation® game console  PlayStation®2 computer entertainment system  
 Game Boy® Color  Game Boy® Advance  Sega Dreamcast™  Nintendo® 64

How many games do you own?

PlayStation® game console \_\_\_\_ PlayStation®2 computer entertainment system \_\_\_\_  
 Game Boy® Color \_\_\_\_ Game Boy® Advance \_\_\_\_  
 Sega Dreamcast™ \_\_\_\_ Nintendo® 64 game console \_\_\_\_

Where did you hear about Mat Hoffman's Pro BMX™ for Sega Dreamcast™?

Rental  Store Shelf  Friend  Magazine Ad  
 TV  Game Review  Demo  Internet  Web Site

UP



## JOE

A true  
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## DENNIS McCOY

The renaissance man of BMX, "DMC" has mastery over all the disciplines. Take his trick linking skills to any park and begin the roller coaster ride of your life!

X + ↑ = No Handed One Footer

B + ↻ = One Hander One Footer

X + ⇨ = One Hander

B + ⇩ = One Handed Can-Can

B + ↑ = Rocket One Footer Candy Bar

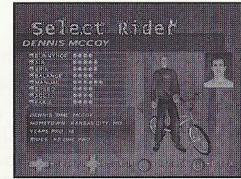
Y + ⇩ = Double Foot Plant

Combo Tap ↑ + Hold ↓ + B = Backflip One Footer

Combo Tap ↓ + Hold ↓ + B = Superman Tailwhip

Combo ??? + X = Decade Air

Combo ??? + B = Double Tailwhip



## KEVIN ROBINSON

Take flight with this madman, but look out for the roundhouse kick.

X + ↑ = No Handed One Footer

X + ⇨ = One Footer

B + ⇩ = One Handed Can-Can

B + ↑ = Rocket One Footer Candy Bar

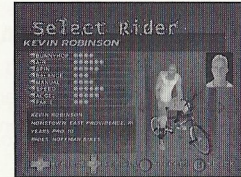
Y + ⇩ = Double Foot Plant

Combo Tap ↑ + Hold ↓ + B = No Handed Back Flip

Combo Tap ↓ + Hold ↓ + B = Superman Tube Grab

Combo ??? + X = One Handed Swing Leg

Combo ??? + X = Barhop



## SIMON TABRON

WARNING: Please contact your local Air Traffic

Control station before use!

**X** + ⇨ = One Hander

**B** + ↻ = One Hander One Footer

**B** + ↵ = Indian Air Superman

**B** + ⇐ = One Handed Can-Can

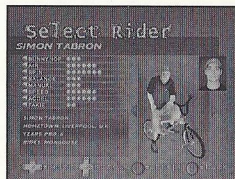
**Y** + ⇄ = Double Foot Plant

Combo Tap ↑ + Hold ↓ + **B** = Backflip One Footer

Combo Tap ↑ + Hold ↑ + **B** = Superman Seat Grab

Combo ?+? + **X** = One Handed Swing Leg

Combo ?+? + **B** = Double Seat Grab Superman



## THE GAME LEVELS

### HOFFMAN BIKE FACTORY, OKLAHOMA CITY, OK

Mat's training facility and the spot where the new Hoffman Bike models are tested. Bowls, rails, a giant half pipe, and vert wall are just some of the obstacles you will encounter. Check out the dirt section for some serious rhythm jumping.

### CONSTRUCTION YARD

Last time we heard, this place was abandoned. That would explain the lack of supervision of the bulldozers and cranes that dot the terrain. They also provide some nice lines and gaps for some sick combos. Create your own lines in this go anywhere environment.

### LONDON UNDERGROUND

Freestyle BMX is huge in the UK and there is no better place to ride than an abandoned tube station. Inspired by many visits to the UK, and many a "Whoa, check out that rail" through the glass of the trains, this level was made for riders on the go. Ramps, funboxes, pipes, and escalators provide ample lines and mega scores.

### BLUETORCH COMPETITION 1

Deep in the woods is a dirt course that will make you howl at the moon. Tree branches and giant dirt jumps create wicked lines that can lead to insane scores. Get in the top three and earn a medal.

### PARK—NYC

Huge jumps and tons of good street obstacles lead to phat scores and tons of fun. You may even want to stop by for a shwarma if you run out of steam.

### SEWAGE TREATMENT PLANT

Something stinks, but it definitely isn't the opportunity for good street in this spot. Check out the 21 ft. vert ramp the Condor was towed into or the pool section for some killer transfers.

### LA HABRA, CA

Rooftop's backyard, and home to many top bikers and skaters, La Habra has long been a favorite spot for magazine photo shoots. Mike and Luna's ramps as well as the numerous roof ledge jumps make this level truly death-defying.



## CRAZY FREAKIN' BIKERS (CFB), COMPETITION 2

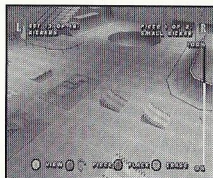
You've made it to the big leagues! The arena is yours for the taking and the crowd is pumped. Get a top-three placing and you will earn a medal.

### 3D REAL-TIME PARK EDITOR

*Note:* Activision Customer Support cannot troubleshoot user-made editor parks. To avoid problems, use a variety of pieces while creating a realistic park for the riders.

#### BASIC CONTROLS

To move selected pieces around your park, use the directional buttons. **B** rotates the pieces and **X** places them down. **Y** will erase any pieces intersecting with the current piece.



#### CHANGING PIECES

The L Trigger allows you to scroll through the different categories of pieces to choose from. The current category is shown in the upper left corner of the screen. Once you've selected a category, the R Trigger scrolls you through the pieces available in that category.

## CATEGORIES AND PIECES

What you want, we got, including:

- Gap Tool: (see next page).
- Risers: Raise the floor not the roof.
- Quarter Pipes: Two sets to choose from.
- Rails: Center and edge rails for extra grind.
- Walls: Ride them if you can.
- Stairs: Ankle busta mecca, many with rails.
- Pools: Construct your own or select pre-made versions.
- Kickers: Launch yourself off ramps galore.
- Benches: Go to school on benches and tables.
- Misc.: High walls, roll-ins, signs, foliage, floors.

#### OTHER CONTROLS

- **X** will rotate the entire park in 90 degree increments.
- The **START** button will bring up the Park Editor menu.
- Use the Analog Thumb Pad and Directional Buttons to move the cursor.

#### THE MENU

*Continue* – Allows you to continue editing park.

*Freeride Test* – Takes you to the test play menu where all features can be accessed with your new park.

*New Park* – Allows you to start over and change the size of your park. The default park size is 24 x 24, but five different dimensions can be selected.

*Set Theme* – There are four themes to choose from, and the theme can be changed at any time. It will not erase or affect the layout of the park.

*Save* – Save your park to a memory card. The name you save under will become the name of your park.

*Load* – Load a saved park from a memory card.

*Pre-Made Parks* – Allows you to load a pre-built park included with Mat Hoffman's Pro BMX. You can learn a lot about park layout by looking at the included parks and can erase and rebuild parts of them.

*Exit Editor* – Select this option to return to the title screen.

**Park Tip:** To select a different character or to play in a different mode, first save your park. Then quit to the Main Menu, select your preferred mode and character, and when you get to the Level Select, your park should be accessible (except in Career mode).

## A FEW SPECIAL PARTS

*Risers* – Place these building blocks down then place other pieces on top. Use risers to raise the floor or to create hard-to-reach portions of your park.

*Restarts* – The green object marked “1” is the one player restart. This piece will mark the starting point for player one. Only one can be placed in a level. If you try to place a second P1 restart, the first one will be moved to the new location. The player 2 restart works the same way; it marks where the second player will start in a multiplayer game. HORSE restarts mark the starting positions in a HORSE game. The player 1 restart also doubles as a HORSE restart. Only six HORSE restarts can be placed in a level.

*Mind The Gap* – A gap is a difficult jump or maneuver, which deserves extra points, over a spot. Only ten gaps can be placed in a level.

*Creating Gaps* – Gaps always link two objects together. In the editor, use the Gap Tool to select the first piece involved in the gap (it will flash blue). Then select the second piece to complete the gap. Both objects will be shaded blue to show that they're linked. This will automatically bring up the Gap menu.

*The Gap Menu* – In the Gap menu you can edit nearly any aspect of the gap you've created. You can name it and set its score. The gap's name is shown in the text at the bottom of the screen when a player completes the gap in the game.

You can always get back to the gap menu by placing the gap tool over a piece shaded blue and pressing **A**.

You can erase a gap by placing the gap tool over a piece involved in the gap (shaded blue) and pressing **Y**. This will remove both sides of the gap.

*Gap Type* – There are multiple Gap types to choose from:

- Air Gap: Select an area that a rider must jump over.
- Rail Gap: Select an area that a rider must grind through.
- Manual Gap: Select an area that a rider must manual through.

*Adjust Gap* – Advanced users can fine tune gaps by rotating or scaling both sides of the “gap grid.” The gap grid is shown in wireframe. To get a gap in the game, the player must jump, grind, or manual through both gap grids. Set them up any way you like.



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Blue Williams, Anita Rivas

"Congested"

Performed by Apocalypse Hoboken

Written by Apocalypse Hoboken

Courtesy of Kung Fu Records

(p) 2000

"Great Expectations"

Performed by Jurassic 5

Written by D. Givens, M. Potts,

C. Stewart, C. Henderson,

L. McFadden, M. Stuart, L. Coryell

Published by DJ Nu-Mark Music (BMI),

Inshallah Music (ASCAP), Macari &amp; Me Music

(ASCAP), Manphibian Music (ASCAP), Najla

Music (ASCAP), Upper Cut Music (ASCAP),

Deganawidah Music (BMI)

Courtesy of Interscope Records under

license from Universal Music Enterprises

(p) 2000 Interscope Records

"Wouldn't It Be Nice"

Performed by Pennywise

Written by Randy James Bradbury, Fletcher

Douglas Dragge, James William Lindberg,

Byron C. McMackin,

Jason M. Thirsk

Published by Westbeach Music Inc. (BMI)

Courtesy of Epitaph Records

(p) 1991 Epitaph Records

"Fools Gold" (Grooverider Mix)

Performed by the Stone Roses

Written by Ian Brown, John Squire

Published by Zomba Music Publishing Ltd

(administered by Zomba Enterprises Inc

(ASCAP) for the U.S. and Canada)

Courtesy of Silvertone Records

(p) 1989 Silvertone Records

"Absurd (Mighty Dub Katz Mix)"

Performed by Fluke

Written by Michael James Bryant, Jonathan

Howard Fugler,

Michael James Tournier

Courtesy of Astralwerks Records

Published by Music of V2 America, Inc

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(p) 1997 Circa Records Ltd.

[www.astralwerks.com](http://www.astralwerks.com)

"52 Girls"

Performed by the B-52's

Written by C. Ayers, K. Pierson, F. Schneider,

K. Strickland, C. Wilson, R. Wilson

Published by EMI Music Publishing

Courtesy of Warner Bros. Records and The

Island Def Jam Music Group under license

from Universal Music Enterprises

(p) 1979

"Everything Turns Grey"

Performed by Agent Orange

Written by Mike Palm and James Levesque

Produced by Robbie Fields and Jay Lansford

Published by Covina High Music (BMI)

Courtesy of Posh Boy Music

(p) 1981 Posh Boy Records

[www.poshboy.com](http://www.poshboy.com)

"B.O.B. "

Performed by OutKast

Written by Andre Benjamin, Antwan Patton,

David Sheats

As appearing on "Stankonia"

Published by Chrysalis Music, Inc./Gnat

Booty (ASCAP), Dungeon Ratz Music, Inc.

(ASCAP)

Courtesy of Arista Records

(p) 2000

[www.aristarec.com](http://www.aristarec.com)

"Icons"

Performed by Face To Face

Written by Trevor Keith, Scott Shifflett

Published by Trevor Keith Music (BMI) and

Scott Shifflett Music (BMI)

Courtesy of LadyLuck Records

(p) 2000

"Break The Grip of Shame"

Performed by Paris

Written by Oscar Jackson

Published by T-Boy Music L.L.C./Scarface

Music (ASCAP)

Courtesy of Tommy Boy Music

Song appears on *The Devil Made Me Do It*

(p) 1991

[www.tommyboy.com](http://www.tommyboy.com)

"Banned In D.C."

Performed by Bad Brains

Written by Earl C. Hudson, Paul D. Hudson,

Darryl Aaron Jenifer, Gary W. Miller

Published by Bad Brains Publishing

Courtesy of Astralwerks Records

(p) 1983 Caroline Records

[www.astralwerks.com](http://www.astralwerks.com)

"Racer X"

Performed by Ten Foot Pole

Written by Dennis Jagard

Published by Meet Mr. Hand Music

Courtesy of Ten Foot Pole

(p) 1993

[www.tenfootpole.com](http://www.tenfootpole.com)

"Push The Button"

Performed by Newclaus

Written by M.B. Cenac

Published by Coznac Music Publishing

(ASCAP)

(p) 1984

"I Will Refuse"

Performed by Pailhead

Written by Paul G. Barker, Allen D.

Jorgensen, Ian T.G. MacKaye, William

Frederick Rieflin

Published by Spurburn Music

Courtesy of WaxTrax! Records/TVT Records

(p) 1988 Luxa/Pan, Inc.

"The CFB Song"

Performed by 20 Minute Crash

Lyrics by Mat Hoffman, Music by 20 Minute

Crash

(p) 2000

[www.20mc.com](http://www.20mc.com)

"The Bugs Bite Back"

Performed by Fila Brazillia

Written by Steven Jon Cobby and David

James McSherry

Published by Bug Music, Inc. on behalf of

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Administered by Bug Music, Inc.

(p) 1999

"Positive Contact"

Performed by Deltron 3030

Written by Dan Nakamura, Teren D. Jones

Published by Sharkman Songs (ASCAP),

Happy Hemp Music (ASCAP)

Courtesy of 75 Ark Entertainment

(p) 3030 75 Ark

[www.75ark.com](http://www.75ark.com)

"Grandma Got Run Over By A Reindeer"

Performed by Dr. Elmo

Written by Randy Brooks

Published by Kris Publishing (SESAC), Elmo

Publishing (SESAC)

Courtesy of Elmo Shropshire

(p) 1989

"Hip Hop"

Performed by Static-X/Dead Prez

Courtesy of Loud Records

(p) 2000

[www.loud.com](http://www.loud.com)

"52 Girls"

Performed by the B52's

Written by C. Ayers, K. Pierson, F. Schneider,

K. Strickland, C. Wilson, R. Wilson

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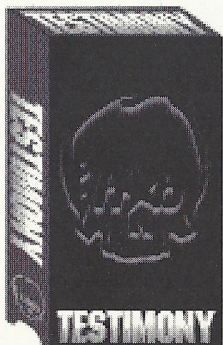
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