PlayStation

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY ESRB

MUSKA REYNOLDS ROWLEY STEAMER J.THOMAS

# TONY HAWK'S PRO SKATER 2

BURNQUIST CABALLERO CAMPBELL GLIFBERG KOSTON LASEK MULLEN

NEVERSOFT

ACTIVISION

**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**
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 game 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 game 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 UNOFFICIAL PRODUCT:**
The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**
- This compact disc is intended for use only with the PlayStation game console.
- 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.

# THE GUTS


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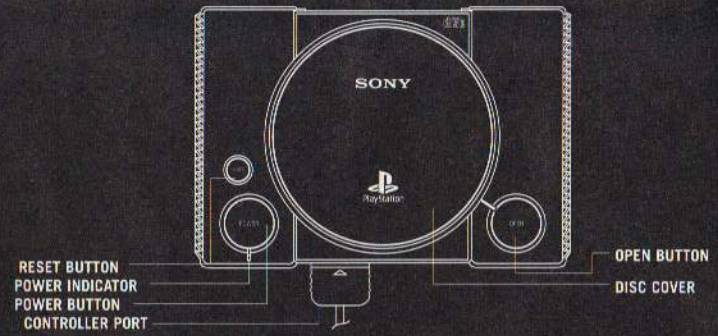
**TO CHECK OUT THE MAT HOFFMAN'S PRO BMX™ DEMO, GO TO THE OPTIONS MENU.**

**Activision advocates the use of protective gear, including helmets and pads, by amateur athletes when skating. Be safe.**



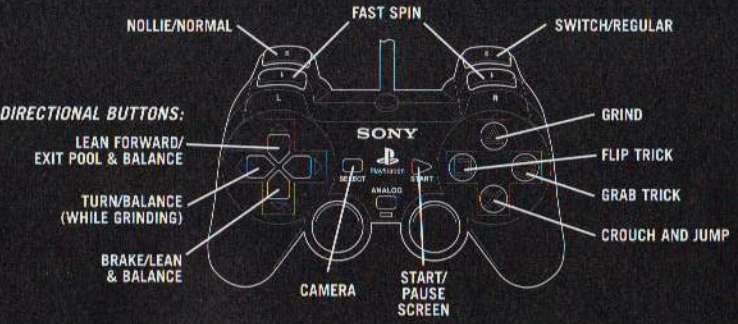

- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Tony Hawk's Pro Skater™ 2 disc and close the disc cover.
- Insert game controller(s) and MEMORY CARD and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.

## GAME CONTROLS

The default controller configuration is shown here. All references to button selection in this manual refer to the default controller configuration.

Tony Hawk's Pro Skater™ 2 supports the DUALSHOCK™ analog controller. When ANALOG mode switch is on, the left stick works the same as the directional buttons.






To select menu options, use the directional buttons (D-Pad) up/down. To navigate the menu options, highlight the desired option and press the ⊗ to accept. Screens without menus will list buttons to press at the bottom of the screen.

## GAMEPLAY CONTROLS

BASIC CONTROLS

- OLLIE: Hold down ⊗ to crouch, release it to jump. The longer you crouch, the higher you will ollie.
- NOLLIE: Tap the nollie button (L2) to move into nollie position, then hit ⊗ to nollie.
- WALLRIDE: Press ⊗ to jump, then hold down △ when in the air near a wall, sign, building, etc.
- MANUALS: Tap up-down or down-up (nose manual) when skating or landing. Up and down must then be used to balance.
- BONELESS: Tap up-up then press ⊗.
- NO COMPLY: Tap up then press ⊗.
- When falling from a *Big Drop*, press and hold ⊗ at impact to keep from bailing.
- Hit the controller buttons repeatedly to get up faster.

TRICK CONTROLS

- When in the air, tap ○ or □ plus a direction on the D-Pad to do tricks. (Example: □ + ⇨ does a Heelflip.)

*Note:* Each skater has a different trick setup. You can configure your tricks any way you like using the Edit Tricks screen.

GRIND CONTROLS

To grind, hold △ when in the air near a rail, edge or lip.

- 50-50: When parallel to rail hold △.
- NOSEGRIND: Up + △.
- 5-0: Down + △.
- BOARDSLIDE/LIPSLIDE: Rotate board perpendicular to rail and hold △.
- NOSESLIDE/TAILSLIDE: Hold left or right + △. Rotate the part of the board you want to slide on into the rail.
- SMITH/FEEBLE: Diagonally down + △.
- CROOKED/OVERCROOK: Diagonally up + △.
- NOSEBLUNTSLIDE: Tap up-up + △.
- BLUNTSLIDE: Tap down-down + △.

LIP TRICKS

- To perform a lip trick, skate straight up a ramp or quarter pipe holding △ and either up, down, left or right.

*Note:* Lip tricks vary by skater. You can configure your lip tricks in the Edit Tricks Screen.

## 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 option to save. Choose *Yes* if you wish to save your progress or *No* if you don't want it saved. From here you'll be returned to the Main Menu screen.

## SOFT RESET

You can reset at any time during gameplay to the Main Menu screen by holding down *Select*, then pressing and holding *Start* for two seconds.



# MAIN MENU

Choose from the following options to begin play. Using the left/right on the directional buttons, choose the type of game you want to play. Press ✕ to start that game. Two controllers must be plugged into the PlayStation to play in the two-player mode.

## SINGLE-PLAYER MODES

CAREER MODE

You're a pro skater now, and pros compete for cash money. You've got to prove your worth at local spots and start building career earnings. Use this cash to buy new equipment, unlock levels, buy tricks, increase stats and get into the elite competitions.

SINGLE SESSION

Choose a single level and skate all out in a two-minute session in an effort to set high scores. Only one level is opened at first, The Hangar in Mullet Falls, Montana. Build your earnings in the Career Mode to unlock the other levels.

FREE SKATE

For some it's practice. For others it's life. Choose a level and skate as long as you like. Hit the obstacles over and over and over again until your tricks are ready for competition. Unlock other levels in the Career Mode then Free Skate them to learn the terrain.

To save a game, be sure there's one block of free space available on your memory card, since you can't overwrite other games' saves. To check your free memory and/or delete existing games, use the PlayStation's internal Memory Card Manager. Continue Career allows you to update on the same block. One Career File can keep the progress of all the pros and four created skaters.

## TWO-PLAYER AND MULTI-PLAYER MODES

GRAFFITI

Set your own time limit then push the limits in a split-screen race to see who can nail the most tricks. Obstacles are "Tagged" with your color by tricking off them. Try to steal your friend's tags by pulling better tricks off the same object. He or she who tags the most objects wins.

TRICK ATTACK

A total free-for-all to see who can skate the best lines and rack up the most points. You can run into opponents and rub their little faces into the terrain, and this time you can Trick Attack longer with the game's new variable time limits.

HORSE
How do you spell defeat? "H.O.R.S.E" (or the word of your choice – keep it respectable) 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.

TAG
You don't want to be "It" in this game where you tag other players. When you are, you have to bust tricks to gradually cripple your opponent's stats until he or she is a sitting duck. When "It," you're on the timer. If the timer hits zero, you lose.

*SKATE TIP:*
Uneven fight? Use the Handicap Screen to balance your skills. Pump your stats up or down, depending on which way you need to go to keep it fair.

SCORING TIPS
Every time you repeat a trick during a run, that trick's point value will decrease. To get a top score you're going to have 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 R1/L1 (default configuration) to spin faster.
- Every trick in a combo adds to your multiplier.
- Use manuals to keep your combo going across flat ground sections.
- Switch tricks are worth more and devalue separately from regular tricks.
- Nollie tricks score more points.
- Trick across gaps (the blue text) to maximize combos.

*SKATE TIP:*
The Special Meter: Score points to fill up your Special Meter. When it's glowing yellow, your adrenaline's pumping and you'll be able to perform your special tricks.



## SPOT CHECK–THE GAME LEVELS

THE HANGAR: MULLET FALLS, MONTANA
Welcome to the land of big sky, sick air and bad hair. Perfect your basic skating skills and some new tricks in this abandoned Montana hangar filled with huge rails, large halfpipes, kickers, funboxes and a rusted-out WWII plane and helicopter.

SCHOOL 2: SOUTHERN CALIFORNIA
Why do so many pros relocate to California? For the schools, of course. . .or at least for their fine rails, stairs and lines. This level features the best the SoCal education system has to offer, all in one campus. If you've watched a skate video, you'll recognize most of these prime learning facilities.

CONTEST 1: MARSEILLE, FRANCE
Invade France in this level featuring a triple-bowl area, a middle section of flowing banks and canals and a flatland section on the backside that can be used as an additional street course. Bring your best tricks, combos and air to this contest—and never surrender.

THE BIG APPLE: NEW YORK CITY, NEW YORK
The big city equals big terrain, air, gaps and trouble. The hottest street skating spots in NYC are here. There are long curbs, obnoxious taxi drivers and even a subway. Ride through Central Park, hang out at Brooklyn Banks and bring your own brand of mayhem to Manhattan.

THE GRAFFITI PITS: VENICE BEACH, CALIFORNIA
Resting in peace, The Pits was one of the most popular skate sites of its time. In this level, the original lines and graffiti have been recreated. Ledges, rails, quarterpipes and the occasional friendly bum make The Pits the place to perfect your more advanced tricks. (Say that fast.)

CONTEST 2: SKATESTREET: VENTURA, CALIFORNIA
Ask and ye shall receive—receive the original SkateStreet Park. Heavily requested by fans, SkateStreet features sweet masonite curves and varied surfaces. Carve up the rails, half-pipes and slopes as you try to build your career earnings.

PHILLYSIDE: PHILADELPHIA, PENNSYLVANIA
The City of Brotherly Love brings you, arguably, the two most famous East Coast skate spots, Love and F.D.R. Parks. Bring your best game to the streets of this huge level as you ollie benches and kick-flip huge stairs. But Phillyside isn't just street. A large vert waits to test your all-around skills.

CONTEST 3: THE BULLRING, MEXICO

In a semi-abandoned bullring, in a secret spot in Mexico, the world's best skaters perform moves illegal in most countries. Judges watch as you shred quarterpipes, rails, kickers and a beautiful half-pipe with a distinctive full-loop on its end. Did we mention the raging bull?

*SKATE TIP:*

Nobody said being a pro is easy. To clear a level 100%, you must get all goals and earn all the extra cash in that level. In competitions, you must get a gold medal and all the extra cash.

## THE PROS

THPS2 reads like the Who's Who of professional skateboarding. For rider's skill ratings, check in the game or online at www.activision.com.

TONY HAWK

If you meet Hawk, look at his shins. You'll see how much flesh he's left behind becoming the most influential skateboarder in history. He lost some perfecting the first 900°. More went while creating 50+ signature moves and winning 12 world championships. The father of two boys and modern skateboarding, Tony makes his home in his native SoCal.

BOB BURNQUIST

Out of Brazil and onto the winner's podium, Bob Burnquist is one of today's most exciting and original skaters. Blowing minds with his unique style and switch-stance tendencies, Burnquist won the first pro contest he entered. He then went on to be the first skater to pull off an Eggplant Revert, a move now simply known as the "Burntwist."

STEVE CABALLERO

How long has Steve Caballero been part of the skateboarding scene? Over three decades. Along the way he helped found the Bones Brigade, invented the Cabbalerial and owned his share of world records—including the highest halfpipe air and a 44-stair rail. Cab's still riding hard, inspiring skateboarding's next generation.

KAREEM CAMPBELL

East Coast, West Coast, or any coast, Kareem Campbell and his smooth metropolitan style are recognized on the real streets. Born in New York and raised in Los Angeles, Kareem defies any East vs. West barriers. When he's not skating you can find him chilling with his son, li'l Reem. Kareem's advice for skaters: "Do it for yourself and keep it honest."

RUNE GLIFBERG

When Rune was 11 years old a friend brought a skateboard to his home in Copenhagen, Denmark. Later, a skateboard brought Rune to his new home in Huntington Beach, California (He didn't ride it. He became a pro on it.) Here you'll find the all-terrain terrorist sessioning pools and streets. But he saves his best for his true love: wide-open vert skateboarding.

ERIC KOSTON

Who do you want to be today? Think Koston, because he rides like anybody and nobody else. He'll bust any pro's signature trick with uncanny similarity then transition into the eponymous K-Grind. Besides this move bearing his name, Eric's famous for clowning around while making challenging switch and nollie rides look like a joke.

BUCKY LASEK

Hardened on the East-Coast and currently refining his skills in Carlsbad, California, Charles Michael Lasek, better known as Bucky, soars to sickening heights above half-pipes—and other skaters. He's equal parts power, originality and style. When Bucky's not dropping jaws at the local Mission Valley Skate Park, you'll find him loving life with his wife and daughter.

RODNEY MULLEN

Get up, shower, brush and head out and invent new tricks. Just another day for Rodney Mullen, the godfather of street skating. A pro for over 20 years, Mullen owns 35 freestyle world championships and a dizzying list of signature tricks. Like the kickflip, underflip, impossible, casper and darkslide to name a few.

CHAD MUSKA

Out of his native Las Vegas and into skateboarding's top magazines and videos—welcome Muska. After lighting it up on the Strip, Chad moved to California at 15 and quickly became one of the most respected skaters of all time. This self-styled professional always takes his brand of skate-and-relate creativity to another level. This includes experimenting with jungle and hip-hop beats on his "Muskabeat" album.

ANDREW REYNOLDS

Andrew's only been a pro since 1996, but what he may lack in years, he makes up for in air and guts. If you're in Los Angeles, California and you see somebody going huge over massive gaps, sessioning sick sets of stairs and doing it all with effortless style, odds are you're in the presence of Turtle Boy himself. Say "hi" as he flies by.

GEOFF ROWLEY

Called the one-man English invasion, Geoff Rowley went from the streets of Liverpool, England to the top of the skating world. In fact, Geoff's often called the skater's skater. He currently resides in Huntington Beach, California, where his diet consists of miles of handrails, huge staircases and lots of vegetables. Picture a 360-flip down 13 stairs—yep, that's Rowley.

ELISSA STEAMER

Making the cut skating against the boys. Dominating every all-girl event she enters. Getting her name on a pro model street board. You guessed it—it's Ft. Myers, Florida native Elissa Steamer. Elissa specializes in sessioning streets and stereotypes. Now living in Los Angeles, California, Elissa skates like you wish you could.

JAMIE THOMAS

Originally from Alabama, Jamie has conquered some of the biggest gaps and longest rails ever seen. His video parts in "Welcome to Hell" and "Misled Youth" prove it. Jamie is the only person to walk away from the Leap of Faith with both legs intact.

## CREATE SKATER

It's time to create your own legend (or legends). Go to Create Skater menu and build a custom character from scratch. To build a lineup, go into the Roster Screen where you can create up to four custom skaters. All skaters in the roster are available in all game modes, and you can edit an existing skater in your slots or import a skater from a different save file into a slot in your game.

PERSONAL MENU AND APPEARANCE

This is your pro, and it's up to you to give him a name, hometown, stance (goofy or regular), specialty (vert, street or all-around) and weight. From here, set up your look—skin tone, head style, cap color (if you wear one), torso style, logos, tattoos, shirt color, pants colors, shin/socks and shoes—in the Appearance Menu.

STATS

Stats increase your skater's performance. There are 10 stats for each skater, both pro and created.

- AIR: Affects the boost you get when you air on a quarterpipe.
- HANG TIME: Affects the length of time you stay in the air.
- OLLIE: Affects your ground jump height.



- SPEED: Affects your flat ground speed.
- SPIN: Affects the speed at which your character rotates. Max it out if you want to spin 720's or 900's.
- LANDING: Affects how easy it is for you to nail big drops.
- SWITCH: Determines how well you skate when you are skating switch. When maxed out to 10, the skater should be equally skilled regular and switch.
- RAIL BALANCE: Affects your ability to balance on rails.
- LIP BALANCE: Balance for lip tricks. The higher the stat, the longer you can tweak lip tricks and the more points you can score.
- MANUAL BALANCE: The higher the value, the easier you will be able to balance manuals.

*SKATE TIP:*
In Career Mode additional stat points can be purchased until your character is up to all tens in every category and ready to rule the pro circuit. In other words, money gets you skills, brother.

*NOTE:*
Activision Customer Support cannot troubleshoot user-made skaters (CREATE SKATER MODE) or user-made tricks (EDIT TRICKS MODE).

## EDIT TRICKS

Open up the Trick Selection Screen and start shopping. Different tricks cost different amounts. Prices are based on difficulty, point value, length of trick, etc. You get the idea: The tougher the trick, the more you'll pay. Each skater starts with his or her basic trick set.

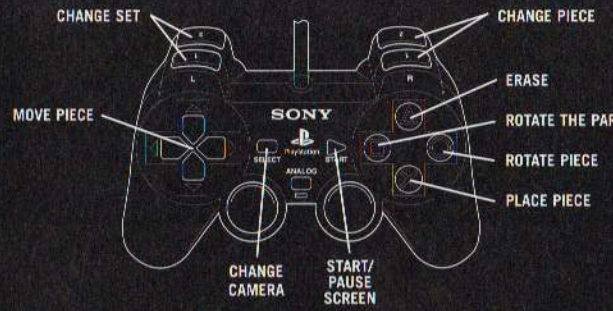
Tricks are divided in groups: Flip Tricks, Grab Tricks, Lip Tricks and Specials. Once a category is selected, you'll see a list of button combos. Select the button combo you wish to configure and a list of available tricks will pop up. You can modify almost every aspect of your Trick Set until it suits your riding style.

SHOP THE SKATESHOP

Once you start making cash in the Career Mode, new decks can be bought at any time, provided you have enough green. Use these new decks to increase your skater's stats. Pros can choose from eight of today's top decks, and created skaters have a pool of 20 generic boards.

*SKATE TIP:*
Once you've unlocked pro deck graphics, they're available for your created skaters too. Created skaters can use pro decks by pushing the up/down to view them from the Skateshop Screen.

# PARK EDITOR CONTROLS



## 3D REAL-TIME SKATEPARK EDITOR

Become the sick skatepark architect you always knew you could be with our new 3D Real-Time Skatepark Editor. It's one of the most advanced level editors ever created, letting you use ramps, rails, pools, funboxes, obstacles and quarter pipes to create dreamparks in real-time. Go big, rotating and stacking pieces any way your twisted mind desires. You'll never run out of levels to ride.

*NOTE:*
Activision Customer Support cannot troubleshoot user-made editor parks.

### BASIC CONTROLS

To move selected pieces around your park, use the D-Pad. The ○ rotates the pieces and ✕ places them down. The △ will erase any pieces intersecting with the current piece.



### CHANGING PIECES

L1 and L2 allow you to scroll through the different categories of pieces to choose from. The current category is shown in the upper left-hand corner of the screen. Once you've selected a category, R1 and R2 scroll 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

- □ will rotate the entire park in 90 degree increments. Select will change the current camera view. Start will bring up the Park Editor Menu.
- Select will change the current camera view. Hold select and use the D-Pad to rotate the camera.
- Start will bring up the Park Editor Menu.

## THE MENU

### 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.

PRE-MADE PARKS
Allows you to load a pre-built park included with THPS2. You can learn a lot about park layout by looking at the included parks and can erase and rebuild parts of them.

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.

TEST PLAY
Places you in your created park with the last character you played as.

*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 skatepark.

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. Tricking across gaps is the key to getting big scores. A gap can encompass nearly anything—a jump from one ramp to another, transition across two quarterpipes far away, grinding a long, kinked rail, or even manualing across a particularly tough table. Only 10 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 (X).

You can erase a gap by placing the gap tool over a piece involved in the gap (and shaded blue) and pressing (△). 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 skater must jump over.
- RAIL GAP: Select a rail that a skater must grind over.
- MANUAL GAP: Select an area that a skater must manual through.
- WALLRIDE GAP: Select a special area that a skater must wallride over.

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 through both gap grids. Set them up any way you like.

## OPTIONS MENU

### PLAYER 1&2 CONTROLS
Use the left/right and up/down directional buttons to customize your controller setup.

VIBRATION
Toggles DUALSHOCK™ analog controller vibration on or off.

**AUTO KICK**
Selection *On* for automatic acceleration of your skater. Select *Off* for manual acceleration. If turned off, use □ to kick.

**SOUND LEVEL**
Sound FX Volume: Use the left/right directional buttons to adjust the sound effect volume.

**MUSIC LEVEL**
Use the left/right directional buttons to adjust the music volume. Note: If music is set to 0, the game's soundtrack will be substituted with ambient sound effects.

**MOVIES**
Unlock videos as you go. Get three medals and you've got yourself a movie. Footage includes highlights from each pro and some special bail sessions.

**CHEATS**
???? What, you think we're going to give them away? You'll have to figure these out on your own, or truly cheat and get a magazine that lists them for you.

**HIGH SCORES**
If you don't understand high scores, you need a better skate helmet.

**GAP CHECKLIST**
A handy listing of all the Gap Bonuses in the game. Are you good enough to find them all? If so, a special bonus awaits.

**DISPLAY OPTIONS**
Trick Tips: Select *On* to view helpful pop-up hints during gameplay. *Off* turns them off. (Surprising, isn't it?)

**MAT HOFFMAN DEMO**
Check out the hottest BMX game out there, Mat Hoffman's Pro BMX™.

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Geoffrey "Grim" Olsen
Ian "I don't have a nickname" Moreno
Lee "Tiny" Casady
Halo "Jon" Mauch
Eric "ZRATH" Bitton
Doug Mirabello
Adrian "AJ" Giovannone
Kurt Gutierrez
Pat "PatofNBK" Bowman
Jef "I Hate Hockey" Sedivy

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SENIOR VP STUDIOS:
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DIRECTOR OF GLOBAL BRAND MANAGEMENT:
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GLOBAL BRAND MANAGER:
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ASSOCIATE BRAND MANAGER:
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"Blood Brothers"
performed by PAPA ROACH
written by Jacoby Shaddix, Jerry Horton, Tobin Esperance, Dave Buckner
published by DreamWorks Songs (ASCAP) and Viva La Cucaracha (ASCAP) administered by Cherry Lane Music Publishing Company, Inc.
(p) 2000 SKG Music L.L.C. Courtesy of DreamWorks Records, Under license from Universal Music Enterprises
from the album Infest
www.paparoach.com;
www.dreamworksrecords.com

"Bring The Noise"
performed by ANTHRAX & CHUCK D
written by Carlton Ridenhour, Hank Shocklee, Eric Sadler, Charlie Benante, Frank Bello, Dan Spitz, Joe Bellardini, Scott Rosenfeld
published by Reach Music (BMI)/Songs of Universal, Inc. (BMI)/ NFP Music administered by Zomba Enterprises, Inc. (ASCAP)
(p) 1991 Island Records, Inc. Courtesy of The Island Def Jam Music Group Under license from Universal Music Enterprises
from the album Attack of The Killer B's

"Guerilla Radio"
performed by RAGE AGAINST THE MACHINE
written by Zack De Rocha, Tim Commerford, Tom Morello, Brad Wilk
published by Sony/ATV Songs LLC/ Retribution Music (BMI)
(p) 1999 Courtesy of Epic Records By arrangement with Sony Music New Media Licensing
from the album The Battle of Los Angeles
www.RATM.com

"Pin The Tail On The Donkey"
performed by NAUGHTY BY NATURE
written by Vincent Brown, K. Gist, Anthony Criss
published by T-Boy Music L.L.C./ Naughty Music (ASCAP)
(p) 1991 Courtesy of Tommy Boy Music
from the album Naughty By Nature
www.tommyboy.com

"You"
performed by BAD RELIGION
written by Brett Gurewitz
published by Westbeach Music (BMI)
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Courtesy of Epitaph
from the album No Control
www.badreligion.com; www.epitaph.com

"When Worlds Collide"
performed by POWERMAN 5000
music by Powerman 5000, lyrics by Spider
published by Dreamworks Songs (ASCAP)/ Soulsuck Music (ASCAP) administered by Cherry Lane Music Publishing Company, Inc. (ASCAP)
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from the album Tonight The Stars Revolt!
www.powerman5000.com;
www.dreamworksrecords.com

"No Cigar"
performed by MILLENCOLIN
written by Erik Ohlsson, Mathias Farm, Fredrik Larzon, Nikola Sarcevic
published by Chrysalis Music (ASCAP)
(p) 2000 Burning Heart Records
Courtesy of Epitaph/ Burning Heart Records
From the album Pennybridge Pioneers
www.millencolin.com; www.epitaph.com;
www.burningheart.com

"B-Boy Document '99"
performed by THE HIGH & MIGHTY FEATURING MOS DEF & MAD SKILLZ
written by E. Meltzer, D. Lewis, D. Smith, M. Berger, B. Baker, L. Quinn, J. Thomas
published by Eonic Verbal Tunes, 1972unes, Budde Music, Inc. and Figs. D Music, Inc. c/o The Bicycle Music Company (BMI)/ Forever People (ASCAP)/ Medina Sound Music (BMI) administered by EMI Music Group, Alotagood Music (ASCAP) administered by Next Decade Entertainment, Inc.(p) 1999 Rawkus Entertainment
Courtesy of Rawkus Records
from the album Home Field Advantage
www.rawkus.com

"Cyclone"
performed by DUB PISTOLS
written by Jason O'Bryan, T.K. Lawrence, Barry Ashworth & Tommy McCook
published by Bug Music Inc. o/b/o Lowtech Music (ASCAP) and Bug Music Ltd.(PRS)/ BMG Songs, Inc. o/b/o Deconstruction Songs, Ltd. (ASCAP)/ Copyright Control
(p) 1998 Deconstruction Ltd., Courtesy of 1500 Records, Under license from Universal Music Enterprises from the album Point Blank

"May 16"
performed by LAGWAGON
written by Joseph Cape
published by Stokin' The Neighbors (ASCAP)
(P)1998 Fat Wreck Chords
courtesy of Fat Wreck Chords
from the album Let's Talk About Feelings
www.lagwagon.com; www.fatwreck.com

"Subculture"
performed by STYLES OF BEYOND
written by R. Maginn, T. Bashir, M. Safiyullah
published by Divine Lyric Creations (ASCAP)
(P)2000 Styles of Beyond
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"Heavy Metal Winner"
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written by Consumed, arranged by Steve Ford
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Courtesy of Fat Wreck Chords
from the album Breakfast At Pappa's
www.fatwreck.com

"Evil Eye"
performed by FU MANCHU
written by Scott Hill, Brad Davis,
Brant Bjork, Bob Balch
published by Strolling Astronomer Music
(ASCAP)
(p) 1997 Mammoth Records
Courtesy of Mammoth Records
from the album The Action Is Go
www.fu-manchu.com; www.mammoth.com

"Out With The Old"
performed by ALLEY LIFE FEATURING BLACK
PLANET
written by M. Mitchell, M. Bass, J. Bass
published by Eight Mile Style (BMI)
(p) 1999 Alley Life
Courtesy of WEB Entertainment
from the album Alley Life
www.farmclub.com;
www.batmanagement.com

"Five Lessons Learned"
performed by SWINGIN' UTTERS
written by Koski/ Aust Koski
published by Hamachi Music/ Majoda
Huboko Music (ASCAP)
(p) 1998 Fat Wreck Chords
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www.fatwreck.com

"City Star"
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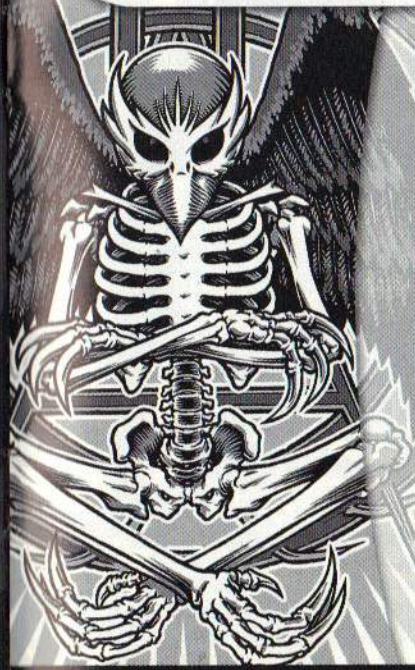

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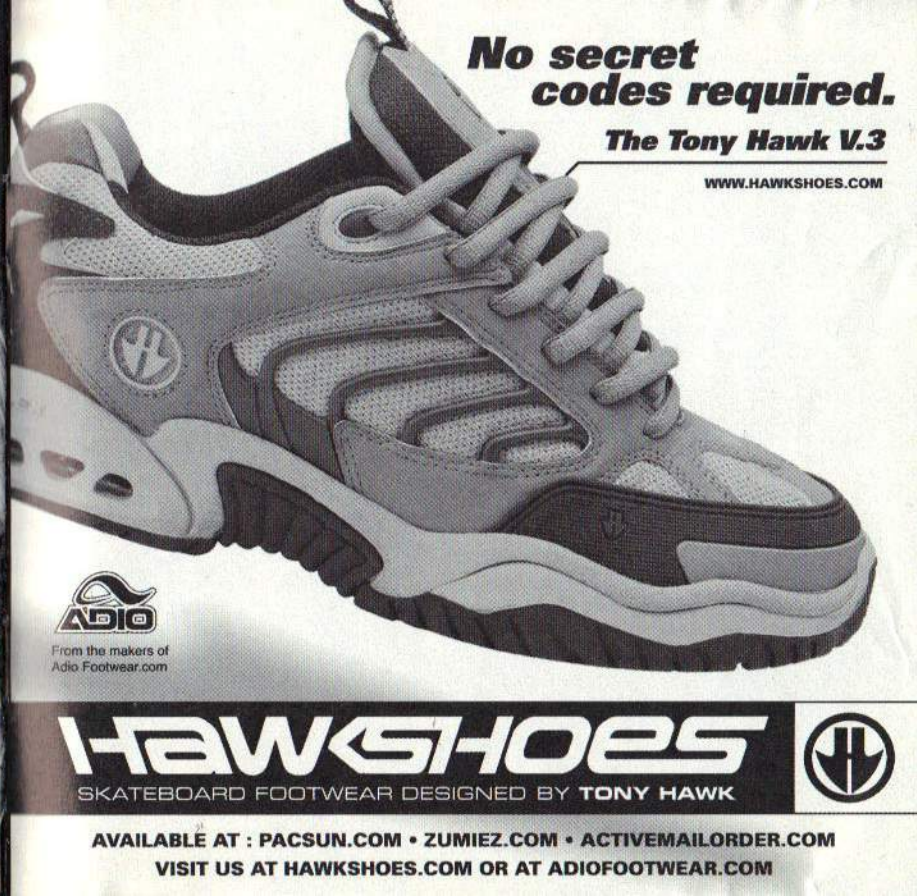
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