

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.

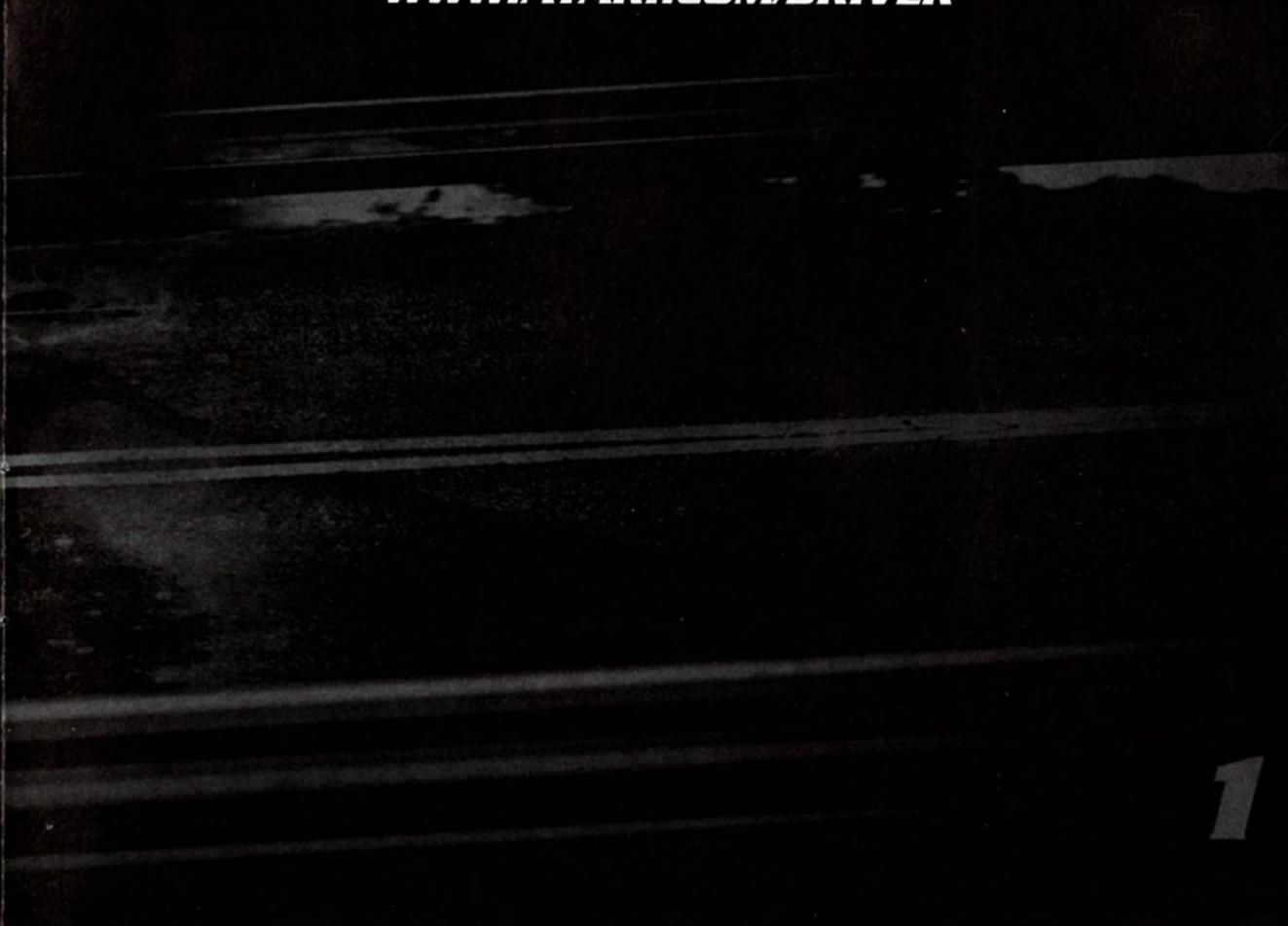
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

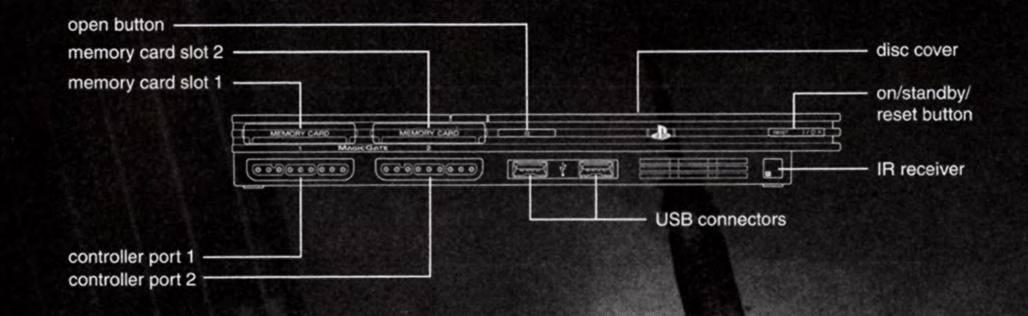
TABLE OF CONTENTS

GETTING STARTED
SAVING & LOADING
CONTROLS
NTRODUCTION.
CREATING A PROFILE
DOWN ON THE STREETS
GAME SCREEN
PAUSE MENU
SHOOTING
SIDE-JOBS
/EHICLES
MEET THE CHARACTERS
CREDITS
ECHNICAL SUPPORT

WWW.ATARI.COM/DRIVER



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 Driver™: Parallel Lines 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.

SAVING AND LOADING

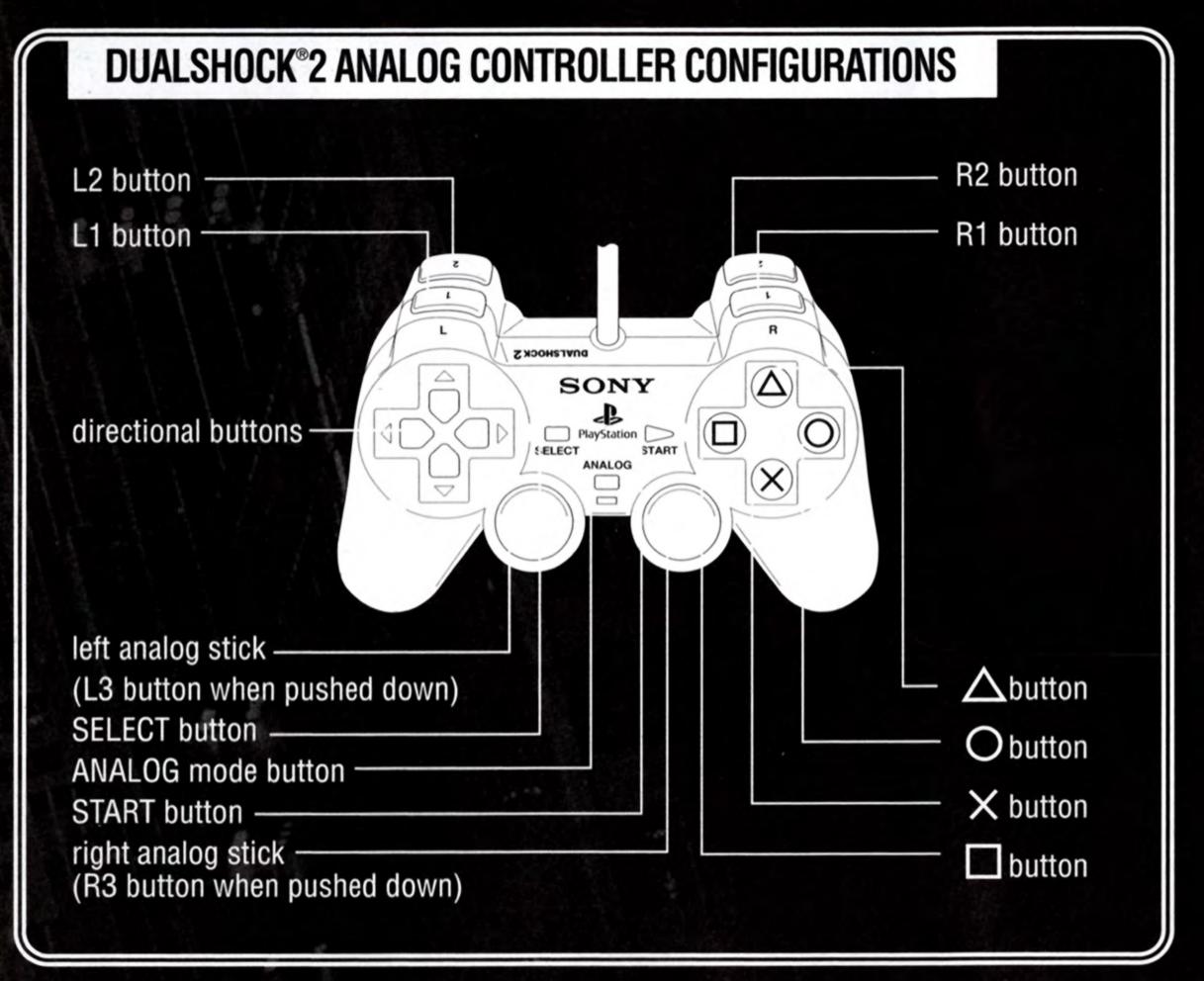
Driver Parallel Lines autoloads data on boot up. To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same memory card (8MB) (for PlayStation®2) or any memory card (8MB) (for PlayStation®2) containing previously saved games. Driver

Parallel Lines requires 146KB free space on your memory card (8MB) (for PlayStation®2) to save your current game.

Note: Driver Parallel Lines uses an autosave feature to save your game settings and progress. If no memory card (8MB) (for PlayStation®2) is present, you may lose your progress. You may continue to play the game but you will have to acknowledge that the autosave will have been disabled. The autosave feature is re-enabled the next time you successfully save your profile to a valid memory card (8MB) (for PlayStation®2). You may also save your profile to a new or existing profile name at any point, which will automatically enable the autosave feature.

*Upon boot up, you will see a language selection screen. Press the left and right directional buttons to choose from English, French, and Spanish languages. To select your preferred language press the 🛞 button.

CONTROLS



DRIVING

left analog stick right/left	Steer right/left
right analog stick up	
right analog stick down	Brake/Reverse
\leftarrow/ \rightarrow directional buttons	
↑/↓ directional buttons	Skip music track/Toggle Thrill Cam
•	Brake/Reverse
×	Accelerate (double tap for nitro)
△	
O	Handbrake (E-brake)
	Draw weapon/Auto-target
R1	
L2 Look left/	
R2 Look right/Repos	
	Look behind
L3	
R3	Action button
START	
SELECT	

on foot

left analog stick
right analog stick
←/→ directional buttons
😣
A
⊙
L1 Draw weapon/Auto-target/Strafe m
R1 Draw/Fire wea
R2
start
select

*Retry is only available when an assignment you are on has been failed. You will be prompted to retry by an on-screen message, and given 5 seconds to confirm that this is what you wish to do. If you prefer to abandon your assignment instead, then you can let the timer run out and choose another course of action.

PAUSE MENU MAP

left analog stick	Pan map
right analog stick	otate map
R2	t Hotspot

L2			•		•	•				۰.		5		•	•		•		•		•	•	•	•	•		•	•	PI	ev	0	us	Н	OLS	spc	JL	
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Note: Driver Parallel Lines supports the use of the DUALSHOCK@2 analog controller only.



INTRODUCTION

"New York in '78 was the coolest place on the planet. Everyone was either finding themselves, having a party, or getting laid – including me. I was new to the Big Apple, just a country boy looking to make good. But a few weeks, and it felt like home. From New Jersey to Queens, from the Bronx down to Battery – this was my patch, my backyard.

28 years later and the city sparkled like new – on the surface. Underneath, the filth was still there, and I had vengeance crawling inside me."



Meet TK. He's from out West, but home's too slow and too dull for him. He's 18 years old with a sense of humor that gets him into trouble and a grin that gets him out. He knows the world's his for the taking. Soon as he can get the money together, first place he heads is New York City. It's the only place he wants to be; the only place he can let his ambition off the leash. It's the place where he plans to make one hell of a fortune using the one marketable skill he's got – driving.



CREATING A PROFILE



When the game starts for the first time you will be asked to create a 'Profile'. This will be used to save your game progress. Use the directional buttons to highlight letters and press \otimes button to select it. Pressing \triangle button will cancel and allow you to restart. Once you have entered a name, choose 'OK' to accept and save.

You can create and use additional profiles if you wish, or delete ones that you no longer require, using the 'Profiles' option from Pause menu. Warning:

DOWN ON THE STREETS...

Your first job! There's a punk hitting a liquor store, and he needs your particular skills to get him out of trouble. Get your passenger safely to his hideout, and you'll be rewarded with a share of his loot. Then, follow the directions and you'll meet up with Ray, who may have some other work for you.

Prove you got the guts to do what it takes, TK, and the city is all yours...

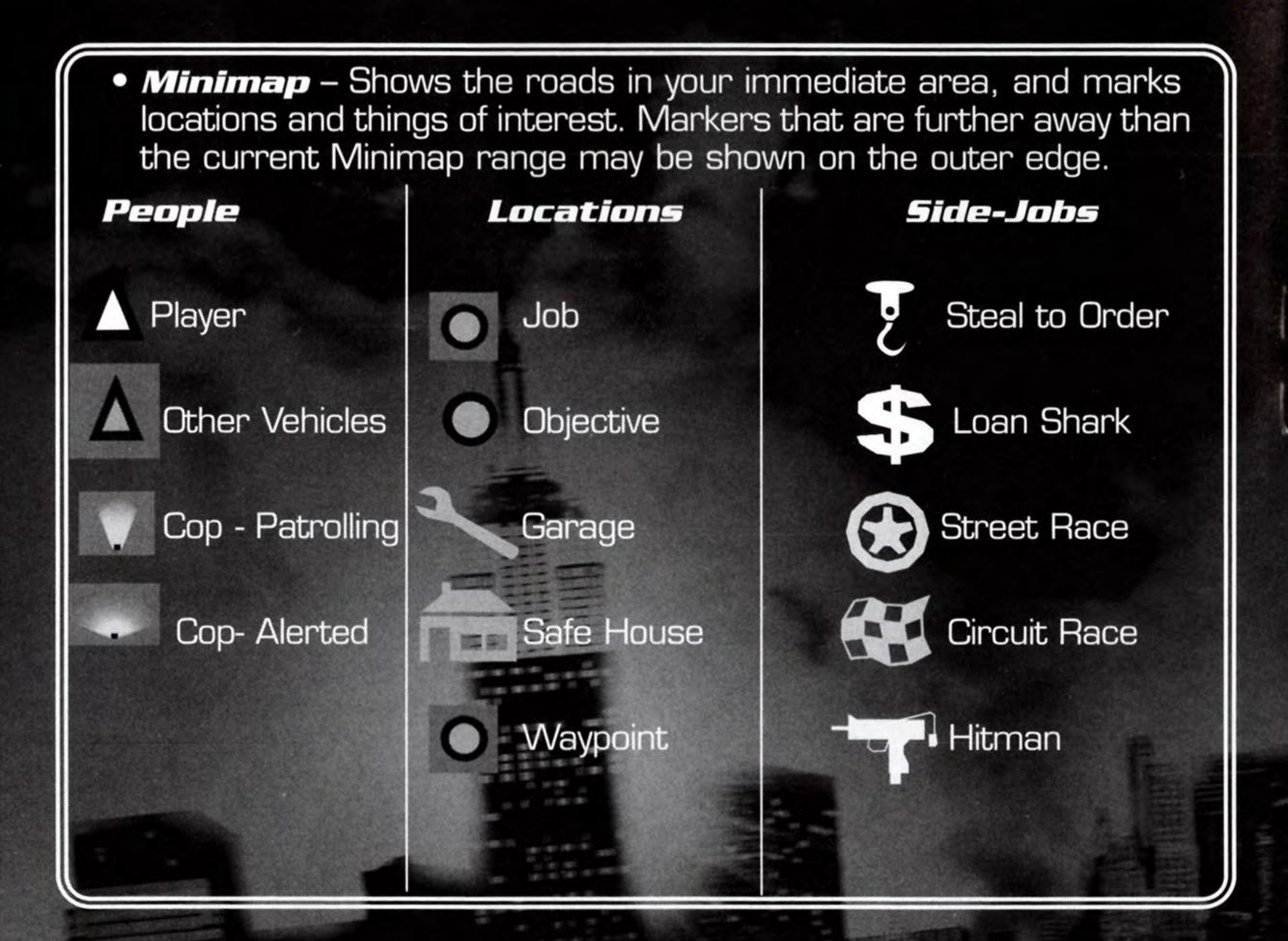
GAME SCREEN

Health – Shows your current health level. Collect 'Health Packs' to restore this value.

If TK's health reaches zero he will die. If you are currently on a job, you will be offered the chance to restart from an earlier checkpoint. You can also load a previously saved game through the pause menu.



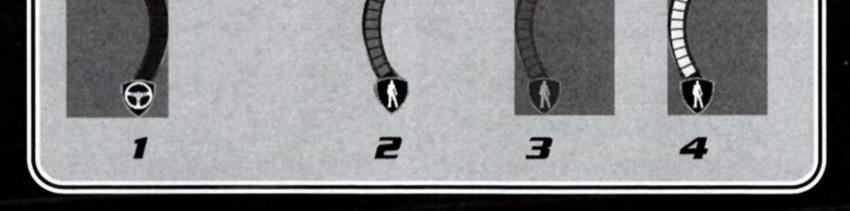
- Current Weapon and Ammo Your currently selected weapon with the amount of ammunition left.
- Auto Save Shows whenever Driver Parallel Lines is saving your progress.
- Speedometer Shows current speed.
- *Tail' Markers* Show the location of tailing cops and goons. The intensity of the markers indicates how close they are.
- **Delometer** Lets you know how many miles the player has driven, at high mileage it unlocks cheats for the player.
 - Nitro Meter Lets the player know how much nitro is left in the player's car.



• Felony Display

1 - If cops see you

exiting the car, the felony will transfer to TK himself, but if they don't, it remains on the vehicle only.

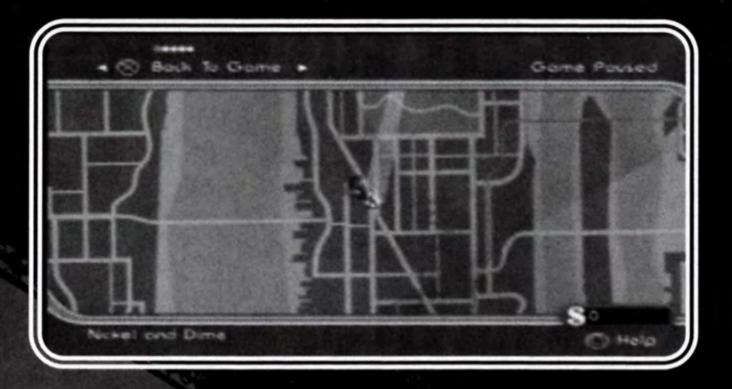


- 2 If cops see you exiting the car, the felony will transfer to TK himself, but if they don't, it remains on the vehicle only.
- 3 If TK acquires felony while on foot, he can cover his tracks by getting into a 'clean' vehicle when the cops aren't watching. The cops will have trouble recognizing TK, and his personal felony will be greyed out while he remains in a clean car.
- 4 While your personal felony status is hidden you can still accumulate felony on your current vehicle. Don't stay close to a cop for too long though, especially if you are on a bike, as they may become suspicious; the felony bars will start filling up yellow, and eventually your cover will be blown.

To get rid of your current vehicle's felony you will need to call in to one of the Garages and a visit to the Safehouse will also clear your personal felony.

PAUSE MENU

You can pause the game and access the Pause Menu at any time by pressing the start button:



The Pause Menu allows you to review the opportunities open to you. If you are already employed on a job the current objectives will be shown instead. Use the left and right directional buttons to move to the option you require. The map can be rotated and zoomed using the left and right analog sticks.

- Back to Game return to the current game.
- Restart restarts the game at your last save point. Your current progress
 will be lost. Restarting the game during an assignment will return you to
 its start.
- Profiles Load, Save or Delete a profile. You can also start a New Game here.
- Settings configure settings for Controls, Game, Display, Audio, or any Cheats you may earn.
- Stats review your game progression.



SHOOTING

You start the game unarmed, but as you progress through the storyline you will be given access to more and better weaponry.

- Preferred Weapon You can carry many different weapons and ammo.
 To change it, use the 'Next Weapon' and 'Previous Weapon' buttons.
- Driving & Shooting While you are driving you can press 'Fire' and TK will lean out of the window ready to shoot. If you have not fired the weapon or pressed 'Auto Lock' for a few seconds TK will return to the normal driving position.
- On-foot Combat You can fire straight ahead by just pressing the 'Fire' button, or you can use the 'Auto Lock' button just like when you're in a vehicle. You can strafe by holding down the 'Auto Lock' button and moving the left analog stick. You can put your weapon away by pressing the 'Holster' button.

-- ----

AUTO LOCK

If you press the 'Auto Lock' button, a targeting reticule appears and moves to the most central and nearest enemy. If there are no enemies currently available it may lock onto pedestrians or destructible objects. While you have a lock you can change it to another target using the Camera control (right analog stick). Switching to the 'Free Aim' mode will allow you to aim your weapon more precisely, using the right analog stick.

SIDE-JOBS

If you need to earn some money so that you can improve or repair your ride, you'll be able to find several different types of side-jobs around the city, like street or circuit races, repossession contracts, debt collections, or even assassinations. New York's a big place though, and you might need a little help getting around; choose the 'Relocate' option from within Ray's Autos to shift your base of operations.

VEHICLES





There are many different vehicles in the game. You can collect them by bringing them to one of the Garages. Some vehicles can only be found in certain parts of the city; some are even hidden, or found only in particular assignments. You may only keep one version of each type of vehicle. Once brought back to your garage, vehicles can be modified, improved, and tested on a special track. Ray doesn't work for free though.

While you're cruising the streets, sooner or later you're bound to lock bumpers with your fellow travellers. If you damage your vehicle it will begin to smoke and its performance will be impaired. If your vehicle takes too much abuse then it will catch fire, and explode: make sure you aren't nearby when it does!

If you abandon your ride Ray will send a truck out to recover it for you. He'll

salvage even the most wrecked vehicles, although you'll still have to pay to have them restored to showroom-ready condition.

MEET THE CHARACTERS



Ray - TK's hero – his idol. It was Ray who first taught TK to drive, back home on the farm. It was Ray – good-looking, good-natured Ray – who always had the girls after him. Ray's five years older than TK; he came to New York as soon as he could afford the gas to get here and set up a repair shop in Queens as cover for a car-ringing outfit.



Slink - Smooth and superfly, he lives to party, be the center of attention, tell all the stories, and make everyone laugh. Slink's always been good at providing his clients with whatever they want - hot ladies, good booze, great sounds - but he's also developed an ability to find other things too: guns, explosives, cars.

The Mexican - Big in every sense. He loves life, partying, girls, drink, drugs, guns, bikes, cars, and adrenaline highs. He wants to be the center of attention - right in the thick of the action. Tired of the small-time, he sees New York as the place to be to strike it big and take his chance to surf the tidal wave of drug money.





Bishop - Hard, professional, greedy and cunning - a loner who has trouble trusting anyone other than himself. After three tours in 'Nam, he's come home with new attitudes about his mind and body. Bishop is a guy who nurtures a carefully-controlled ambition, together with a passion for killing and destruction.

Candy - He's the best planner in the business. He's obsessed



with details. He'll work night and day figuring out the stats, the timings, the people, the weights, the distances. He thinks of everything. With Candy you get the best...but you also get the worst - apart from the body-odor, Candy just never stops moaning.



Corrigan - The leader of the gang; a totally commanding presence who knows he's destined for great things. Relaxed, upbeat, super-confident and charming – people just can't help opening up to Corrigan. He's got a great smile and you trust him from the word go, but behind the smile is an amoral, ruthless man.

CREDITS

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Martin Edmondson Franchise Concept

ATARI

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Cecelia Hernandez Senior Manager Strategic Relations

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"Addicted to speed" Performed by Oakenfold featuring Spitfire. Written By Paul Oakenfold, Ian Green and Anthony Crawford. (Perfecto Music LLC

Administered by Pollination music Ltd). P & © Perfecto Records Ltd 2005. Produced by Paul Oakenfold, additional production and Programming: Ian Green.



"Driver"

Performed by Vernon Reid and Lifesavas.

Written by V. Reid, S. David, M. Irving. Published by Dare to Dream Music,

Inc. (ASCAP), Pregnant Drumz Music (ASCAP), Lyrics to Go (ASCAP). Produced by Vernon Reid and Jumbo the Garbageman. Vernon Reid appears courtesy of Favored Nations Entertainment, Lifesavas appear courtesy of Quannum Projects. "Muscle Cars" (Sander Kleinenberg Pace Car Mix) -(MacInnes/Pillai) Performed by Mylo. Published by Universal Music Publishing Ltd. (P)

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"Get Out My Way" Produced by DJ Grandmaster Flash for Adrenaline City Entertainment. Written by Joseph Saddler.

Grandmaster Flash

Publishing (ASCAP). Recorded at The Adrenaline Room, NYC Engineered by Julian Silva and Kris Lewis. Mixed by Grandmaster Flash; Guitar: Julian Silva; Keyboards: Dominic Riclardi and Grandmaster Flash. Dj Cuts and Rubs



"(Everybody) Reverberate (The Return To New York Mix)" Performed & Written by Arthur Baker. Published by Shakin Baker Music, BMI/

Warner Chappell Music. Recorded @ Shakedown Sound/Laptop. Mix engineer: Mr No. Arthur Baker appears courtesy of Harlem Soul Food. by Dj Grandmaster Flash and Dj Demo for Adrenaline. Vocals: Mr Pitch and Company. Contact for DJ Grandmaster Flash: Ruza Blue by email: klbprods@earthlink.net



"Narcistic fix" Performed by Public Enemy. Written by: Kavon Shah and Khalil Griffin. Produced by: Professor Griff and

DJ Kaution. Publishing: Heirz to the Shah. Backround vocals "Quest" from Dirty North. Recorded by Earle Holder @ HDQTRZ Digital Studios Stone Mountain, GA. Recorded by Trinity @ public enemy studio in College Park, GA.

"Now What You Gon Due" Performed by Public Enemy. Written by K Shah and C Ridenhour. Additional lyrics: Tyra Coles. Publishing: Heirz to the shah. Recorded by Earle Holder @ HDQTRZ Digital Studios Stone mountain, GA. Recorded by trinity @ public enemy studio in College Park, GA.



"Pop The Blue" Performed by Suicide Written by

Alan Vega/Martin Reverby. © Revega Music Co. Recording used by

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"Rock Til I'm Rol'in" Performed by Audio Bullys. Words & Music by Simon Franks, Tom **Dinsdale and Jamie** Foxx. © 2005 EMI Music Publishing Ltd, WC2H OQY. Licensed courtesy of EMI Records Ltd.

"You Will Pay"

Produced by DJ Grandmaster Flash for Adrenaline City Entertainment. Written by Joseph Saddler. Grandmaster Flash Publishing (ASCAP). Recorded at The Adrenaline Room, NYC. Engineered by Julian Silva and Kris Lewis. Mixed by Grandmaster Flash. Guitar: Julian Silva Keyboards: Dominic Riclardi and Grandmaster Flash. Dj Cuts and Rubs by Dj Grandmaster Flash and Dj Demo for Adrenaline. Vocals: Mr Pitch and Company. Contact for DJ Grandmaster Flash: Ruza Blue by email: klbprods@earthlink.net

1978

"Bump And Boogie" Performed by The Wrecking Crew Written William C. Brown, Larry Nix, Mack Rice, & Randall Stewart Published by Rondor Music London Ltd on behalf of East Memphis Music Corp & Half & Half Music. Recording used courtesy of Concord Music Group, Inc. From the Album "The Complete Stax/Volt Soul Singles, Vol. 3" (STX 4415)



"Seilings" Performed by Yeah Yeah Yeahs Written by – Karen Orzolek/Nick Zinner/Brian Chase. Published by Chrysalis Music

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"Bump Meat" Performed by Sir Mack Rice Written Mack Rice Published by Rondor Music London Ltd on behalf of East Memphis Music Corp. Recording used courtesy of Concord Music Group, Inc. From the Album "The Complete Stax/Volt Soul Singles, Vol. 3" (STX 4415)

"Bustin' Loose"

Performed by Chuck Brown & The Soul Searchers.

Written by (Charles Brown) Published by Swing T Publishing, Inc. obo itself, Ascent Music and Nouveau Music Co. (BMI). Recording used under license from Logan H. Westbrooks.

"Cracklin' Bread" - DAVE HAMILTON (Dave Hamilton) Rockin' Music The copyright in this sound recording is owned by Ace Records Ltd (P) 1971 Ace Records Ltd, licensed from Ace Records Ltd. Taken from the BGP CD "Detroit City Grooves" (CDBGPD 169). ISRC#: GBBHN0500236 "Cross The Track" Performed by Maceo And The Macks Written by (James Brown) © Dynatone Publishing Company By Kind Permission of Warner Chappell Music Limited All rights reserved Courtesy of Motown Records Licensed by kind permission from the Film & TV licensing division Part of the Universal Music Group

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"Free Your Mind"

Performed by The Politicians Feat: McKinley Jackson (CAN'T FIND) Written by Dozier/Holland/Holland Published by Universal / MCA Music Ltd

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"Gang Bang" Performed and written by Oscar Brown Jr. Published by Bootblack Publishing ISRC USAT20300792

"Dizzy Dizzy" Performed by Can Written by Scmidt/Liebezeit/Karoli/Schuring Published by Messer Music/Bucks Music Group Ltd Licensed courtesy of Spoon Records. www.spoonrecords.com

"Expansions"

Performed by Lonnie Liston Smith Published by Universal / MCA Music Ltd

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'I'll Bet You' - FUNKADELIC Jobete Music (UK) Ltd

Words & Music by George S Clinton Junior, Sidney Alexander Barnes and Theresa Lindsey

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"Love The Life You Live" Performed by Black Heat Words & Music Gene Redd/ Robert Bell/ Ronald Bell/ Robert Mickens/ Dennis Thomas/ Richard Westfield/ George Brown/ Claydes Smith EMI Longitude Music Inc EMI Music Publishing Ltd, WC2H OQY. © Warner-Tamerlane Publishing Corp. By Kind Permission of Warner Chappell Music Limited All rights reserved

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"One Way or Another" – Blondie Performed by Blondie Written by – Deborah Harry/Nigel Harrison Published by Monster Island Music Publishing/Chrysalis Music Inc. Licensed courtesy of EMI Records Ltd.



"Outa-Space"

Performed by Billy Preston Written by Preston/Greene Published by Rondor Music London Ltd on behalf of Irving Music Inc Courtesy of A&M Records (United States)

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"Peaches"

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Performed by Parliament
Written by Clinton, Worrel, Hazel
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"People Say" Performed by The Meters Written by Arthur Neville/Joseph Modeliste/Leo Nocentelli Published by Cabbage Alley Music/Bug Music Admin by Bug Music All rights reserved used by permission ISRC USRE10102435 (P) 1974 WEA International Inc. Licensed courtesy of Rhino US "Running Away" Performed by Roy Ayers Written by Roy Ayers/Edwin Birdsong Published by Roy Ayers Ubiquity/Chrysalis Music Inc. & Edwin Birdsong Music/Notting Hill Music. Recording used courtesy of Motown Records Licensed by kind permission from the Film & TV licensing division Part of the Universal Music Group.

"Shifting Gears"

Performed by Johnny 'Hammond' Smith Written Larry Mizell and Fonce Mizell Published by Rondor Music London Ltd on behalf of Alruby Music, Inc. Recording used courtesy of Concord

Music Group, Inc.

From the Album "Gears" (OJC 914) "Sleep Talk" - KING ERRISSON (Gregory Webster, Andrew Noland, Walter Morrison, Marshall Jones, Leroy Bonner, Ralph Middlebrooks) Bridgeport Music Inc

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"Street Lady" (Mizell)

"The Vulture" Performed by Labi Siffre Written by Labi Siffre Published by Chrysalis Songs LTD Licensed courtesy of EMI Records Ltd.

"Trouble Man (Main Theme)" Performed by Marvin Gaye Words & Music by Marvin Gaye © 1972, Jobete Music Co Inc EMI Music Publishing Ltd, WC2H OQY. © Jobete Music Inc & WB Music Corp By Kind Permission of Warner Chappell Music Limited All rights reserved. Courtesy of Motown Records Licensed by kind permission from the Film & TV licensing division Part of the Universal Music Group

2006

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Written by Melvin Lewis, Karl Jenkins & Nathanial Wilson

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Performed by The Infadels Words and Music by Watts/Vernon/Marshall Page/Gooderson/Bruford Published by Sony/ATV Music Publishing.

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Produced by Jagz Kooner, mixed by Hugo Nicolson for Big Life Management Taken from the album "We Are Not The Infadels".

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Performed by The Coup, Black Thought, Talib Kweli

Written by R. Riley, T.K. Greene, T. Trotter.

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"The Cookie"

Dr Rubberfunk – Featuring Mr.G?der & The Quincy Sparks Sextet Written by S.Ward, arranged & produced by Dr.Rubberfunk for www.funkydown.com Published by Asongs. (p)+ © GPS Recordings 2003.

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Performed by Libretto and Lifesavas Written by S. David, M. Jackson, M. Irving

Published by Pregnant Drumz Music (ASCAP), Slum Funk (ASCAP), Lyrics to Go (ASCAP)

Produced by Jumbo the Garbageman. Libretto appears courtesy of Dimmak Records. Lifesavas appear courtesy of Quannum Projects.

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1978 TRACKS:

"Come and Get It" */ "Mango Man" **/ "Monkey Nuts" **/ "New York Pity" **/ "Plastic Boys" */ "Smack the Bird" **/ Want what I got" * Written by Marc Canham and Ed Scroggie Performed by King G and The

Reflections*, The Nimrod Express** Produced by Richard Aitken (P) + © www.nimrodproductions 2006

2006 TRACKS:

"Amplified Sin" */ "Bleach City" */ "I can't see you" ***/ "My DJ is a Driver" **/ "No Consequences" */ "Songs of Innocense" ** / "The Spin" **/ "Vertical Flip" ** / "You don't look like a cop" ***/ Written by Marc Canham, Gan Juan and Ed Scroggie Performed by Narco feat. Gan Juan *, Vox feat. Chopper **, Gan Juan feat. Vox *** Produced by Richard Aitken Music Licensing: Nimrod Productions



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MUSIC

Music Supervisor: Marc Canham

Composers: Marc Canham Andy Gannon Ed Scroggie

Producer: Richard Aitken

Music Recorded at Nimrod Studios www.nimrodproductions.com



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