



FINAL FIGHT


"STREETWISE"™

MATURE 17+

M

CONTENT RATED BY
ESRB

CAPCOM®



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 disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

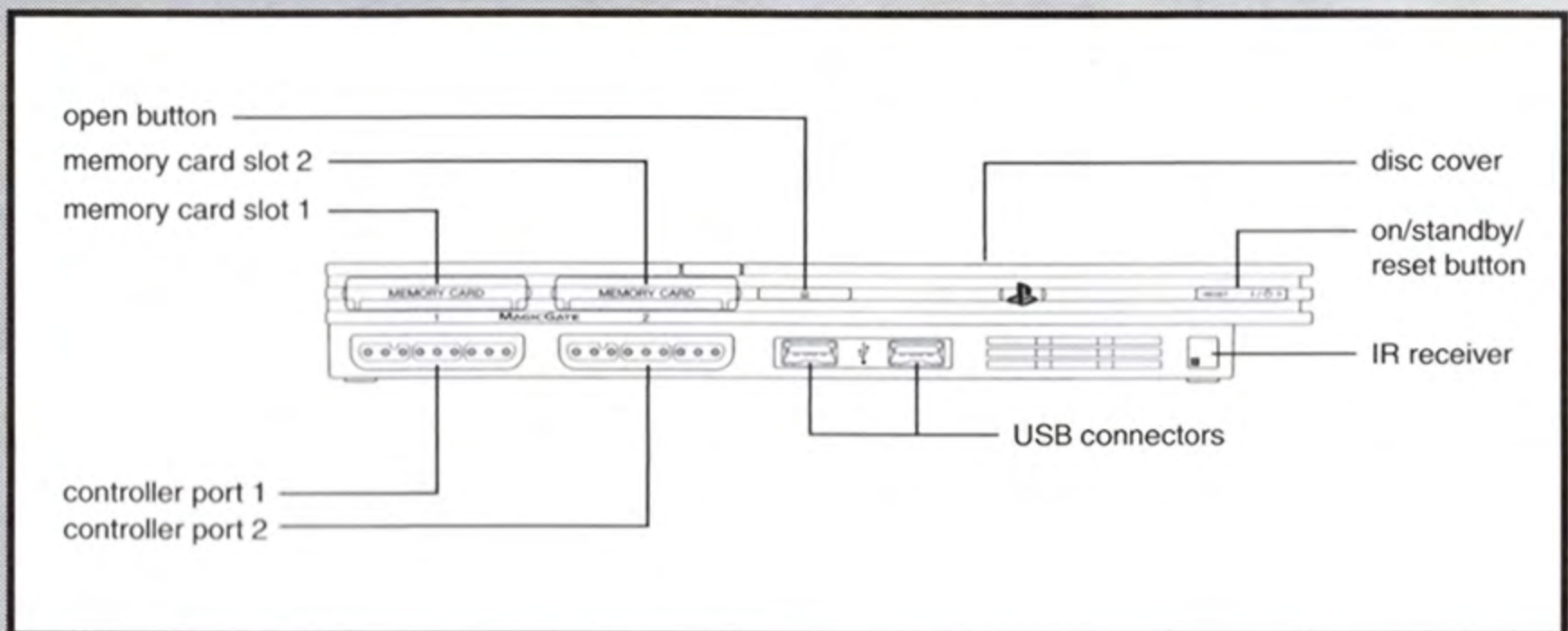
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A Special Message from **CAPCOM**[®]

Thank you for selecting FINAL FIGHT STREETWISE™ for your PlayStation[®]2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library.

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 **FINAL FIGHT STREETWISE™** 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.

MEMORY CARD (8MB)(for PlayStation®2)

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

- You must be using a memory card with at least 300KB of free space in order to save your game data. If you need more free space than is available, delete older data from the memory card before starting play.
- Do not remove the memory card or turn off the power while saving or loading game data. Doing so could damage your game data.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Labels for the controller:

- L2 button
- L1 button
- directional buttons
- left analog stick (L3 button when pushed down)
- SELECT button
- ANALOG mode button
- START button
- right analog stick (R3 button when pushed down)
- R2 button
- R1 button
- △ button
- button
- × button
- button

Connect the DUALSHOCK®2 analog controller to controller port 1. For 2 Player games, connect a second DUALSHOCK®2 analog controller to controller port 2. You can turn controller vibration on/off in Options mode (page 7).

GAME CONTROLS

- directional buttons **▲/▼** Select BGM (background music) in-game
Select options in menus
- directional buttons **◀/▶** Change option setting
- △** button Context; Cancel in menus
- button Grab/Pick up
- ×** button Light attack; Confirm in menus
- button Strong attack
- L1** button Guard
- L2** button Instinct mode
- R1** button Target lock-on
- R2** button Equip/Unequip weapon
- left analog stick Move character
- right analog stick Control camera
R3 button (push in): Re-center camera
- SELECT** button Journal menu
- START** button Pause



PIT- FIGHTIN' VENGEANCE!

"Your fist is the only thing you can really rely on in this bullshit world...." These words from my brother, Cody, were drilled into my head way back when we were kids.

My name is Kyle Travers. I'm a streetwise underground pit-fighter, resigned to making my money in the back alleys and dark basement fight clubs of Metro City. And sure, that money comes in handy from time to time, but respect is what it's really all about when it comes to survivin' these streets.

I've been fightin' in this 'hood for some time now, to the point where I've built up a bit of a "ghetto fabulous" rep among the local gangs and punks. And I must say, lately I've been collecting fight money like an uptown call girl. But this new development has thrown things way out of whack!

So me and Cody are at our local watering hole, mindin' our own business, when this guy they call "The Stiff" suddenly shows up with some of his goons and takes Cody away right in front of me! Needless to say, I've got a very, very bad feeling. What the hell is this all about?!

This much I know: we're dealin' with well-trained pros here. No bullshit Metro City street gang has the balls to mess with the Travers brothers. Sure, Cody's gettin' older...but he's still the most bad-ass SOB I know!

Ya see, my brother has always been around for me, ever since we were kids. Countless times, we've helped each other through nasty scrapes in order to survive these mean streets. There's not much we haven't done to reach the level of respect we've got now. But then there's this shit.

Damn...I'm the only family Cody's got! Looks like it's time for me to really step up, and get my brother back safely! But...where do I start?!

KEY CHARACTERS

KYLE TRAVERS

Kyle is Cody's cocky, sometimes reckless, younger brother. Though a bit unfocused compared to his legendary older sibling, Kyle shows natural fighting potential that Cody continually pushes him to develop further. Kyle's devotion to his beloved 'hood is surpassed only by his unspoken admiration for his big brother.



CODY TRAVERS

Cody, a well-respected hero in the 'hood, is a long way from his glory days of fighting Mad Gear gangbangers years ago. His knees have since failed him, and he's resigned himself to training his younger brother to uphold the family name in the underground fight clubs of Metro City. But that hunger for the ring still burns, and Cody can't put to rest the thought of some day, somehow, fighting again. Even if it comes at a heavy price.



VANESSA SIMS

Vanessa is the beautiful but tough-as-nails bartender at Kyle's neighborhood bar, the Barfly. She runs her joint with authority, quick to lay down her house rules on any troublemakers. Yet, in spite of her "my way or the highway" approach, she is clearly drawn to Kyle and his life "on the edge." And Kyle can't help but be attracted to her. Not only is she a clever and streetwise beauty, she's also the best damn pool player he's ever seen!



MIKE HAGGAR

Once mayor of Metro City, Mike Hagggar hates what crime has done to it. Yet, the legendary muscleman stays because of his idealistic love for what the city once was, and hopefully could again be. Though far from his years of power in City Hall, Hagggar does what he can to keep peace in his own corner of town. And he keeps himself in solid shape by training would-be pit-fighters at his own gym, Mike's Mat and Muscle.





GUY

Guy's life path has taken some dramatic turns since his heyday as a key protector of Metro City. After Cody Travers was wrongly accused of a crime that Guy took part in, Guy fell into a life in organized crime and quickly became a powerful underworld figure in Metro City's Japantown. Having mellowed a bit in recent years, he still uses his tremendous power, skill, speed, and influence to protect Japantown from civil unrest. Guy's secretive and devoted band of "Genin" warriors provides him with deadly assistance.

DEVIN "THE STIFF" ARANOC

A powerful leader in some sort of mysterious Metro City mob. It is The Stiff's past dealings with Cody that prove to be a key factor leading to a dramatic upheaval in the brothers' daily lives. Though the origin of his nickname is unclear, The Stiff's rigid posture, perfect businessman grooming, and unparalleled skills at making people stop breathing all have certainly contributed to his highly feared reputation.

NICKY "THE WEASEL" WISELL

Nicky is a true weasel: sneaky, twitchy, selfish...and a surprisingly annoying pain in the butt. The superficial little prick is the kind of guy who would say anything to get what he wants. He has wild delusions of someday achieving big-time criminal status. The Weasel holds a certain degree of authority over his rag-tag gang of "Blue Ballers," though no one's quite certain how. Maybe it's just his far-reaching porn connections.

VITO BRACCA

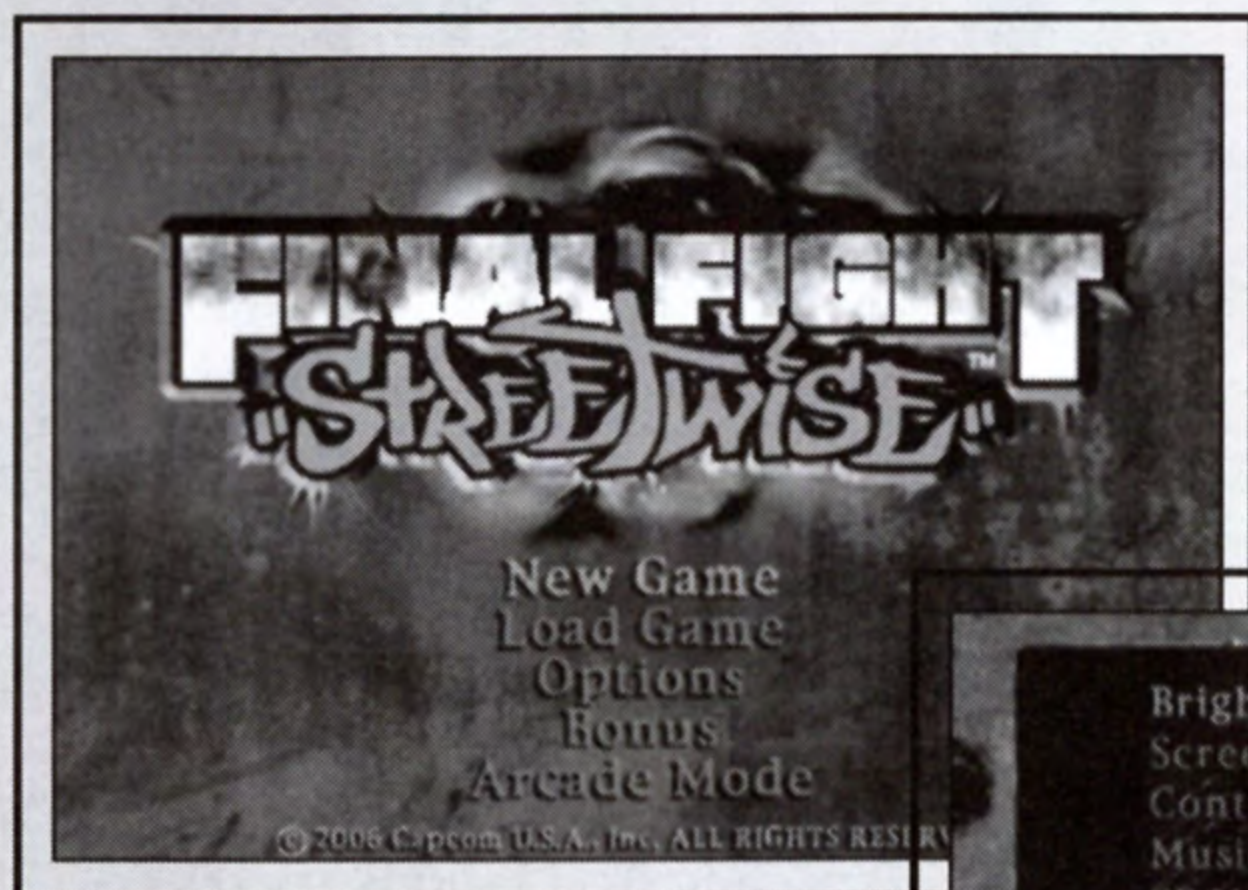
THE MAN in Metro City's Little Italy district, whose no-nonsense approach leaves no doubt about his complete control of all that goes on there. Vito is rarely seen without a significant number of expertly trained bodyguards. He can come off as sincere and compassionate one minute, then mean as hell the next. And he's never met a plate o' linguini he didn't like.

DINO (a.k.a. "BLADES")

Dino is a most efficient assassin, with a penchant for carrying out assignments with grotesque methodology. Blades is unpredictable, cutthroat...and as sick as they come. Yet his reputation also includes a great degree of reliability, and his services are highly valued.

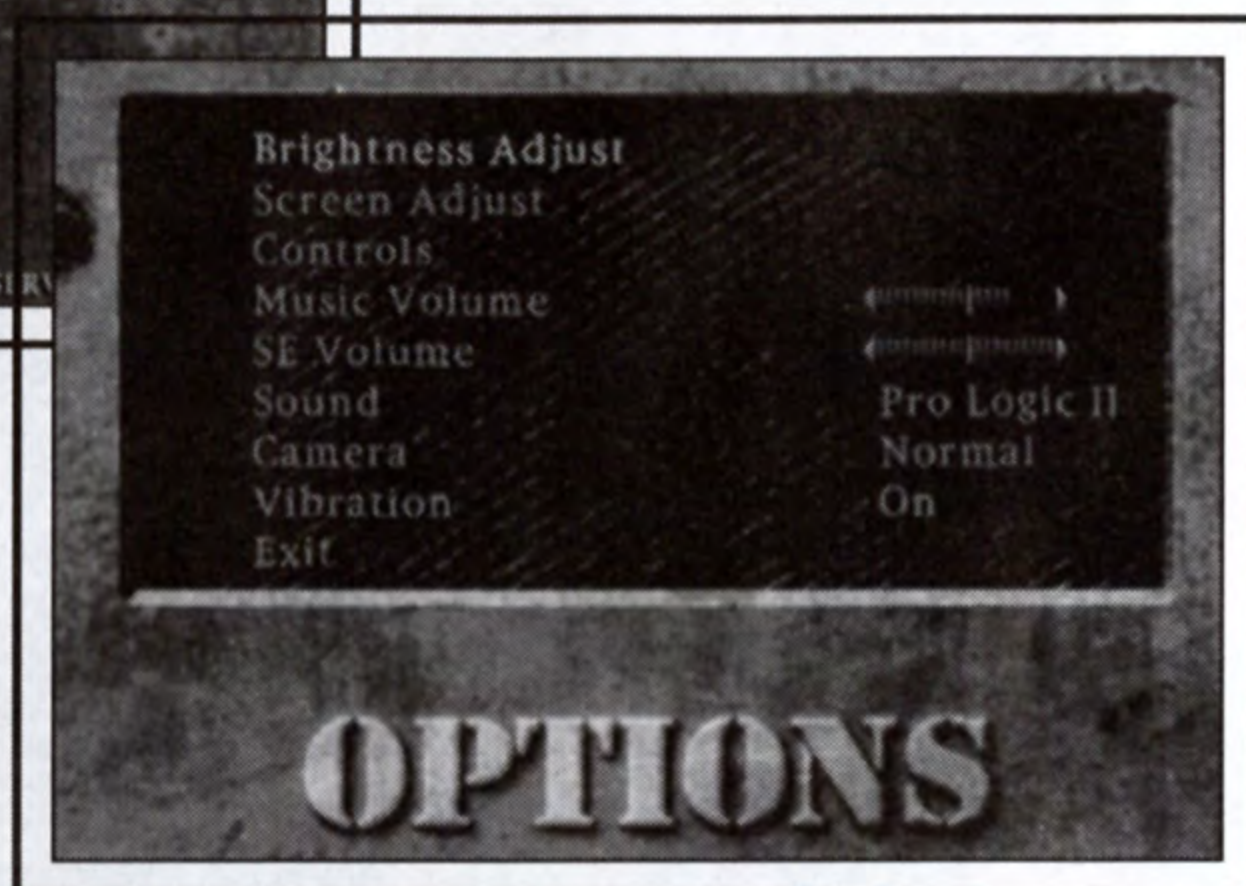


MAIN MENU



Main Menu

Options Menu



When you start a game, first the Title screen appears and then the Main Menu is displayed. Use the menu controls (*page 3*) to make your selection.

- **NEW GAME** Start a new game.
- **LOAD GAME** If you have saved **FINAL FIGHT STREETWISE** game data, you can load it from here.
- **OPTIONS** Modify your game settings using the menu controls:
 - **Brightness Adjust** Use the bar pattern to adjust your screen brightness, color or contrast. All bars under the red line should be black.
 - **Screen Adjust** Adjust your screen position.
 - **Controls** Display control scheme.
 - **Music Volume** Adjust the game music volume.
 - **SE Volume** Adjust the game sound effects volume.
 - **Sound** Choose your speaker setting.
 - **Camera** Change the direction of camera rotation with the right analog stick.
 - **Vibration** Toggle controller vibration on/off.
 - **Exit** Return to the Main Menu.
- **BONUS** View bonus materials you unlock as you progress through the game.
- **ARCADE MODE** Play the 2-player co-op bonus mode (*page 16*).

GAME SCREEN

Health Bar

Lock-On Cursor

Instinct Meter



Combo Rank

Tension Score

Respect Meter




Enemy Health Bar

GAME SCREEN INDICATORS

- **HEALTH BAR** Color bar decreases as your character gets attacked.
- **INSTINCT METER** Color bar increases as your character hits enemies. Special moves and Counter Time (*page 11*) moves draw energy from this meter.
- **LOCK-ON CURSOR** When locked-on to an enemy or NPC, marks that character as the targeted character.
- **TENSION SCORE** Amount of Tension you earn by defeating enemies.
- **COMBO RANK** Evaluates your fighting skills as you perform different attacks and defeat enemies.
- **RESPECT METER** Indicates changes in your character's Respect Level.
- **ENEMY HEALTH BAR** Displays enemy health status during encounters with your character.

PAUSE MENU

PAUSE MENU

Press the  button in-game to bring up the Pause menu. You can reset your gameplay options while paused:

- **RESUME** Return to the game.
- **OPTIONS** Access the Options menu (*page 7*).
- **QUIT** Quit the game and save your progress up to your last checkpoint.



BASIC MOVES

- **WALK/RUN** left analog stick
Move the left analog stick lightly in any direction to walk. Push harder to run.
- **LIGHT ATTACK** ⊗ button
- **STRONG ATTACK** ⊠ button
- **GRAB/PICK UP** ⊙ button
Grab enemies; pick up items.
- **CONTEXT** △ button
Talk to people; enter doors.
- **LOCK-ON** R1 button
Press and hold to lock-on to an enemy.
- **EQUIP/UNEQUIP WEAPON** R2 button
Equip/unequip the weapon you're holding.
- **DODGE** Hold R1 button, press △ button + left analog stick
While holding R1 button and pressing △ button, move the left analog stick ↑, ↓, ← or → to perform evasive maneuvers.
- **GUARD** L1 button
Hold L1 button to block enemy attacks. Also use to parry, activating powerful Counter Time moves (*page 11*).
- **INSTINCT MODE** L2 button
Hold L2 button to activate Instinct mode. While you're holding down L2 button your attack damage is increased. This feature draws energy from the Instinct Meter.
- **CAMERA** right analog stick
Move the right analog stick ←/→ to rotate the camera for a better view. Move ↑/↓ to zoom in/out while your character is outside.
- **RE-CENTER CAMERA** R3 button
Push in R3 button to re-center camera behind your character.
- **CHANGE BGM** directional buttons
Press the directional buttons ↑/↓ to select a different background track.

BASIC SKILLS

Quick 3-Part Combo



Grab Knee Kick Combo



Quick/Strong 3-Part Combo



Counter Time



Strong 3-Part Combo



Counter Attack




Get familiar with Kyle's basic skills to prepare for upcoming battles.

- QUICK 3-PART COMBO** ⊗, ⊗, ⊗ buttons
 Left jab, right cross and left straight.
- QUICK/STRONG 3-PART COMBO** ⊗, ◻, ◻ buttons
 Left jab, gut punch and left uppercut.
- STRONG 3-PART COMBO** ◻, ◻, ◻ buttons
 Right hook, left hook and Double Impact.
- GRAB KNEE KICK COMBO** ⊙, ◻, ◻, ◻, ◻ buttons
 Grab Knee Kick (up to 3 times) and Knee Finish.
- COUNTER TIME** Hold **L1** button, then ⊗
 or ◻ button
 Perform during enemy attack to activate a powerful Counter Time move.
- COUNTER ATTACK** Hold **R1** button, then ⊗
 or ◻ button

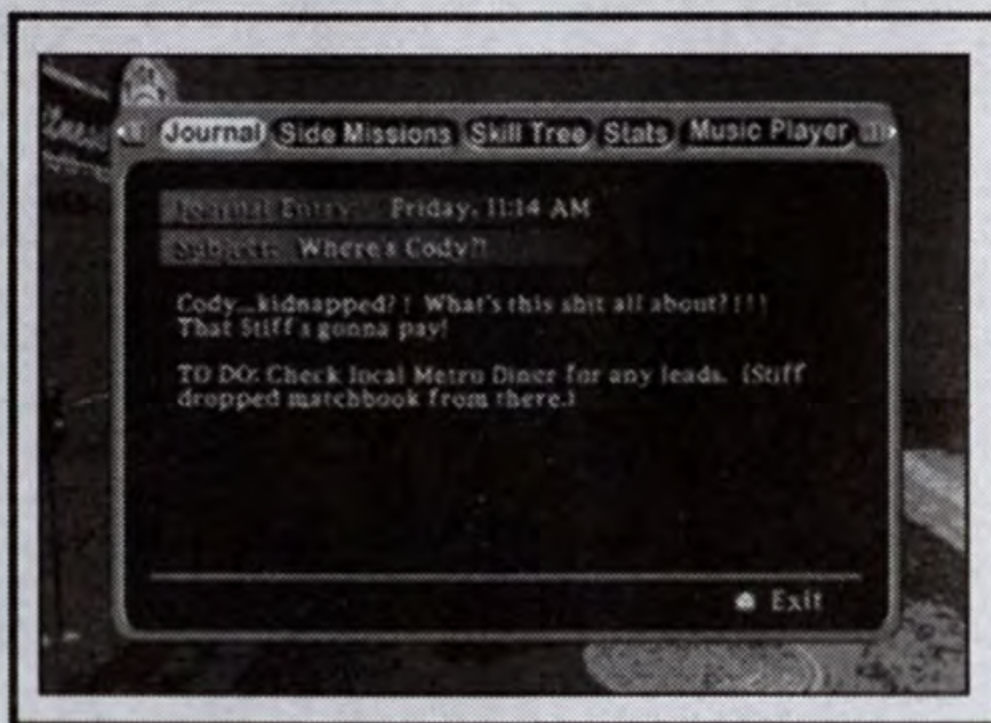
While holding **R1** button to lock-on an enemy, press either ⊗ or ◻ button during enemy attack. If you time the attack correctly, you can inflict greater damage.

OTHER GAME SCREENS

JOURNAL SCREEN

Press the  button in-game to display the Journal screen.

- The Main Page describes the situation and objective for the current main mission.
- Press the **L1** / **R1** buttons to display other pages.



SIDE MISSIONS

Provides information about current side missions.



SKILL TREE

Displays locked, available and learned skills. Also provides info on learned skills.



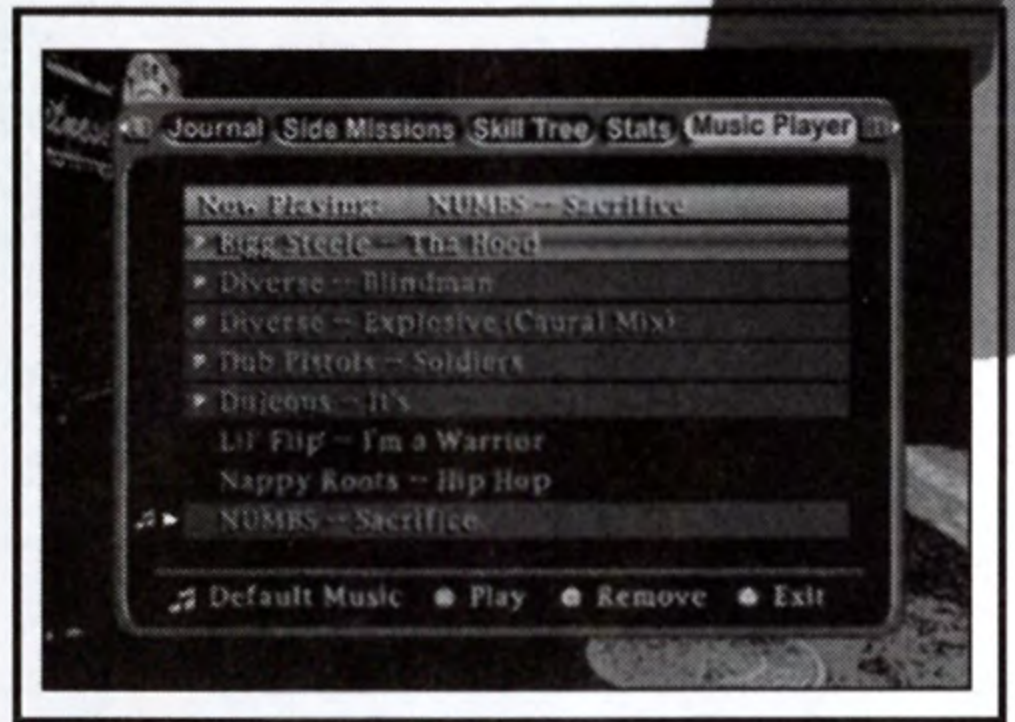
STATS SCREEN

Displays game stat summary and your Respect Level in each city district.



MUSIC PLAYER

Displays all available music tracks currently in the music player, allowing you to customize your background music playlist.



PERFORMANCE ENHANCERS

Feeling a bit rundown? A wide variety of items, found in stores and out on the streets, can help, including...

FOR HEALTH BOOST

- **FIRST AID KIT** The highest medicinal value for whatever ails ya.
- **CAPCOLA SODA** The official soft drink of Metro City.

FOR INSTINCT BOOST

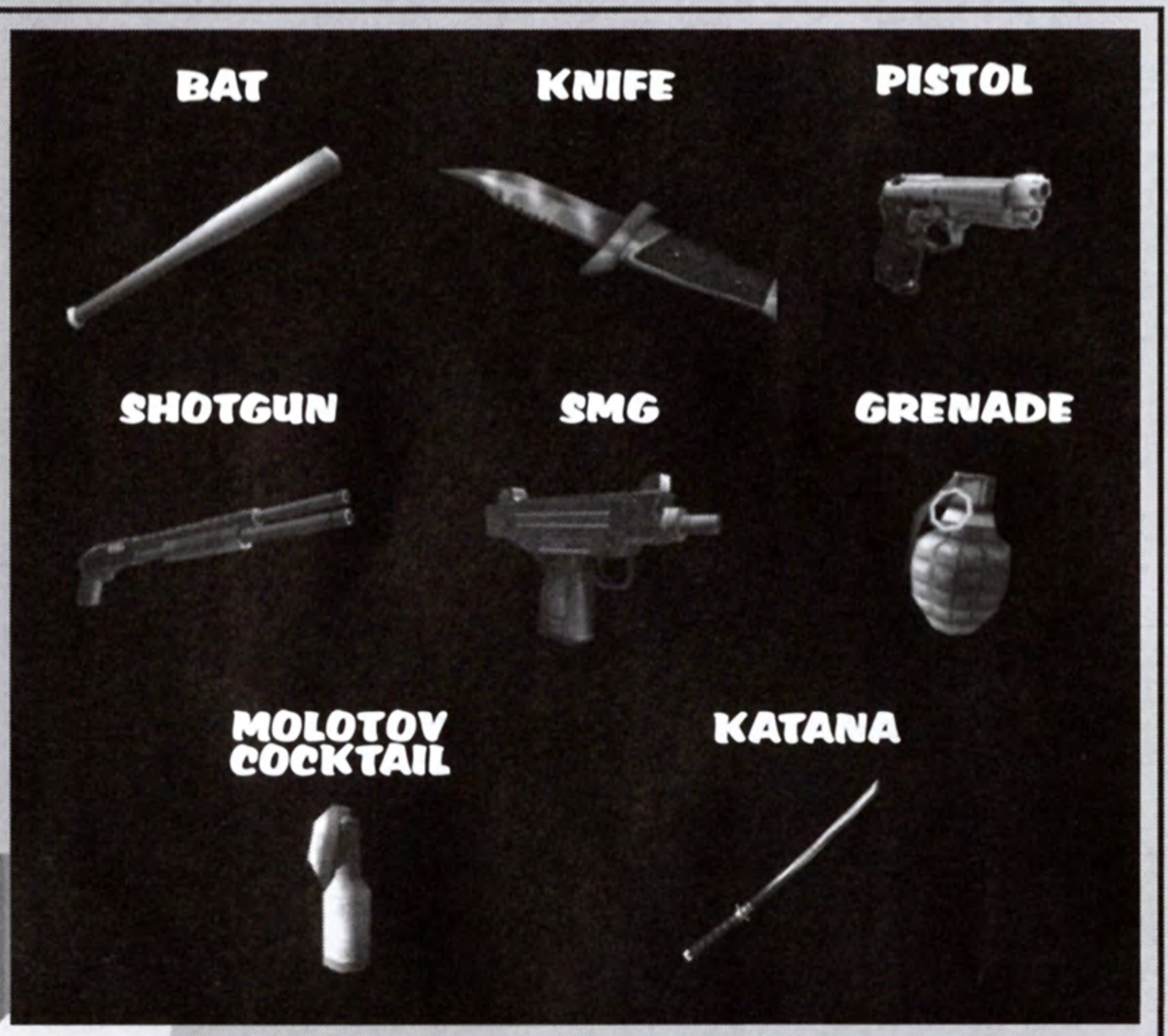
- **ENERGY BAR** Scientifically formulated to sharpen your senses.
- **ENERGY DRINK** For that competitive edge, just when you need it.



WEAPONS

Survival on the streets of Metro City often requires the help of some readily accessible "tools of the trade." To name just a few...

- **BAT** Good for starting up a friendly ballgame...or just bashing in a few skulls.
- **KNIFE** Excellent for, uh, peeling potatoes. Yeah, right.
- **PISTOL** It's simple: Point. Shoot. Feel good. Repeat.
- **SHOTGUN** A real hit with crowds. It's a blast.
- **SMG** Sub-machine gun. (Could also stand for "splatter more guts.")
- **GRENADE** Feeling ignored? Announce your presence with a bang.
- **MOLOTOV COCKTAIL** Let it fly, and watch 'em fry. Great entertainment value.
- **KATANA** The traditional choice of Japanese samurai.



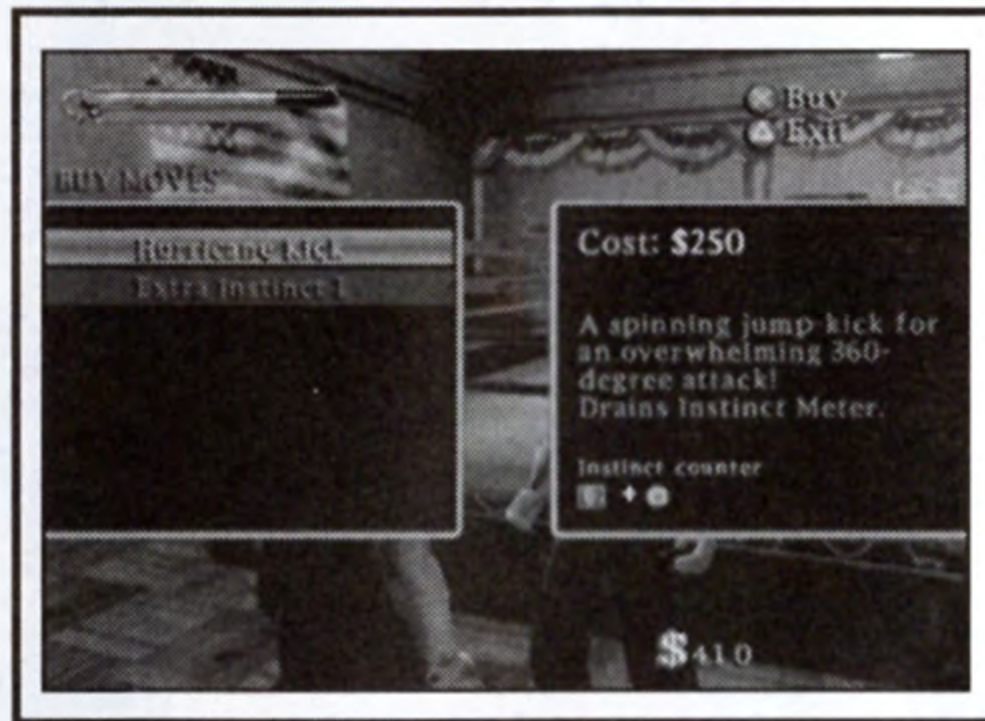
MONEY ITEMS

You won't get far in Metro City without cash. It comes in several forms, found scattered around the city, and falling out of the pockets of defeated enemies.



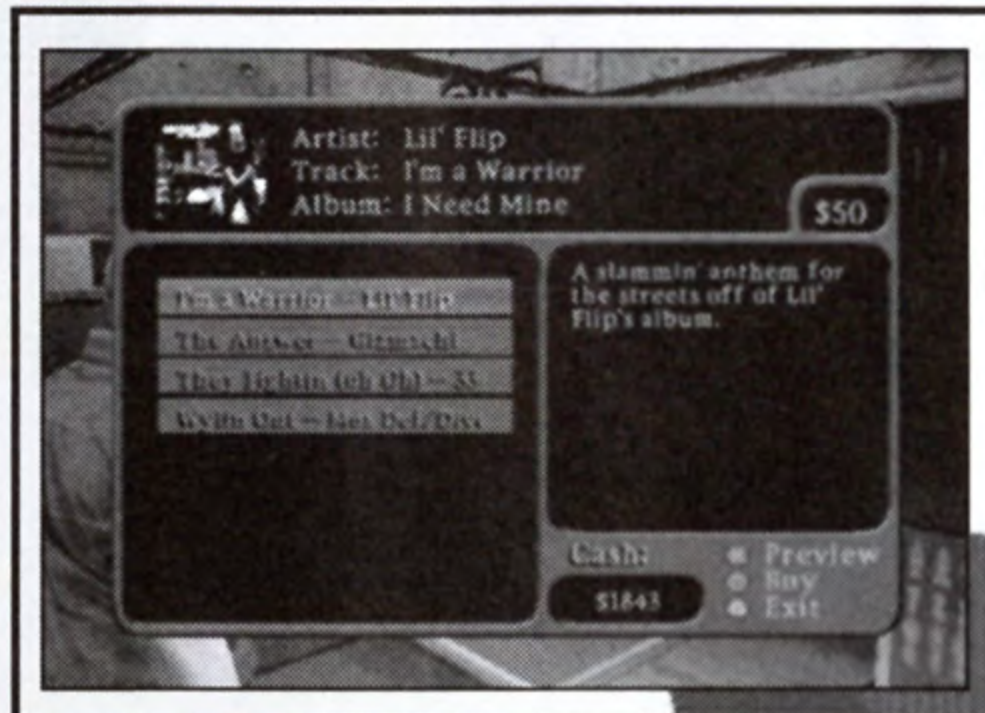
UPGRADES/NEW MOVES

Upgrade your stats and buy new moves. As you defeat foes, you earn Tension. This earned Tension unlocks powerful new moves and stat upgrades that you can then purchase with money you earn and collect in various missions. New moves and stat upgrades are only available at gyms/training centers.



COOL MUSIC TRACKS

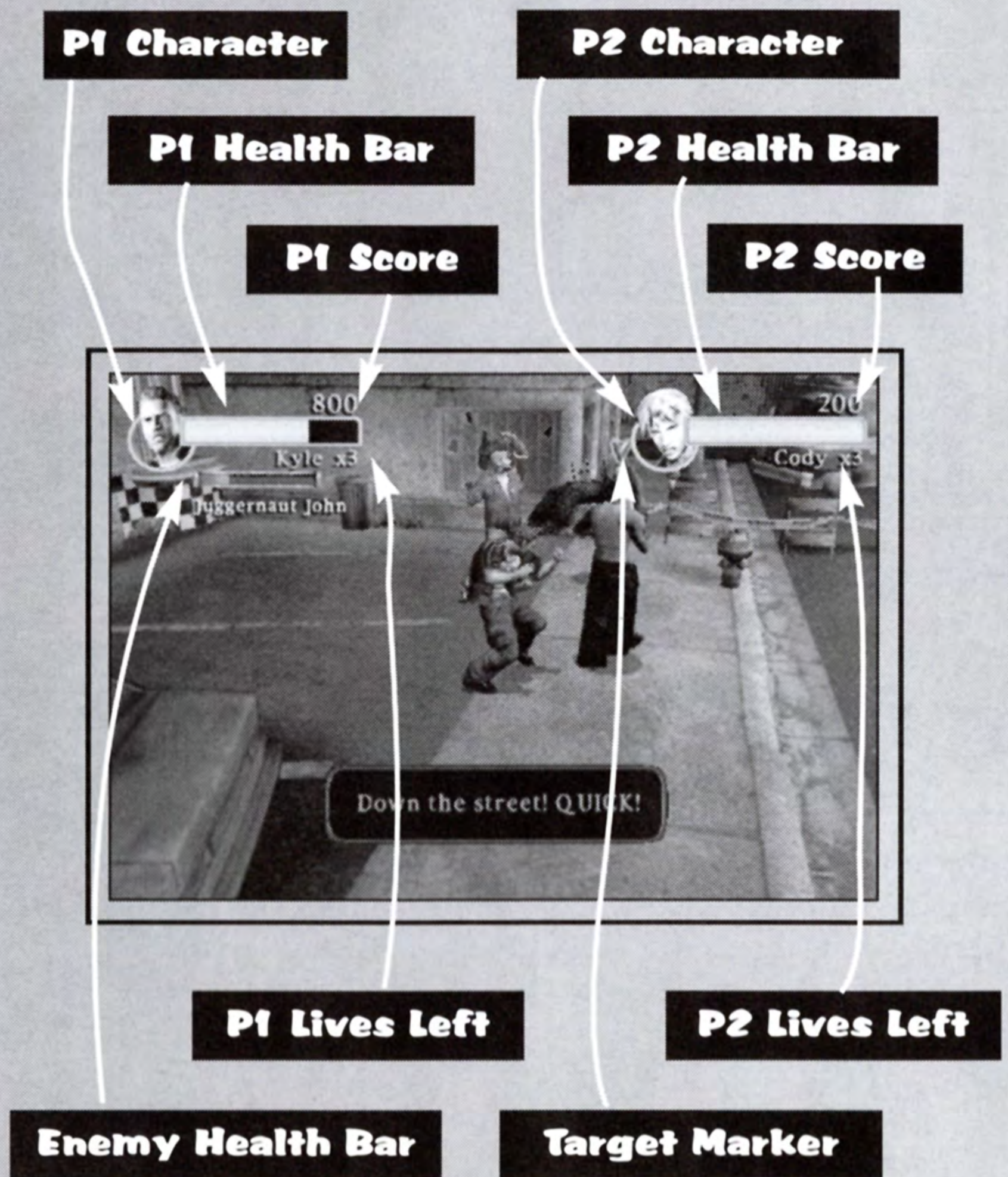
As you progress through game levels, you will unlock a wide variety of contemporary music tracks. These become available for purchase at Electronics/Music Stores in various locations in the game. Check it out!



ARCADE MODE

Select **Arcade Mode** from the Main Menu to play the 2-player co-op mode.

- Progressing through 1-player Story mode unlocks additional characters and levels in Arcade mode. (You may see some familiar faces.)



ARCADE MODE GAME SCREEN INDICATORS

- **P1/P2 CHARACTER** Name and portrait of Player 1/Player 2 character.
- **P1/P2 HEALTH BAR** Color bar decreases as the character gets attacked.
- **P1/P2 SCORE** Each player's current score.
- **P1/P2 LIVES LEFT** Each player's remaining lives.
- **ENEMY HEALTH BAR** Displays enemy health status during encounters with characters.

ARCADE MODE BASIC MOVES

- **WALK/RUN** left analog stick
Move the left analog stick lightly in any direction to walk. Push harder to run.
- **LIGHT ATTACK** ⊗ button
- **STRONG ATTACK** ⊠ button
- **GRAB/PICK UP** ⊙ button
Grab enemies; pick up items.
- **EQUIP/UNEQUIP WEAPON** R2 button
Equip/unequip the weapon you're holding.
- **GUARD** Hold L1 button
Hold L1 button to block enemy attacks.

ARCADE MODE HIGH SCORE SCREEN

Got a Top 10 score? Take a step back in time to the good old days of 3 initials...and proudly enter yours here.



| | | | |
|-----|-----|--------|-------|
| 1. | CAP | Kyle | 68000 |
| 2. | COM | Cody | 63000 |
| 3. | CAP | Guy | 58000 |
| 4. | COM | Haggar | 53000 |
| 5. | CAP | Kyle | 48000 |
| 6. | COM | Cody | 43000 |
| 7. | CAP | Guy | 38000 |
| 8. | COM | Haggar | 33000 |
| 9. | CAP | Kyle | 28000 |
| 10. | COM | Cody | 23000 |

RANKING

ENEMIES



The streets of Metro City are definitely not for the weak or squeamish. There seems to be trouble through every door and around every corner. Just a sampling of the feared foes to keep an eye out for...

METRO CITY THUGS

The actual name these hoodlums like to go by is unprintable. Most people refer to them as the "MCT." Though they mostly hail from the 'hood, they can often be found kicking up trouble in other parts of the city.

THE STIFF'S GUARDS

This is the elite fighting guard of the mysterious Stiff. Never will you see a better dressed army of goons. They take after their boss with their no-nonsense approach and efficient handling of "business matters."

THE BLUE BALLERS

A relatively new and growing gang local to the 'hood, they operate under the loose control of The Weasel. And, much like their leader, they can be an extremely annoying pain-in-the-ass.

THE PUNX

These toughs roam the streets of Metro City's Pier District. They make up one of your more "structured" gangs, if there is such a thing. They always travel in groups, each with its own designated leader. And they're always looking for blood.

GLOW HEADS

This term is just recently hitting the streets, referring to users of the rare new street drug GlycoLauric Octanol, a.k.a. "glow." Details are extremely sketchy, but some officials fear that the spread of this drug could have dire effects on the city.

PIT-FIGHTERS

The underground sport of pit-fighting is flourishing in Metro City, with fight clubs in most districts. If Kyle Travers is to reach the top in this brutal profession, he'll need to go through some formidable opponents.



GAME CREDITS

Game Design
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Signet

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Brad Fotsh
Kristian Habenicht
Naoki Hayashi
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**Sound Design for Cinematics
& In-Game SFX**
Soundelux Design Music Group

Music License Service
INgroove, Inc.

Cutscene Animation
SemoLogic, Inc.

Programming Original Final Fight Game
Ultrarcade

Promotion Video Editing
Shane Francis

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Ian Slutz
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Ryan Okumi, Streetwise
Maki Ryang
Capcom Japan QA Team

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Kenzo Tsujimoto
Haruhiro Tsujimoto
Tamio Oda
Hiroshi Tobisawa
Keiji Inafune
Kazuhiko Abe

MUSIC CREDITS

"They Fighting (Uh Oh)"

Performed by 334 Mobb feat. T-Rock
Written and Composed by Ken Buchanan & Keith Buchanan
Published by Kinpin Charge (BMI), Gimmie The Loot (ASCAP)
Courtesy of Cinematic Entertainment

"Get Ya Head Bust Open"

Performed by A Mafia feat. Shiest Bub
Written and Composed by T. Parson, A. Holmes, D. Christo
Published by Purple City Publishing
Courtesy of Purple City Entertainment

"Southern Boyz"

Performed by AlfaMega feat. Lil Flip, TI and Trina
Written by AlfaMega
Composed by Versatile Music
Published by Versatile Music Pub (BMI)
Courtesy of Versatile Music

"On Fire"

Performed by Astrix
Written and Composed by Avi Shmailov
Published by HOMmega Productions Ltd.
Courtesy of HOMmega Records

"Deez Dayz feat. RBX & Polarbear"

Performed by Bigg Steele
Written and Composed by N. Steele, B. Soderberg, E. Collins and Polarbear
Published by Across the Ocean Music (ASCAP), BipolarManiac Music (ASCAP), Eric Collins Music (ASCAP)
Courtesy of Blockready Records

"Tha Hood"

Performed by Bigg Steele
Written and Composed by N. Steele, B. Soderberg and Polarbear
Published by Across the Ocean Music (ASCAP), BipolarManiac Music (ASCAP)
Courtesy of Blockready Records

"Act I Scene II"

Performed by Comity
Published by United Edge Records Inc (ASCAP)
Courtesy of United Edge Records

"The Power of Words"

Performed by Deviants of Reality
Written by Johnathan Alexander, Ulysses Davis
Composed by Johnathan Alexander
Published by Alex J Muzik (ASCAP)
Courtesy of Deviant Muzik and INgrooves

"Blindman"

Performed by Diverse
Written by K.R. Jenkins
Composed by K. Kruz
Published by Sol Shot (BMI)
Courtesy of Chocolate Industries

"Explosive (Caural Remix)"

Performed by Diverse, Lyrics Born and RJD2
Written by K.R. Jenkins, T. Shimura
Composed by RJD2
Published by Asia Born Music (ASCAP), Sol Shot (BMI)
Courtesy of Chocolate Industries
Lyrics Born appears courtesy of Mobile Home Quannum Projects

"I'll Start A War," "Stolen Dodge"

Performed by Droptest
Written and Composed by Cody Bailey and Chris Bailey
Published by Bad Horsie music
CR122 Music, B.M.I.

"Soldiers"

Performed by Dub Pistols
Written and Composed by Barry Ashworth, Jason O'Bryan
Published by Bug Music Ltd.(PRS)
Administered by Bug + Deconstruction Songs/BMG Music Publishing, Ltd.
Courtesy of Distinct'ive Records

"City Limits," "First/Last," "It's"

Performed by Dujeous
Written and Composed by A. Gale, A. Jones, D. Guy, D. Kupferstein, L. Hammonds, T. Gross, T. Rivelli
Published by Apex Technical Drool (ASCAP) + Chiron In The Stars (ASCAP)
+ Diesel Big Mouth Music (ASCAP) + Insane Wizard Scripts (ASCAP)
+ Music For The Elderly (ASCAP) + Sleazy Rhet Music (ASCAP)
+ The Cinematic Advances (ASCAP)
Courtesy of Waxpoetic Records

"Start the Revolution"

Performed by Fate Thirteen
Written by Zach Cepin, Josh Espinoza, Jason Tucker, Sam Robertson
Published by United Edge Records Inc (ASCAP)
Courtesy of United Edge Records

"Moment of Impact"

Performed by Fear Factory
Written by Bell, Herrera, Olde Wolbers

"Fatti Sotto"

Performed by Funkareem
Written by Simone Giuliani
Composed by Simone Giuliani and Francesco Cipriani
Published by Quiet Riots Music (ASCAP) 2005
Courtesy of Funkatunes and INgrooves

"The Answer"

Performed by Gizmachi
Written by Gizmachi (Sean Kane, Kristian Gilmore, Jason Hannon, Michael Laurino, Jimmie Hatcher III)
Produced by M.Shawn Crahan
Recording Courtesy of Sanctuary Records Group

"Holdin' On"

Performed by Jay Tee
Written and Composed by J. Trujillo, K. Franklin
Published by Vouges Publishing (BMI)
Courtesy of 40 Ounce Records

"I'm a Warrior"

Performed by Lil' Flip
Written by Wesley Weston
Published by Clover G Music Publishing
Courtesy of Kingpin Entertainment Group and Cinematic Entertainment Group

"Wylin' Out"

Performed by Mos Def, Diverse and Prefuse 73
Written by K.R. Jenkins, D. Smith
Composed by Prefuse 73
Published by Medina Sound/EMI (BMI)
Sol Shot (BMI)
Courtesy of Chocolate Industries

"Heather"

Performed by Move.Meant
 Written and Composed by A.Bailey,
 J.Bandy, O Nathan
 Published by Meant To Move Music
 (ASCAP)
 Courtesy of Wax Paper Music

"Hip Hop," "Rewind"

Performed by Nappy Roots
 Written and Composed by Nappy
 Roots
 Published by Famous Music, Nappy
 Roots Publishing
 Courtesy of Nappy Roots Music Inc.

"Sacrifice"

Performed by Numbs
 Written by Mark Thomas, Gunnar
 Olsen, Shawn Murphy,
 Cornell Saluone and Rick Angulo
 Published by Mixed Metaphor Music
 (BMI-100%)
 Courtesy of Position Music

"The Grand Conjunction"

Performed by Opth
 Produced and Mixed by Opth
 and Jens Borgen
 Music and Lyrics by Mikael Akerfeldt
 Published by Zomba Music Publisher
 Ltd. (SOCAN) 2005
 The All Blacks B.V. From the
 Roadrunner Records album Ghost
 Reveries, used by permission.

"Biochemical Equation"

Performed by RZA & MF Doom
 Produced by RZA for Wu-Tang
 Productions, Inc.
 Performed by RZA & MF Doom on
 Think Differently Babygrande Records

"What drives the weak,"

"The Power of I and I"
 Performed by Shadows Fall
 Music written by Shadows Fall
 Lyrics by Brian Fair
 Published by Is That Banana In Your
 Pocket Publishing
 (SESAC) Recording 2004
 Under licensed from The Century
 Family, Inc.
 d/b/a Century Media Records

"Pulse of the Maggots"

Performed by Slipknot
 Written by Michael Crahan, Paul Gray,
 Nathan Jordison, Corey Taylor, Sid
 Wilson, James Root, Mickael
 Thomson, Chris Fehn and Craig Jones.
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 By Permission.
 Produced by Rick Rubin
 Mixed by Greg Fidelman
 Music and Lyrics by Slipknot
 Published by EMI April Music,
 Inc./Music That Music (ASCAP)
 (P)2004 The All Blacks U.S.A., Inc.
 From the Roadrunner Records album
 Volume 3: The Subliminal Verses,
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"Final Fight II"

Performed Smoke & Numbers
 Written and Composed by Sean Pompey &
 Nissaun White
 Published by Prodigal Son Publishing
 (ASCAP) & Gimmie The Loot (ASCAP)
 Courtesy of Cinematic Music Group

"Hey (Be Like Me)"

Performed by Smoot & Topic
 Written and Composed by Jeffrey Huntley
 Published by RapRockMusic ASCAP
 Courtesy of Kwik Entertainment 2005

"Riotstarter," "Fuel The Hate"

Performed by Soulfly
 Produced by Max Cavalera, Mixed Terry Date
 Music and Lyrics by Max Cavalera
 Published by Roadblock Music, Inc. c/o BMG
 Songs, Inc.(ASCAP)
 Under license from BMG Film & TV Music
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 Ages, used by permission.

"Begin Again"

Perfomed by Steve Tushar
 Guitar by Scott Ueda
 Music by Steve Tushar
 (p)TSAR Music ASCAP (c) 2004

"Superfun Teenage Girls"

Performed by Stymie & the Pimp Jones Luv
 Orchestra
 Lyrics 100% Sean Sharp - Black Science
 Fiction(ASCAP),
 Music 80% Sean Sharp - Black Science
 Fiction(ASCAP),
 Music 20% Bill Leigh - Shleenky Heenky
 Songs(ASCAP)

"Velocity"

Perfomed by SuperTweaker
 Written and Composed by Jeff Burns, Greg
 Burns
 Published by Twinhype Publishing (BMI)
 Courtesy of Solamingus and INGrooves

"11th Hour Life," "Good Night**Vienna," "The Last Dance,"****"World At War"**

Perfomed by The Alps
 Written, recorded and owned by The Alps
 Exclusive Music

"My Rage"

Performed by Underbiz
 www.ballofwaxx.com
 (p) Ball of Waxx Music ASCAP (c) 2003

"Archetype"

Performed by Fear Factory
 Video directed by Block
 Burton C Bell - Vocals
 Christian Olde Wolbers - Guitars
 Byron Stroud - Guitars
 Raymond Herrera - Drums

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