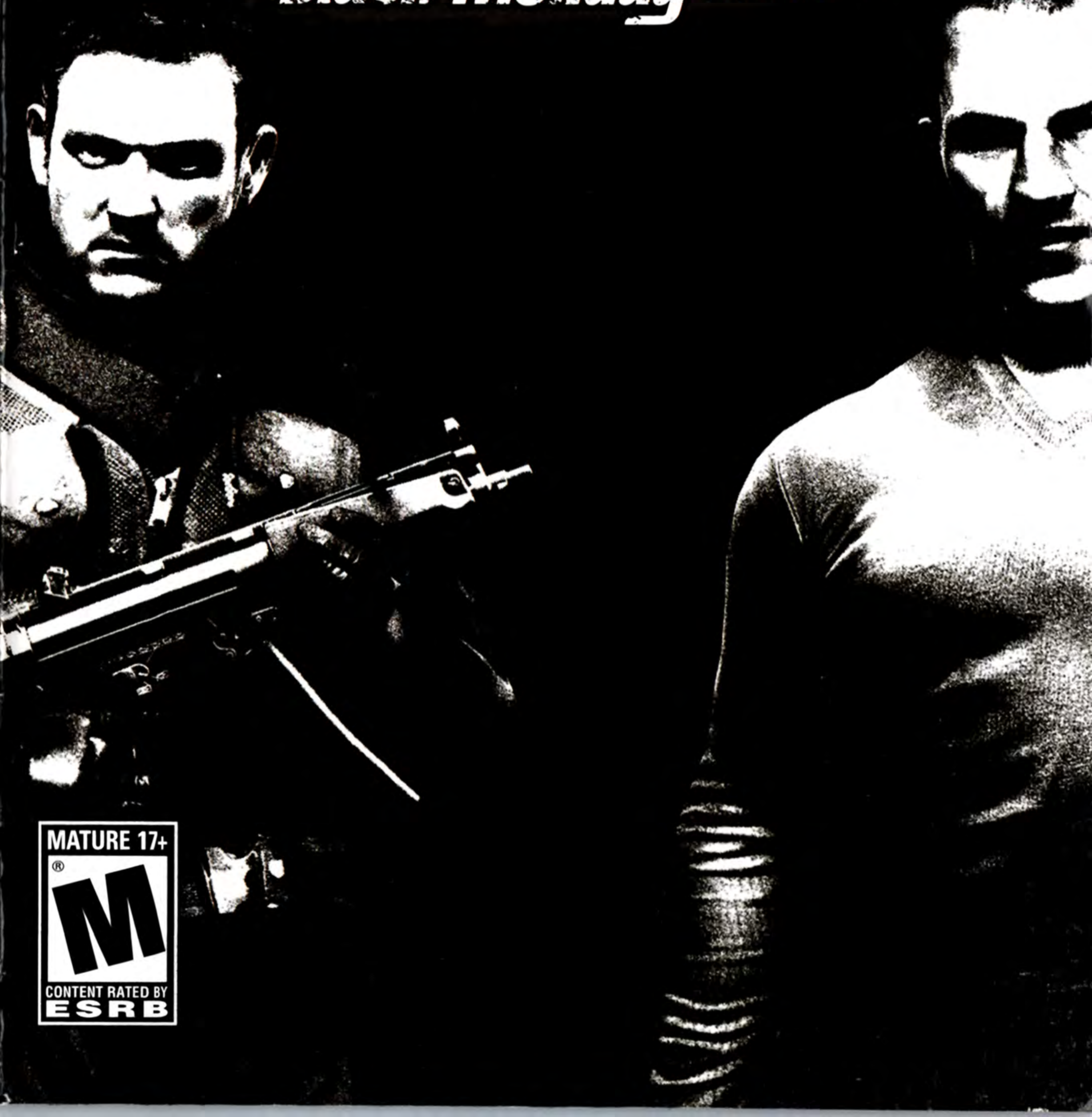




# *The* **Getaway** *Black Monday*



MATURE 17+

®  
**M**

CONTENT RATED BY  
**ESRB**

# Warning

## **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 trigger an epileptic seizure in these individuals. Certain conditions may trigger 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.

### **“The Getaway: Black Monday” Tips and Hints**

#### **Consumer Service/Technical Support Line 1-800-345-7669**

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

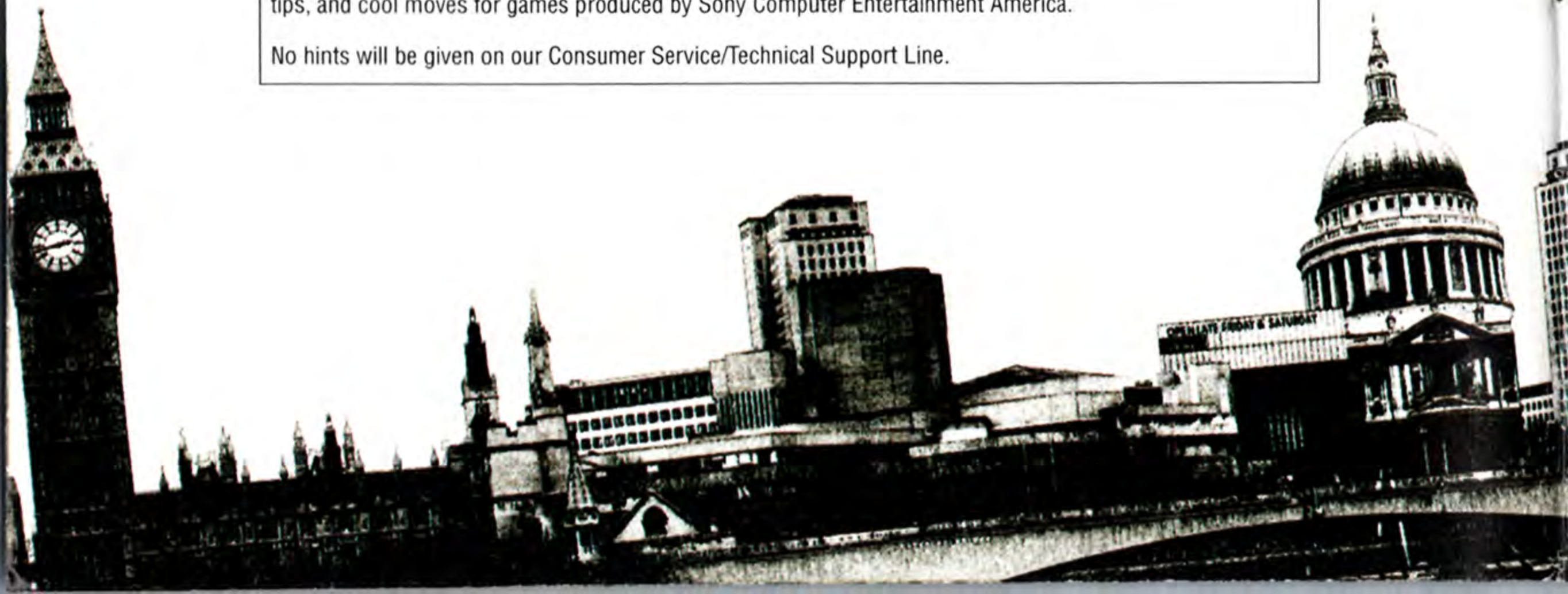
#### **Game Hint Guide Information**

PlayStation Underground Game Guides

For free hints and tips visit us at [www.us.playstation.com](http://www.us.playstation.com).

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.



## BLACK MONDAY

London, present day. The city doesn't know what's about to hit it.

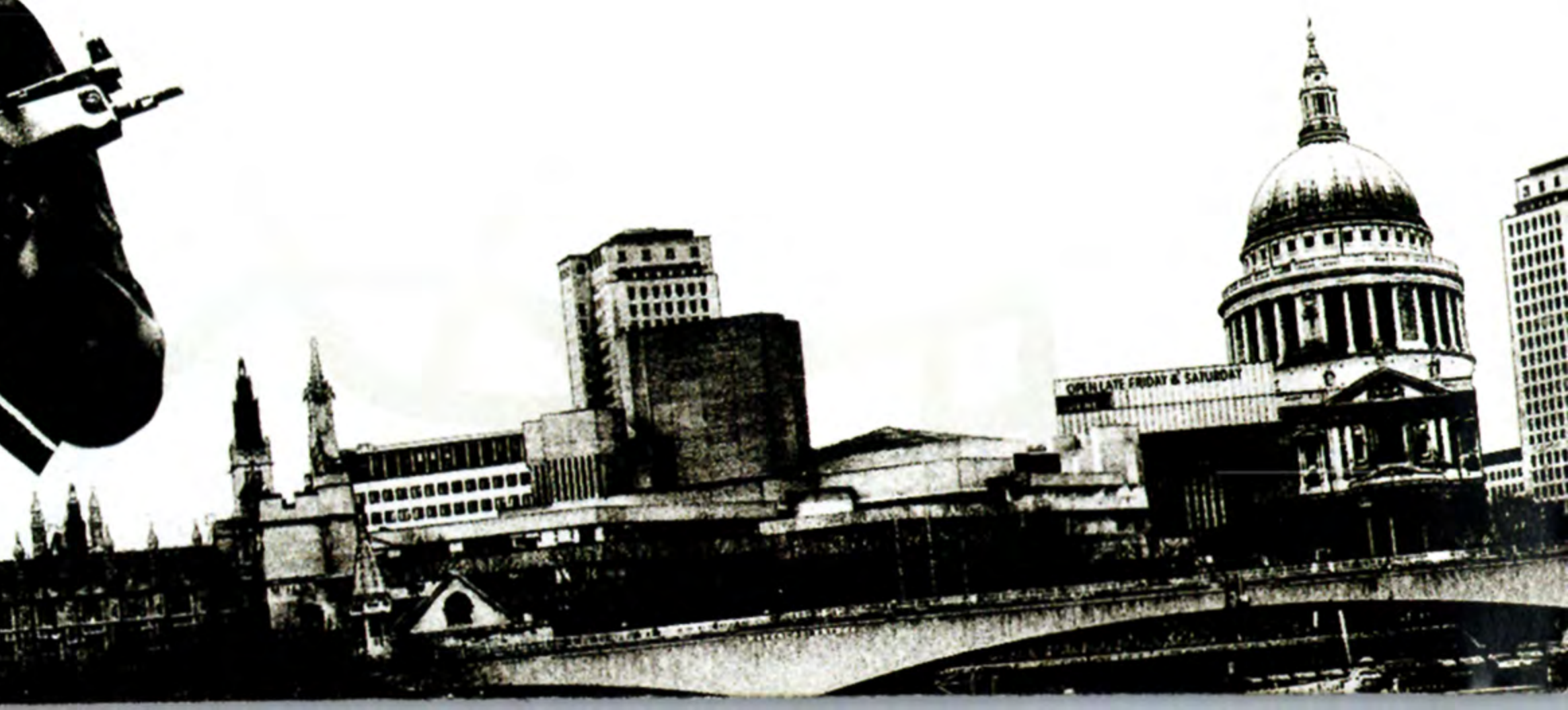
It's going to be a day to remember for Sgt. Mitchell. His first shift back on the Met's Organized Crime Squad begins with a dawn raid on a government housing project that turns nasty. The next 48 hours will pit him against the suspicions of his teammates, a new ruthless wave of crime and the most powerful man in London.

Meanwhile, on the other side of the city, amateur boxer Eddie O'Connor is in severe trouble. The bank job went horribly wrong, his small-time crew has been wiped out and his only ally in this whole mess is Sam, a teenage thief more comfortable with stealing laptops than gang violence. Eddie knows he's way out of his league - now his friends are dead and somebody is going to pay.

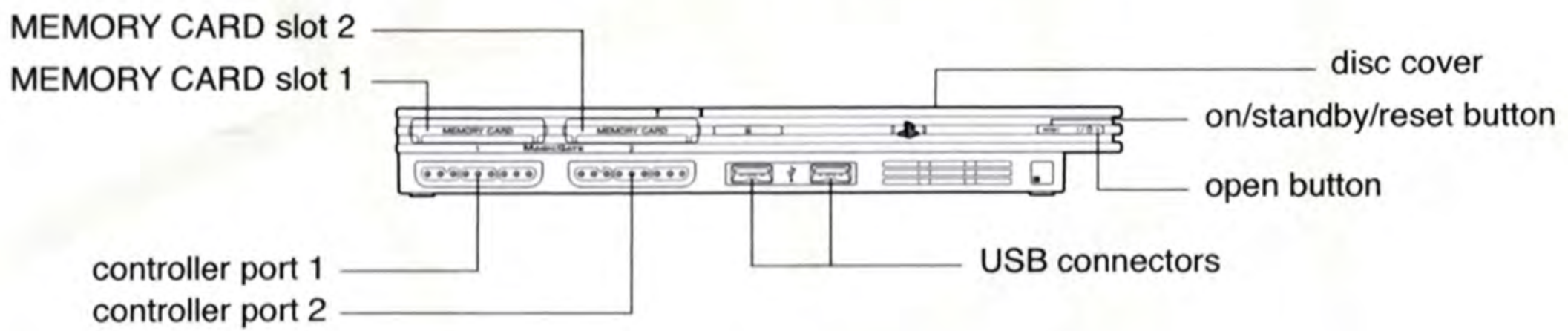


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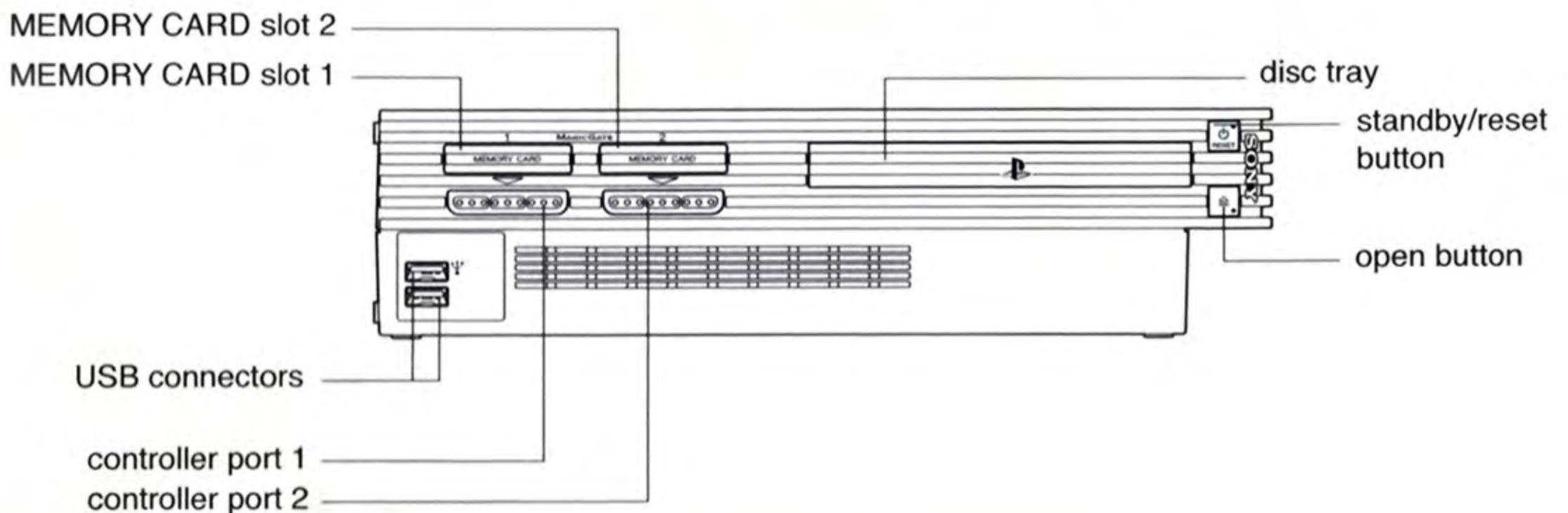
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## PlayStation®2 computer entertainment system (slim):



## PlayStation®2 computer entertainment system (original):



Set up your PlayStation®2 console according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers and other accessories as appropriate BEFORE you turn your console on. It is advised that you do not insert or remove accessories once the power is turned on.

When you are ready, turn the console ON at the MAIN POWER switch and press the  button. When the  indicator lights up green, press the  button and the disc tray will open. Place the "The Getaway: Black Monday" disc on the disc tray with the label side facing up. Press the  button again and the disc tray will close. Finally, press the  button again to load the game and commence play. Following a short loading sequence the Title Screen will be displayed. Press the  button or  to access the Main Menu.

## MEMORY CARD (8MB)(for PlayStation®2)

### Saving Data

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



## DIRECTIONAL BUTTONS — MOVEMENT

In this manual, **↑**, **↓**, **←**, **→** etc. are used to denote the direction of both the directional buttons and the left and right analog sticks. In order to use the left and right analog sticks, the DUALSHOCK<sup>®</sup>2 analog controller must be in ANALOG mode (indicator: red).

“THE GETAWAY: BLACK MONDAY” can only be played with a DUALSHOCK<sup>®</sup>2 analog controller.



# Main Menu

## USING MENU SCREENS

Press **↑**, **↓**, **←** or **→** to highlight an option, then press the **⊗** button to confirm. To return to the previous menu screen, press the **△** button.

## GETTING STARTED

Following a short loading sequence, the Title Screen will be displayed. Press the **⊗** button to access the Main Menu.

## NEW GAME

In a city where those that uphold the law and those that break the law try to control the same streets, it only takes a day to tear it all apart. Press the **⊗** button to enter London's organized crime scene and discover a sinister underworld of gangland violence, turf battles and the struggle to keep the peace.

## CHAPTER SELECT

Each section of the story of "THE GETAWAY: BLACK MONDAY" is divided into chapters. Press **←** or **→** to highlight a chapter to play or re-play, and press the **⊗** button to continue. Use this facility to return to your favorite chapters or pick up the action from where you left off.

**NOTE:** Chapters will be locked until you have successfully completed them.





## RACE

Jump in the driver's seat, ignore the traffic lights and the one way streets, and take on computer-controlled competitors in an illegal road race to the finishing line through the heart of London. Seeking shortcuts for that extra time advantage could make all the difference, but straying from the racing path for too long will lead to automatic disqualification.

**NOTE:** Extra missions for Race Mode, Black Cab Mode, Chase Mode and Free Roaming Mode can be unlocked during the main game by collecting key ring pick-ups. Each chapter contains one key ring pick-up to be found.

## BLACK CAB

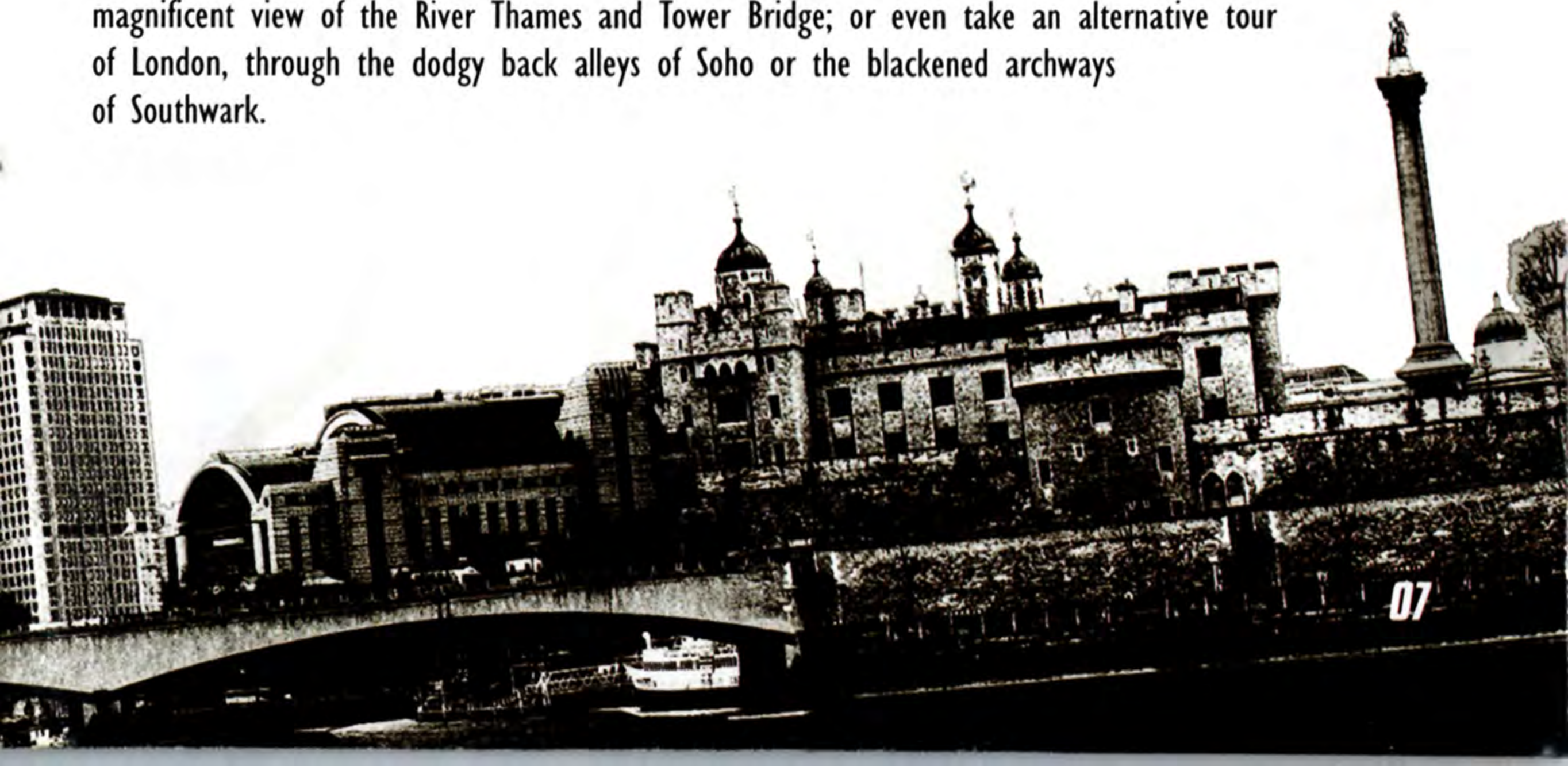
Before they are given a license to pick up fares, every taxi driver needs to do 'The Knowledge', months of arduous research exploring the city's highways and byways discovering how to get from A to B in the quickest time possible. In 'Black Cab' Mode, your mission is to earn a set amount of cash by picking up fare-paying passengers and dropping them off at their chosen destinations within a certain time limit, no 'Knowledge' required. Simply follow your vehicle's flashing indicators to find the correct streets and handy shortcuts. Oxford Circus to Great Marlborough Street? That'll be a fiver, guv!

## CHASE

Take on the role of Sgt. Mitchell, get behind the wheel of the Met's souped-up squad car and hit the streets in pursuit of gangland thugs and joyriding crooks. Ram the criminals' cars off the road within the time limit.

## FREE ROAMING

Take a leisurely tour around the center of London and check out the sights and sounds of the city. Stroll down Regent Street, through Piccadilly Circus and Leicester Square and into Trafalgar Square to hang out with the tourists and the tramps; cross London Bridge for a magnificent view of the River Thames and Tower Bridge; or even take an alternative tour of London, through the dodgy back alleys of Soho or the blackened archways of Southwark.



## PROFILE MENU

### LOAD PROFILE

Press the **X** button to load previously saved game data from a Memory Card (8MB)(for PlayStation<sup>®</sup>2). Press **←** and **→** to select a save slot and press the **X** button to continue. All menu options are updated immediately.

### SAVE PROFILE

The following on-screen message will be displayed: 'Do you wish to create a new profile?' Press the **X** button to continue. Press **←** and **→** to select a save slot and press the **X** button to save a new profile to a Memory Card (8MB)(for PlayStation<sup>®</sup>2). Finally, press the **△** button to return to the Profile Menu.

## SCREEN

### ASPECT RATIO

Choose either a 16:9 (widescreen) or a 4:3 (standard) aspect ratio for your TV screen.

### SCREEN ADJUST

Press **↑**, **↓**, **←** or **→** to position the screen to your satisfaction. Then press the **X** button to confirm the new screen position and return to the Screen Menu. You can also use the left analog stick for screen position.

### SUBTITLES

Turn the in-game subtitles on or off.

## SOUND

### SFX

Turn the in-game sound effects on or off.

### MUSIC

Turn the in-game music either on or off.

### MODE

Press **←** or **→** to choose either mono, stereo or surround sound output, and press the **X** button to confirm.

## LANGUAGE

Press ← or → to cycle through the available languages and press the ⊗ button to confirm.

## VIBRATION

Choose 'ON' to activate the vibration function of your DUALSHOCK®2 analog controller, and press the ⊗ button to confirm. Alternatively, select 'OFF' to turn the vibration function off.

## PAUSE MENU

### CONTINUE

Continue the current mission from where you left off.

### RESTART

Restart from the beginning of the current mission.

### MISSION BRIEFING

Refresh your memory of the current mission objectives.

### OPTIONS

For more details, please refer to the 'Options' section outlined earlier in this manual.

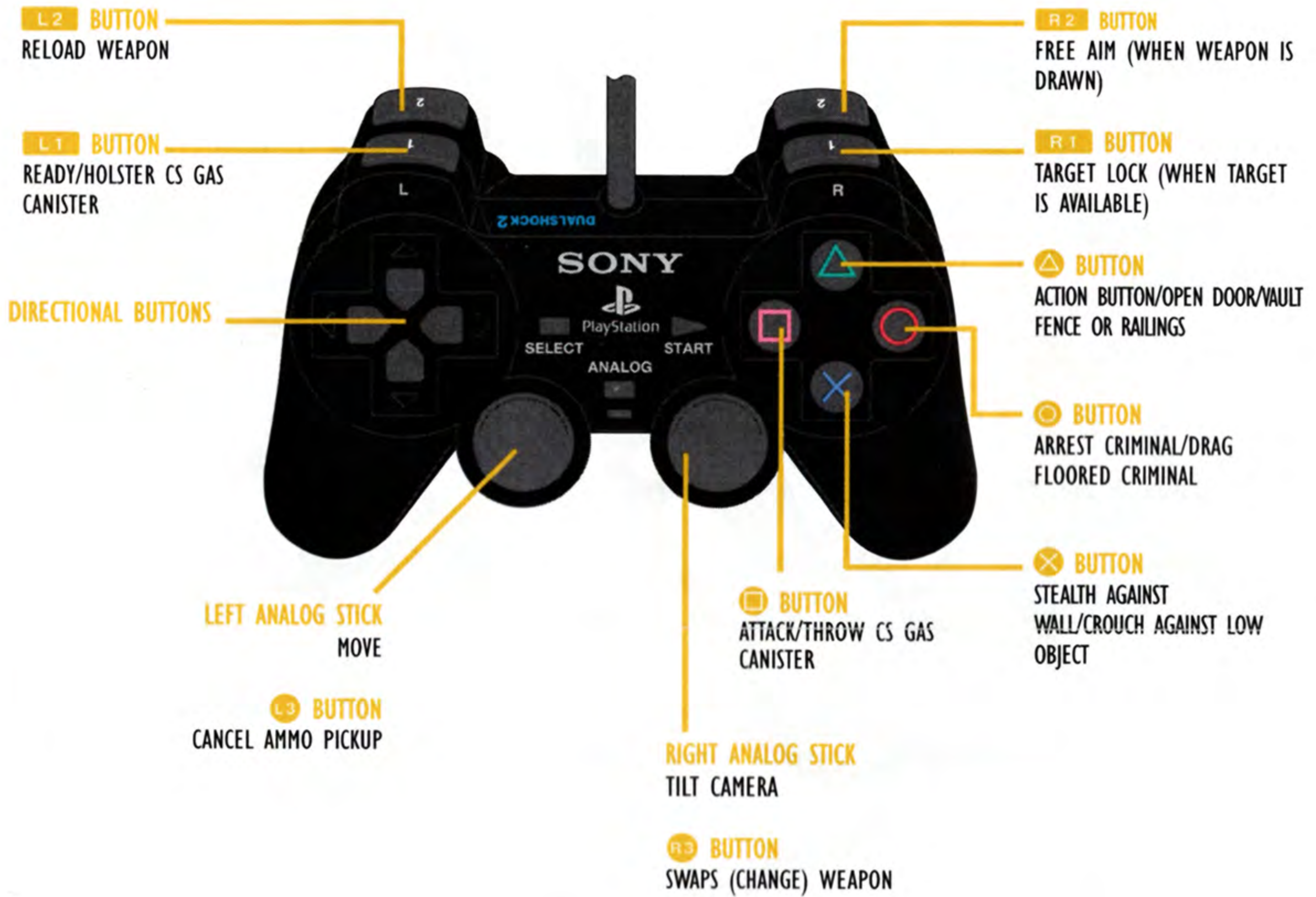
### EXIT GAME

Return to the Main Menu.



# Controls

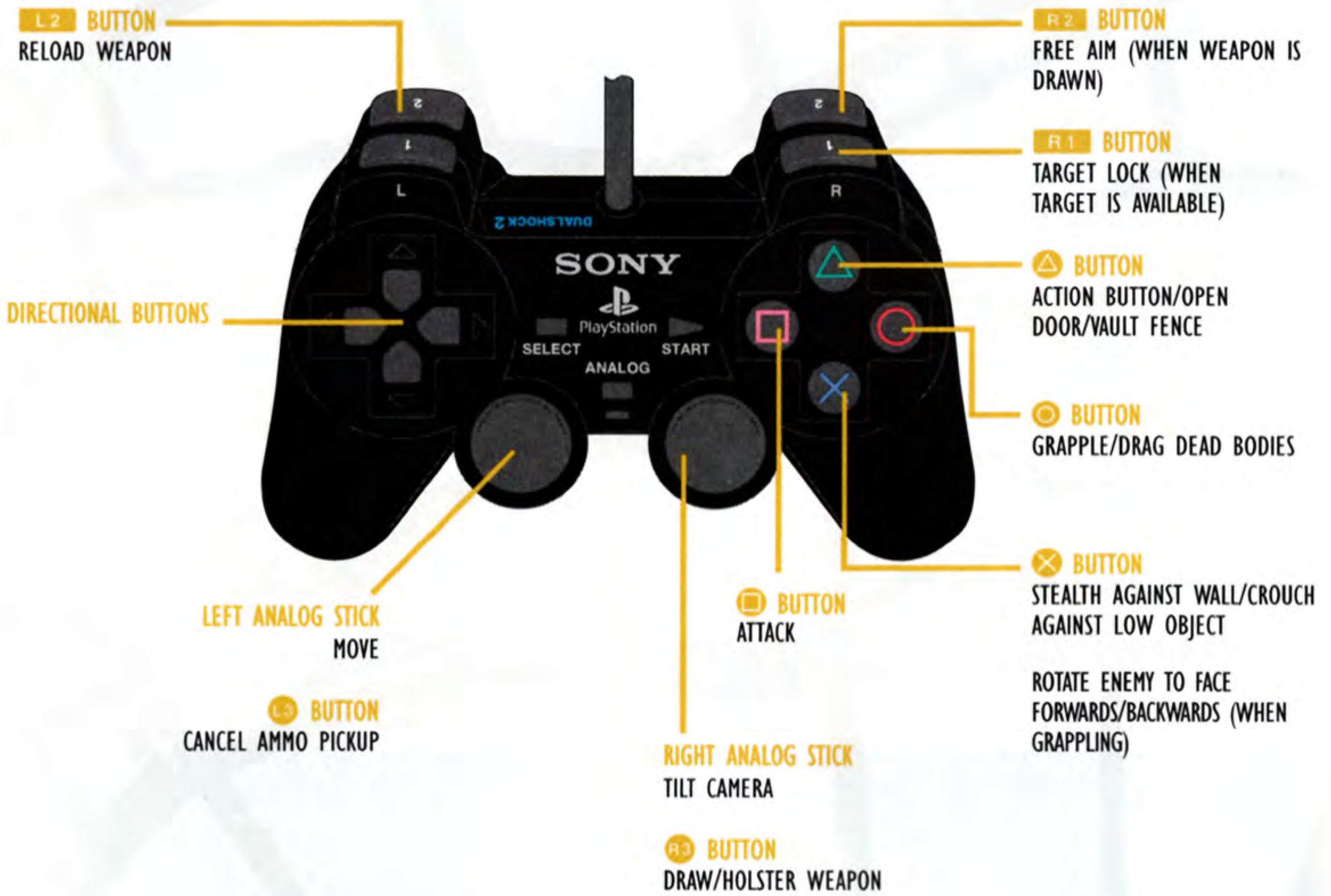
## MITCH



## ADDITIONAL CONTROLS

- ×** BUTTON + LEFT ANALOG STICK
- ×** BUTTON + LEFT ANALOG STICK
- R1** BUTTON + LEFT ANALOG STICK

## EDDIE

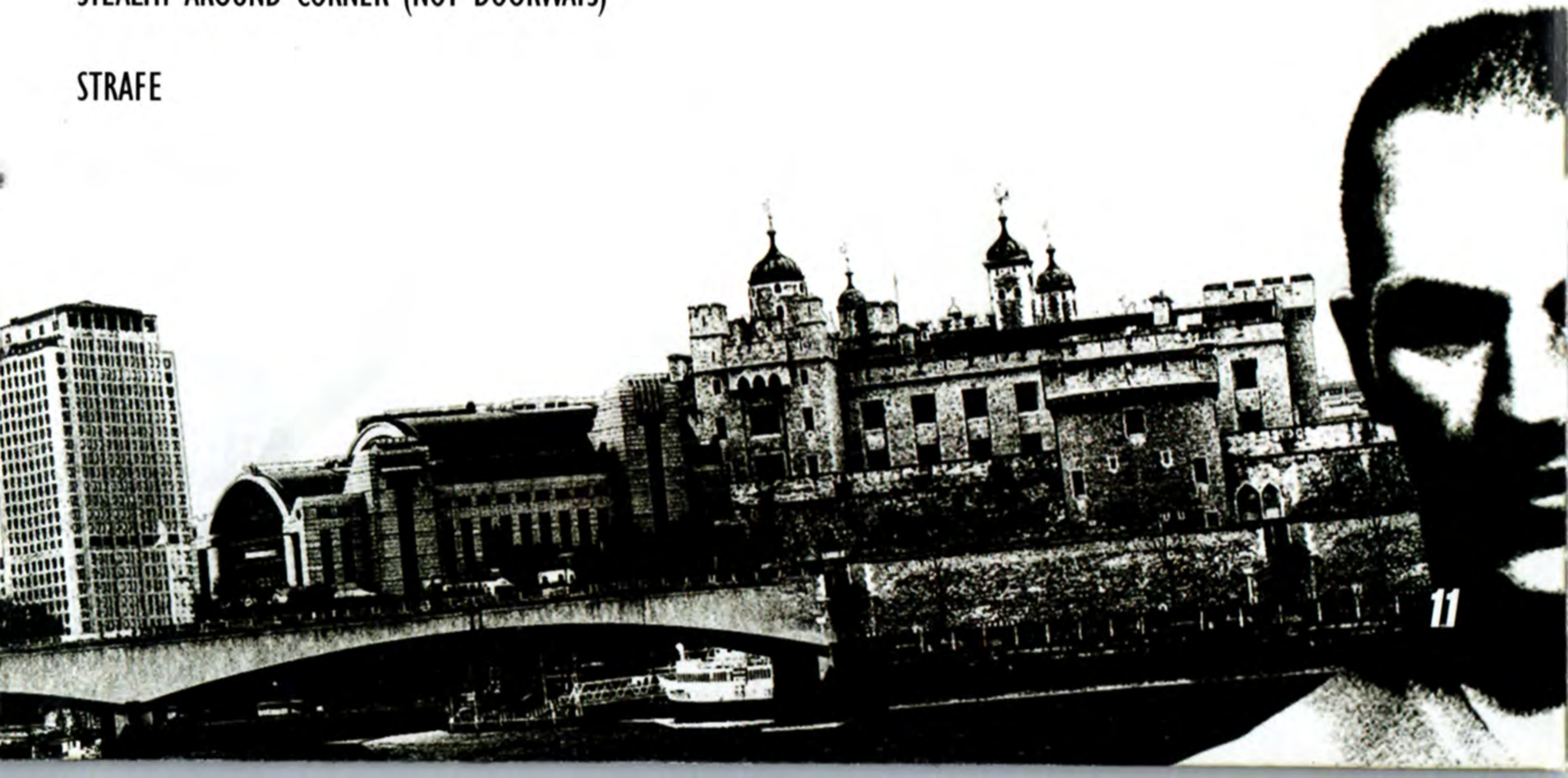


## FOR MITCH & EDDIE

ROLL

STEALTH AROUND CORNER (NOT DOORWAYS)

STRAFE



## EDDIE'S GRAPPLING MOVES



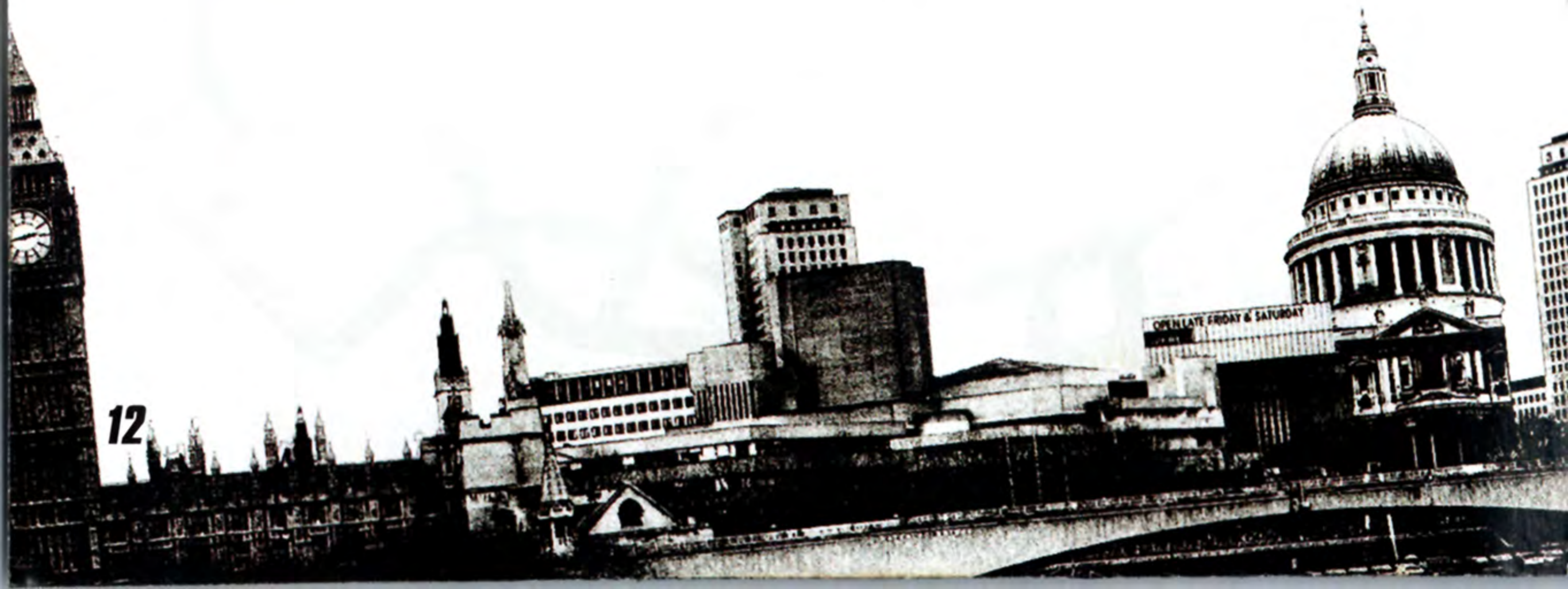
### RELEASING A GRAPPLED ENEMY

- |                                |                            |
|--------------------------------|----------------------------|
| ○ button                       | Release enemy from grapple |
| ○ button + left analog stick ↑ | Push enemy forward         |
| ○ button + left analog stick ↓ | Throw enemy backwards      |
| ○ button + left analog stick ← | Throw enemy to the left    |
| ○ button + left analog stick → | Throw enemy to the right   |



### 'SOFTENING UP MOVES' FROM A FORWARD GRAPPLE

- |                                  |                  |
|----------------------------------|------------------|
| □ button                         | Punch to face    |
| □ button + left analog stick ←/↑ | Punch to face    |
| □ button + left analog stick ↓   | Knee to ribs     |
| □ button + left analog stick →   | Punch to stomach |



## 'K.O. MOVES' FROM A FORWARD GRAPPLE

- |                                  |  |              |
|----------------------------------|--|--------------|
| □ button                         |  | Head butt    |
| □ button + left analog stick ↑   |  | Head butt    |
| □ button + left analog stick ↓   |  | Knee to face |
| □ button + left analog stick ←/→ |  | Uppercut     |

**NOTE:** To execute K.O. moves, you must first 'soften up' your enemy.



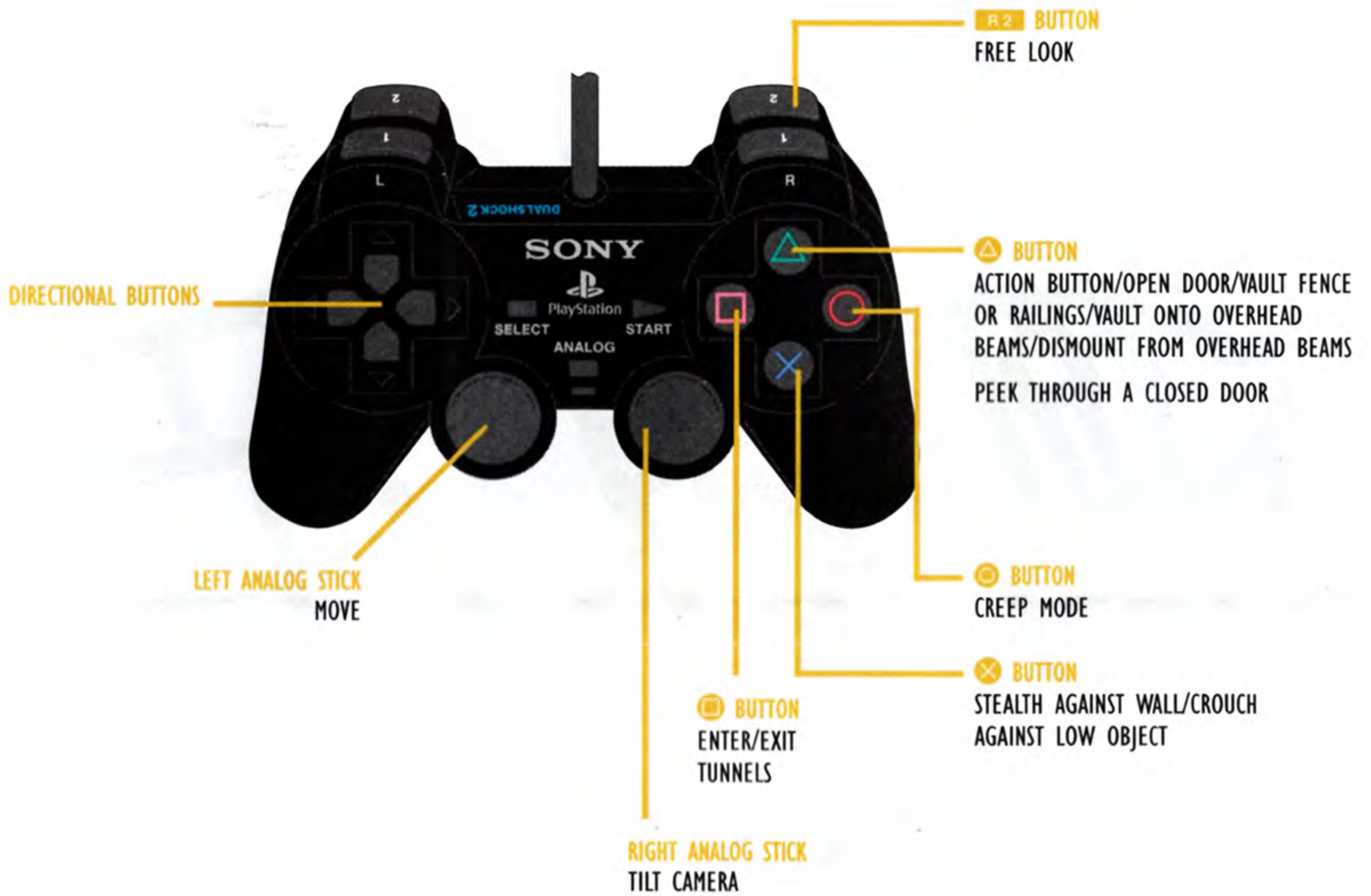
## 'K.O. MOVES' FROM A STEALTH POSITION AGAINST A WALL

- |                                  |  |                                |
|----------------------------------|--|--------------------------------|
| □ button                         |  | Slam enemy's head against wall |
| □ button + left analog stick ↑   |  | Eddie's signature combo        |
| □ button + left analog stick ↓   |  | Slam enemy's head against wall |
| □ button + left analog stick ←/→ |  | Combo attack to ribs           |



# Controls

## SAM



## ADDITIONAL CONTROLS FOR SAM

× BUTTON + LEFT ANALOG STICK

ROLL

× BUTTON + LEFT ANALOG STICK

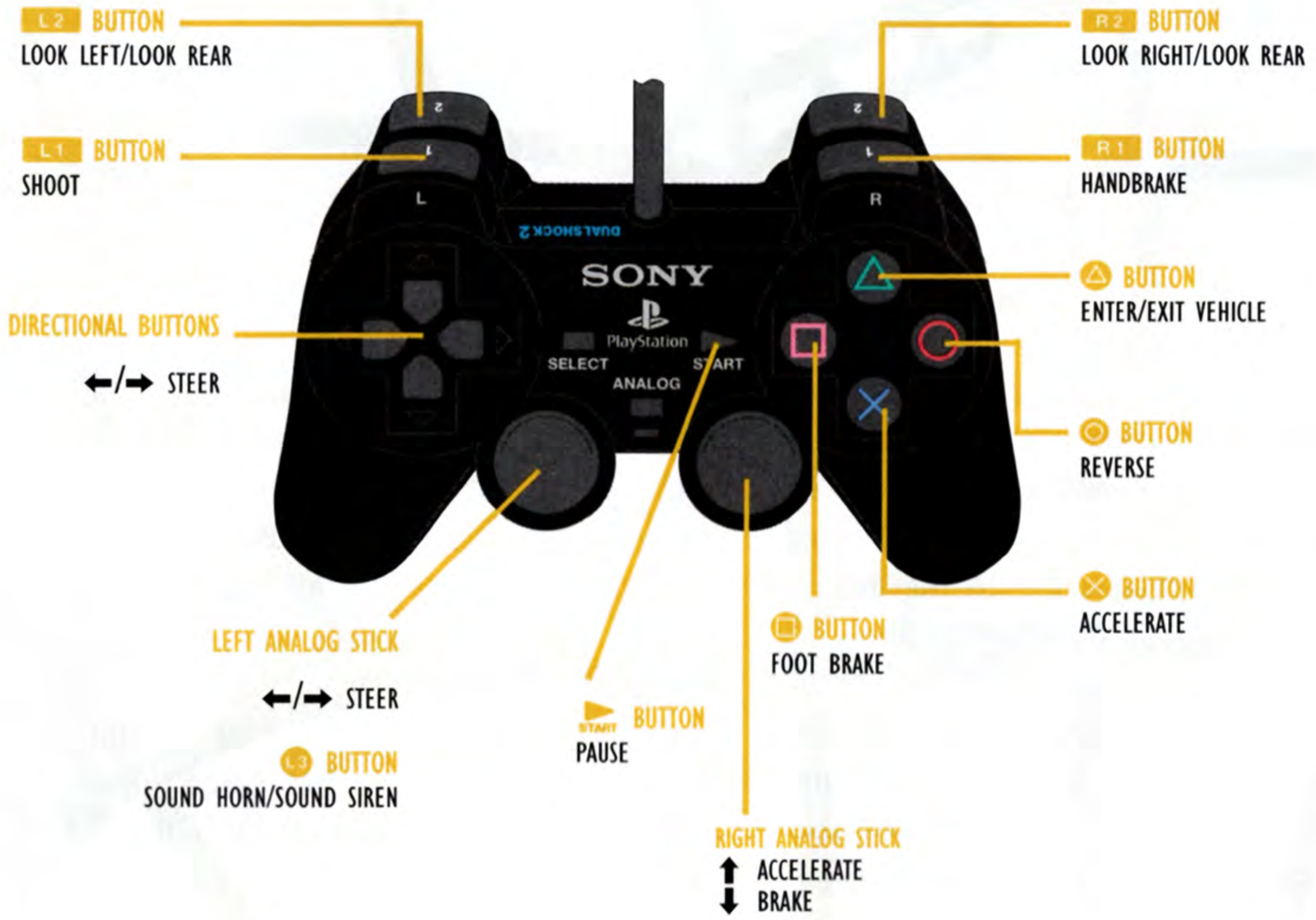
STEALTH AROUND CORNER (NOT DOORWAYS)

R1 BUTTON + LEFT ANALOG STICK

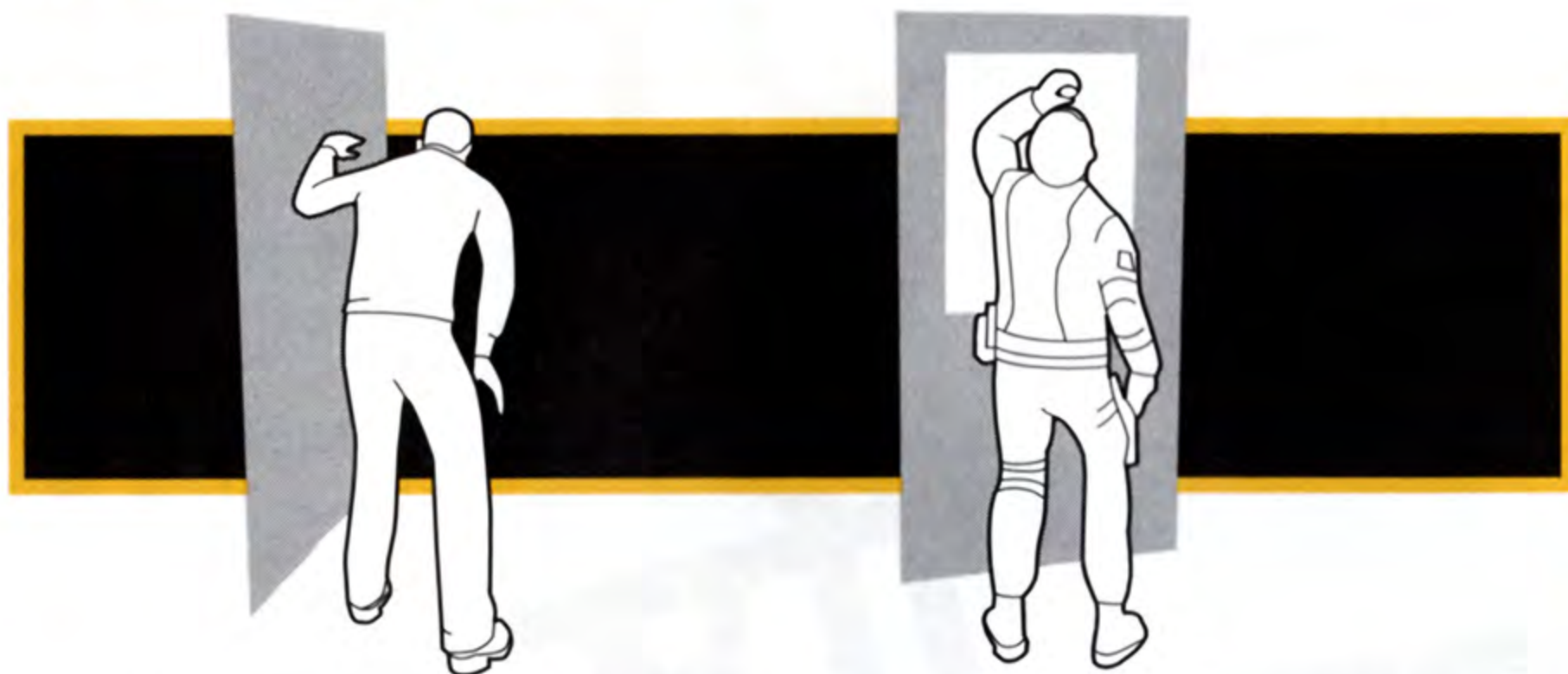
STRAFE




## DRIVING



## REGAINING HEALTH



Putting yourself in the line of fire will often result in your own blood being spilt, and the chances are there's a bullet (or ten) with your name on it out there. Needless to say, your health will diminish every time you take a hit, and your clothes will become soaked in blood. To regain a set amount of health per mission, simply move to the nearest wall to automatically rest against it, either in a standing or crouching position.

After a few seconds of recovery time, you will be ready to continue your mission, but as you can only rest a set amount of times before your injuries become fatal, it is worth your while to also look out for green and blue medikits. Press the  button to take their health-promoting medicine.



## CROUCHING



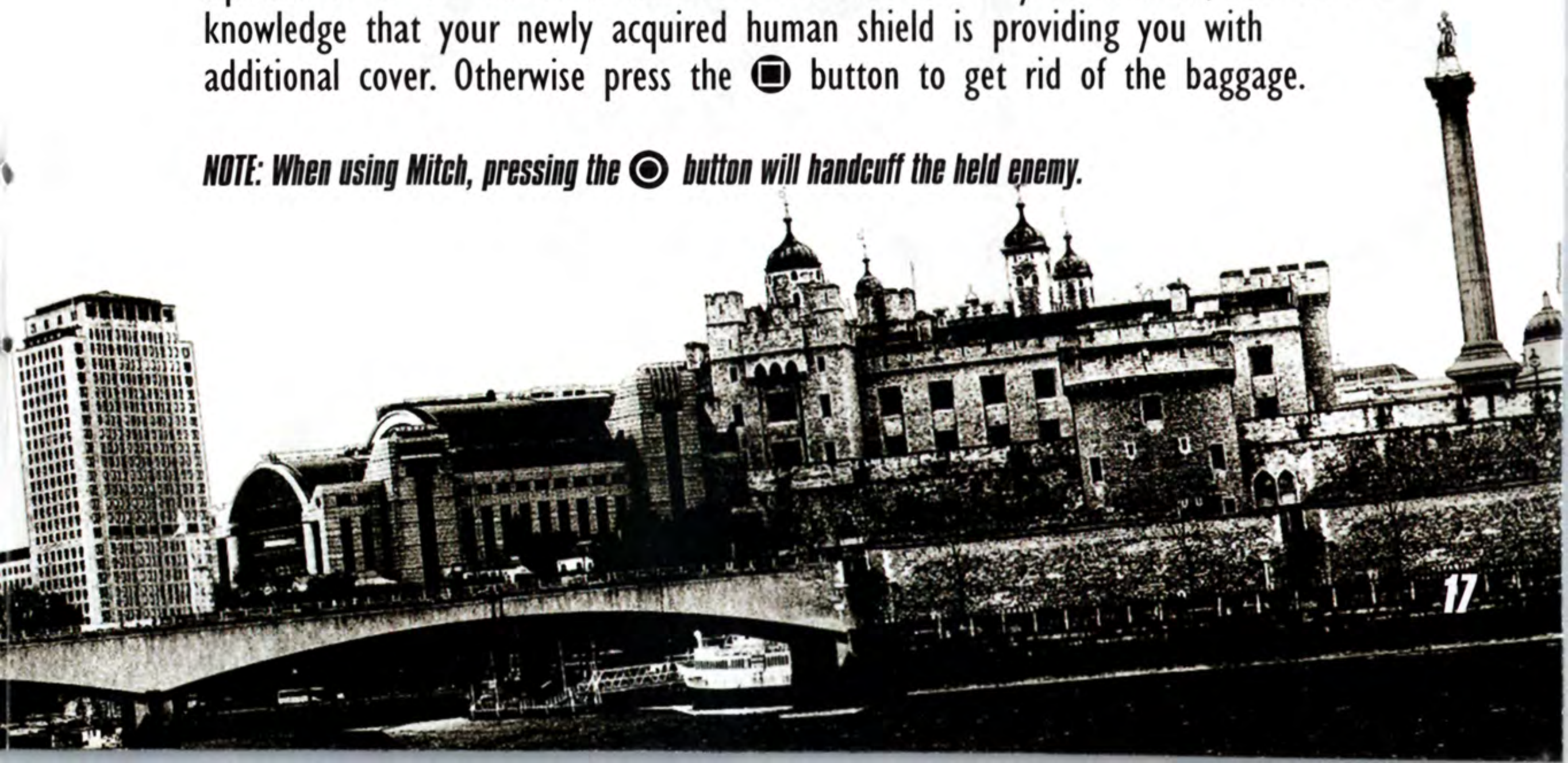
With the bullets buzzing around your ears, taking cover is strongly advised. Press the **X** button when next to an object to crouch behind it. Low walls, cars, boxes and motorcycles make perfect barriers between you and the enemy. You can also fire from behind barriers by leaning around a corner, pressing the **R1** button to target the enemy and pressing the **□** button to fire.

## CHOKE HOLD

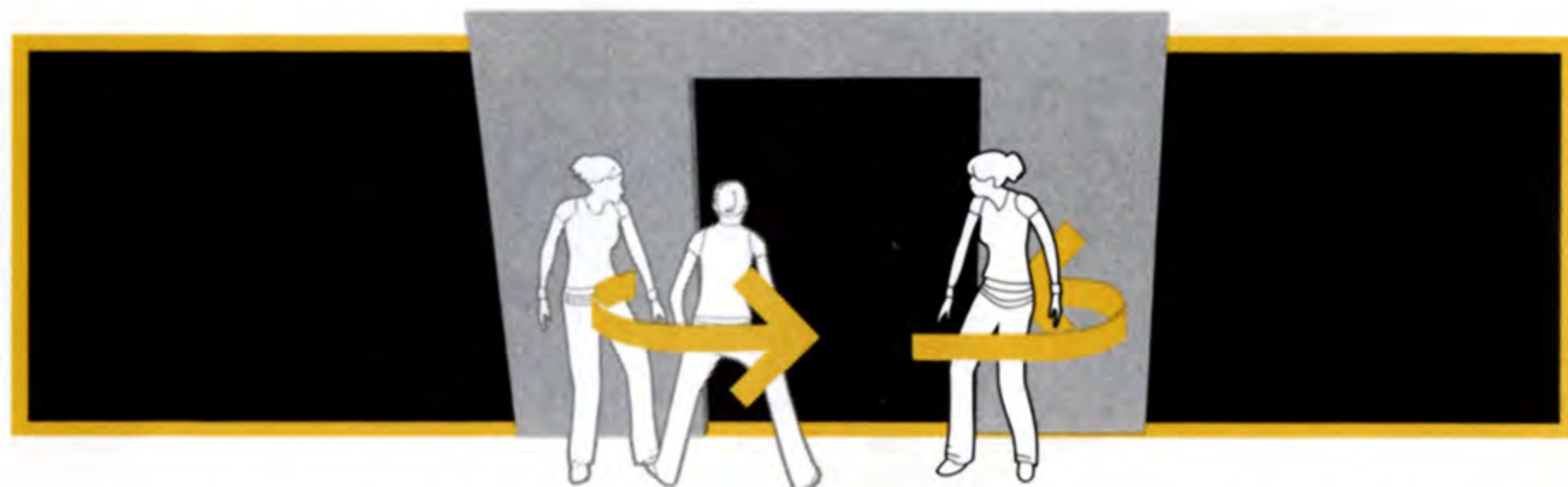


To protect yourself from enemy bullets, grab the nearest person and use them as a shield. Press the **X** button to grip them around the neck in a tight choke hold. Then press and hold the **R1** button or **R2** button and the **□** button to squeeze off a few rounds of ammo in the direction of your enemies, safe in the knowledge that your newly acquired human shield is providing you with additional cover. Otherwise press the **□** button to get rid of the baggage.

**NOTE:** When using Mitch, pressing the **○** button will handcuff the held enemy.



## USING STEALTH



When up close to a wall, press the **X** button to stealthily flatten yourself against it and push the left analog stick **←** or **→** to carefully inch your way along it. Push the left analog stick **←** or **→** when you are close to the corner of the wall to look around it. Press the **X** button again to move away from the wall.

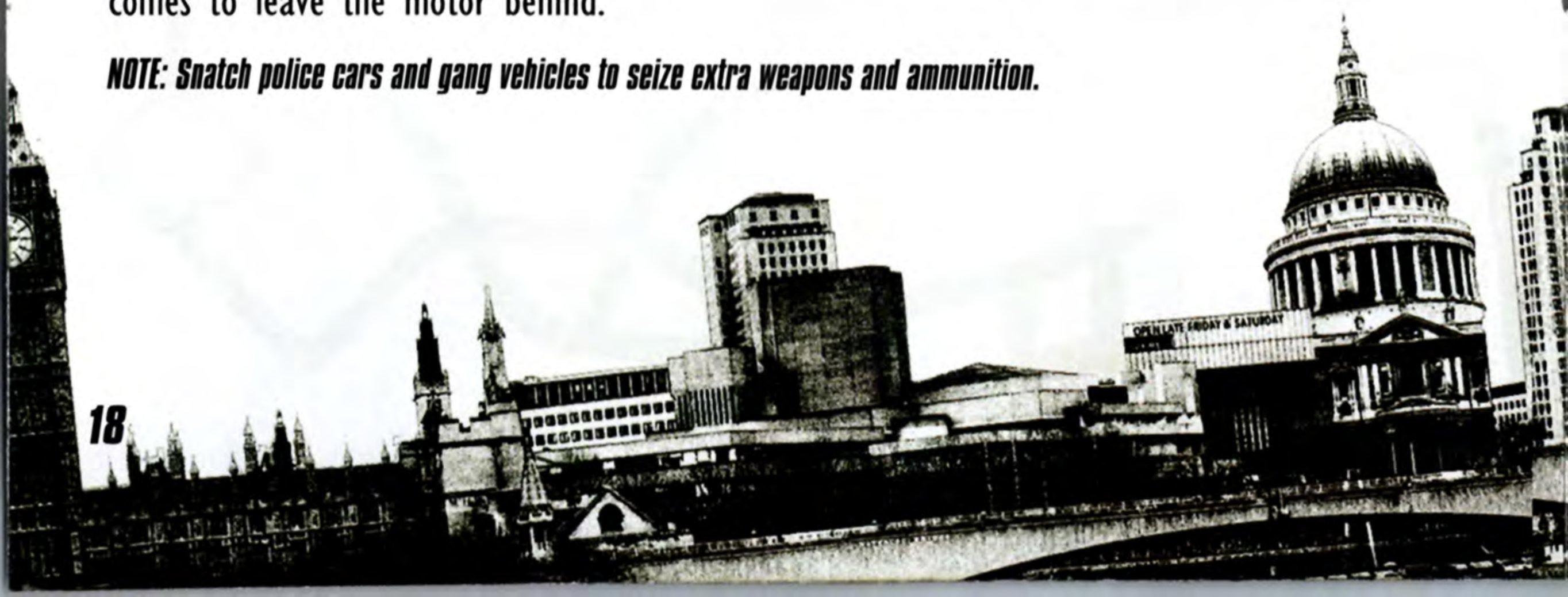
When leaning out from a doorway, hold the left analog stick in the direction of the 'lean out' and press the **X** button to step over to the opposite side of the doorway.

## STEALING VEHICLES



Despite the Mayor's controversial Congestion Charge, Central London is still packed with cars, taxis, delivery vans and motorcycles, and you are going to need the keys to all of these vehicles to make your way across the Capital. Press the **△** button to commandeer vehicles immediately and press the **△** button again when the time comes to leave the motor behind.

**NOTE:** Snatch police cars and gang vehicles to seize extra weapons and ammunition.



## USING VEHICLE INDICATORS

Off the top of your head, you may not know directions of how to get from Beak Street to Poultry or Hoxton Square to Tower Hill, but every vehicle you drive will guide you to your destination via the quickest route possible. Simply look at your vehicle's flashing indicators and follow their lead. If the right hand indicator is flashing, just take the next available right hand turn, and vice versa for the left one. If either indicator flashes rapidly, then your target destination is behind your vehicle, so you may need to go into reverse gear. When both indicators flash at the same time, your destination has been reached. Getting around London has never been easier!



## STORING VEHICLES

If you like the feel of a certain stolen motor and don't want to trade it in for a lesser model, then seek out a special 'save garage' where you can store it for use at a later date.

Your progress will be automatically saved to a Memory Card (8MB)(for PlayStation®2) when you enter a 'save garage' with a vehicle and then leave on foot or in a previously stored vehicle. 'Save garages' will work in both Free Roam and Story Mode. If you put a car into a garage in Free Roam Mode, you will be able to collect it again from the same garage in Story Mode and vice versa.

Each garage can store one motorcycle and one car, and there are several garages across London just waiting to be discovered.

Despite regular gun amnesties, the Metropolitan police seem powerless to prevent more and more firearms finding their way on to London's streets these days. Here is a small selection of the types of weaponry that you can expect to find out there.



A standard issue Organized Crime Squad weapon, this semi-automatic handgun is designed to be used primarily as a deterrent, but police firearms officers are instructed to use them as a last resort.

More effective in wide open spaces rather than at close quarters, this enduring high-capacity automatic assault rifle sprays out bullets at a deadly 600 rounds a minute, mowing down all that are unlucky enough to stand in its way.



With pump-action or semi-auto recoil operation, this shotgun takes out multiple enemies at once. Very popular as a police weapon and as a civilian weapon for self defense, this shotgun packs massive firepower.

Besides these firearms, be on the lookout for non-projectile weapons (i.e. baseball bats, pool sticks, machete and more). Eddie is the only character that can use these types of weapons.



**NOTE: Certain pistols and machine guns can be mixed and matched together to form twin weapons for double the destruction. Eddie can equip himself with certain guns and rifles simultaneously in each hand to deliver double the destruction. Experiment to find your favorite combination.**



## SGT. BEN 'MITCH' MITCHELL



Quiet yet dangerous, Mitch has been accused of being trigger-happy. As an operative in the Organized Crime Squad of the Metropolitan Police, his sudden mood swings and foreboding silences may unnerve his colleagues, but his commanding officer, Inspector Munroe, respects and trusts his methods of operation. Athletic, powerful and focused on the job in hand, his Army training has prepared him for policing the city's streets. To Mitch, an order is an order, but sometimes his own judgement takes control.

## EDDIE O'CONNOR

Uncomplicated and down-to-earth, with Eddie, what you see is what you get. Born and raised in Bethnal Green, Eddie has inherited the old East End values of family and loyalty. Having boxed at Danny West's gym since he was eleven, Eddie is now a star amateur boxer and something of a local celebrity. Danny taught Eddie everything he knows, and Eddie would do anything for his mentor — no questions asked.



## SAM THOMPSON



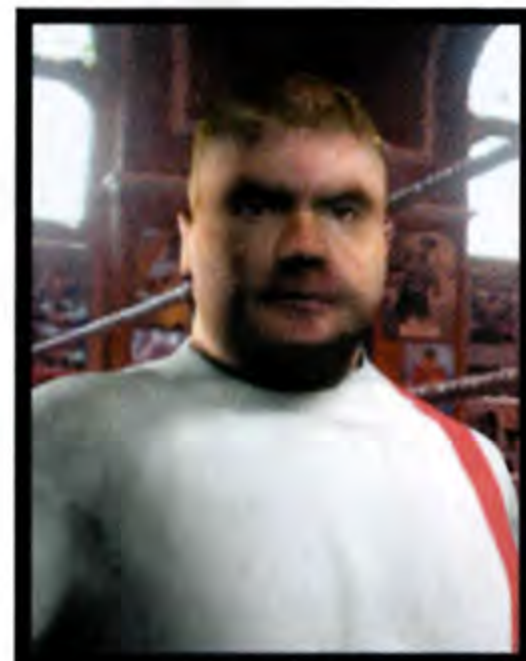
Slight, agile and hard as nails, Sam is ready and willing to prove herself. A born scam artist, her obsession with computer hacking has drawn the attention of the local criminal fraternity, however, time inside a juvenile unit left her with little but gymnastics training. Now that she is out, she can access the buildings and security systems she hacks and having been approached by Danny and his crew, she's about to prove that, at age nineteen, her intelligence and ambition are well beyond her years.





## DANNY WEST

A boxing trainer for 25 years, Danny's concerns in life are his gym, his boys, his gambling habit and making enough money to support all of these things. He has got his hands in just about every pie — from debt collection to nightclub security, from racketeering to protection schemes. His habit has landed him in trouble and now that the Collins Crew are calling in their debt, Danny is one throw of the dice away from gambling his last.



## JACKIE PHILIPS



Beautiful and quick-witted crime journalist Jackie Philips has been investigating the rise of European organized crime in London for several years. Gathering information for a book, in which she will expose the identities of an elusive Eastern block mafia based in London, Jackie has put her life in danger for the cause of journalism. Her courage is about to be severely tested.

## VIKTOR SKOBEL

A former Russian statesman, Viktor was driven out of Estonia in '92. Since then he has become an eminent figure in London's finance industry. He is a complex individual whose charming smile conceals a ruthless core. He has a passion for fine art, fine culture and fine women whom he treats like second-class citizens. A tattoo on his left hand hints at a less refined upbringing.



## ZARA BEAUVAIS



Zara commands all the power that her beauty allows. Her looks are her commodity; she uses them to get what she desires. Providing she keeps her mouth shut, Zara makes the perfect accessory for Viktor: a fate she can handle as long as the price is right.

## JIMMER COLLINS

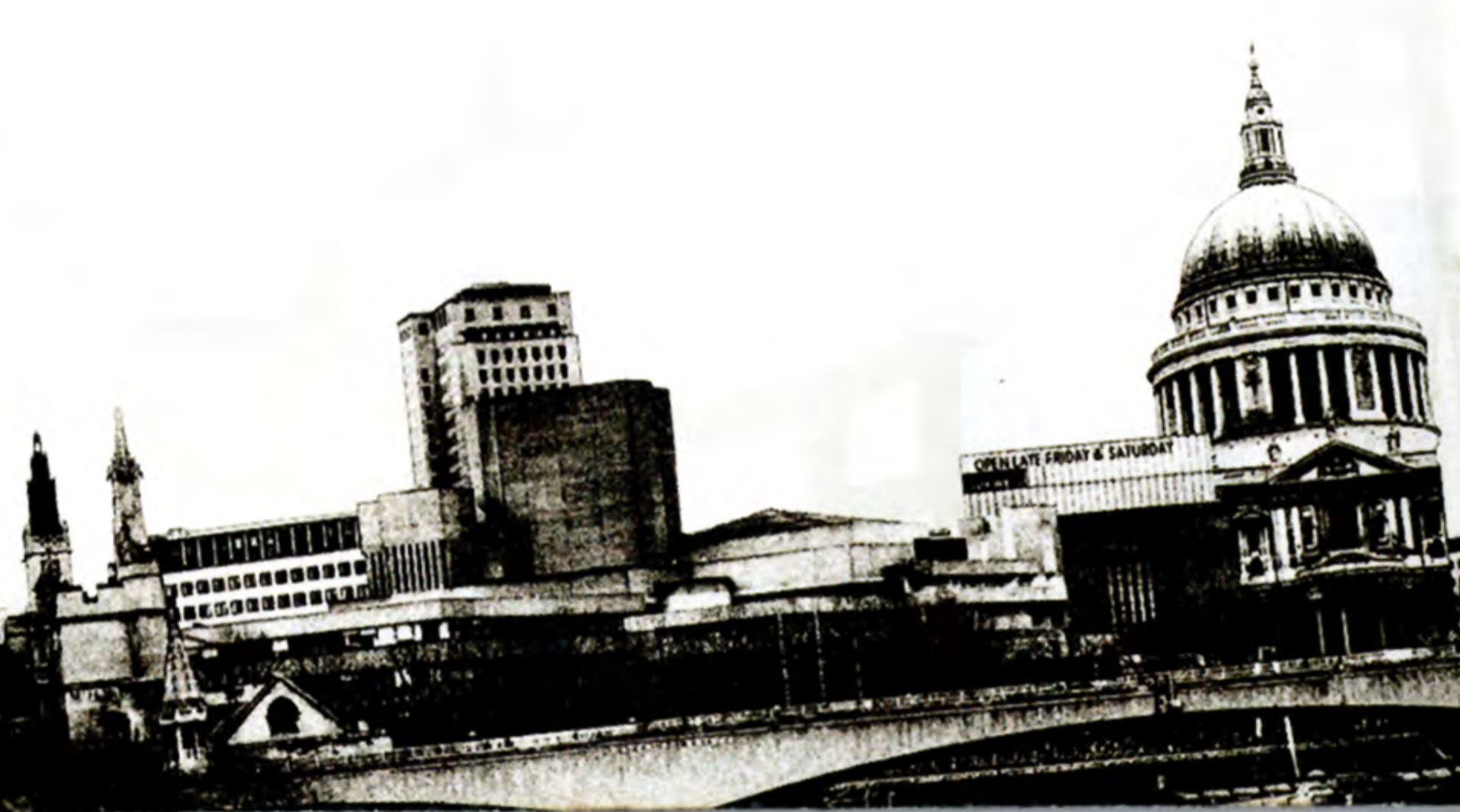
Since the death of Nick Collins, his little brother Jimmer has assumed control of the much-feared Collins Crew. But with little experience in managing such a business, Jimmer is struggling for support from his gang and is running his dead brother's firm into the ground. Backed into a corner and without his brother to guide him, Jimmer's empire is about to crumble.



## JAMAHL



Jamahl and his Yardies were least affected by the gang war of 2002, in fact they thrived after Jolson's downfall. Jamahl's turf has grown and his operations have streamlined. Moving away from drugs, he's now focused on guns, which he always preferred anyway. Finally Jamahl's a main player.



## TEAM SOHO

Directed By	Naresh Hirani
Produced By	Peter Edward
Programming	William Burdon (Lead Programmer), Jim Bulmer, Erwin Coumans, Alan Dann, David Evans, Andrew Frost, Joakim Hagdahl, Steve Jopling, Dushan Leska, Tom Madams, Antonio Martini, James Payne, Jason Williams, Matthew Willis, Arthur Yarwood, Marco Zambotti
Art	Sam Coates (Lead Artist), Ravinder Singh (Lead Artist), Dalia Al-Husseini, Mike Bambury, Stephen Blair, Lloyd Burr, Alexander Pons Carden-Jones, Daniel Cooper, Ben Durrant, Simon Fenton, Mat Garey, Stephen Gould, Ian Gouldstone, Susie Green, Stuart Harvey, Matthew Harwood, Stuart Haskayne, Phil Jackson, Robert Jones, Steven Kent, Art Lenavat, Elaine McSherry, Sayo Meynell, Francis O'Brien, Kelly Phillips, Mike Rouse, Tara Saunders, David Smith, John Venables, Shane Warild, Nicholas Watkins, Ian Wood
Design	Chun Wah Kong (Lead Designer & Original Story), Kate Burrows, Alex Carlyle (Design & Original Story), Bradley Davey, Rob Heald, Russell Kerrison, Dominic Robilliard (Design & Original Story)
Sound	Dave Ranyard (Audio Manager), Alastair Lindsay, Garry Taylor, Kenneth Young
Graphic Design	Andrew Hamilton (Head of Graphic Design), Julian Gibson, David Kirkland, Oliver Wright
Title Sequence	Alex Townsend
Cutscenes	Katie Ellwood (Script & Production) China Moo-Young (Performance Director) Tara Saunders (Lead Cinematic Artist) Stuart Haskayne Phil Jackson Art Lenavat Wai Ming Yuen Donald Taylor (Production Consultant) Laura Owen (Motion Capture Production Assitant) Jayne Collins (Casting)

## CAST

Starring			
Eddie O'Connor	Dave Legeno	PC Finch	Nicholas Denney
Sam Thompson	Jane Peachey	Jamahl	Elwin "Chopper" Davies
Sgt. Ben Mitchell	Bob Cryer	Tyler	Kevin Keane
Jackie Phillips	Kerry Ann Smith	Jimmer Collins	Glenn Doherty
Viktor Skobel	Robert Jezek	Hector	Gary Holt
Alexei "the Dentist"	John Albasiny	Danny West	Denis Gilmore
Levi Stratov	Paul Kaye	Errol	Mike Harvey
Nadya Prushnatova	Yana Yanezic	Arthur	Anthony Florey
Yuri Gorsoy	Ronnie Yakubowski	John "the Cleaner"	Tanner Akif
Zara Beauvais	Jo Lawden	Sleeves	Loick Essien
Inspector Munroe	Karl Jenkinson	Extras	Ann White, Katrina Toth, Teela, Billy
PC Paul Evans	Craig Scott		
PC Jack Harvey	Seth Jee		
PC Stoppard	Mark Beardsome		



## SONY COMPUTER ENTERTAINMENT EUROPE

European Product Manager  
European PR Manager  
European Software Manager  
Vice-President of Product  
Marketing and Sales Planning  
Director, London Studio  
Executive Vice-President  
of Development  
Vice-President -  
International Software  
New Release Managers  
Vehicle Licensing  
Legal & Business Affairs Manager  
Planning and Localization Manager  
Packaging and Manual Design  
Packaging and Manual Text  
Software Operations Coordinator  
Print Production  
QA Manager  
Internal QA Manager  
QA Supervisor  
QA Manual Approval  
QA Team Leads  
QA Testers

TRC Auditors

Toby Morrish  
Stuart Turner  
Mark Hardy

Simon Rutter  
Jamie Macdonald

Phil Harrison

Shawn Layden  
Lauren Barry, Louise Welch  
Anthony Hodgson  
Stacey Fowler  
Vanessa Wood  
Andrew Hamilton, Julian Gibson, Mike Alder

Russell Coburn

Jenni Rees

Matt Bristow

Geoff Rens

Dave Parkinson

Jim McCabe

Clare Crawley, Martin Hill

Stephen Allen, James McLoughlin

Rory Abbott, John Lewis, Lorna Campbell, Marc Shannon, Lee Langan,  
Daniel McCreadie, Lee Champion, Graham Foxall, Gary Lightfoot, Craig O'Hanlon  
Paul French, Keith Derby, Chris Atkinson

## ADDITIONAL PRODUCTION

Motion Capture Shoot Assistants  
Additional VO Artists

Stunt team  
Music/OST

Music Licensing

Magali Stretton, Rik Goddard, Baijul Khera, Aine Woods, Rosalind Burr, Jared Manley  
Chris Fairbank, Simon Mattacks, Ona Onabule, Kate O'Sullivan, Enn Reitel,  
Sharlene Whyte

Julian Spencer (Stunt Coordinator), Kim McGarrity, Jamie Edgell  
Nimrod Productions/Nimrod Symphony Orchestra, Jon Williams, Mark Canham and Rich Narco, Remixed  
by Ninja Tune/Big Dada artists: Amon Tobin, Blockhead,  
Lotek Hifi, Diplo, Alastair Nicholson (Ninja Licensing and Legal)  
Sergio Pimentel, Martin Hewett

Black Sanchez 'Crawlin Downtown'  
Written by Matt Harvey and Adi Box  
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Klute 'Hidden Hand'  
Written and Produced by Tom Withers for Klute Productions 2004.  
Recorded at PBJ Studio, North London.  
Published by Suicidal Failures  
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Transcargo 'If Only'  
Written by Emily Phillips and Anthony Whiting  
Additional drums by Jon Mower  
Backing vocals by Martha Fein  
Published by Rykodisc Ltd  
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Felix Da Housecat featuring Miss Kitten 'Silver screen: Shower Scene  
(Adult mix)' Written by (Felix Stallings/David Jenefsky/Tommie  
Sunshine/Bobby Orlando) Published by Sherlock Holmes Music Ltd /  
Published by Petty Larceny (Ascap) / Published by Universal Music  
Publishing Ltd. Taken from the album 'Kittenz and Thee Glitz' on  
City Rockers.

## Licensed Tracks:

### Consultants

Charles Perry, Rob Grundy (Police Consultants), Andrew Cardwell (Financial Fraud Consultant), Johnny Ludlow, Grant Cummings (Location Consultants),

### Brands/Licenses/Locations

Mark Harris (Sport Newspapers), Lucy (Litmus PR), Controlled Demolition Group Limited, Kate Blow (London Underground Limited), Vickie-Marie Cossar (Metro Newspapers), Terri Kelly (All Stars Boxing Gym), Crossness Engines Trust, Amphill Metal Co., Kempton Great Engines Trust, Falkland Press Limited, Symbiosis Media, Brabus Cars, CCM, Citroen Cars, Ducati, Fiat, Ginetta, Lancia, Lotus Cars, Peugeot, Renault, Rover MG, Triumph, TVR, Vauxhall

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# Notes

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