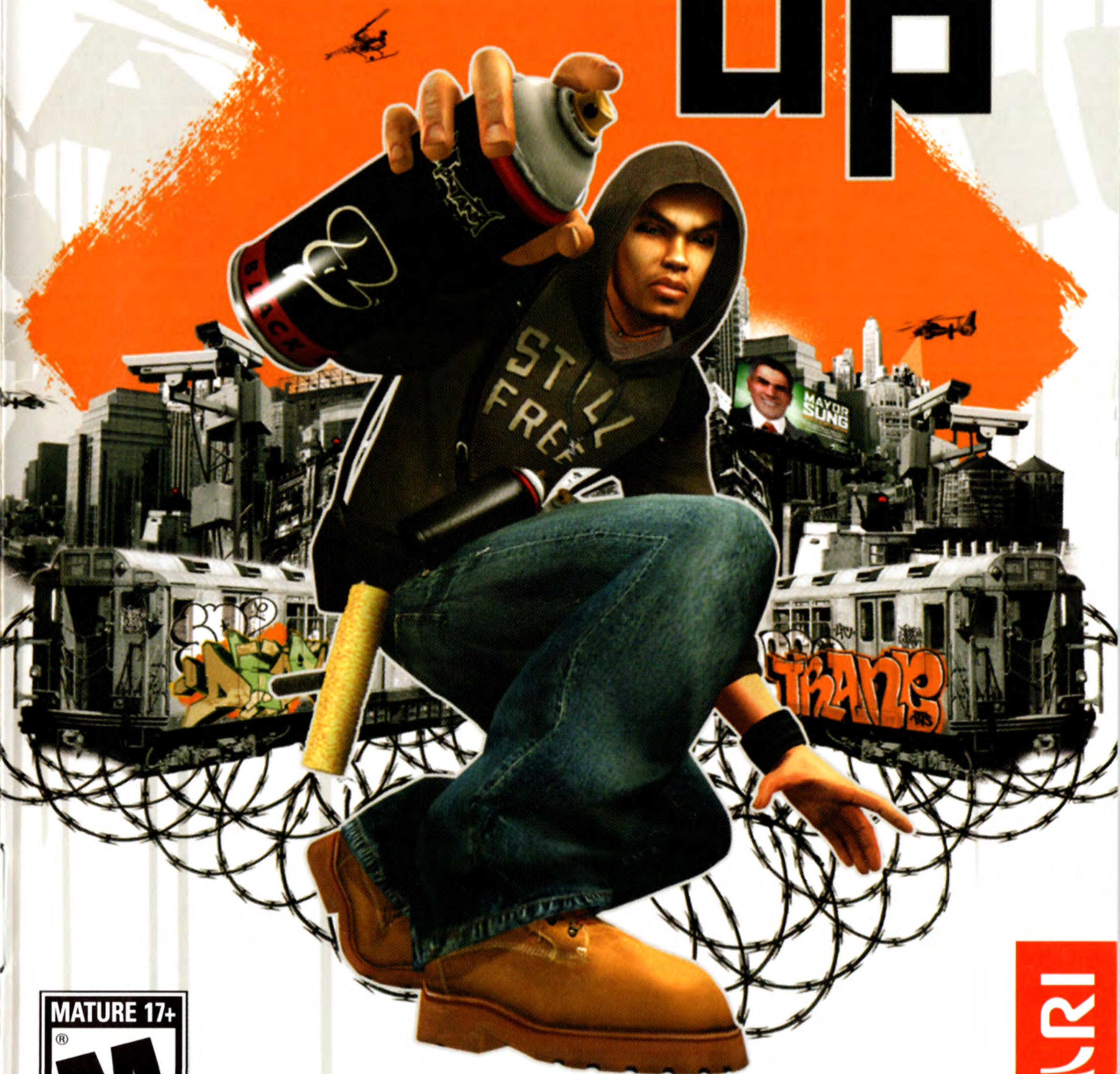


MARC ECKŌ'S

# getting

CONTENTS UNDER PRESSURE

# UP



\*ecko unltd.®

ATARI

## **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:**

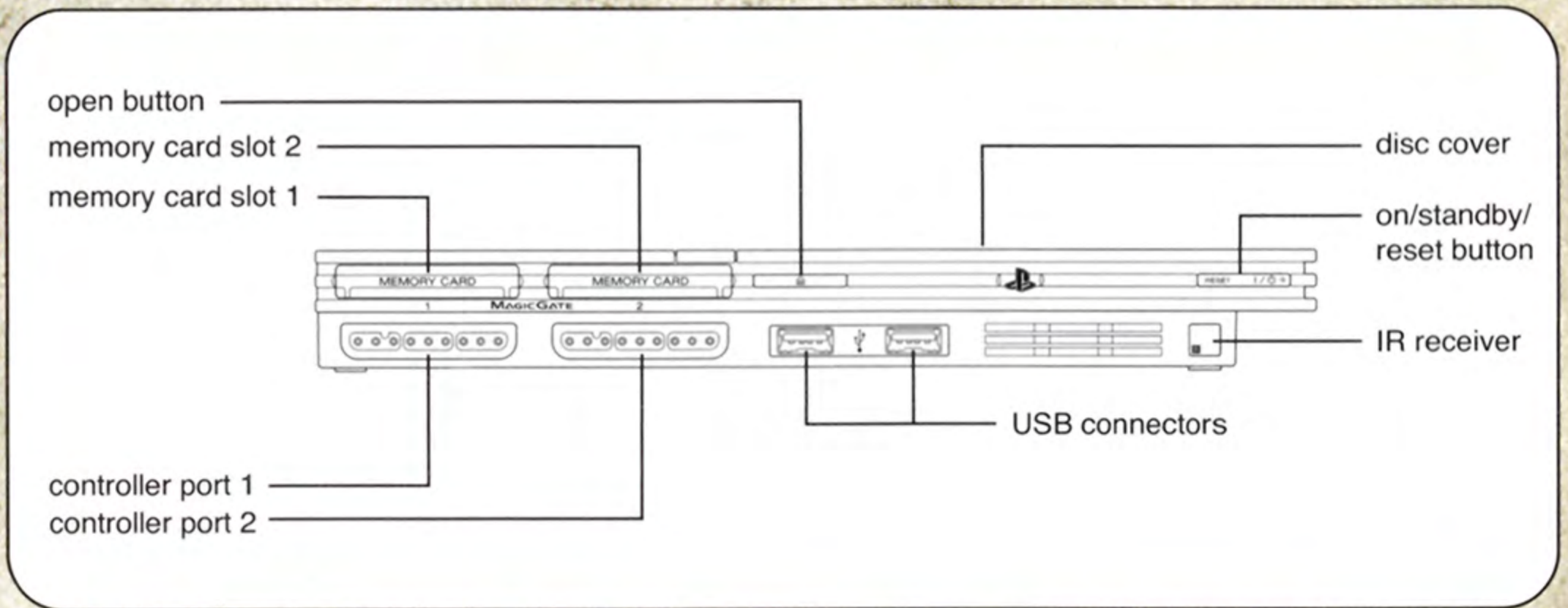
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

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# 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 Marc Eckō's Getting Up®: Contents Under Pressure 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 (8MB)(for PlayStation®2) containing previously saved games.

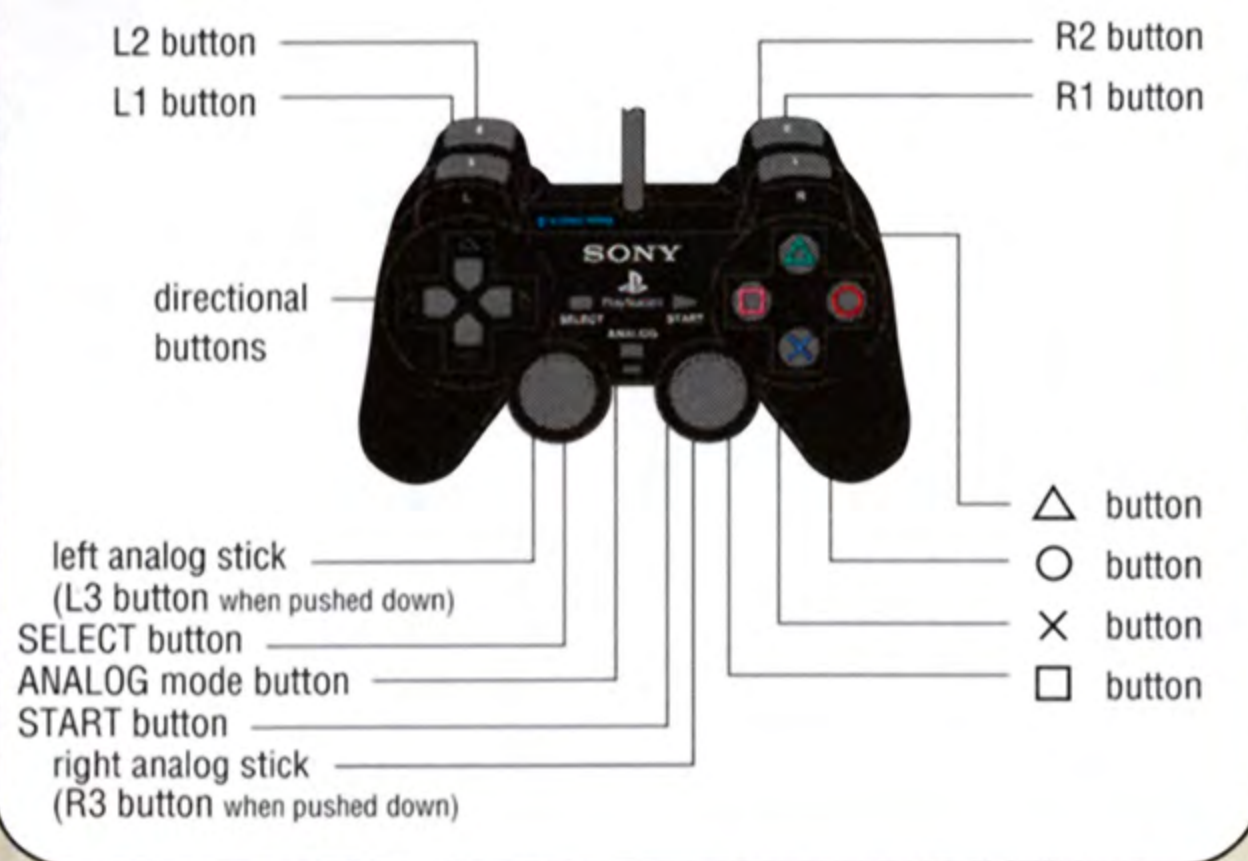
### \*\*\*DISCLOSURE\*\*\*

Defacing or vandalizing public, commercial or private property is a crime in most jurisdictions. This game and its instruction manual, strategy guide and marketing materials are provided for the purposes of entertainment only. Atari, Inc., Ecko Unltd. Games and The Collective do not encourage or condone defacing, destroying, or vandalizing public or private property. This game is intended only to provide a fictional environment in which players can view a depiction of the graffiti culture and can act virtually without breaking any laws or affecting the rights of others in any adverse manner.

**DEDICATED TO ALL THE GRAF WRITERS  
WHOSE ART WAS DISMISSED AS FILTH.**

# CONTROLS

## DUALSHOCK 2 ANALOG CONTROLLER CONFIGURATIONS



### NAVIGATION AND COMBAT

left analog stick	Move Trane / Balance on beams / Aim weapon
right analog stick	Move camera
□ button	Punch
X button	Jump
△ button	Kick / throw weapon
○ button	Special action (pickup / push-pull / climb down / evade) / Apple® iPod (Menus)
L1 button	Crouch (when not detected by an enemy) / Block / Dodge (when in combat)
R1 button	Graffiti Mode
L2 button	Intuition
L1 button + left analog stick	Sneak
R2 button	Inventory
SELECT button	Whistle
START button	Pause Menu

### FREEFORM GRAFFITI (STENCILS, MARKERS, SPRAY PAINT, STICKERS, POSTERS)

R1 button	Enter Freeform Graffiti Mode (Press and hold when facing a wall)
left analog stick up/down	Select wall position (High/Medium/Low)
directional buttons up/down	Select color
directional buttons right/left	Select style
□ button or △ button	Place graffiti
right analog stick	Move camera

### PAINTING/SQUEEGEE

R1 button	Enter Paint Mode (Press and hold when standing in front of a Throw Up/Mural template)
directional buttons up/down	Select size
directional buttons right/left	Select style
□ button	Paint (normal flow)
△ button	Paint (fast flow – unlockable)
left analog stick	Move spray can or squeegee up/down / Move Trane left/right
right analog stick	Move camera

### WHEAT PASTE

R1 button	Enter Wheat Paste Mode (Press and hold when standing in front of a Wheat Paste template)
directional buttons right/left	Change Wheat Paste
□ button	Apply Paste
△ button	Apply Poster
left analog stick	Move roller up/down / Move Trane left/right
right analog stick	Move camera

# THE STORY



You are Trane, a “toy” graffiti artist with the street smarts, athletic prowess and vision to become an “All City King” — the most reputable of all graffiti artists. Along your quest, uncover the mayor’s deep, dark secret and use your fighting talents and high-wire graf to expose the city’s leader as a corrupt tyrant.

As you struggle to save a city from an oppressive government, one question stands out: What if graffiti could change the world? Risk your life battling city authorities and rival graf gangs — mere obstacles in your attempt to get your tag up. And in this city, not just any tag will do. You’ll have to “Get IN, Get UP and Get OUT.”



R MATA AFP/GETTY IMAGES

lested teen.

TINENTAL POST OFFICE

16  
KNEW



TRANE



## TRANE (TALIB KWELI)

Sometimes the least likely hero emerges in the face of extreme adversity. An outcast and a rebel, Coltrane "Trane" Crowley begins his journey as a "Toy" – a novice writer concerned only about getting his name up all over the city of New Radius. But this is no ordinary city, ruled by the tyrannical Mayor Sung and his battalion of goon enforcers. And, as Trane soon discovers, it's a city filled with dark secrets that threaten not only graf writers, but the entire population. Soon, with his own "Still Free Crew" covering his back and the tools and techniques of various graf legends in his arsenal, he's ready to rise to the rank of a Legend and take on the Mayor one message at a time. A natural born athlete, he's got enough muscle and street smarts to navigate this ultimate, urban, jungle gym while causing some serious damage to rival crews, the roving Vandal Squad, or the heavily armed militia known as the CCK. Even the best graf writer in town knows you're only as good as your last tag. So make sure it's unforgettable.

TRANE



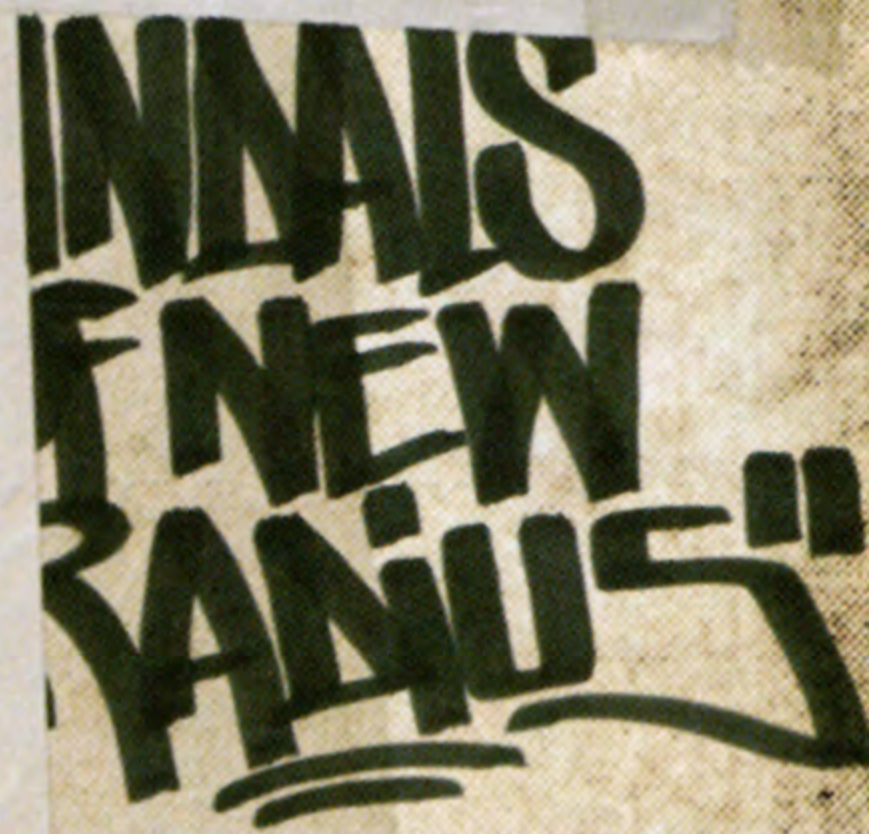
TRANE





### GABE #33 (MICHAEL BERRIN, AKA MC SERCH)

Gabe is the leader of the Vandals of New Radius (VaNR). He's a diehard New Radius Stunners fan and has adopted the jersey of his favorite player, number 33, Vance "Vandal" Dallister. Gabe has a reputation as a badass and is ready to cause problems for any Toy trying to get up on VaNR turf. He's rarely without his girlfriend, Tina, and you can always spot his pieces by the cobalt blue, orange and white paint. One more thing – Gabe's got a fear of heights, so he has his crew hit the heaven spots for him. Not a good look for someone trying to maintain his rep.



### TINA (ROSARIO DAWSON)

Talented *AND* hot, Tina would give even an All City King the shakes. But beneath all that buff goodness rests an easygoing, down-to-earth kind of girl. She's got intelligence and a fistful of dreams, working at "Scrapyard" to save enough money to eventually break out of New Radius.

But for now she's happy building her blackbook and spreading her good nature (and a little free paint) around. Tina loves Gabe – but he's always putting her down for hanging out with other writers at the store. If Gabe doesn't watch it, he might lose more than just bragging rights to Trane.



7  
The New Radius Standard, Wednesday, March 9, 2005

Photo starting from the left: White Mike, KRY-1

### **KRY-1 (GIOVANNI RIBISI)**

Kry-1 is a trust fund kid whose only ambition is to roll with the big boys. At first, Trane thinks this kid's wack, but without him there would be no Still Free Crew. It's not his tagging skills that keep him at Trane's side; it's his uncanny ability to find a way into the hardest to reach spots of New Radius and to navigate the underground as if it's his second home.

### **WHITE MIKE (CHARLIE MURPHY)**

Don't be fooled by the nickname - he's been known as White Mike since he was four and if it didn't make such a great graf name, he'd probably beat you senseless for using it. This giant's got a punch like the back end of a mule and a deep-seeded desire to share it any and every chance he gets. He isn't really much of a writer, but he digs the scene and can always be found hanging with his crew. Bottom line: White Mike is easy to bug and hard to miss.



## KAREN LIGHT (BRITTANY MURPHY)

Look to the light and you'll find the truth. The face of Network New Radius Channel 6's "E-NNR-GY," Karen Light has always loved the spotlight and wants nothing more than to be a star. She knows a good story when she hears one, and the underground graf campaign against Mayor Sung is a sure-fire ratings puller. Are you ready for your close-up, Trane?

### CITY FINAL

45 / Weather: Page 42 \*\*

25¢



## Mayor Sung

### MAYOR SUNG (GEORGE HAMILTON)

They say power corrupts – but not Mayor Miguel Sung. A former DA who ran for Mayor on promises to rid the city of juvenile delinquents and to “make the streets shine like sterling silver,” Sung’s risen through the ranks of New Radius with the smile of an angel and the soul of a serial killer. The media loves his savvy charm, off-the-cuff humor and his knack for delivering the perfect sound bite. But remember, you can fool some of the people some of the time, but you can’t fool all of the people all of the time.



### **AUNT BETH (ANDY DICK)**

To the casual passerby, she's nothing more than a crazy bag lady roaming the streets of New Radius. In reality, Aunt Beth is a graf writer's worst nightmare – the infamous big boss of the CCK's undercover unit known as the Vandal Squad. A behemoth battle axe, Aunt Beth gives no mercy to any writer who crosses her path. She uses her smarts to start beefs between rival crews, and because she used to be a writer, "Aunt B" knows exactly how to find them. Like she always says, "Let the little rats kill themselves; save the big rats for me."



### **CHIEF HUNT (ADAM WEST)**

He's the top cop and he's strictly old school. Chief William Hunt is Mayor Sung's right hand man, but that doesn't mean he's all bad. 25 years on the job and a working class Cuban upbringing means he understands the streets and has a certain respect for the smart perp – as long as he's dragging them through the precinct doors. His credo? "Stomp out the rats!"



### **CCK Guard (Orange Light)**

The beat cop of New Radius. A low level grunt that doesn't see past his paycheck, but enjoys cracking a few heads along the way. His weapon of choice is a PR24, and there's a few graf artists that can tell you what that feels like. One-on-one with the Orange Light and a writer's got a good chance – any more than that and running starts looking good.

### **CCK Gunman (Orange Heavy)**

The Orange Heavy pack an SMG and aren't afraid to use it if you're breaking the laws of New Radius. Which you are. So keep it stealthy when these guys are around.

### **CCK Silver Gunman**

Trane does not want to tangle with Silver Gunmen unless he has a clear exit strategy.

### **CCK Silver Guard**

The next level of law enforcement within the CCK. The Mayor creates this elite guard to safeguard his pride and joy – the new, improved, 'graffiti proof' Silver Trains. With well advanced combat skills, the Silver Light are not to be messed with.

TERRIBLE  
TKID

TERRIBLE  
TKID

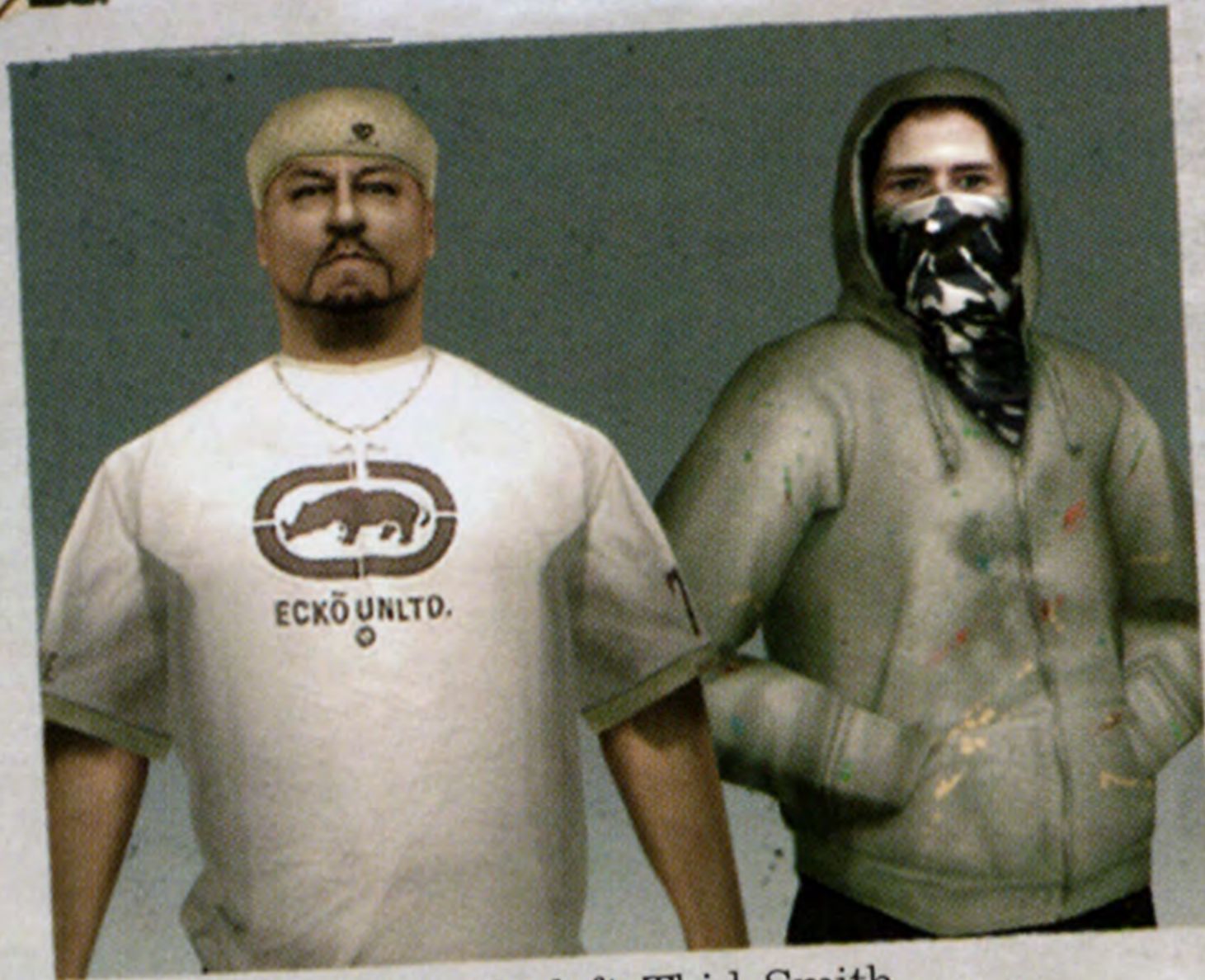


Photo starting from the left: Tkid, Smith

### TKID LEGEND

T-kid 170 (Terrible Kid) began by writing on trains in 1974 and continues his art today by painting many murals in his hometown of the Bronx. Regarded by his peers as a highly influential master for his graffiti style and design. Teaches Trane how to paint murals.

### SMITH LEGEND

From Washington Heights, Smith was one of the most notorious writers ever and defined a new culture of graffiti by going above ground and sneaking his way into heaven spots to place his tag. Smith has since been commissioned to do murals for businesses of all types. He provides Trane with sneaking and stealth techniques.

> 170

> 170<sup>TH</sup>

> 170

170

170



SMITH

170



**LEGEND**

**FUTURA**

A presence since the early 1970s, FUTURA has gone on to become involved in creating a vehicle for writers to pursue careers as professional artists at Esses Studios. Introduces Trane to a graffiti artist's Black Book.



**LEGEND**

**COPE2**

The notorious 'Bronx bomber and destroyer' who began by tagging New York City subway cars and by 1983, was the king of the 2, 4 and 5 subway lines. Shows Trane the skills needed to successfully tag the subway system.

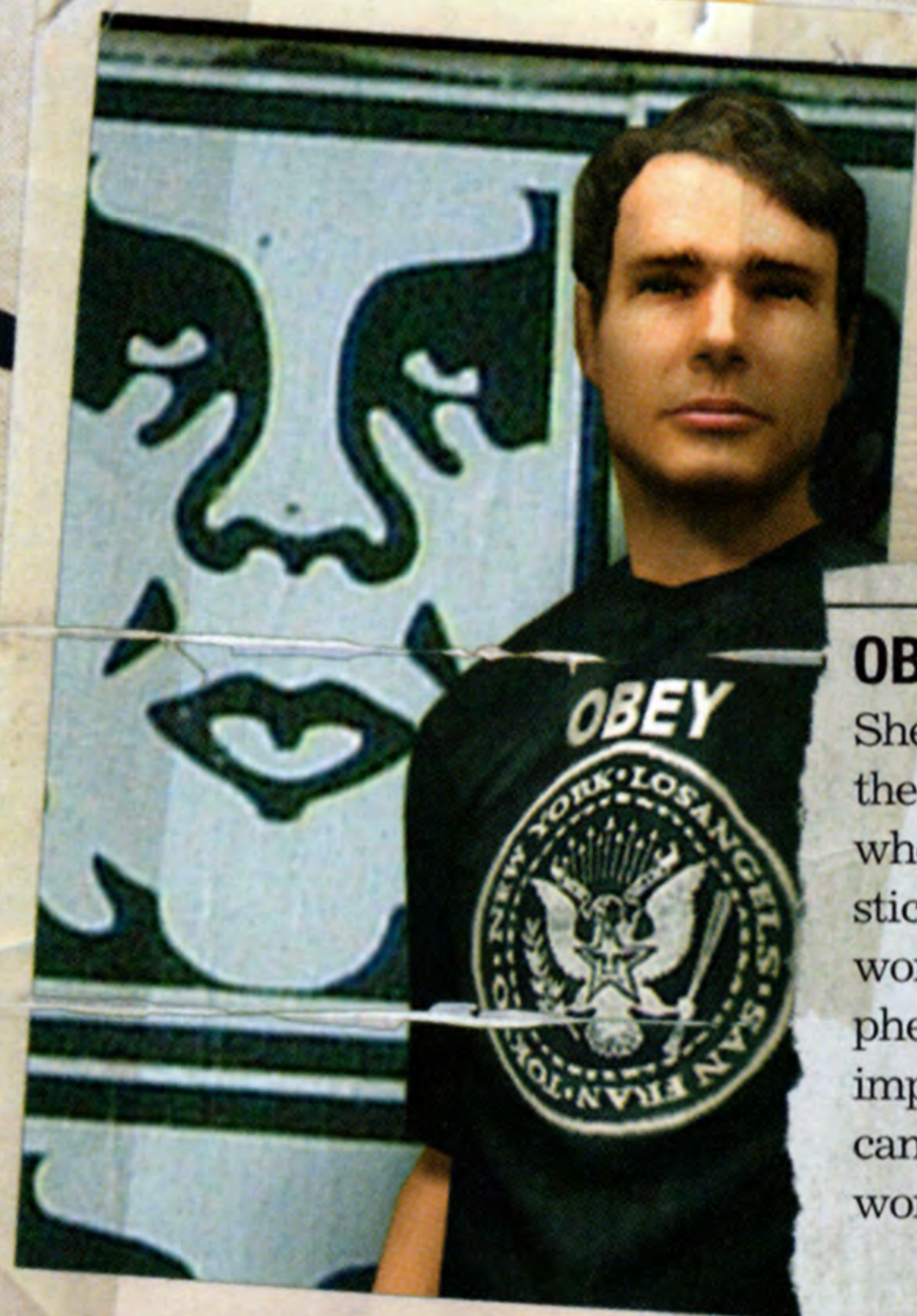




**SEEN**

**LEGEND**

Bronx-born artistic prodigy well-known for painting entire subway cars from top to bottom, and one of the first artists to put his work to canvas. He is widely regarded as a leader of the school of graffiti art, and his works can be found in private collections and museums. Shows Trane how to bomb entire subway cars.



**OBEY**

**LEGEND**

Shepard Fairey was a student at the Rhode Island School of Design when he created the now famous sticker of Andre the Giant with the words OBEY. This experiment in phenomenology demonstrates the impact and influence a street artist can wield. Opens Trane up to the world of Wheat-Pasting.



# VANDAL SQUAD COPS



The undercover unit of the CCK. Fat, balding thugs that often pose as vagrants to blend into the urban sprawl, haunting the underground subway tunnels and roundabout spots.

They love to get the drop on unsuspecting writers in action and introduce them to the pleasures of the stainless steel shock baton.



MARC ECKO'S

# Getting UP

CONTENTS UNDER PRESSURE



## WELCOME TO NEW RADIUS

In a world where graffiti has been banned and justice is outlawed, an unlikely hero rises to save his neighborhood from the corrupt government of New Radius and become an urban legend. You play as Trane, a “toy” graffiti artist with urban street smarts, crazy athletic abilities and a drive to make your mark. You live the sport of graffiti, risking it all to reach the city’s dangerous sweet spots, where a well-placed graf piece will bring respect and reputation.

In Marc Eckō’s *Getting Up®: Contents Under Pressure*, you must prove your worth as a graf writer from subterranean subway lay-ups, to above ground bombing as the trains go “silver,” to tagging the vertical heights of New Radius. Build your skills from a toy with stickers and markers, to all city king with an arsenal of wildstyles, rollups, stencils and wheatpastes. But you’ll need more than graffiti skills to survive the corrupt police state that wants to stamp out all that you stand for.

## MENUS

### TITLE SCREEN

Press the **START** button to enter the Subway Station. Then, move the **left analog stick** or press the **left** or **right directional button** to select the Staircase or the Newsstand.



### NEWSSTAND – BROWSE MODE

The Newsstand is home to the **Getting Up Browse Mode**. In this mode, you can choose to go to any of the levels in the game except for levels 9, 10 and 11. The only way to open these levels is to play through to them in Story Mode. (**Note:** You cannot save your game in Browse Mode).

### STAIRCASE – STORY MODE

The Staircase leads to **Story Mode**, an 11-mission tour of New Radius. Press the **X button** to walk down the stairs to the Kiosk Machine.



## KIOSK MACHINE – CREATE OR LOAD A GAME

Use the Kiosk Machine to create a new game, enter a code or load a previously saved game.



**New Game:** To create a new profile, press the **directional buttons** to highlight a save slot and press the **X button**. You will continue to the Game Information Menu. Press the **Δ button** to go back to the previous menu.

**Load Game:** In order to load a game, you must have a memory card in MEMORY CARD slot 1. Select a saved profile and press the **X button** to continue to the Game Information Menu. Press the **Δ button** to return to the previous menu.



## GAME INFORMATION MENU

At the Game Information Menu you can select a mission, change option settings, view current statistics, read your Black Book and access unlocked material.

### MISSION SELECT

Head toward the Subway Car where you can select your destination.

### BLACK BOOK

Select the pieces and tags for your next mission, browse Graffiti Legends art and info, and view game credits (see Black Book on page 28).

### UNLOCKS

Once you've earned enough Rep, check out this area, where you can find concept art, movies and Beat Down content.

### OPTIONS

Adjust game options (see next page).

### STATISTICS

View the statistics for the current profile, including Rep, completed Graffiti Bonus objectives, Freeform Challenges completed, Legend Photos taken and Secrets found. Press the **Δ button** to return to the Game Information Menu.

### EXIT

Quit current game and return to the Main Menu.

## Apple® iPod

Press the **O button** at the Game Information Menu to open your Apple® iPod, where you can select the music you want to hear. Press the **up and down directional buttons** to select a song and press the **X button** to play it. Press the **Δ button** to return to the Game Information Menu. Only a few songs are available in the Apple® iPod when you start the game. Keep a lookout for Apple® iPods scattered throughout the game to increase Trane's playlist and gain access to exclusive Getting Up music.



## OPTIONS MENU

### Controls

Choose among 4 controller configurations.

### Camera

Invert the vertical or horizontal camera controls.

### Audio

Adjust music, sound effects and voice volume.

## Gameplay

Toggle autosave ON/OFF, turn subtitles ON/OFF, and turn Vibration ON/OFF.

## Codes

Enter cheat codes.

## Restore Defaults

Return all options to default settings.



## SUBWAY CAR - LEVEL SELECT

Press the **left or right directional button** to select a map area and press the **X button** to display any unlocked missions in that area. Press the **left or right directional button** to select an unlocked mission and press the **X button** again to play that mission. As you earn new graffiti you can revisit older levels and place new pieces of graf art.

Press the **O button** to open Trane's Black Book (see page 28). You can only do this at the level select after you have selected a chapter. This is where you select the graffiti that Trane will use on the upcoming mission. If you do not choose graffiti, Trane will enter the level with the default graf pieces.

Press the **□ button** to view a mission summary for any unlocked level. The summary includes Trane's total earnings for Rep, Primary Bonus Graffiti, Freeform Challenges, Legend Photos, and Secrets found.

Press the **Δ button** to go back to the Game Information Menu.

Press the **R1 button** to view the Rep unlocks list.

When you finish a level, you return to the Subway Car, where you can see a list of all the content you unlocked during that level.

## PAUSE MENU



Press the **START** button while playing to pause the game and display the following:

### Resume

Resume gameplay. You can also press the **START** button again to resume.

### Objectives

View current Objectives.

### Statistics

View level Statistics, including Primary/Secondary/Freeform/Legend graffiti, secrets and your Next Rep Unlock score.

### Options

Adjust Game Options (see Options Menu on previous page).

### Restart

Restart the current level.

### Quit

Quit to the Game Information Menu.



# IN-GAME INTERFACE



As the story unfolds, you'll receive Mission Objectives, which are required to complete a level. These might include graffiti-under-pressure scenarios, navigational challenges or stealth-based objectives. As you explore each level, you will also find Bonus Objectives, Legend Objectives, and Hidden Objectives. These secondary objectives are not required to finish the level, but earn you Rep points (see Reputation on page 24).

## HEALTH

The Health Bar represents Trane's current health level. You can replenish Trane's health by grabbing Health Pickups (see Pickups on page 27). You can extend Trane's Health Bar permanently by finding the secret Messenger Bags stashed throughout the city. When Trane's health is fully depleted, you will fail the mission and can choose to start over at the most recent check point.

## SKILLS

The Skills Bar shows Trane's current Power Level. You'll need your Skills to be charged if you want to land a Power Move (see Power Moves on page 25). You can extend Trane's Skills Bar permanently by finding the secret Messenger Bags stashed throughout the city.

## REP

The Rep Meter shows Trane's reputation score for the current level (see Reputation on page 24).

## ALERTS & MESSAGES

Watch the bottom of your screen for important alerts and messages. Different colored icons correspond to different types of information:

- **Blue I-Tip** – Tip Message
- **Green Sticker** – Freeform Message
- **Orange X** – New Mission Objective
- **Red Checkmark** – Check Point Reached

## INTUITION

Trane has an instinctive ability to zero in on graffiti “sweet spots,” Legendary Pieces and other important objects in the environment. When you use Trane’s Intuition, the following important locations and items are represented:



Graffiti “sweet spots” are marked with glowing Xs. Color is also important: orange Xs indicate Required Mission Objectives; blue Xs indicate Bonus Objective locations; white X’s show Freeform Challenge locations. Be on the lookout for crown icons, which indicate Heaven Spots. Pick-ups, such as spray cans and weapons, will glow.

Interactive objects flash to indicate that Trane can use them. Intuition also reveals security cameras, allowing Trane to avoid their attention.

## USING INTUITION

There are two ways that you can activate Trane’s Intuition: Press the **L2 button** once or press and hold the **L2 button**.

Pressing the **L2 button** once allows Trane to quickly look for visual clues while he is still moving. For several seconds, Trane’s field of vision will glow. You can move the **right analog stick** to shift Trane’s field of vision.

When you press and hold the **L2 button**, Trane immediately stops moving and the camera switches to first-person view. Trane will stay in this mode for as long as you hold down on the **L2 button**, and Intuition clues within Trane’s field of view will glow. Move the **right analog stick** to shift Trane’s field of vision. Release the **L2 button** to exit Intuition mode.



**Warning:** While Trane is in first-person Intuition mode, his movement is halted but the game world is not. You must remain aware of Trane’s surroundings.

## GRAFFITI

Trane uses his Intuition (“street smarts”) to locate prime graffiti sweet spots. Well-painted pieces earn you Rep Points, which translate into improved Skills. There are a maximum number of Rep Points you can earn on any level, indicated by the Rep Meter (see Reputation on page 24).



Trane will have the following tools at his disposal:

- Aerosol Cans
- Poster Squeegee
- Stencil Boards
- Roller Brush
- Wheat Paste Squeegee

Trane’s graffiti style will evolve as his Rep improves. As Trane discovers the works of Graffiti Legends and captures them with his Digital Camera (see Graffiti Legends on page 30), his knowledge will grow and his own methods for expression will mature. As Trane’s Rep improves, he will unlock additional tagging tools.

Trane will also learn to create larger, more artistic pieces such as Murals, Roll-Ups, Wheat-Pastes and Wildstyles.

## APPLYING GRAFFITI

There are two kinds of graffiti in Marc Eckō’s Getting Up®: Contents Under Pressure: Freeform Tags that Trane can put on almost any surface using the tools in his inventory, and Prime Pieces, which go in the sweet spots marked as glowing Xs and crowns when Trane uses his Intuition.

### Inventory Wheel



Before Trane can apply a Freeform Tag, you must first choose a graffiti tool. Press and hold the **R2 button** to display Trane’s inventory and then move the **left analog stick** to highlight the tool you want Trane to use. Release the **R2 button** to select the highlighted tool. Trane will use this tool for all Freeform tags until you choose another.



## Freeform Tags

Press and hold the **R1 button** when Trane is facing a wall or other paintable surface, and a sketch layer of the art will appear. While holding the **R1 button**, press the **△ button** or the **□ button** and Trane will apply the art.

Trane can apply tags in three positions. To raise or lower the position of the piece, move the **left analog stick** up or down, respectively.

To change the Freeform graffiti style, press the **left** or **right directional buttons**. To change the color of a Freeform graffiti style, press the **up** or **down directional button**.



## Prime Pieces

There are prime spots in New Radius where a well-placed tag will earn Trane massive Rep Points. Use Trane's Intuition (**L2 button**) to spot them.

Once Trane has located a prime spot, move him in front of it and press and hold the **R1 button**. Then press the **□ button** or **△ button** while moving the **left analog stick** to make Trane paint.

To resize a piece, press the **up** or **down directional button**. To change the type of piece, press the **left** or **right directional button**.

While Trane is tagging, you can move the **right analog stick** to make Trane look around for threats.



# REPUTATION

Reputation is how Trane's progress is measured. Each time Trane completes a graffiti objective, his Reputation score increases (indicated by the Rep meter). Rep points convert into Unlocks, including new Graffiti Tools and Styles, Combat Abilities, Beat Down arena's and Beat Down characters, as well as Concept artwork Galleries. Check the Statistics menu in the Pause Menu to find out how many points you need to open your next Rep Unlock.

## OBJECTIVES

In each mission, Trane only needs to complete the required objectives to progress through the game; however, there are other ways to earn more Rep Points to gain access to all the Rep Unlocks.

The quality of your performance while doing Primary Graf as well as doing Bonus Graffiti pieces provide you with a range of Rep points. Completing Freeform Challenges hidden around the level will also provide Rep points, (See Intuition on page 21 for information on finding hidden Freeform Challenges). Rep points are indicated on screen once a Graffiti Piece or Freeform Challenge is completed.

Trane's Rep is displayed as a horizontal bar beneath the Skills Meter in the upper left corner of the screen. The filled-in portion represents how many Rep Points Trane has earned in the mission so far. You can also see your total Rep Points number on the Summary screen upon completion of a level.



## REP POINT BREAKDOWN

- 5 points for Go Big: Complete a larger piece. To go big, press the **up** or **down** directional button before applying a piece. **Note:** Big pieces don't fit in all locations.
- 5 points for No Drips: Complete a piece without drips.
- 5 points for Time: Complete a piece before the timer runs out.
- 5 points for Go Over: Complete a piece over a rival tag. **Note:** Not every piece is a Go Over piece.
- 5 points for Heaven Spot: Complete a dangerous piece high above the ground. **Note:** Not every piece is a Heaven Spot. You will need to be good to find these.
- 20 points for basic completion of a Primary Graffiti Objective.
- 20 points for basic completion of a Freeform Challenge.
- 10 points for basic completion of a Bonus Graffiti Objective.
- 50 points for finding an Eckō Rhino poster.

# COMBAT



## GRAPPLE

When Trane's hands are free, he can grab an opponent by pressing the **□ button** and the **× button** or the **□ button** and the **△ button** simultaneously. Once Trane grabs an opponent, he will need to win the grapple. To do this, rapidly press the **left analog stick left and right**, while pressing the **□ button** and the **× button** or the **□ button** and the **△ button** to overwhelm your opponent. The weaker your opponent, the easier it is to win, with some exceptions.

Follow through by tapping the **□ button** and Trane will perform an elbow attack; tap the **△ button** to make Trane perform a knee attack. Push the **left analog stick** forward to make Trane toss the opponent. Kick Grapple attacks deal more damage, and Punch Grapple Attacks reward more Skill. Try aiming opponents at walls or ledges!

## STUNNING

### STUN COMBOS

→, → + □	Causes weaker enemies to fall on one knee
→, → + △	(Unlockable) Causes weaker enemies to double over

## INSULTS OR INSULT MOVES

These are special moves where Trane can insult rivals by openly shaming them. Be careful though, nobody likes to be humiliated! You can only insult a stunned opponent. Check your Unlocks and experiment with different buttons to find the best insult combinations. There are a total of six insult moves.



### Insult Combos

#### WHEN ENEMY IS STUNNED

Bitch Slap Insult: → + □, □

#### WHEN ENEMY IS STUNNED ON KNEE (UNLOCKABLE)

Paint Can Insult: → + □, ○ while Paint Can is equipped

Boot to Face Insult: → + □, △

#### WHEN ENEMY IS STUNNED DOUBLED-OVER (UNLOCKABLE)

Roll Kick Insult: → + △, △

Taunt Insult: → + △, □

Paint Roller Insult: → + △, ○ while Paint Roller is equipped

## FIGHTING COMBOS

### PUNCH COMBOS

□, □, □ (near on-ground opponent)

□, □, □

□, □

□, △

△, □

△, △

⊗ (facing wall), □

⊗ (facing wall), △

### KICK COMBOS

△ (near on-ground opponent)

△, △, △

△, △

△, □

□, △

□, □

### POWER MOVE COMBOS

Power Uppercut: □, □, (Hold) □

Power Roundhouse: △, △ (Hold) △

### UNLOCKABLE POWER MOVE COMBOS

Power Knuckle Buster: □, □, → + (Hold) □

Power Handstand Kick: △, △, → + (Hold) △

Power Axe Dunk: □, □, ← + (Hold) □

Power Flying Kick: △, △, ← + (Hold) △

## REVERSALS

Rapidly press the □ button or △ button when an opponent has Trane in their hold; he can perform several different types of reversal moves depending on the opponent.

## WHISTLING

Whistling can lure opponents to your location for an unsuspecting ambush. Press the SELECT button to whistle.



## WEAPONS

The streets of New Radius are littered with potential weapons, such as paint cans, baseball bats, trashcan lids, 2x4s and car batteries. To pick up a weapon, press the ○ button. To swing a weapon, press the □ button.

## THROWING WEAPONS

Trane can throw a weapon to inflict damage from a distance. To throw, press and hold the △ button. The longer you hold the button, the further Trane will throw the weapon. You can aim the throw by moving the left analog stick.

## WEAPON COMBOS

### WEAPON COMBOS

□, □, □ (while a weapon is equipped)

## SPECIAL ATTACKS

These are combat moves where Trane can attack an enemy while on ladders and ledges.

### SPECIAL ATTACKS

△ or □ (while hanging on a ledge)

△ or □ (while on a ladder)



## SNEAK ATTACK

Press and hold the **L1 button** to make Trane sneak up behind an opponent undetected, then press the **□ button** and the **× button** simultaneously or press the **□ button** and the **△ button** simultaneously to make Trane take the opponent down.

## DODGING AN ATTACK

To make Trane dodge an opponent's attack, press and hold the **L1 button** and press the **× button** while moving the **left analog stick** in any direction.



## PICKUPS

In addition to weapons, Trane will find a variety of pick-ups in the environment.

- **25% Health**
- **100% Health**
- **Gold Montana® Spray Paint Can** – Gives you extra spray paint can pressure until the end of the level.
- **Apple® iPod** – Unlocks new song.
- **Health Messenger Bag** – Permanently extends Trane's health bar.
- **Skill Messenger Bags** – Permanently extends Trane's health bar.
- **Eckō Rhinos** – Find these for extra Rep.
- **Tools** – Bolt cutters get you past chain-locked areas.

## BLACK BOOK



Trane's Black Book contains Graffiti Legends, Mission Graffiti, and Credits. This book is a Graffiti Artist's life and is located at the Game Information Menu.

Use the **directional buttons** to move the cursor to highlight an item and press the **X button** to select it. Press the **Δ button** to return to the previous menu.

## MISSION GRAFFITI PAGE

Before you begin a level, select graffiti pieces and Freeform Tags you want Trane to use in the next mission in the Mission Graffiti pages. If you do not select any pieces the game selects default pieces in each category for each mission. To change the default art, press the **directional buttons** to highlight a category and press the **X button** to go to that category.

### Pieces Graffiti

At the Pieces page, you can choose pieces that Trane will use on a mission, or use the pieces already assigned on the train ticket. These are the pieces that Trane uses to bomb "sweet spots" (see Intuition on page 21). You can select any of the graffiti pieces you've unlocked and carry up to four styles and/or colors.

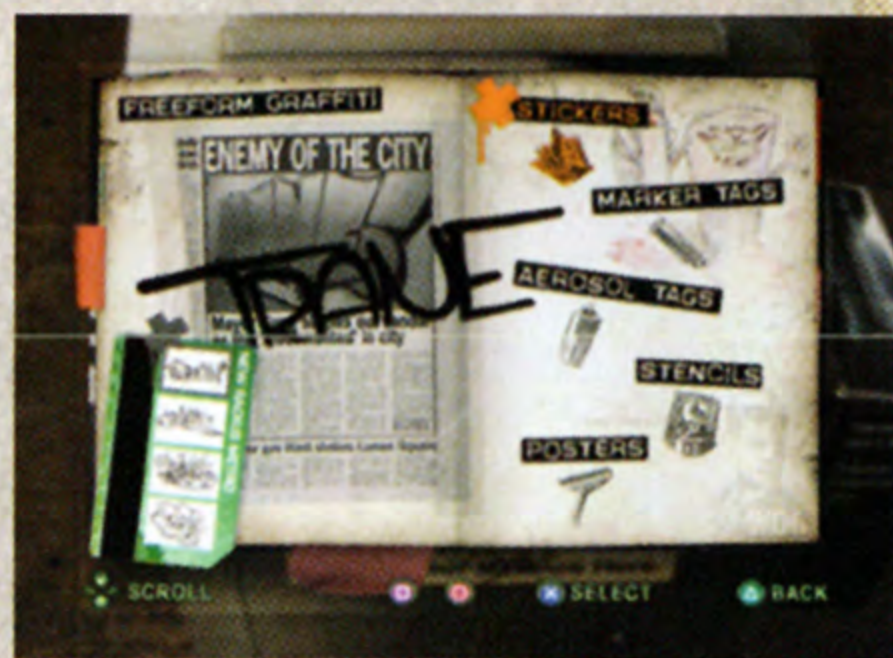
To change a piece, press the **directional buttons** to highlight it and press the **X button**, then choose the piece you wish to replace on the right. Use the **directional buttons** to select a category: Throwups, Rollups, Wildstyle, Murals, and Wheat-Paste. Press the **X button** to choose a piece from that category. Press the **left or right directional button** to change the color of the piece. Press the **X button** to choose the piece. Press the **Δ button** to return to the previous menu.



## Freeform Graffiti

At the Freeform page, you choose the Freeform art that Trane will use on the next mission. These are the pieces you use to complete Freeform Challenges. There are five Freeform categories:

- Stickers
- Aerosol Tags
- Marker Tags
- Stencils
- Posters



To change a Freeform Tag on the train ticket, press the **directional buttons** to highlight a sticker, tag, stencil or poster and press the **X button**. Press the **Δ button** to return to the previous page.

As you earn Rep points, you will unlock new pieces and Freeform Tags.



## GRAFFITI LEGENDS

Review the unlocked Graffiti Legends pages.

## CREDITS

View the game credits.



## GRAFFITI LEGENDS

When you spot a camera icon, move Trane to that location, then press the **O** button; Trane will take a picture with his Digital Camera. Capturing a Graffiti Legend piece in the game unlocks it in your Black Book

Select Graffiti Legends in the Black Book Main Page to check out info and art of all unlocked Graffiti Legends. There are 56 Graffiti Legends whose art you can find and photograph in the game:



<b>Airborn</b>	<b>Freedom</b>	<b>Phase 2</b>
<b>Ban2</b>	<b>Fuzz</b>	<b>Pink</b>
<b>Blue</b>	<b>Ghost</b>	<b>Psycho</b>
<b>CES</b>	<b>Iz the Wiz</b>	<b>Quik</b>
<b>Charlie TDK</b>	<b>JA</b>	<b>Reas</b>
<b>Chino</b>	<b>Jest</b>	<b>Skuf</b>
<b>Crash</b>	<b>Kaves</b>	<b>Sonic</b>
<b>Cycle</b>	<b>Kaws</b>	<b>SP One</b>
<b>Dash</b>	<b>Kel</b>	<b>Tat's Cru</b>
<b>Daze</b>	<b>KET</b>	<b>Trim</b>
<b>Delta</b>	<b>Mare 139</b>	<b>Veefer</b>
<b>Dero</b>	<b>Know/Wane</b>	<b>Ven</b>
<b>Duel</b>	<b>Min</b>	<b>Wen</b>
<b>Duro</b>	<b>Mode2</b>	<b>West</b>
<b>Ease</b>	<b>Noxer</b>	<b>YMI</b>
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TEST ONE

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Blue  
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Cope2  
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Daze  
Delta  
Dero  
DIVA  
DOC TC5  
Duel  
Duro  
Ease  
Ewok  
Ezo  
Frame  
Freedom  
Futura  
Fuzz  
Ghost  
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Bass: Limmie Snell  
Cuts: DJ MK  
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Published by Chrysalis Music  
© Big Dada 2005  
taken from the album 'Awfully  
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"VERSION 78 STYLE"  
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"BOXCUTTER EMPORIUM  
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"AURAL PROSTITUTION"  
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Williams, Jr.  
Publishers: Illmental Music,  
Synistas Voicez Music, ABMC  
Muzik International, Core Cords  
Music, all administered by  
MJJN LLC d/b/a Two Twenty  
Four Music  
Motion 2000 by Polyrhythm  
Addicts used courtesy of  
Nervous Inc.

**"FOLLOW THE LEADER"**

(samples "Nautilus")  
Words and Music by Bob  
James, Eric Barrier and William  
Griffin  
Published by Spirit Two Music,  
Inc. o/b/o Remidi Music (ASCAP)  
and EMI Blackwood Music, Inc.  
(BMI)  
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mission  
FOLLOW THE LEADER

**"MOUNTAIN SONG"**

by Jane's Addiction  
Courtesy of Warner Bros.  
Records Inc.  
By arrangement with Warner  
Strategic Marketing  
© 1988 Warner Bros. Records  
Inc.  
By EricAvery, Perry Farrell, Dave  
Navarro and Stephen Perkins  
Published by EMI BLACKWOOD  
MUSIC INC.

**"CATCH A BAD ONE"**

Performed by Del Tha Funkee  
Homosapien  
Courtesy of Elektra  
Entertainment Group  
By arrangement with Warner  
Strategic Marketing  
© 1993 Elektra Entertainment  
Group  
(Jones, Owens)  
50% Zomba Songs, Inc. (BMI)  
o/b/o Eighty Second Sounds©

**"CLUB FOOT"**

Performed by Kasabian  
Written by Sergio Pizzorno and  
Christopher Karloff  
Published by EMI BLACKWOOD  
MUSIC INC.  
Courtesy of the RCA Records  
Label  
By Arrangement with SONY  
BMG MUSIC ENTERTAINMENT

**"BOOK OF JUDGES"**

performed by Pharoahe Monch  
By Troy Jamerson and Will  
Fulton  
Published by EMI BLACKWOOD  
MUSIC INC.  
Lyrics: Pharoahe Monch  
Produced by: ILL Will Fulton &  
Shiner Massive  
(T. Jamerson, W. Fulton)  
Trescadecaphobia Music, EMI  
Music Publishing (BMI); Shiner  
Massive Music (ASCAP)  
Pharoahe Monch appears cour-  
tesy of Geffen Records

**"MY PEOPLE HOLD ON"**

By Leonard Caston and Anita  
Poree  
Published by STONE AGATE  
MUSIC (A DIVISION OF JOBETE  
MUSIC CO., INC.)  
Performed by Eddie Kendricks  
© 1972 Motown Records, a  
Division of UMG Recordings, Inc.  
Courtesy of Motown Records  
under license from Universal  
Music Enterprises

**"WHO SHOT YA"**

By Sean Combs, Christopher  
Wallace, Nashiem Myrick, Allie  
Wrubel and Herb Magidson  
Published by EMI APRIL MUSIC  
INC.  
Constructed, remixed, and pro-  
duced by Serj Tankian from  
System of a Down  
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(ASCAP), MUSIC SALES CORP.  
(ASCAP),  
EMI APRIL MUSIC INC. (ASCAP),  
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OVER" BY HERBERT MAGIDSON  
& ALLIE WRUBEL, WB MUSIC  
CORP. O/B/O BERNHARDT  
MUSIC (ASCAP)}  
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**"SUBWAY THEME"**

from the Wild Style soundtrack  
Scratch Mixed by Grand Wizard  
Theodore  
written by Fred Brathwaite  
published by Mad Monkey  
Music  
courtesy of Pow Wow  
Productions

**"WANTED"**

performed by Rhymefest featur-  
ing Samantha Ronson  
Written by M. Ronson, S.  
Ronson, C. Smith  
INOUE (BMI), Black Hand  
Entertainment/BMG Songs  
(ASCAP), Samantha Ronson  
(ASCAP)  
Produced by Mark Ronson for  
Allido Sound  
Rhymefest appears courtesy of  
J-Records  
45% BMG Songs, Inc. (ASCAP)  
o/b/o Solomon Ink

**"CLIK, CLAK, AND SPRAY"**

performed by PackFM  
Written by O. Tull, W. Polk  
QN5 Music (ASCAP), FMania Inc  
(ASCAP)  
Produced by Deacon the Villain  
of CunninLynguists

**"GETTING UP ANTHEM:  
PART 1"**

performed by Rakim and Talib  
Kweli  
Written by TK Green, W. Griffith,  
H. Charlemagne  
Penskills Music administered by  
Songs of Windswept  
Pacific/BMI, Notting Hill Music  
(BMI) obo Johnny Handsome  
Music (BMI)  
Produced by Charlemagne of  
Johnny Handsome  
Entertainment, Inc./Relentless  
Management featuring TagYerit  
Talib Kweli appears courtesy of  
Blacksmith Music/Warner Music

**"SINNERMAN"**

Performed by Nina Simone  
Courtesy of The Verve Music  
Group under license from  
Universal Music Enterprises  
(Trad. Adapt by Nina Simone)  
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**"SHOOK ONES PT. 1"**

Performed by Mobb Deep  
(Muchita, Johnson)  
100% BMG Songs, Inc. (ASCAP)  
o/b/o Juvenile Hell Publishing,  
Careers -  
BMG Music Publishing, Inc.,  
P. Noid Publishing  
Courtesy of the RCA Records  
Label  
By Arrangement with SONY  
BMG MUSIC ENTERTAINMENT

**"SURVIVAL OF THE  
FITTEST"**

Performed by Mobb Deep  
(Muchita, Johnson)  
100% BMG Songs, Inc. (ASCAP)  
o/b/o Juvenile Hell Publishing,  
Careers -  
BMG Music Publishing, Inc.,  
P. Noid Publishing  
Courtesy of the RCA Records  
Label  
By Arrangement with SONY  
BMG MUSIC ENTERTAINMENT

**"I SMELL A RAT"**

performed by Big Mama  
Thornton  
Courtesy of Geffen Records  
under license from Universal  
Music Enterprises  
Published by Songs of  
Universal, Inc. (BMI)

**"SAVE THEIR SOULS"**

by Bohannon  
written by Hamilton Bohannon  
Published by Ponte Verde Music

**"CAVERN"**

by Liquid Liquid  
Written by Hartley, McGuire,  
Principato, Young  
Published by Liquid Liquid  
Publishing  
Performed by Liquid Liquid  
© 1995 A&M Records Ltd.  
Courtesy of Universal-Island  
Records Ltd. under license from  
Universal Music Enterprises and  
Liquid Liquid

**"THERE THEY GO"**

By Fort Minor  
All music by Mike Shinoda.  
Kenji Kobayashi Music/Zomba  
songs Inc. BMI.  
Lyrics by Mike Shinoda. Kenji  
Kobayashi Music/Zomba songs  
Inc. BMI. and Sixx John 913  
Music ASCAP

**"CHIN HIGH"**

Roots Manuva  
Written by Rodney Smith /  
Rodney Lamb / Andrew Ross  
Published by Chrysalis Songs  
(BMI)  
(R. Smith/R. Lamb/A. Ross)  
Produced by Roots  
Manuva/Easy Access Orchestra  
Additional production and  
arrangement by Steve Dub and  
Roots Manuva  
Published by Chrysalis Music.  
© Big Dada 2005

**"DOLCE'S THEME"**

by DJ Nature featuring Tek One  
and Velcro  
Published by Ghetto Arc  
Publishing

**"BOMBA'S THEME"**

by DJ Nature featuring Tek One  
and Velcro  
Published by Ghetto Arc  
Publishing

**"WALK ON BY"**

by Isaac Hayes  
written by Hal David and Burt  
Bacharach  
1964 (Renewed) New Hidden  
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and CASA DAVID Music  
Company (ASCAP)  
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Hidden Valley Music Company  
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**"AULD LANG SYNE"**

Public Domain, Q Department

**THRONE OF REDEMPTION**

Thomas Rusiak  
Written, produced and arranged  
by Thomas Rusiak.  
Published by LED Songs /  
Universal Music Publishing  
Scandinavia.

**"GREY GOOSE"**

Don John "The Bastard"  
Written by John Murray Hill  
Published by (nobody as of  
yet!!)  
Produced by Don John "The  
Bastard"  
Vocals: Marc Ecko  
© John Murray Hill

**"GAME OVER MUSIC"**

Don John "The Bastard" & DJ  
Lukeybwoy (AKA 22:22)  
Written by John Murray Hill &  
Luke Geoghegan  
Published by (nobody as of  
yet!!)  
Produced by Don John "The  
Bastard" & DJ Lukeybwoy (AKA  
22:22)  
Harpsichord: John Murray Hill  
© 22:22

**"GETTING UP HARDCORE  
THEME"**

**INSTRUMENTAL VERSION**

By Phase 3  
Written, produced and arranged  
by Eversor (Phase 3)  
Published by Dark Matter  
Experiments/Phase 3  
Lyrics: Phase 3, Eversor  
Dark Matter Experiments/Phase  
3

**"LET THE MUSIC TALK"**

Katalyst and Ru C.L  
Writer / Composer: Ashley  
Anderson / Rueben Campbell /  
Fuzzface  
Local Publisher: Mushroom  
Music / Mushroom Music /  
Chrysalis Music Ltd  
© Line: 2005 Invada Records  
Australia  
ISRC: AU-IV0-05-02104



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Marc Eckō

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