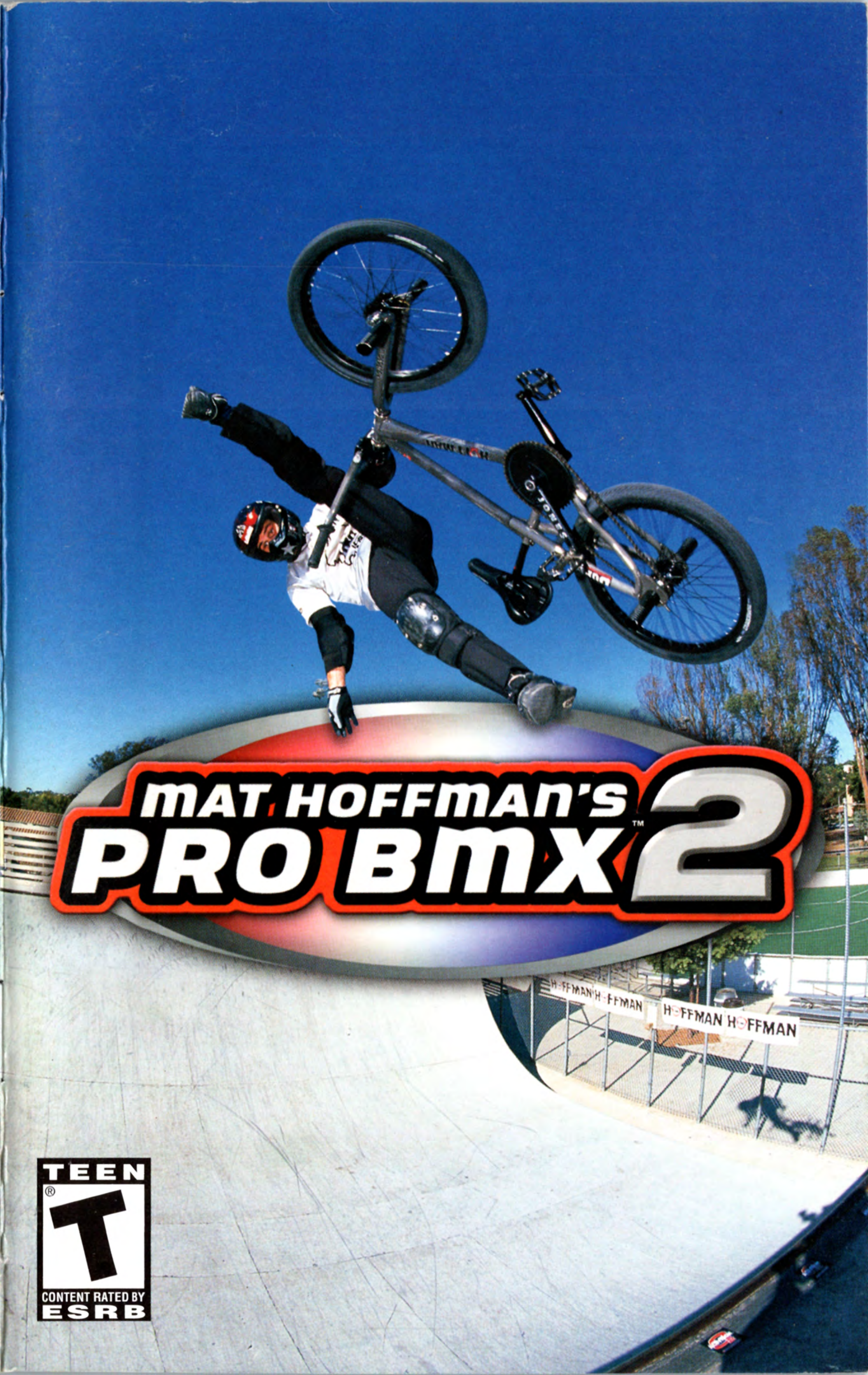


A full-page photograph of BMX rider Mat Hoffman in mid-air, performing a backflip over a concrete ramp. He is wearing a white t-shirt, black pants, a helmet, and protective gear. His BMX bike is also in the air, upside down. The background shows a clear blue sky and some trees. In the lower right, a fenced-in area with banners that say 'HOFFMAN' is visible.

MAT HOFFMAN'S **PRO BMX** 2



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.

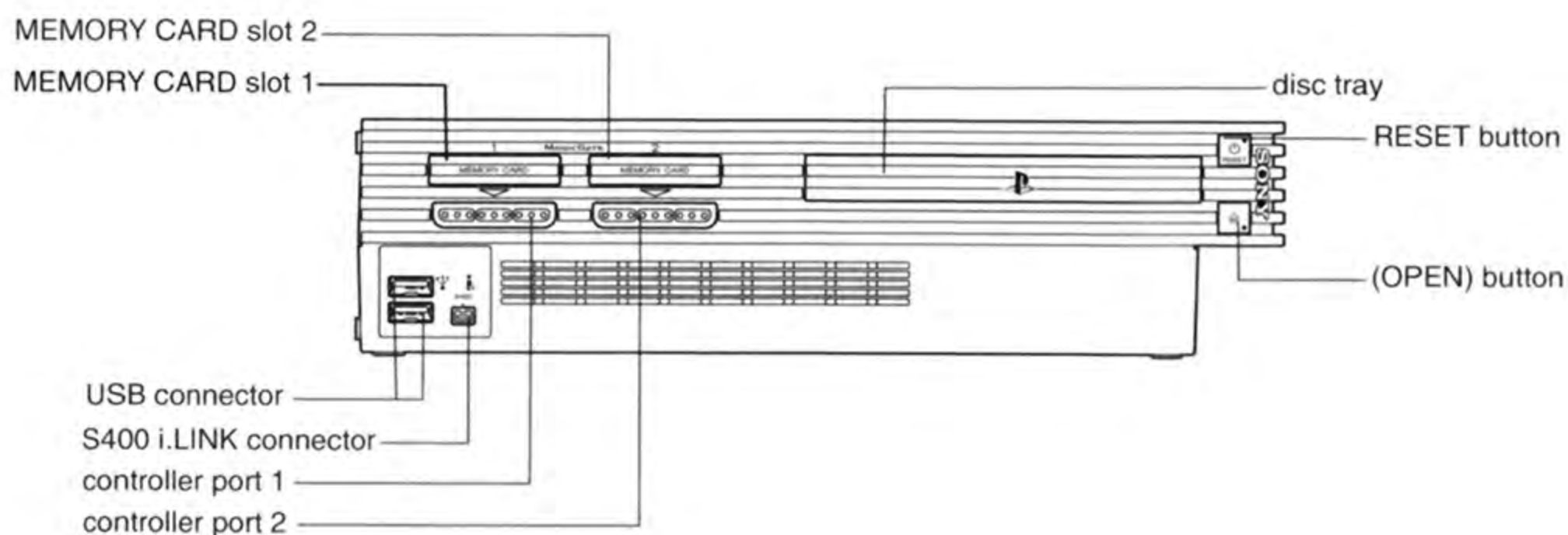
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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 *Mat Hoffman's Pro BMX™ 2* 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.

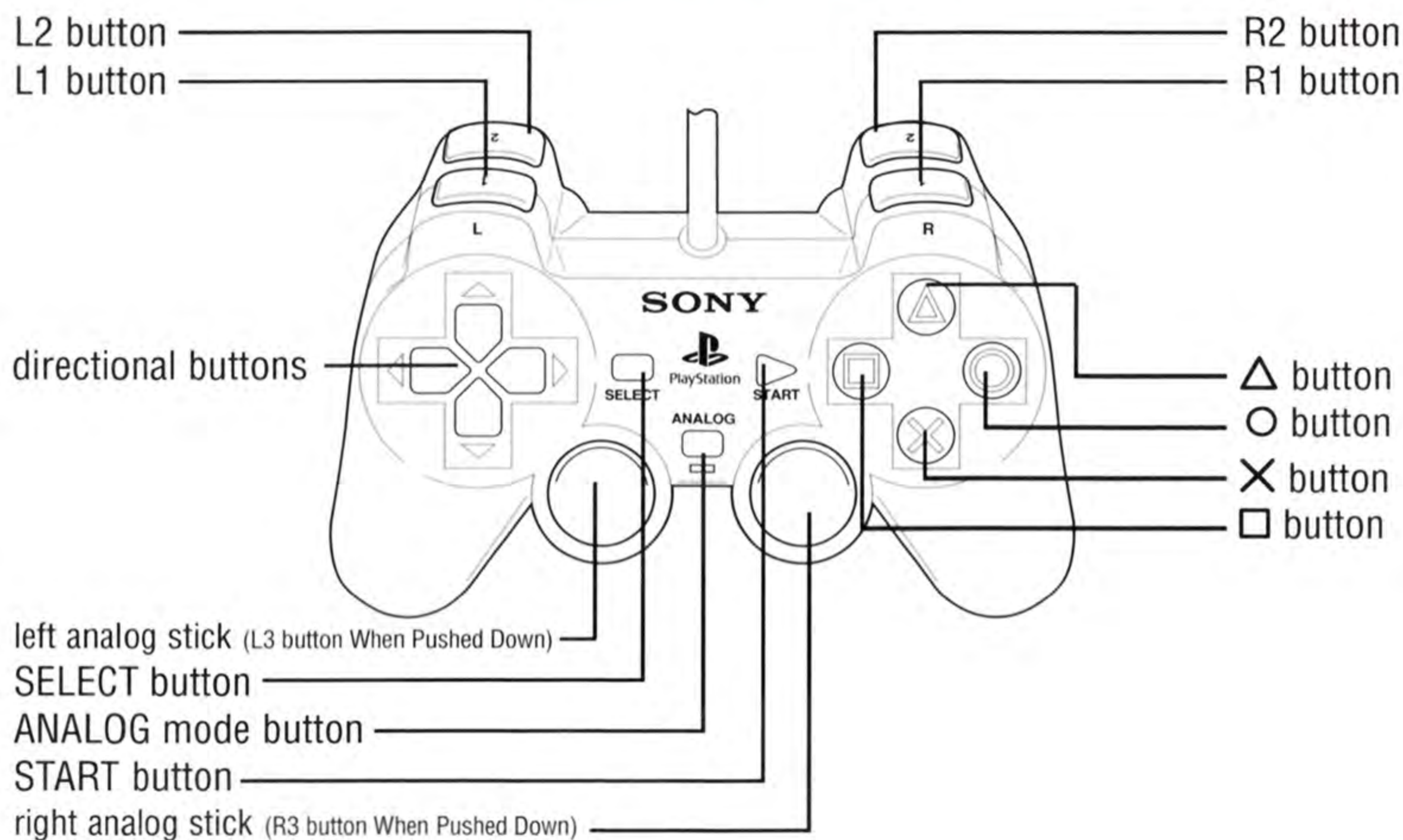
MEMORY CARD

Mat Hoffman's Pro BMX 2 requires a memory card (8 MB) (for PlayStation®2) to save your games. A saved game's data takes up 395 KB. You can obtain a memory card through the retailer where you purchased your PlayStation®2 game console or this game.

To access your memory card insert your memory card into MEMORY CARD slot 1.

STARTUP – THE CONTROLLERS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLLER SETTINGS

The vibration function can be turned ON or OFF by selecting VIBRATION from the Options menu (see page 18) regardless of whether the mode indicator on the controller is ON or OFF.

Tip – You can use the right analog stick to move the camera and check out what's around you when riding.

If you find an angle that you like, push down on the stick (the R3 button) to lock the camera in place. Push the stick down again to reset the camera to normal view.

GAMEPLAY CONTROLS

BASIC CONTROLS

Start Riding – Press ↑ on the directional buttons to begin riding.

Cruising Speed – Hold ↑ on the directional buttons or hold the X button to ride at cruising speed.

Bunnyhop – Hold down the X button to pedal fast, release to jump. Press ↓ on the directional buttons or the L2 button to cancel a jump.

BroncoHop – Tap ↑-↑ on the directional buttons and release the X button to perform a BIG BroncoHop.

Wall Ride – Press and hold down the Δ button when you're in the air near a wall, sign or building to Wall Ride.

Foot Plant – Jump directly at a wall then press the Δ button at the wall to perform a Foot Plant.

Powerslide – Press the ↓ on the directional button and either the L1 or the R1 button to do a Powerslide.

When you bail, press the controller buttons repeatedly to get up faster.

TRICK CONTROLS

When in the air, tap the □ or ○ buttons while pressing any directional button.

Quick Tricks – To perform quick tricks, catch air then perform one of the tricks listed below. These tricks can be performed after Bunnyhops without causing a bail.

↑ + □ Xup	↖ + □ No Handed One Footer
↓ + □ Look down	↗ + □ Front Peg Grab
← + □ Barspin	↙ + □ Can Can
→ + □ Tabletop	↘ + □ No Footer Can Can

Air Tricks – To perform air tricks, catch BIG air then perform one of the tricks listed below. These tricks should always be performed when you have enough air to complete the trick.

↑ + ○	Rocket Air	↑-↑ + ○	Rocket Queen
↓ + ○	Indian Air	↓-↓ + ○	Superman Indian Air
← + ○	Nothing	←-← + ○	Superman Seat Grab
→ + ○	Candy Bar	→-→ + ○	Candy Bar One Hander
↖ + ○	Tomahawk	↑-↑ + □	Xup One Hander
↗ + ○	Superman	↓-↓ + □	Front Flip
↙ + ○	Tailwhip	←-← + □	FlipFlop
↘ + ○	BackFlip	→-→ + □	Tabletop Xup

Use the L1 and R1 buttons to spin faster while in the air.

NOTE: Some of the quick and air tricks can be held for more points by continuing to hold the trick button.

GRIND CONTROLS

To do a basic grind, press and hold the Δ button when in the air near a rail, edge or lip. Different directional buttons will start the different grinds listed below. Once you've entered a grind, use $\leftarrow$ and $\rightarrow$ on the directional buttons to maintain your balance.

↗ + Δ	Double Peg Grind	→ + Δ	Feeble Grind
↑ + Δ	Toothpick Grind	↙ + Δ	Sprocket Grind
↓ + Δ	Icepick Grind	↘ + Δ	Magic Carpet Grind
← + Δ	Smith Grind	↖ + Δ	Rodeo Grind

STALL TRICKS

To perform a lip trick, ride straight up a ramp or quarterpipe, then at the lip of the ramp press the Δ button + any directional button to perform one of the stalls listed below. Once you've entered a stall, use $\uparrow$ and $\downarrow$ on the directional buttons to maintain your balance.

↑ + Δ	Fufanu	↗ + Δ	Barspin Icepick
← + Δ	Smith	↙ + Δ	Tailwhip Canadian Icepick
→ + Δ	Cliffhanger	↖ + Δ	Rock 'N Roll
↓ + Δ	Xup Toothpick	↘ + Δ	Split Decade

TRICK TWEAKING

Press and hold the **R2** button while in a grind, air trick, manual or stall, then press $\uparrow$ for a One Hander, $\leftarrow$ for a No Hander, $\downarrow$ for a One Footer, $\rightarrow$ for a No Footer, or any diagonal ($\nwarrow$, $\nearrow$, $\swarrow$, $\searrow$) for a Half & Half.

MANUALS

When landing, tap $\uparrow$ - $\downarrow$ (manual) or $\downarrow$ - $\uparrow$ (nose manual) on the directional buttons after jumping to enter a manual. Tap $\downarrow$ - $\downarrow$ - $\uparrow$ (rear peg manual) or $\uparrow$ - $\uparrow$ - $\downarrow$ (front peg manual) on the directional buttons after jumping to enter a peg manual. Once you're in a manual use the $\uparrow$ and $\downarrow$ directional buttons to maintain your balance. From here you can proceed to do any of the flatland tricks listed below. You can also use the L2 button to switch between manual positions.

Manual Flatland Tricks

- $\leftarrow$ + $\bigcirc$ EggBeater
- $\rightarrow$ + $\bigcirc$ Barflip
- $\leftarrow$ - $\leftarrow$ + $\bigcirc$ Peg Manual to Backside Undertaker
- $\rightarrow$ - $\rightarrow$ + $\bigcirc$ No Footed Hang 5 to Whiplash Decade
- $\leftarrow$ + $\square$ Xup Manual
- $\rightarrow$ + $\square$ No Footer Manual
- $\leftarrow$ - $\leftarrow$ + $\square$ Rope-a-Roni to Stubbleduck
- $\rightarrow$ - $\rightarrow$ + $\square$ Lung Spin

Nose Manual Flatland Tricks

- $\leftarrow$ + $\bigcirc$ Nose Whiplash
- $\rightarrow$ + $\bigcirc$ Kiss of Death
- $\leftarrow$ - $\leftarrow$ + $\bigcirc$ Elephant Pinky Squeak to Cliffhanger
- $\rightarrow$ - $\rightarrow$ + $\bigcirc$ Rolling Lung Spin To Stick B
- $\leftarrow$ + $\square$ Bridge Switchup
- $\rightarrow$ + $\square$ Undertaker
- $\leftarrow$ - $\leftarrow$ + $\square$ Hang Ten
- $\rightarrow$ - $\rightarrow$ + $\square$ Wheelchair to Boomerang

Rear Peg Manual Flatland Tricks

- $\leftarrow$ + $\bigcirc$ Backwards Bridge
- $\rightarrow$ + $\bigcirc$ Perverted Decade
- $\leftarrow$ - $\leftarrow$ + $\bigcirc$ Rolling Cross Footed Undertaker
- $\rightarrow$ - $\rightarrow$ + $\bigcirc$ Halfflash to Backpacker to Barflip Varial
- $\leftarrow$ + $\square$ Rolling Lung Spin
- $\rightarrow$ + $\square$ Switch Footed Backwards Peg Wheelie
- $\leftarrow$ - $\leftarrow$ + $\square$ Switch Footed Mega Spin
- $\rightarrow$ - $\rightarrow$ + $\square$ Pegwheelie to Gliding Stick B

Front Peg Manual Flatland Tricks

- $\leftarrow$ + $\bigcirc$ Whiplash
- $\rightarrow$ + $\bigcirc$ Cliffhanger
- $\leftarrow$ - $\leftarrow$ + $\bigcirc$ Whiplash to Hitchhiker
- $\rightarrow$ - $\rightarrow$ + $\bigcirc$ Whiplash to Carl Cruiser
- $\leftarrow$ + $\square$ Whiplash Barflip
- $\rightarrow$ + $\square$ Hang 10 Peg Hop
- $\leftarrow$ - $\leftarrow$ + $\square$ Carl Cruiser Barflip
- $\rightarrow$ - $\rightarrow$ + $\square$ Whiplash Halfhiker Barflip

ADRENALINE TRICKS

Each rider has his own set of Adrenaline tricks. Try different combinations to learn the tricks and then use them to rack up huge scores. Some of the tricks are listed below.

The Bridge Manual ↑-↑-↑ when landing is available to anyone. Its flatland tricks are listed below.

- | | |
|---|---|
| ← + O Switch Footed Carl Cruiser | ← + □ Gripride |
| → + O Cliffhanger to Carl Cruiser | → + □ Surfer |
| ←-← + O Barhop to Undertaker to Decade | ←-← + □ Steamroller to Backwards Hitchhiker |
| →-→ + O Boomerang to Steamroller to Barflip | →-→ + □ Superman Decade Tiregrab |

Mat's Adrenaline Tricks

- ← + O Barhop
- ?-? + O Peacock
- ?-? + □ Back Flip Tailwhip

Ruben's Adrenaline Tricks

- ← + □ Superman One Hander
- ?-? + O Double Tailwhip
- ?-? + O Decade Air

Simon's Adrenaline Tricks

- ←-→ + O Swing Leg
- ?-? + □ 900
- ?-? + □ Double Front Peg Grab

Rick's Adrenaline Tricks

- ← + O One Handed Swing Leg
- ?-? + O Body Flip
- ?-? + □ Half Barspin Tailwhip

Kevin's Adrenaline Tricks

- ←-→ + □ Pendulum
- ?-? + □ No Hander Back Flip
- ?-? + O Rocket One Footer Candybar

Mike's Adrenaline Tricks

- ← + □ Decade Air
- ?-? + □ Body Varial
- ?-? + O Back Flip No Footer

Butcher's Adrenaline Tricks

- ←-→ + O Superman One Hander
- ?-? + O Half Barspin Tailwhip
- ?-? + □ No Footed Candybar One Hander

Nate's Adrenaline Tricks

- ←-→ + □ Pendulum
- ?-? + □ Superman Double Seatgrab
- ?-? + O Back Flip No Footer

Nasty's Adrenaline Tricks

- ←-→ + □ Half Barspin Tailwhip
- ?-? + □ Back Flip Tabletop X-Down
- ?-? + O Back Flip Tailwhip

Seth's Adrenaline Tricks

- ←-→ + O Swing Leg
- ?-? + □ Superman Seat Grab Truckdriver
- ?-? + □ Barhop

SCORING TIPS

When you repeat a trick during a run, that trick's point value will decrease. To get a top score, you'll have to think about your "line" and mix up your tricks.

- Trick into and out of every grind and manual.
- Use adrenaline tricks to your advantage.
- Big spins (540 & 720) will net bigger scores. Use the R1/L1 buttons to spin faster.
- Every **unique** trick in a combo adds to your Multiplier.
- Use manuals and peg manuals to keep your combo going across flatland sections.
- Trick across gaps (green text) to maximize combos.
- You can manual into and out of vert tricks, so use them to really build your score.
- Don't forget to use flatland tricks!
- Use your triple tap manuals.



Tip – Score points to fill up your adrenaline meter. When it's glowing green, your adrenaline's pumping and you'll be able to perform adrenaline tricks.

MAIN MENU

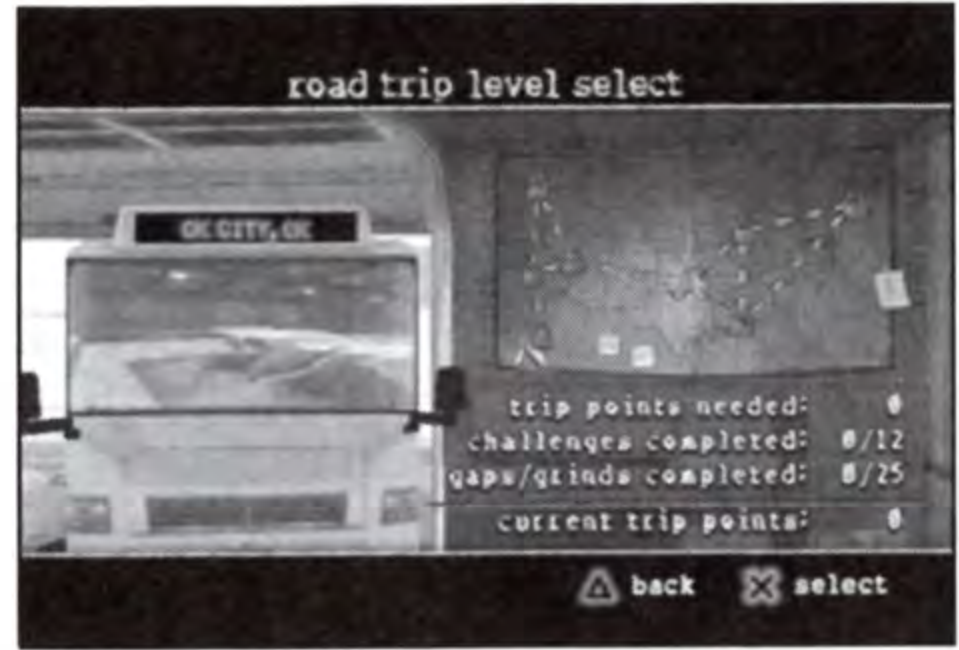
Choose from the following options to modify your game or begin play. Pressing ← and → on the directional buttons will switch between the different interface areas. The ↑ and ↓ directional buttons will scroll between the options. Press the X button to select the option of your choice. Button prompts are provided for your convenience.



SESSIONS

ROAD TRIP

Choose your rider and then proceed to take a road trip with eleven of the greatest BMX riders ever. It starts in Oklahoma City at the Hoffman Warehouse. Beat the amateur challenges to build up your Road Trip Points and then choose where to take the gang next. A complete playthrough will take you to eight unique locations where your riding skills will be put to the test!



SESSION

Choose a single level and ride all-out in a two, five or ten minute session in an attempt to set high scores and break new records. The levels that are available depend on how far you have traveled on your Road Trip.

FREE RIDE

If you're looking for unlimited time to explore the level and see what kind of lines you can find, this is the option for you. Just pick any level you have unlocked on your Road Trip, and proceed.

MULTIPLAYER MODES

GRAFFITI WAR

Tag your opponent's screen by tricking through spray cans. Clear the paint off your own screen by pulling better tricks through cans that your opponent owns. Whoever fills up their opponent's screen with paint first, wins.



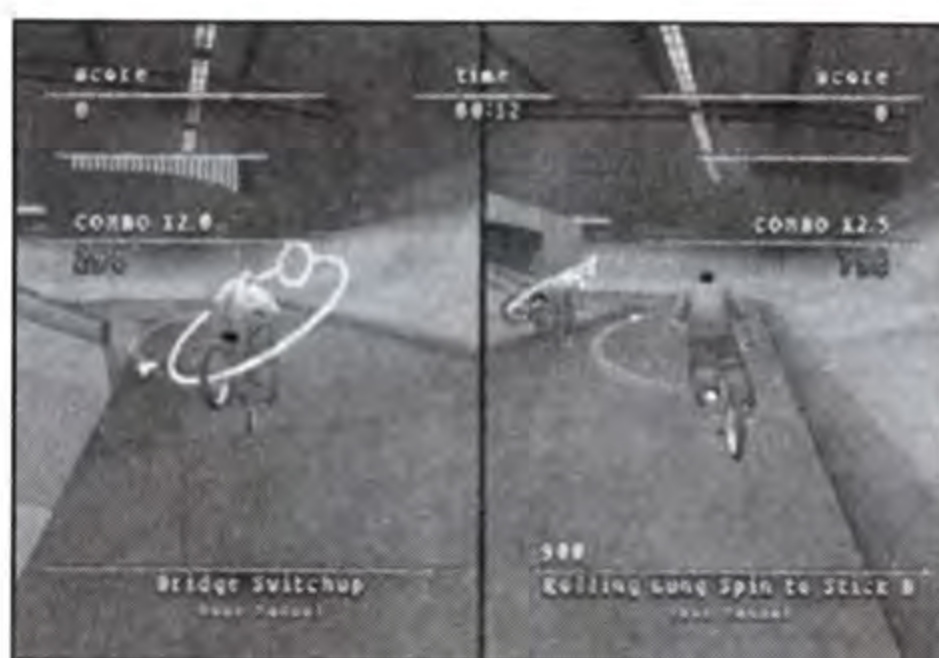
TRICK ATTACK

A one shot free-for-all to see who can create the best lines and rack up the most points. Make sure to make good use of flatland tricks to maximize your score.

TAG

Tag is all about greed. Grab the spinning ring and start landing tricks. You only get points when you have the ring, so try to hold on to it. Just remember not to bail, or let your or opponent tag you or you will lose it. Make sure you tweak your tricks while you are "it"

to add to your Multiplier and get higher scores. The person who is **not** "it" can slow the other rider down by landing tricks.



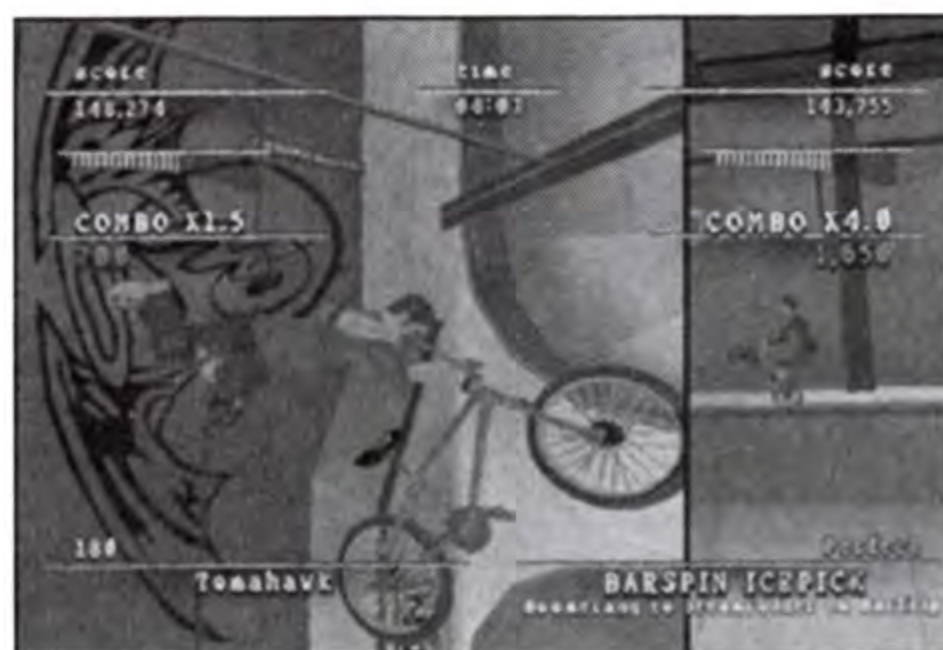
HORSE

(Up to 8 players can play in this mode)

How do you spell defeat? "H.O.R.S.E" (or the word of your choice, we suggest F.L.A.T.L.A.N.D). Bust a trick, then watch as your opponent tries to beat it. Your opponent must match or beat your score. If not, he or she gets a letter. First one to get all the letters tastes defeat, and the ridicule of everybody else in the room.

PUSH

PUSH mode is an all out battle with your opponent. The better you do, the smaller the screen gets on your opponent's side until they are eventually pushed off the screen. Flatland tricks do a good job of doing away with your opponent.



FREE RIDE

Choose any level you have unlocked during your Road Trip and ride it with a friend. Find new lines and combos to use against your friends when playing the other Multiplayer modes. This is a good mode to practice flatland tricks).

TREASURE HUNT

A fast paced race against time, and your opponent, to collect the most treasure. The only score you get in this mode is when you grab booty. So be quick about it.

HALFPIPE HELL



(Up to 8 players can play in this mode)

Battle your way to the top of the mountain of vert ramps with the highest score to win. If you fall into the fire, you'll have to start from the bottom.

ROAD TRIP LOCATIONS

OKLAHOMA CITY

Ride through Mat's warehouse and training facility. Perform tricks on all the rails, spines, and bowls just like the Condor does when testing new Hoffman Bike models. Work on your flatland tricks and have a Day at the park.



CHICAGO

Breeze from rooftop to rooftop in the Windy City at break neck speed or take a ride on the L. Nail flatland tricks in the middle of the street, just watch out for those cars! Be a pal and help out others that weren't so lucky.



LAS VEGAS

The lights, the slots, the quickie weddings; that's Vegas baby! Impersonate the King and ride like you rule the world. Rock-n-Roll the dice and test your luck on the streets of Sin City.



NEW ORLEANS

Jazz your way through the dark and seedy streets of New Orleans, Cajun style or go off road in the heart of the Bayou. This is the home of voodoo and beaded necklaces, so keep your eyes open and have fun the Mardi-Gras way.



BOSTON

Bean Town Baby! Bean Town! Bust phat tricks on the boardwalk around Boston Harbor. Score some booty and have a tea party on the pirate ship, just be careful not to fall in the water and become squid bait.



LOS ANGELES

The City of Angels, well maybe not, but it is the city where money seems to grow on trees and cell phones are everywhere. Ride down Rodeo Drive and go crazy in one of the many bowls. This is definitely a town where you're gonna want to be impressive.



PORTLAND

Answer the call of the wild or just hang around the lodge. Tunnel your way to the outdoor BMX park and catch mad air off the spines. Keep your camera ready and your eyes open; there may be strange things afoot.



HAWAII

Finish your road trip in the tropical islands of Hawaii. Battle your way to the top of the Pro BMX world by scoring tons of points in this torch lit Tiki Park! This ain't no Hula contest. Aloha!



THE PROS



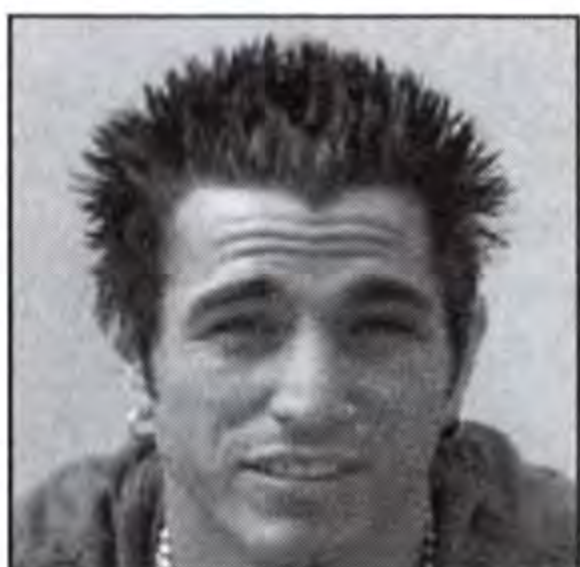
MAT “THE CONDOR” HOFFMAN

Mat does whatever it takes to make his sick visions reality—even if his body pays a toll in the process. The Condor’s injury list could fill a book, but nothing can slow this BMX icon down.



MIKE “ROOFTOP” ESCAMILLA

Rooftop grew up on the pages of every magazine in BMX. At 15 he was the street kid who would slide any rail or jump any gap, and he was the first rider ever to session roof gaps.



CORY “NASTY” NASTAZIO

“Nasty” is the rider who can’t be categorized. Some people only see a hip-hop dirt destroyer, but he can also air the crap out of a ramp or huck himself down huge sets of stairs when he’s in the mood.



KEVIN ROBINSON

If you’re trying to find Kevin Robinson, try looking 12 feet over the deck of the closest vert ramp, because that’s his favorite territory. Kevin is one of the big guns in Pro Vert, and he’s got plenty of contest wins to prove it.



SIMON TABRON

Some riders see vert ramps as another place to do lip tricks, but Simon Tabron sees something different: a launching pad, plain and simple. This English vert warrior can do any deck trick you can name.



SETH KIMBROUGH

Growing up in the middle of nowhere (Hartselle, Alabama) forced Seth to get creative with spots and tricks, and he's taken his backwoods style to the Big Time. Seth flows through any and every riding situation.



NATE WESSEL

Nate Wessel doesn't take the easy way out of any riding situation. At skateparks he constantly finds lines that don't really exist, and on street he stays out all night searching for bizarre obstacles to monster-truck over.



RUBEN "POLLO" ALCANTARA

When Ruben Alcantara first showed up on the American scene he could already do every ramp trick in the book (including double-tailwhip-360s), but that was only the beginning.



JOE "THE BUTCHER" KOWALSKI

Few riders are pushing Street as hard as Joe. Ridiculous crooked grinds, levitators down any ledge, opposite grinds, nollies, switch-footed tricks, tailwhips, crank-flips, opposite 180s...the list goes on and on.



RICK "T-BIRD" THORNE

When Thorne isn't in front of a camera, he's touring constantly showing the world what BMX is about, punk rock style. T-Bird doesn't just look the part; he's the real deal.



DAY SMITH

Day calls Long Beach, CA home and sessions the lots of SoCal on a regular basis. Day is known as one of the original Flatland Fugitives with innovative moves like upside down decades and long backpacker combinations.

PARK EDITOR

Create your own custom parks to make the gameplay endless. See how good of a park you can build. Use rails, quarters, slopes, pools, and fun boxes to create dream parks in real-time.

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

CREATE A PARK

Select this to create a new bike park.



EXISTING PARK

Select this to edit your previously saved bike park.

MEDIA

Select this option to view videos that you have unlocked or edit/modify the music playlist.

VIEW VIDEOS

View the introductions, level movies, rider movies, and all the extras that are unlocked while playing.

EDIT MUSIC PLAYLIST

Collect CDs throughout the game to open up new tracks. Use this menu to choose those tunes that get your blood pumping!

SCRAPBOOK

While playing a level, you may hear the click of a camera as a photographer snaps your picture. After the round, select **View Photos** to take a look at the shots. Press the O button to edit the shot. Using the analog stick, rotate the camera into the position you desire. This shot will be stored in your scrapbook until you delete it.

HALL OF FAME

Here you will see listed all the high scores and biggest tricks to beat. See if you can beat the Activision challenges to unlock some hidden video.

BIGGEST GAP

Selecting this shows the biggest gap recorded.

BIGGEST AIR

Selecting this shows the biggest air recorded.

LONGEST GRIND

Selecting this shows the longest grind recorded.

HIGHEST TWO MINUTE SCORE

Selecting this shows the highest two minute score recorded.

HIGHEST SINGLE COMBO SCORE

Selecting this shows the highest single combo score recorded.

HIGHEST COMBO LOST

Selecting this shows the highest scoring combo you *almost* landed.



OPTIONS

GAME OPTIONS

Split Screen

- Horizontal or Vertical

Speaker Config

- Stereo, Mono, or Dolby Surround

Music Volume

- Set music volume

Sound Effects

- Set sound effects volume

Vibration

- Set vibration On or Off

Auto Rotate

- Set auto rotate functionality while in the air On or Off

Video View

- Set movies to play in a window or full screen



MEMORY CARD

Load a previously saved game or save your current Road Trip.

CREDITS

RAINBOW STUDIOS

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Lead Programmer

Jared Harp

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Lorna Sprenger

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Level Design

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Dakota Jones

Vincente Baez

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Ron Radeztsky

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Eric Dickinson

Adam Kraver

Anthony Silva

Michelle McDonald

Eric Patrick

Tools Programming

Dennis Booth

Matt Keele

Additional Character Modeling & Animation

Bret Church

Wil Paras

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Dave Lowmiller

Tim Benson

Production Management

Scott Novis

System Support

Dave Favier

Brad Carpenter

Administration and Support

Scott Gilbert

Sandy Jarred

Marji Lent

Jamie Vallee

Jessica Hanson

Christine Bryan

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Jose Fontanez

Dave Lowmiller

Cece Merrill

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“Reckless”

Performed by Ice-T

Written by David Storrs, Tracy Marrow, Chris Taylor

Published by Go Glo Music as administered by MGM Music

(p) 1984

Courtesy of Metro-Goldwyn-Mayer Music, Inc.

“Forward Motion”

Performed by Jazzhole

Written by Ahmed Best, Kevin DiSimone, John Pondel, Warren Rosenstein, Marlon Saunders

Published by EMI April Music, Inc. o/b/o Hit & Run Music (Publishing) Ltd, Gram Cora’s Music, Real Guy Music (ASCAP), EMI Blackwood Music, Inc., Beave Music (BMI), DiSimone Music (BMI)

(p) 1994 Mesa/Bluemoon Recordings, Ltd.

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“Fuel Injected”

Performed by Swollen Members featuring Moka Only

Written by Mad Child, Prevail, Moka Only, Kemo, Concise

Published by Mad Child, Prevail, Moka Only, Kemo and Concise

(p) 2001 Battleaxe Records

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“Toxic”

Performed by Crazy Town

Written by Seth Binzer, Bret Mazur, Doug Miller

Published by Crazy Town Music as administered by Lisa Socransky

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“Damaged Goods”

Performed by Gang of Four

Written by David Allen, Hugo Burnham, Andrew Gill, Jon King

Published by Bug Music Ltd. (PRS) as administered by Bug Music, Inc, Elastic

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"Rock The Bells"

Performed by LL Cool J

Written by LL Cool J and Rick Rubin

Published by Sony/ATV Tunes LLC and Universal Music Corp.

(p) 1985 Def Jam Records

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"Unified"

Performed by Dislocated Styles

Produced and mixed by Howard Benson

Lyrics by Brandon Lawson, Jason Dubree, Charles Epperly, Greg Forney

Music by Joseph Heintz

Published by BMG Music Publishing o/b/o 5 Finger Discount Music/R2 Music

From the Roadrunner Records album "Pin The Tail on the Honkey"

(p) 2001 The All Black B.V.

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"Guilford Fall"

Performed by Fugazi

Written by Brendan Canty, Joel Lally, Ian MacKaye, Guy Picciotto

Published by Fugazi Songs

(p) 1999 dis70cd

Courtesy of Dischord Records

"Boot The Booty"

Performed by MC Cool Rock and MC Chaszy Chess

Written by Clay Dixon, Bobby Ford, Jr., Cedric Woodside

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"Juice (Know the Ledge)"

Performed by Eric B. and Rakim

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"Institutionalized"

Performed by Suicidal Tendencies

Written by Louiche Mayorga and Mike Muir

Published by Bug Music, Inc. (BMI) American Lesion Music (BMI) and You'll Be Sorry Music (BMI)/Administered by Bug

(p) 1983 Frontier Records

Courtesy of Frontier Records

"I Against I"

Performed by Bad Brains

Written by Paul Hudson, Daryl Jenifer, Gary Miller

Published by Bad Brains Publishing

(p) 1986 SST Records

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"Kevsadic"

Performed by Secret Hate

Written by Blake Davila, Mike Davis, Kevin Roach, Bob Schaeffer, Rick Seiga

Published by Hidden Alien Head Songs (BMI) as administered by Cornerstone RAS/Skunk.com

(p) 2000 Cornerstone RAS/Skunk.com

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"Take A Walk"

Performed by Spoon

Written by Britt Daniel

Published by Henry Neuman Songs (BMI)

Courtesy of Merge Records

"All A Dream"

Performed by Bad Ronald

Words and music by Sam Hollander, David Schommer, Chris Sobiech, Doug Ray, Aaron Handelman, Devon Callahan

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Performed by Iggy Pop

Written by Iggy Pop and Ricky Gardiner

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"Freestyler"

Performed by Bomfunk MC's

Written by Jaakko Salovaara and Raymond Ebanks

Published by BMG Songs, Inc. (ASCAP) o/b/o Lebaron Music Oy/BMG Music Publishing Scandinavia

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"Rock Star"

Performed by N.E.R.D.

Written by Pharrell Williams and Chad Hugo

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"Official Chemical"

Performed by Dub Pistols

Written by Jason O'Bryan, Barry Ashworth, John King, T.K. Lawrence, Baqi Abdush-Shaheed, James Sheffield Dewees

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"Return of the Living Bassheads (Somethin' Really Bad)"

Performed by Digital Assassins

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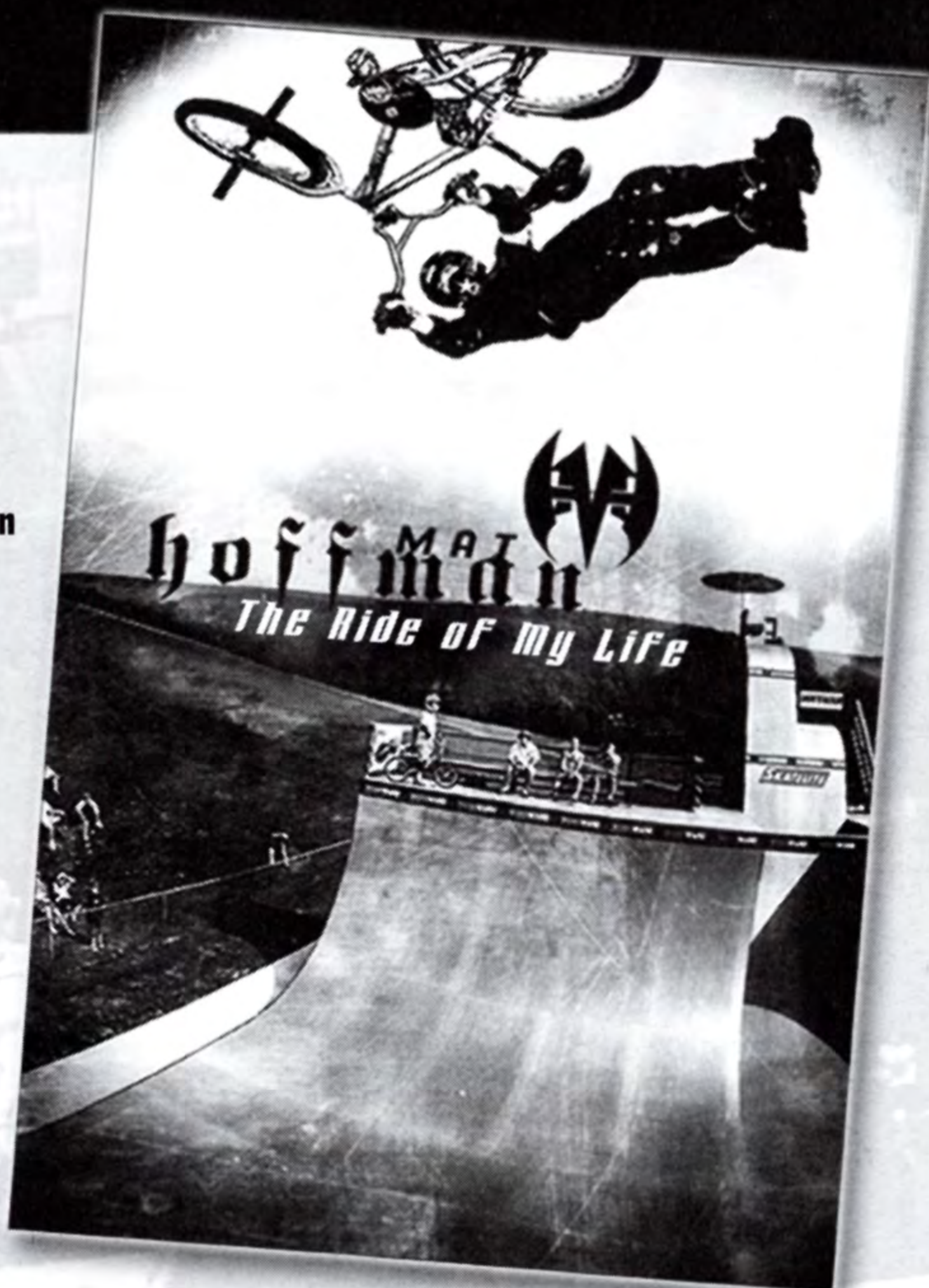
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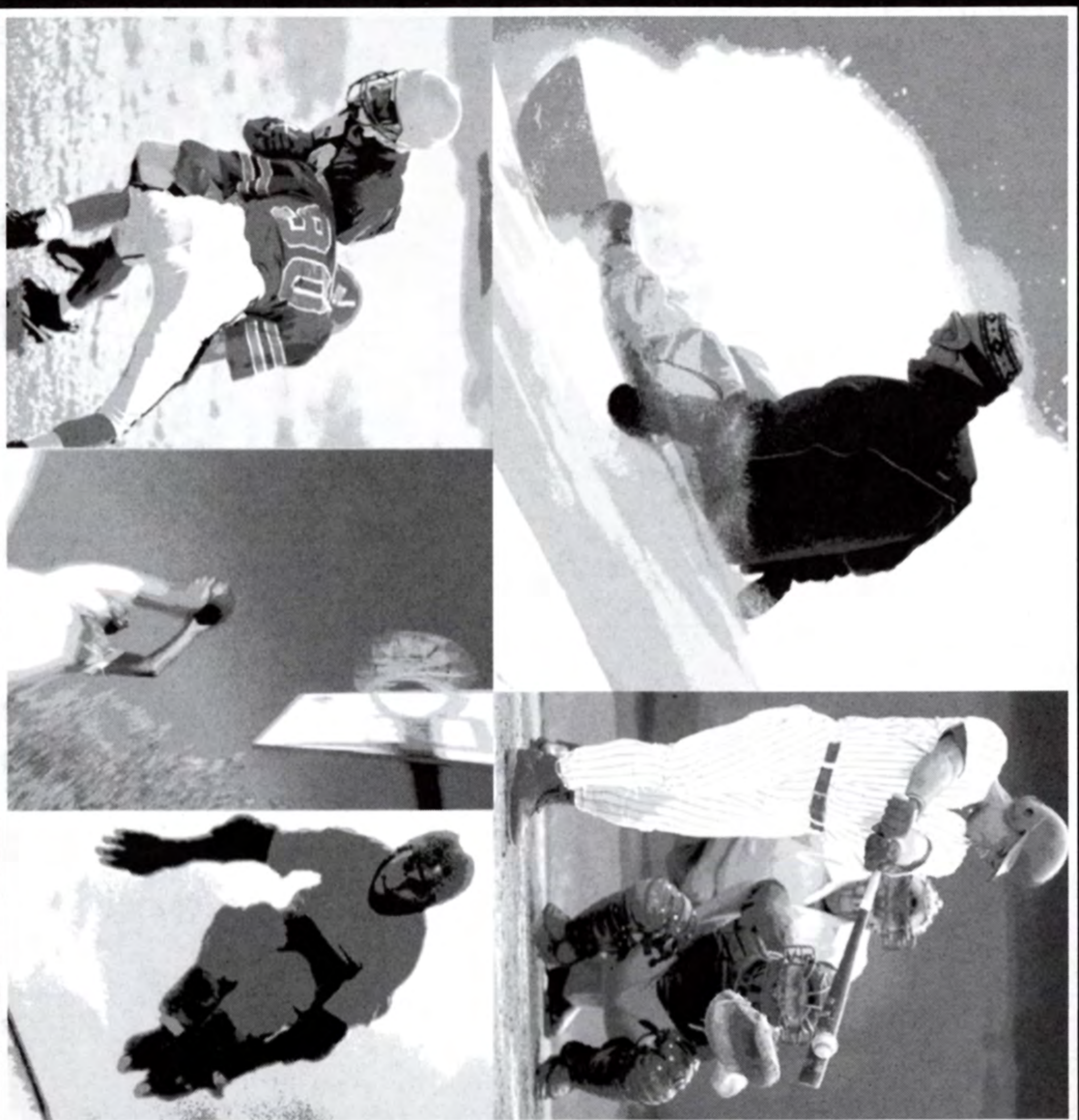
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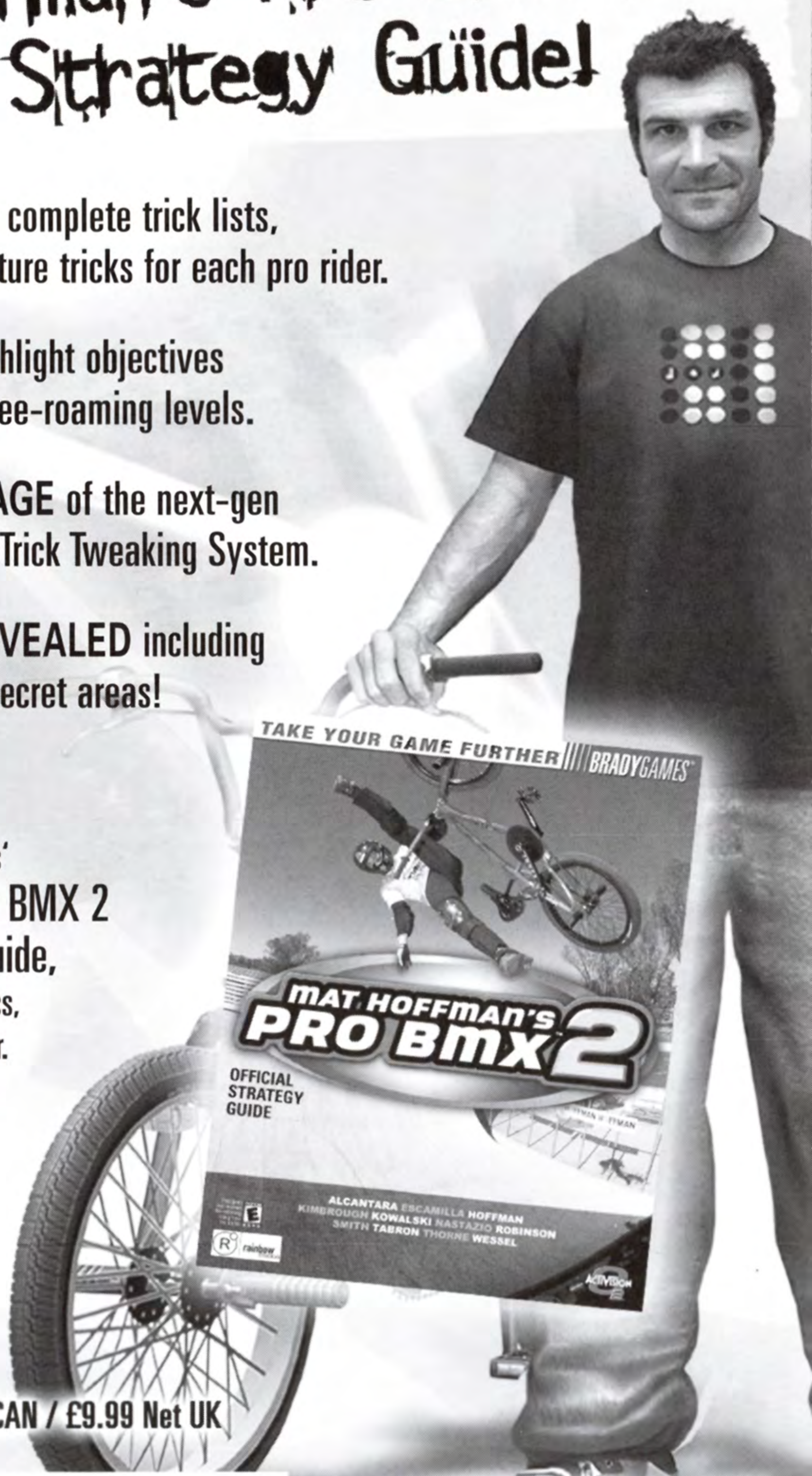


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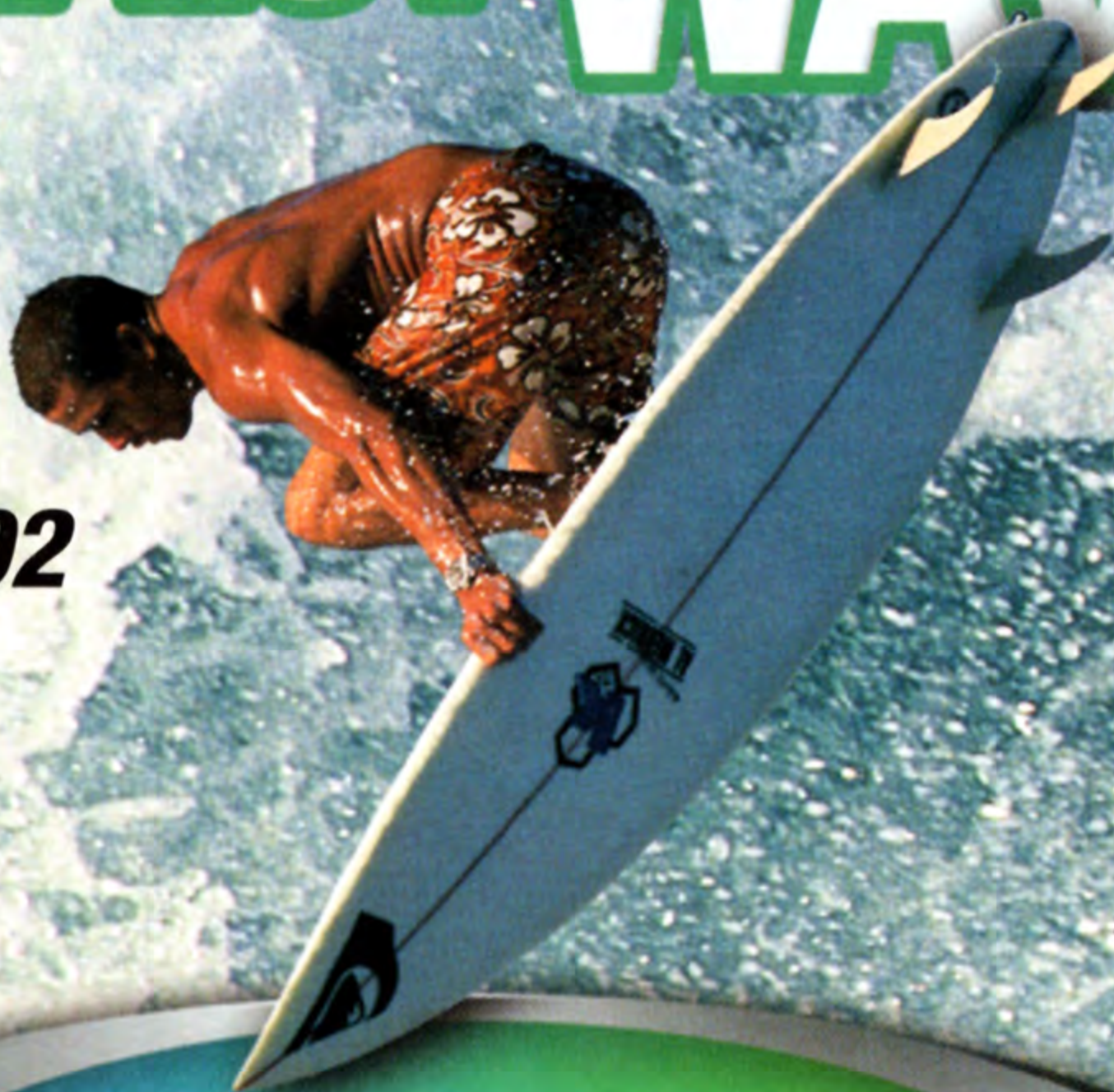
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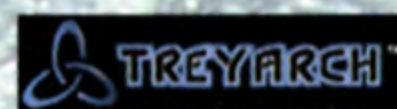


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