

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:





- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ WARNING - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

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	<p>Manufactured under license from Dolby Laboratories. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.</p> <p>This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.</p>	
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BASIC CONTROLS

(Enter Trick Controls menu in-game for advanced tricks.)

Crouching: To crouch, press and hold the **A** Button. This will give you more speed and charge up for an ollie.

Ollie (or Jump): To ollie, press and release the **A** Button. An ollie can also be performed at the top of a ramp to increase height and/or distance (depending on the type of ramp).

Grab Tricks: To perform a grab trick, you must first be in the air. Once in the air, press the **Z** Button in combination with any direction on the **Control Stick**. Each direction on the **Control Stick** performs a different grab trick. The longer you hold the **Z** Button down during a grab trick, the longer you'll "tweak" the trick. The score for the trick increases over the length of the grab.

Flip Tricks: To perform a flip trick, you must first be in the air. Once in the air, press the **C** Button in combination with any direction on the **Control Stick**. Each direction on the **Control Stick** performs a different flip trick.

Grind Tricks: To perform a grind trick, you must be near a rail or a grindable surface (like a ledge). First ollie (press and release the **A** Button), then press the **B** Button when near the rail or ledge to perform a grind trick.

- **50-50** – When parallel to a rail, ollie (**A** Button) onto the rail and press the **B** Button.
- **Nosegrind** – Press **↑** on the **Control Stick** and the **B** Button.
- **5-0** – Press **↓** on the **Control Stick** and the **B** Button.

- **Boardslide/Lipslide** – Rotate the board perpendicular to a rail and press the **B** Button.
- **Noseslide/Tailslide** – Press ← or → on the **Control Stick** and the **B** Button. Rotate the part of your board you want to slide on into the rail.
- **Feeble/Smith** – Press ↙ or ↘ on the **Control Stick** and the **B** Button.
- **Crooked/Overcrook** – Press ↶ or ↷ on the **Control Stick** and the **B** Button.

Stalls/Inverts: To perform a lip stall or invert, skate straight up a ramp and press the **B** Button and any direction on the **Control Stick** at the lip (or top edge) of the ramp. To perform a rail stall, ollie onto any rail or ledge and press the **B** Button and the **C** Button at the same time.

Manuels: To perform a manual, gesture up and down using the **Nunchuk** or move the **Control Stick** up then down. You can also nose manual by quickly gesturing down and up using the **Nunchuk** or move the **Control Stick** ↓ and ↑. Move the **Control Stick** ↑ and ↓ during a manual to balance.

Reverts: To revert when landing back onto a ramp, press the **Z** Button when you hit the ramp surface coming out of an aerial maneuver.

ADVANCED CONTROLS

Focus Mode: While skating, flick the **Nunchuk** and **Wii Remote™** towards another to go into slow-mo focus control. Now you can view every trick and land it clean. Just keep your combo going to stay in Focus Mode longer.

Nail the Trick Mode: Use the **Wii Remote** and the **Nunchuk** to directly control your skater's feet in Nail the Trick Mode. To activate Nail the Trick, ollie in the air and press the **Z** and **B** buttons. The game goes into slow motion; now, the **Nunchuk** controls the skater's foot on the left side of the screen, and the **Wii Remote** controls the foot on the right of the screen.

- Use suggested gestures and tilts with the **Nunchuk** and/or **Wii Remote** to flip the board.
- Keep holding the **Nunchuk** and/or **Wii Remote** in that direction until the board rotates all the way around.
- When the skateboard is right side up again, press the **Z** and **B** Buttons to land the trick.

*Advanced Tips – If you gesture or tilt the **Nunchuk** and/or **Wii Remote** precisely up, down, left or right you can get a “Perfect Flip” bonus to spin the board faster and gain points more quickly. Using both the **Nunchuk** and **Wii Remote** in a flip trick gives you*

slightly more points. When in regular stance, gesturing down or up on the Nunchuk (front foot) will Kickflip or Heelflip. Gesturing down or up on the Wii Remote will Shove-It Backside or Frontside. Controls reverse for switch. You can work Nail the Trick into regular scoring combos for big points.

Note: You must unlock Nail the Trick in Story Mode before you can use it during gameplay.

Nail the Grab Mode: While in the original Nail the Trick Mode, you can enter Nail the Grab by pressing and holding the **Z** Button before manipulating the Nunchuk and/or Wii Remote. Once in Nail the Grab, the Nunchuk will control the hand on the left of the screen while the Wii Remote will control the hand on the right of the screen.

- Use suggested gestures and tilts with the Nunchuk and/or Wii Remote to grab the board.
- To land your grab let go of the **Z** Button.

Note: You must unlock Nail the Grab in Story Mode before you can use it during gameplay.

Advanced Tips – You can combo from Nail the Trick to Nail the Grab by pressing and holding the Z Button at a good branch point, when the board is centered, and then using the Nunchuk and/or Wii Remote to control your hands. You can also combo back to Nail the Trick by letting go of the Z Button and using the Nunchuk and/or Wii Remote to flip your board and control your feet.

Aggro Kick: Once you unlock in Story Mode, flick down on the **Wii Remote** to initiate Aggro Kick and continue flicking each time your skater's heel makes contact with the ground for an extra boost of speed. The key is finding your rhythm.

Switch Stance: Switch stance is the opposite of the skater's normal stance. To get into switch stance, press the **Z** Button.

Nollie: For Nollie stance, press and hold the **C** Button to add a little style to your tricks.

Wallrides: To perform a wallride, approach a wall at 45° and ollie into the wall while pressing the **B** Button. Press the **A** Button to wallie off the wall.

Wallplant: To wallplant, jump straight into a wall and press the **A** Button to plant your foot on the wall and kick off in the opposite direction.

Wallpush: Skate or manual straight into a wall and hold the **B** Button to push off the wall.

Footplant: Press the **A** Button just before landing on flat ground to footplant and to keep your combo going.

Spine Transfers: To transfer over a spine (two quarter-pipe ramps placed back-to-back), flick in any direction, using the **Wii Remote** when launching off one side of the spine.

Aggro Push: While in a manual near a wall or ledge, flick the Nunchuk down to push off the wall and regain some speed.

Aggro Skitch Boost: To push yourself off of a moving vehicle, press the **B** Button for a little extra boost.

Skate Checking: Once you unlock in Story Mode, while skating, grinding or in mid-air, you can gesture forward with both the **Nunchuk** and **Wii Remote** to skate check and knock peds out of your way or fend off attacking peds and guards.

Flatland Tricks: Once in a manual, flick left, right, up or down using the **Wii Remote**, or any combination of those flicks, to produce a variety of flatland tricks. You must balance during a string of flatland combos using the **Control Stick** **↑** and then **↓** to balance.

Double-Tap Flips and Grabs: Press **↑**, **↓**, **←** or **→** on the **Control Stick** and double-tap the **Z** Button or **C** Button twice to bust a double or more advanced version of the base (single-tap) trick. These tricks score more points than base tricks.

Flips: To customize your move in mid-air, perform a flip by pressing in any direction on the **+Control Pad** and using the **Control Stick** at the same time to control the flip direction.

Acid Drops/Bank Drops: Gesture in any direction on the **Wii Remote** while jumping over a quarter pipe ramp or slanted ramp to acid drop or bank drop. You can do this while skating or walking.

Natas Spins: To perform a Natas Spin, jump onto a mailbox pole or fire hydrant and land on it, pressing the **B** Button.

Grind/Lip/Stall/Natas Branching: In the middle of a grind or lip trick, flick left, right, up or down using the **Wii Remote** or any combination to change your trick.

Note: For even more advanced abilities you must upgrade your player's skills in Story Mode through the My Skater menu in the Pause menu.

Off-Board Controls

Walking: To switch from skating to walking, press the **C** and **Z** Buttons at the same time. While in Walk Mode, use the **Control Stick** to control your skater.

Climbing/Hanging: Jump (using the **A** Button) near a wall, hanging wire or pole and the **C** Button to grab onto the object. While hanging, press **←** and **→** on the **Control Stick** while pressing the **C** Button to move your position, and press **↑** on the **Control Stick** to climb up onto the ledge surface.

Note: You must unlock Climbing/Hanging in Story Mode before you can use it during gameplay.

Combos and Specials

Combo Basics: Launch up a ramp, perform a grab trick, press the **Z** Button when landing in the ramp to revert, and then quickly hit **↑\↓** or **↓\↑** on the **Control Stick** or gesture up and down with the **Nunchuk** to enter into a manual. Try experimenting with this combo to get bigger scores.

Special Tricks: Special tricks are performed using multiple direction presses on the **Control Stick** with the corresponding face button. You can change your special tricks in the Trick Controls menu, found under My Skater. Complete Story goals to unlock more special tricks.

Camera Control

You can use the **+Control Pad** to move the camera and check out what's around you when you're skating.

Remap Tricks

In Story Mode you can remap your skater's tricks. Enter the Trick Controls menu under My Skater in the Pause menu. You can then edit grinds, grabs, flips, inverts and flatland and special tricks.

STORY MODE

Skateboarding is a way of life. In *Tony Hawk's Proving Ground*, you get to experience it like never before. For the first time ever, you choose where skateboarding will take you. Will you choose to be the clean-cut millionaire competition skater, the jaw-breaking hardcore skater or the creative maverick who constructs unique places to skate? Every path has its own lifestyle, unique challenges, risks and rewards.

You'll be presented with story-specific missions throughout Story Mode. To progress through the game and see all the cities and skate spots, you'll need to complete certain missions. Characters who give missions in the game will have an arrow above their heads.

Training: At the start you'll be presented with three story goals, to give you a taste of each path available to you—Hardcore, Rigger and Career. You'll also be presented with four tutorial goals recapping Skill and Line Challenges. You must complete these goals to unlock others.

Skills and Stats: View your skills and stats to see how you're progressing in new skills and styles you've learned. Earn more points throughout your story by completing goals and skating around the world. You can then assign these points to your stats as you see fit to be more Career, Hardcore or Rigger oriented.

Records: Want to see how long you can hold an invert or how high you can air? Check out this menu under My Skater in the Pause menu to view your record highs.

Arcades: In *Tony Hawk's Proving Ground*, Classic Mode and High Score runs will be available in Story Mode by activating one of the many Arcade machines scattered around the cities. Also available through the arcade is the newest game *Hawk-Man*, where you must perform very specific tricks to collect colored pellets. Collect all 75 in one run for PRO and in one combo for SICK.

Skill Challenges: All throughout the world you'll find ambient skill challenge goals, which you can play at your own leisure or even hit while skating through the city, never breaking your combo! These goals are marked by green tags that specify which trick you will need to perform. Keep that trick going to the orange tag for AM, blue for PRO and gold for SICK.

Story Goal Markers: Story goal markers appear as floating icons, a trophy for the Career path, a broken skateboard for the Hardcore path, and a quarter pipe for the Rigger path. For instances where a Story goal is initiated by talking to a Goal Ped, once you have completed a goal, a floating icon marker will appear. This allows you to go back and replay the goals later on in the story.

Gaps: Gaps are placed all over the world. A gap requires you to grind a certain rail, transfer from one QP to another or manual a certain distance. The challenge is in finding them yourself!

Compass: On the top of the in-game screen is a compass, which helps you to locate all the various things to do throughout the city. The compass shows you where different goals and challenges are located. Also look to your map in the in-game Pause menu.

View Goals: At any time during the story, you can visit the Pause menu and select **My Goals** to view current episodes and where to find them.

Motorola ic 902 Video Phone Messages: Keep an ear out for your Motorola ic 902 video phone. You can receive text messages and video messages that provide further information about the story and your mission objectives.

Rigger Menu (Moveable Pieces): Modify the world by creating and placing up to 30 ramps, quarter pipes, rails, and other objects almost anywhere to build your own personalized skate spots. Story Mode will also include Rigger goals in which you can create pieces to complete the goal or go for a higher score. To access this menu, press the – Button.

Note: You must unlock the Rigger Menu in Story before you can use it during gameplay.

CREATE-A-SKATER

Note: Activision Customer Support cannot troubleshoot user-made skaters.

Creating Your Skater: You can create nearly any kind of skater. From the Pause menu, select **My Skater**, then **Create-A-Skater**. Randomize your skater or start from scratch. You can also load a previously saved skater.

Note: Some items or customization options are not compatible with others.

Piece Categories: The available piece categories when creating a new skater or editing your current skater are Information, Hats, Face, Torso, Pants, Eyes, Hair, Accessories, Feet, Tattoos, Skateboards and Misc.

Available Pieces: At the start of the game, some pieces will be unavailable to you until you've unlocked them or earned them from sponsors throughout your story. To unlock more pieces with which to customize your skater, you'll need to play through Story Mode and earn them or purchase them in Create-A-Skater.

MULTIPLAYER GAMES

Trick Attack: The player with the highest score at the end of the time limit wins!

Graffiti: The player with the most “tagged” objects wins! Obstacles are tagged with your color by tricking off them. Try to steal your friend’s tags by pulling higher scores and bigger combos off the same object.

Horse: Pull off higher combos than your friends on the objects you choose to get them to spell H-O-R-S-E —the classic b-ball game skater style.

Free Skate: Keep it real with a no-time, no-score and no-rules session. Skate just like you do on the street, minus the ever-present cops and security guards.

GAME OPTIONS

Save Game/Load Game: *Tony Hawk’s Proving Ground* requires 17 free blocks for saving. To manage your save data, press the **HOME** Button on the Wii Remote to access the Wii browser and then enter Data Management. To load a previously saved game, select **Load Game** from the Options menu.

The Story/Skater save requires 17 blocks. This save contains both your skater and any progress through Story Mode as well as any unlockables you may have earned.

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MUSIC

All My Heroes Are Weirdos

Performed by !!!

Written by Dan Gorman, Nic Offer,
Mario Andreoni, Tyler Pope,
Allan Wilson, John Pugh, Jason
Racine

Justin van der Volgen
Published by Ninja Tune
Courtesy of Warp Records

Audio Technician

Performed by DJ JS-1 feat. L.I.F.E.

Long & Immortal Technique
Written by Michael Delaney,
William Tramontozzi

Published by Highly Abusive
(ASCAP)

Courtesy of DJ JS-1

Baddest of the Bad

Performed by Reverend Horton Heat

Written by James Collis Heath
Published by Horton House
Publishing (BMI)

Courtesy of Sub Pop Records

Banned in D.C.

Performed by Bad Brains
Written by Gary Miller, Paul Hudson,
Darryl Jenifer, Earl Hudson
Published by Bad Brains Publishing
(ASCAP)

Courtesy of ROIR

Bear in the Air

Performed by Motorcity Daredevils

Written by Justin Gleich,
Frank Regan, Tom Pressley
Published by World
Domination Music Ltd
Courtesy of World
Domination Music Ltd

Breed

Performed by Nirvana
Written by Kurt Cobain
Published by Primary Wave Tunes
on behalf of The End of Music (BMI)
and administered by
EMI Virgin Songs, Inc. (BMI)
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Carpenter

Performed by Kittens

Written by Shawn Fedorchuk,
Steve Kellas, David Kelly
Published by Sonic Unyon (SOCAN)
Courtesy of Sonic Unyon Records

Children's Story

Performed by Slick Rick

Written by Ricky Walters

Published by

Songs of Universal, Inc. (BMI)

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Def Jam Music Group
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Chin High

Performed by Roots Manuva

Written by

Rodney Smith, Steve Dub Jones
Published by Chrysalis Music
(ASCAP) / Westbury Music Ltd
Courtesy of Big Dada Recordings

Circles

Performed by Dag Nasty

Written by Smalley, Baker,
Marbury, Sears

Courtesy of Dischord Records

Clash City Rockers

Performed by The Clash

Written by Mick Jones

Joe Strummer, Paul Simonon
Topper Headon
Published by Universal-Polygram
Int. Publ., Inc. on behalf of
Nineden Ltd (ASCAP)
Courtesy of Epic Records by
Arrangement with
Sony BMG Entertainment

Cold water

Performed by The Jesus Lizard

Written by Duane Denison, David
Sims, David Yow

Published by The Jesus Lizard (BMI)
Courtesy of Capitol Records under
license from EMI Film & Television
Music

Come Friendly Bombs

Performed by Gallows

Written by Frank Carter,
Laurent Barnard, Steph Carter,
Stuart Gili-Ross, Lee Barratt
Courtesy of Epitaph Records and
Warner Music UK

Come On

Performed by Revolution Mother

Written by Mike Vallely,
Jason Hampton, Colin Buis,
Brendan Murphy

Published by Mike V Incorporated
(ASCAP) / Dogs of War Publishing
(ASCAP)

Courtesy of Cement Shoes Records

The Devil Made Me Do It (Poach A Pig Mix)

Performed by Paris

Written by Oscar Jackson
Published by Guerrilla Funk
Courtesy of Guerrilla Funk

Disintegrate

Performed by The Amelia Premiere

Courtesy of The Amelia Premiere

Electric Kingdom

Performed by Twilight 22

Written by Gordon Bahary
Errol Moore, Joseph Sautler
Published by Universal-Polygram
Int. Publ., Inc. (ASCAP) / Bahary
Songs (ASCAP) / Universal-Songs
of Polygram Int., Inc. (BMI)
on behalf of Goba Music (BMI)
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Courtesy of Welk Music Group on
behalf of Vanguard Records

Electric Worm

Performed by Beastie Boys
Written by Michael Diamond,
Adam Horowitz, Adam Yauch
Published by Universal-Polygram
Int. Publ., Inc. on behalf of itself and
Brooklyn Dust Music (ASCAP)
Courtesy of Capitol Records
under license from
EMI Film & Television Music

Energy Dome

Performed by Snapcase

Written by Jon Salemi, Daryl
Taberski, Dustin Perry
Tim Redmond, Frank Vicario
Published by Tigerstar Music
(ASCAP)

Courtesy of Equal Vision Records

Everything Changes

Performed by Deadbolt ZEN
Written by Dustin Dichoso
Courtesy of Deadbolt Zen

Fug

Performed by Cymande
Written by Patrick Patterson
Steve Scipio
Published by Cminor Music (BMI)
administered by MCS America
Courtesy of Janus Records and
John Schroeder Enterprises under
license from EMI Film
& Television Music

Garbage Man

Performed by The Cramps
Written by Lux Interior, Ivy
Rorschach
Published by Illegal Songs (BMI)
administered by
Bugle Publishing Group
Courtesy of Capitol Records under
license from EMI Film
& Television Music

Gets Paid

Performed by The Icarus Line
Written by Joe Cardamone
Published by Egotistical (SESAC)
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Gift Tax

Performed by Future Pigeon
Written by Jason Mason,
Eddie Ruscha, Danny Preston
Courtesy of Record Collection

Girls in Black

Performed by Airbourne
Written by
Joel O'Keeffe, Ryan O'Keeffe
Published by Mushroom Music Pty
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The Hands Will Abide

Performed by Cursed
Written by Chris Colohan,
Christian McMaster, Dan Dunham
Mike Maxymuik
Courtesy of Goodfellow Records

Hold Your Ground

Performed by Gorilla Biscuits
Written by Walter Schreifels
Courtesy of Revelation Records

Holidays in the Sun

Performed by The Sex Pistols
Written by John Lydon, Steve
Jones, Paul Cook, John Beverley
Published by Careers-BMG
Music Publishing (BMI) /
Warner/Chappell Music Publishing
UK / Three Shadows Music (ASCAP)
Administered by
Cherry Lane Music Publishing
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I'd Rather Die Than Be Famous

Performed by Pierce the Veil
Written by
Victor Fuentes, Mike Fuentes
Published by Before Today Music
(ASCAP)
Courtesy of Equal Vision Records

It Beats For You

Performed by Voltera
Written by Michael Rizzo
Jessica Koch, Courtesy of Voltera

It's Just Begun

Performed by
The Jimmy Castor Bunch
Written by James Castor
Johnny Pruitt, Gerry Thomas
Published by
Taking Care of Business (BMI)
and Minder Music Ltd.
Courtesy of RCA by arrangement
with Sony BMG Entertainment

Loathsome

Performed by Pig Destroyer
Written by J.R. Hayes, Scott Hull
Published by
Domino Publishing Company
Courtesy of Relapse Records

Memories of the Grove

Performed by
Maylene and the Sons of Disaster
Written by Joshua Cornutt
Dallas Taylor, Joshua Williams
Lee Turner
Courtesy of Ferret Music LLC

Motorbike

Performed by Anglo Jackson
Courtesy of Anglo Jackson

Move Part 2

Performed by
Oh No Feat. J Dilla and Roc C
Written by
James Yancey, Mike Jackson
Published by Universal-Polygram
Int. Publ., Inc. on behalf of itself and
E.P.H.C.Y. Publishing (ASCAP) /
Shelly Bay Music on behalf of
Disruption Productions (ASCAP)
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Music is Happiness

Performed by The Octopus Project
Written by Josh Lambert
Yvonne Lamber, Gilberto Miranda
Edward Swietek
Courtesy of The Octopus Project

Natural One

Performed by Folk Implosion
Written by Lou Barlow
John Davis, Wally Gagel
Courtesy of Diizzy Enterprises LLC

The New Brutality

Performed by Paint It Black
Written by Dan Yemin, Josh Agran
Andy Nelson, David Wagenschutz
Colin McGinniss
Courtesy of Jade Tree Records

Pack Up (Remix)

Performed by Lyrics Born feat.
KRS-One & Evidence
Written by Tom Shimura
Solomon David
Published by Bug Music
on behalf of
Asia Born Music (ASCAP) /
Pregnant Drumz Music (ASCAP)
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Panic-Oh!

Performed by Los Abandoned
Written by Pilar Diaz, David Green
Published by Chilegirl Songs
(ASCAP) / On Toad Music (BMI)
Courtesy of Vapor Records

The Pretender

Performed by Foo Fighters
Written by Dave Grohl
Taylor Hawkins, Nate Mendel
Chris Shiflett
Published by
Courtesy of Roswell/RCA Records
by arrangement with
Sony BMG Entertainment

Radio

Performed by Jurassic 5
Written by Barry Bailey
George Belton, Darryl Calloway
Charles Fleming, Larry Miller
Reginald Payne, Dante Givens
Courtenay Henderson
Mark Potsic, Charles Stewart
Marc Stuart, Salaam Remi
Published by Sugar Hill Music
Publishing on behalf of Diamond
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Rappin' and Rockin' the House

Performed by Funky 4+1
Written by Barry Robinson
Published by Sweet Soul Music
(BMI) administered by
Spirit Music Group
Courtesy of Enjoy Records
By arrangement with
Spirit Music Group

Sanctuary

Performed by Darkest Hour
Written by
Paul Burnette, John Henry
Kristopher Norris, Ryan Parrish
Michael Schleibaum
Published by
Another Victory Inc (ASCAP)
Courtesy of Victory Records

Secret Crowds

Performed by Angels and Airwaves
Written by Tom DeLonge
Published by
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See the World

Performed by The Kooks
Written by Paul Garred, Hugh Harris
Luke Pritchard, Max Rafferty
Published by
Famous Music (ASCAP)
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Slaughter of the Soul

Performed by At The Gates
Written by Anders Bjorler
Jonas Bjorler, Tomas Lindberg
Published by Earache Songs
Courtesy of Earache Records

The Sound of Words

Performed by Divine Era
Written by Daisuke Wachi
Courtesy of Divine Era

Starving Artiste

Performed by The Bled
Written by James Munoz
Jeremy Talley, Mike Pedicone
Ross Ott, Darren Simoes
Published by Songs Music
Publishing LLC on behalf of
Ram Island Songs (ASCAP),
Pedicone (SESAC)
Robot Choker (SESAC)
Rossmosis (SESAC)
Who Care Were Drinking (SESAC)
Courtesy of Vagrant Records

Sympathy for the Devil

Performed by The Rolling Stones
Written by
Mick Jagger, Keith Richards
Published by ABKCO Music
Courtesy of ABKCO Records

Tarantula

Performed by
The Smashing Pumpkins
Written by Billy Corgan
Published by
Faust's Haus Music (BMI)
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That's Entertainment

Performed by Sayvinyl
Written by Phill Tomroth
Jesse Fritsch Dan Reed
Ryan Flach, Josh Vargo
Courtesy of Sayvinyl

Throwback Rap Attack (Madlib remix)

Performed by Percee P
Written by John Percy Simon
Otis Jackson Jr.
Published by Shelly Bay Music
on behalf of Madlib Invazion (BMI)
and Pebble Toss Music (ASCAP)
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Up All Night

Performed by El-P
Written by Jaime Meline
Published by Songs Music
Publishing LLC on behalf of
Definitive Jux Music (SESAC)
Courtesy of Definitive Jux

Version 2.0

Performed by Bloc Party
Written by Kele Okereke
Russel Lissack, Gordon Moakes
Matt Tong
Published by
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We Must Obey

Performed by Fu Manchu
Written by Bob Balch, Bradley Davis
Scott Reeder, Scott Hill
Published by
Magic Arts Publishing USA (ASCAP)
administered by Century Media
Courtesy of Century Media Records

Well Thought Out Twinkles

Performed by Silversun Pickups
Written by Brian Aubert
Christopher Guanlao, Joseph Lester,
Nicole Monninger
Published Silversun Pickups Music
(ASCAP) on behalf of
Boredom Mending Music (ASCAP)
Courtesy of Dangerbird Records

You're My Miss Washington DC

Performed by Nation of Ulysses
Written by Ian Svenonius
Steve Kroner, Tim Green
Steve Gamboa, James Cauty
Courtesy of Dischord Records

Your Move

Performed by Blackalicious
Written by Xavier Mosley
Timothy Parker, Teak Underdue
Published by Reach Global Inc on
behalf of Obrafo Music (ASCAP)
Gab's Gifted Music (ASCAP)
and Underdue Entertainment
Publishing (ASCAP)
Courtesy of Anti/Epitaph Records

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