



**TONY HAWK'S
UNDERGROUND 2
REMIX**

www.thug2online.com

ACTIVISION

activision.com

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REKOP

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

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If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™ Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

PARENTAL CONTROL LEVEL	AGE GROUP
9	Restricted to 18 and over
7	Not suitable for under 15 unless accompanied by an adult
5	Recommended for mature players
3	Parental guidance recommended
2	General

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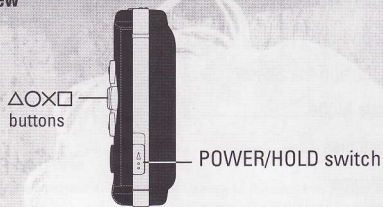
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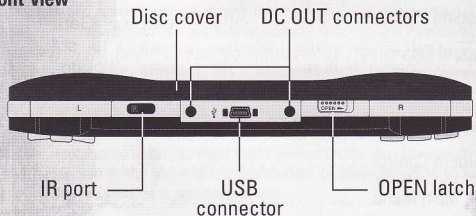
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GETTING STARTED



Right Side View



Front View



Set up the PSP™ (PlayStation® Portable) according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the *Tony Hawk's Underground 2 Remix* disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the × button to commence loading. Follow the on-screen instructions and refer to this manual for information on using the software.

Note: Do not eject a PSP™ Game while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.

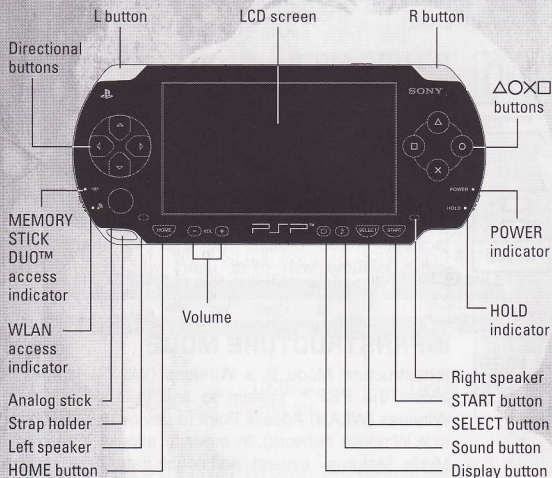


INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

STARTING UP

PSP™ System Configuration



CONTROLLING THE SKATER

BASIC CONTROLS

CROUCHING

To crouch, press and hold the **×** button. Crouching while skating around makes the skater go faster.

OLLIE (OR JUMP)

To ollie (or jump), press and release the **×** 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 **○** button in combination with one of the directional buttons. Each direction on the directional buttons performs a different grab trick. The longer you hold the **○** button down during a grab trick, the longer you'll "tweak" that grab 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 **□** button in combination with one of the directional buttons. Each direction on the directional buttons performs a different flip trick.

GRIND TRICKS

To perform a grind trick, you must be near a rail or a grindable surface.

First ollie (press and release the **×** button), and then press the **△** button when near the rail/grindable surface to perform a grind trick.

- **50-50** = When parallel to a rail, press and hold the **△** button.
- **Nosegrind** = Press the **↑** directional button and the **△** button.
- **5-0** = Press the **↓** directional button and the **△** button.
- **Boardslide/Lipslide** = Rotate the board perpendicular to a rail and press the **△** button.

- **Noselide/Tailslice** = Press the \leftarrow or \rightarrow directional button and the \triangle button. Rotate the part of the board you want to slide on into a rail.
- **Smith/Feeble** = Press the \swarrow or \searrow directional button and the \triangle button.
- **Crooked/Overcrook** = Press the \swarrow or \searrow directional button and the \triangle button.

LIP TRICKS

To perform a lip trick, skate straight up a ramp or quarterpipe and press the \triangle button with a directional button at the lip (or top edge) of the ramp. Press the \leftarrow and \rightarrow directional buttons to balance.

MANUALS

To perform a manual, quickly press the \uparrow then \downarrow directional button. You can also nose manual by quickly pressing the \downarrow then \uparrow directional button. Press the \uparrow and \downarrow directional buttons during a manual to balance.

REVERTS

To revert when landing back onto a ramp, press the **R** or **L** button when you hit the ramp surface coming out of an aerial manoeuvre.

NO COMPLY

To perform a no comply, quickly tap the \uparrow directional button just before tapping or releasing the \otimes button.

BONELESS/FASTPLANTS/BEANPLANTS

To perform a boneless, fastplant or beanplant (varies depending on the pro skater), quickly tap $\uparrow\uparrow$ on the directional buttons and release the \otimes button. These tricks allow you to jump farther and higher than a regular ollie.

ADVANCED CONTROLS

NOLLIE

A nollie is an ollie (or jump) performed on the front of the board instead of the rear. To perform a nollie, press the \odot button once while skating. Press the \otimes button to jump and the \square button plus either the \uparrow , \downarrow , \leftarrow or \rightarrow directional button to execute a nollie flip.

PRESSURE FLIPS

Press the \odot button twice to move your feet into pressure flip position. Pressure flip tricks follow from pressure stance.

Note: Pressure and nollie tricks give you more scoring options.

SWITCH STANCE

You'll score more points when performing tricks in switch stance, which is the opposite of the skater's normal stance. To get into switch stance, press the **R** button. Your stats will be decreased when switched unless your Switch stat is maxed at 10.

WALLRIDES

To perform a wallride, approach a wall at a 45° angle and ollie into the wall while holding the \triangle button. Press the \otimes button to wallie. Press the \uparrow directional button and the \otimes button to wallieplant. To do a vert wallplant, launch off a quarterpipe and press the \otimes button on the way up.

STICKER SLAP

Jump straight into a wall and press the \otimes 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 \triangle button to push off the wall.

SPINE TRANSFERS

To transfer over a spine (two quarterpipe ramps placed back-to-back), press the **R** button when launching off of one side of the spine.

SKITCHING

To skitch (get pulled behind a vehicle), press the \uparrow directional button when directly behind a vehicle. Press the \leftarrow and \rightarrow directional buttons during a skitch to balance the skater.

FLATLAND TRICKS

All flatland tricks stem from the manual $\uparrow\downarrow$ or $\downarrow\uparrow$. Once in a manual, tapping twice on the \odot button, \triangle button, \square button or any combination of those buttons will produce a variety of flatland tricks. You must balance during the string of flatland combos using the \uparrow and \downarrow directional buttons.

DOUBLE-TAP FLIPS AND GRABS

Press any direction on the directional buttons and double-tap the Flip or Grab button twice to bust a double or more advanced version of the base (single tap) trick. These tricks score more points than the base tricks.

GRIND/LIP BRANCHING

In the middle of a grind or lip trick, tap twice on the **○** button, **△** button, **□** button or any combination to change your trick.

FLIPS/ROLLS

When performing a Flip or Grab trick, you can customise your move in mid-air by using the directional buttons. While holding the **○** or **□** buttons in the air, double tap **↓** directional button to do a backflip, double tap **↑** directional button to do a front flip and double tap the **←** or **→** directional buttons to do a frontside or backside roll (depending on which way your body is facing).

POWERSLIDE

Press the **↓** directional button twice, then tap the **R** button to do a quick 180°

ACID DROPS

Press the **R** button while jumping over a quarterpipe ramp to acid drop into the ramp. You can do this while skating or walking. (See the Walking section on the next page.)

FOCUS MODE

When your special meter is filled, quickly flick the **analog stick** to go into slow-mo focus control. Now you can view every trick and land it clean. Just keep your special meter up and your combo going to stay in focus mode. Focus Mode is limited in two ways:

1. You can only use it for 15 seconds at a time.
2. You may not execute Focus Mode in the same combo more than three times.

PROJECTILES

As you skate around, you may find projectiles (like apples, for example). Press the **○** button to pick them up and the **□** button to throw. Find a pedestrian and try to nail 'em.

TANTRUMS

When you bail, a meter comes up showing your level of frustration. Try to fill up the meter by tapping the **△** button as fast as you can, releasing your frustrations in a tantrum. If you throw a tantrum, you'll also earn a small Freak Out bonus score that you can use to start your next combo. The higher your meter, the crazier your tantrum will be and the bigger your Freak Out bonus. It pays to go nuts!

WALKING AND CLIMBING

WALKING

In *Tony Hawk's Underground 2 Remix* you can get off your skateboard and walk or run. To switch from skating to walking, press the **L** button. While in Walk Mode, use the directional buttons or analog stick to control your skater. By pressing and holding the **⊗** button, your skater will run instead of walk.

Note: Using the analog stick to control your skater while in Walk Mode makes the skater run, not walk, whether or not you're holding the **⊗** button down.

CLIMBING/HANGING

To climb and/or hang, you must first be in Walk Mode; then jump (using the **⊗** button) near a wall or hanging wire and press the **R** button to grab the ledge. While hanging, press the **←** and **→** directional buttons to move your position and press **↑** to climb up onto the ledge surface. You can also jump into a wall and press the **⊗** button to do a wall jump.

Note: Not all ledges allow climbing or hanging.

TAGGING

Walk over to a wall and lay down your very own graffiti tag by pressing the **△** button while you're facing a flat surface. You can also use the new Create-A-Graphic mode (see page 19) to customise your tag and make it your own.

CONTROL TIPS

- When you bail, tap the controller buttons repeatedly to get up faster.
- Each skater has a different trick setup. You can configure your tricks any way you like using the in-game Edit Skater/Tricks menu.
- Special tricks have high point values. Expand your special tricks by playing through Story Mode.
- You can jump off your board and continue your combo run for a limited time. Use this move to get your speed back up and keep tricking (just before you think your combo is over).

SCORING TIPS

- Combine grab and flip tricks while catching air for higher scores.
- You can continue your combo moves using reverts and manuals. Manuals keep your combo going across flatland ground sections. Reverts keep your combo going from big air tricks off ramps.
- During a run (unless in a free skate session), every time you repeat a trick, the trick's point value decreases. To get a high score, you're going to have to think about your "line" and mix up the tricks you perform.
- Switch tricks are worth more and devalue separately from regular tricks.
- Try to trick into and out of every grind.
- Use special tricks for huge scores.
- Every trick in a combo adds to your score multiplier.
- Nollie tricks score more points than regular ollie tricks.
- Trick across gaps (the blue text transfers) to maximise your combos.
- When landing from a quarterpipe, revert then manual to continue your combo.
- You can combo every type of trick—lip tricks, manuals, vert tricks, grinds, etc.—and use revert to link them together. There are also spine transfers and skitching—you can link those in your combos, too!

SPECIAL METER AND SPECIAL TRICKS

As you score points in *Tony Hawk's Underground 2 Remix*, your Special Meter (the meter in the top left of the screen) fills up. When the meter is glowing and pulsing in colour, you can perform special tricks that you normally cannot.

The Special Meter increases as you perform tricks, so you'll be able to bust some special tricks in the middle of your first combo. By default, you start with four special tricks. You can earn extra special trick slots by completing special tasks in Story Mode. Special tricks are performed using multiple directional buttons with the corresponding trick/grind/grab button. Try playing through Story Mode to earn more special tricks.

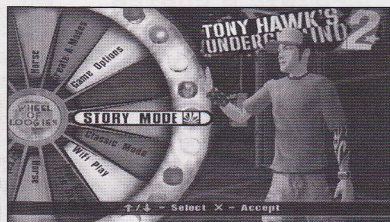


CAMERA CONTROL

You can use the analog stick to move the camera and check out what's around you when you're skating. While walking, press the **○** button to control the camera with the analog stick.

THE MAIN MENU

The Main Menu of *Tony Hawk's Underground 2 Remix* allows you to select from all the different game modes. Press **↑** or **↓** on the directional buttons to rotate the wheel to the desired menu option. Press the **⊗** button to select the highlighted menu option.



STORY MODE

Ripped from the streets of your hometown, Tony Hawk takes you on an unprecedented around-the-globe skating blitzkrieg called *The World Destruction Tour*. It's half competition, half all-out monster party for hardcore skating veterans and up-and-coming pros like you. This one-of-a-kind underground competition pits Tony's team against Bam Margera's team in a skating fiesta that leaves a worldwide wake of chaos from the hundreds of insane and ridiculous stunts and challenges that await you!

CLASSIC MODE

Ready to go old school? Complete all the old favourite goals like SKATE letters, high scores and more in the *Tony Hawk's Underground 2 Remix* levels, plus six other re-released levels with ten new goals per level and a two-minute time limit. The branching level progression allows you to decide where you want to go next.

WIRELESS PLAY

Take your game skills to the limit! Get ready to battle up to four players in over ten multiplayer games! Check out the Wireless Play section (see page 27) to learn more about how to connect to other players with *Tony Hawk's Underground 2 Remix*.

HIGH SCORE/FREE SKATE

Choose a level and try to do your best skating within a two-minute session. You can set high scores and new records in this mode. The Training, Santa Cruz and Barcelona levels are open for skating from the beginning. To earn access to and choose alternate levels, you must play through either Story Mode or Classic Mode.

CREATE-A-MODES

CREATE-A-SKATER

Want to make the ultimate skater? Create-A-Skater allows you to start from scratch and create your own character to skate within any mode of *Tony Hawk's Underground 2 Remix*.

CREATE-A-GRAPHIC

Want to really leave your mark? Make your own unique graffiti design by layering and customising tons of images and then use it to tag up the levels. You can also place your created graphic on your Create-A-Skater, applicable clothing items and even your skateboard deck.

CREATE-A-GOAL

Choose a level and start creating goals you can trade with friends. Pick from Skate, Combo, High Score and many other types of goals!

CREATE-A-TRICK

Not satisfied with the tricks we put in the game? Design your own!

GAME OPTIONS

This is your one-stop shop for setting your preferences and saving or loading your game. You can change the controller set-up, adjust sound settings, check out level records, enter cheat codes or watch movies.

STORY MODE

THE STORY

You're an up-and-coming pro with serious skills when skating legend Tony Hawk invites you to join his team of skaters in an unprecedented, around-the-world competition—an all-out skating blitzkrieg where you'll rack up points for your team through serious hard-core skating and ridiculous stunts. It's Tony's team versus Bam's team in an underground skating competition. Two teams, international cities and hundreds of funny and insane challenges await.



PAUSE MENU

Continue – Return to the game.

View Goals – See the list of goals you've unlocked so far.

Text Messages – Scroll through your text messages.

Change Level – Move your character to any unlocked level.

Your Options – Access the Edit Tricks, Edit Appearance, Game Progress, View Gaps and View Stats menus.

Game Options – Access the Save Game, Cheats, Sound Options, Control Setup and Display Options menus.

Quit – Exit the game.

GOALS AND THE VIEW GOALS MENU

A list of goals to complete is presented as you enter each location. Skate around the level and investigate to trigger these goals, or go to View Goals in the Pause Menu to get hints. As you skate, look around the level for your teammate, who has his own set of objectives to complete. Once you find him, press the **○** button to switch to that character and unlock his goals. You'll have to seek out and find your teammate as well as a guest and a secret skater to unlock all the possible goals for that location. Once goals have been unlocked, you can complete them by playing as yourself or as one of the other characters. Good luck!

MULTIPLAYER MODES

WIRELESS PLAY

Grab your PSP™ and connect wirelessly to as many as three other players for up to four-player games.



MULTIPLAYER GAMES

TRICK ATTACK

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

SCORE CHALLENGE

Similar to trick attack, except the match ends when the first skater reaches the target score.

COMBO MAMBO

The player who busts the biggest combo during the time limit wins! Make your combos count, because your highest scoring combo will be your score for the match.

SLAP!

This one's easy to explain: The player who slaps the most wins! When two skaters collide, the faster player stays standing. So bust some tricks to get your Special Meter full, and then start slapping the other skaters around!

KING OF THE HILL

There's a crown out there somewhere and the first player to find it becomes King. While you're King, you'll have a crown above your head and your score will start going up. To keep things fair, you'll skate slower while wearing the crown. Slap the King around to steal the crown. The first player to hold the crown for the preset time limit wins!

Tip: Follow the arrow displayed at the top of the screen to locate the crown.

GRAFFITI

The player with the most "tagged" objects wins! Obstacles are tagged with your colour by tricking off them. Try to steal your friend's tags by pulling higher scores and bigger combos off the same object.

FIREFIGHT

Suspend disbelief for a moment... You can shoot fireballs from the bottom of your skateboard! The higher your combo, the bigger your fireballs become. Your objective is to knock out the other players. Shoot fireballs with the **↑** directional button and the **□** button or the **↓** directional button and the **□** button. You can keep tapping the **□** button for double, triple and even quadruple fireballs! The skill level determines how much of a combo score it takes to launch a massive fireball (1 is easy, 5 is hard).

ELIMISKATE

This game is in the same vein as Trick Attack; however, this time you have multiple stages per game with a variable time limit. In the first stage, the time counts down and the lowest scoring player at the end of that round gets eliminated from the game. This continues until only one skater is left standing, and he or she is proclaimed the winner!

SCAVENGER HUNT

Each player places five coins throughout the level. Be the first one to pick up all the coins, including your own five, or at least be the one to pick up the most coins before the time limit runs out, and you win!

GOAL ATTACK

Play Story Mode or your own created goals in Goal Attack. Compete against each other to see who can complete all the goals first! The server player selects which goals are active. Race around the level and talk to a judge to activate a goal. The player (or team) who completes all the goals first is the winner. You can create your own goals in Create-A-Goal, and then use them in a Wireless Goal Attack session.

CAPTURE THE FLAG

Form teams and then try to capture each other's flags. Find the other team's flag, grab it and return it to your base for a capture. Your team's flag must be at your base for you to score. If your flag is not at your base, an arrow will point to its location. Find the person who has it and slap him or her to return your flag!

H.O.R.S.E.

The old classic H.O.R.S.E. (or the word of your choice—behave!) returns to the PSP™ in a new Hot-Seat version! You and your friends (up to a max of four) play with a single PSP™. In this best trick contest, nail a trick, then watch as your opponents try to match or beat your score.

The first player chooses the number of players and the skater they want. Then, pass around the PSP™ to every player so they can select their own skater. Once the PSP™ gets back to the first player, the game begins. The first player tries to hammer out a sick score, and then the next player's turn comes up. Remember, the first one to get all the letters not only tastes defeat, but also does so in front of three friends!

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. By default, all online games start out in Free Skate Mode.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a WLAN. There are two WLAN modes, Ad Hoc Mode and Infrastructure Mode.

Note: Players are responsible for Wireless fees.

AD HOC MODE

Ad Hoc mode is a Wireless feature that allows two or more individual PSP™ systems to communicate directly with each other.

SAVING AND LOADING

To save a game, you'll need at least 384KB of free space available on your Memory Stick Duo™. To check your free space and/or delete existing saved data, use the save data utility in the HOME menu of your PSP™. To load a previously saved game, select **Load Game** from the Options Menu.

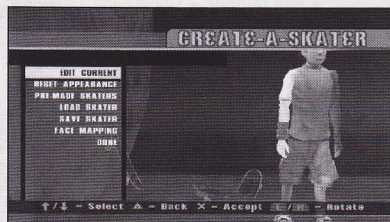
- The Story/Skater file requires 384KB. This file contains both your skater and his or her progress through Story Mode as well as any unlockables you may have earned.
- The Wireless preferences file requires 320KB. This stores your player name.
- The Tricks file requires 320KB and contains a single trick.
- The Goals file requires 320KB and contains all the custom goals you've created for the levels. Create up to ten goals in each level—a Goals file can store up to 120 individual goals.
- The Graphic file requires 320KB, depending on the complexity of your image.



CREATE-A-SKATER

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

In *Tony Hawk's Underground 2 Remix*, you can create nearly any kind of skater.



Note: You cannot change or customise certain items with other items.

CREATE OPTIONS

From the Main Menu, select **Create-A-Modes** then **Create-A-Skater**. You can choose to create a new skater or edit your current skater. You can also load a previously saved skater, or save the skater you just created.

PIECE CATEGORIES

The available Piece Categories when creating a new skater or editing your current skater are:

- **Information** = Name, Hometown, Age, Sex, Voice, Stance, Push, Tricks
- **Head Options** = Skin colour, Face type, Eyes, Hair style, Hair colour, Facial hair, Facial hair colour, Hat style, Hat colour, Hat logo, Glasses, Glasses colour
- **Torso Options** = Shirt style, Shirt main colour, Shirt second colour, Front logo, Adjust front logo, Back logo, Adjust back logo, Backpack, Backpack colour, Accessories, Accessories colour
- **Leg Options** = Pants, Pants colour, Socks, Socks colour, Shoes, Shoe colour
- **Tattoo Options** = Head tattoo, Chest tattoo, Back tattoo, Left Sleeve tattoo, Left Bicep tattoo, Left Forearm tattoo, Right Sleeve tattoo, Right Bicep tattoo, Right Forearm tattoo
- **Scale Options** = Body, Head top, Face, Nose, Jaw, Chest, Waist, Biceps, Forearms, Hands, Thighs, Calves, Feet
- **Deck Options** = Deck graphic, Grip tape, Wheel colour
- **Sticker Options** = Choose from a list of graphics and logos to designate your sticker of choice
- **Pad Options** = Elbow pads, Elbow pad colour, Kneepads, Kneepad colour

FACE MAPPING

Take a digital photograph of your face, transfer it to your Memory Stick Duo™, download it into the game and apply it to your Create-a-Skater! By following a few simple steps, your face will be in the game! When you enter the Create-A-Skater mode, select the option called Face Mapping. From there, you can check out the in-game tutorials for more information on these features by selecting **Before You Start**.

GET YOUR FACE IN THE GAME

Follow these steps to get your face in the game:

1. Take a digital photograph of yourself. Make sure it's taken straight from the front and has even, flat lighting (no shadows).
2. Save your picture as a JPEG file to the photo directory of a Memory Stick Duo™.
3. Place the Memory Stick Duo™ into the Memory Stick Duo™ slot of your PSP™.
4. In the game, select **Download Face** from the Create-A-Skater menu. You'll be taken to the Face Mapping menu. Choose the JPEG file you want to use and select **Download Face**.

You have successfully downloaded your face into the game. You can proceed to edit mapping of your face, as well as facial tone, colour or skin (instructions in next section).

EDIT YOUR FACE

Follow these steps to edit your downloaded face:

1. Select **Edit Points** from the menu. Edit the points at which your face is mapped onto the Create-A-Skater by following the on-screen instructions. You can continue to edit the face mapping points until you're satisfied.
2. Further match the colour of your face to the surrounding skin by selecting **Match Your Face** from the menu. The three bars represent hue, saturation and value of the colour of your face. Don't worry if our presets aren't what you want—at this stage, you just want to get your face blending seamlessly with the preset surrounding face texture. You can tweak the colour of your skin in the next step.
3. Adjust or recolour your skin colour by selecting **Colour Your Skin** from the menu. Again, the three bars represent hue, saturation and value of the colour of your skin.

You're done editing your downloaded face!

TROUBLESHOOTING

- When you place a picture onto a Memory Stick Duo™, be sure to remember the folder you use. When you download your face into the game, you'll need to find the folder the picture's in to select it.
- Make sure you're selecting a picture that has a legitimate JPEG picture extension file name. (Example: ".jpg").

FACE MAPPING TERMS

By utilising the Face Mapping technology provided, you understand and agree that the Face Mapping technology is provided solely for the purpose of providing you the ability to insert your own face or likeness in *Tony Hawk's Underground 2 Remix* for your own personal use. You are not permitted to use the face or likeness of any other person including, but not limited to, the face or likeness of any celebrity, public or historical figure, without that person's (or the person's authorised agent's) prior written authorisation. Any such use of another person's face or likeness may constitute a violation of state and federal privacy, rights of publicity and/or other intellectual property laws, which may subject you to civil and/or criminal penalties.

CREATE-A-GRAPHIC

Put your creativity to the test! Use this new tool to layer and combine all kinds of different graphic elements, shapes and text to create your own personal logo. Then, use that graphic as your graffiti tag, deck graphic or even on your skater clothes!

OPTIONS

From the Main Menu, select **Create-A-Modes** then **Create-A-Graphic**. You can choose to create a brand new graphic, edit the current graphic, load a previous graphic or save your graphic. You can also select from a list of premade graphics that you can use or customise and make your own.

Once you've entered the editor, there are ten layers for you to choose from. Pick a layer and then choose **Select Graphic** to



choose from a wide variety of graphics, illustrations, logo shapes, backgrounds, odd shapes, sponsor logos or even enter your own text! Once you've chosen a graphic element for that layer, press the **△** button to go back to the Graphics Editor and see how it looks on your canvas. Then you can:

- **Modify Graphic/Text** – Go ahead and change your mind. This allows you to go back and pick a new graphic for that layer.
- **Erase Layer** – Wipe that layer clean and start over.
- **Transform Layer** – Move the analog stick side to side to rotate the layer. Move the analog stick up or down to scale the layer and make it larger or smaller. The directional buttons move the layer within the canvas.
- **Flip Horizontally** – Flip the layer left to right to see its mirror image.
- **Flip Vertically** – Flip the layer top to bottom to see its mirror image.
- **Swap Backward** – When you have more than one layer, you can move the selected layer behind the other layers to get the desired visual effect.
- **Swap Forward** – Move the selected layer in front of each of the other layers to bring it to the front of the graphic.
- **Copy to Open Layer** – Create a new layer by making a copy of your current layer.
- **Colour Palette** – Choose a colour from one of the 16 boxes to change the colour of the graphic element on that layer. Also use the Hue, Saturation, Value and Fade sliders below to customise your colour selections.

When you're satisfied with each layer, press the **△** button to return to the list of layers on the left. Use up to ten layers to create your own masterpiece! When you're satisfied with your graphic, select Done at the bottom of the layer list to return to the Create-A-Graphic menu. Now you can save your graphic and use it in-game!

CREATE-A-GOAL

Ready to design your own game? You can take one the levels in the game and make your own goals and challenges. Trade your creations with your friends or play your goals in a multiplayer Wireless game of Goal Attack. Trick spots, sick lines, combo goals—all it takes is a little time and a whole lot of creativity.

From the Main Menu, select the **Create-A-Modes** option and then **Create-A-Goal**. If you want to play someone else's goals, select Load Goals and load them up. When you get to the

Level Select Menu, you'll see a set of numbers below each level's name—the number on the far right is the maximum number of goals that can be created per level. The number preceding it is the number of goals that you've created for that level. Select a level and you'll enter it in Free Skate Mode. Skate up to a pedestrian to initiate a goal, or pause and select **View Goals** to jump to a particular goal.



CREATING YOUR OWN GOALS

You also use this mode if you want to make your own goals. To make a goal in a level, press the **START** button and select **Create-A-Goal**. If this is your first goal, select **Create New Goal**. Later, you'll also be able to access your other created goals for this level on this screen.

CONTROLS

Whenever you create a new goal, the first two steps will be the same: first, place the pedestrian that will give out this goal. Second, place the restart piece where you want the player to be placed when he or she starts this goal. Use the analog stick to move the pedestrian or cursor around the level. The directional buttons move the camera so you can more accurately place an item in the level. The **□** and **○** buttons raise or lower an item. The **L** and **R** buttons zoom in and out. Press the **×** button to place the item in the level. Next, select from the following list of goal types:

- **SKATE Letters** – The player must collect all five letters in the allotted time to win. Place the goal pedestrian (person

who gives out the goal in-game) in the level using the previous controls. Next, select the starting point of the player who will be completing the goal (indicated by the green 1P text and yellow arrow). Then place the letters S-K-A-T-E around the level at your desired locations. Players can collect SKATE letters while skating or walking.

- **COMBO Letters** – Place the goal pedestrian, player start point and the letters C-O-M-B-O around the level at your desired locations. The player will be required to collect all letters in a single combo.
- **High Score** – Place the goal pedestrian and player start point, and then proceed to the Edit Goal Menu. A high score goal challenges the player to reach a target score you set.
- **High Combo** – Place the goal pedestrian and player start point, and then proceed to the Edit Goal Menu. This goal challenges the player to complete a single combo at a set score.
- **Skate-Tricks** – Place the goal pedestrian and player start point, and then proceed to the Edit Goal Menu. In this goal, tricks will appear on the right-hand side of the screen and the player must complete them before the screen fills up.
- **Combo Skate-Tricks** – Place the goal pedestrian and player start point, and then proceed to the Edit Goal Menu. Combo Skate-Tricks are the same as Skate-Tricks, only the player must do combinations of tricks to clear each block.
- **Tricktris** – Place the goal pedestrian and player start point, and then proceed to the Edit Goal Menu. Tricktris is like Skate-Tricks, only the tricks appear in preset blocks.
- **Trick to the Beat** – Select the type of tricks the player must complete to the rhythm they hear in-game.
- **Checkpoint/Race** – Place cones around the level to create a race. Choose how the participants will compete in the race (i.e., skate, walk, etc.) and then let them loose!
- **Gap** – Place the goal pedestrian and player start point, and then select a gap or gaps that this goal will involve. Gap goals are some of the most useful and modifiable goals in *Tony Hawk's Underground 2 Remix*. A gap goal challenges the player to get a gap (or gaps) and can also ask them to do a specific trick across that gap. Gap goals can be completed when skating, walking or driving a vehicle—so gap goals can be used to set up everything from complex

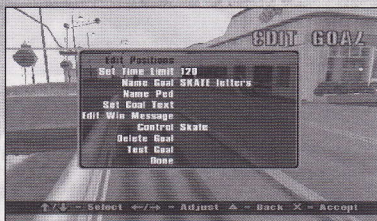
trick spots (e.g., “Do a 900° across this channel”) to crazy jumps.

THE EDIT GOAL MENU

After placing objects needed for your goal, you'll be taken to the Edit Goal Menu. You can

also edit a goal by pausing the game, selecting **Create-A-Goal** and then highlighting the goal you want to change and pressing the **X** button. All the editable options for a given goal appear on this menu. Some of the options:

- **Edit Positions** – This option allows you to reposition the objects you placed when originally creating this goal. You'll need to replace them all.
- **Set Time Limit** – Set the number of seconds a player has to complete this goal. The default is 120 (two minutes).
- **Set Score** – For score-based goals, set the number of points required.
- **Name Goal** – Type in the name of the goal as you'd like it to appear in the View Goals Menu.
- **Name Ped** – Give the pedestrian who gives out the goal a unique name.
- **Set Goal Text** – Type the description of the goal that the pedestrian will “say” to the player when he or she talks to the goal pedestrian.
- **Edit Win Message** – Type a message that your pedestrian will “say” when a player beats your goal.
- **Delete Goal** – Eliminate this goal.
- **Test Goal (regular levels only)** – Select this option to get dropped into the game and automatically start the current goal.
- **Control** – Determine how the player starts out when they try this goal. You can always choose between skating and walking.



- **Pick Gaps (Gap Goals only)** – Select the gaps that the player needs to skate in this goal—and don't forget to tell them which ones you chose in your goal text!

Note: You can only choose gaps you've created yourself or already found in the levels.

- **Required Trick (Gaps only)** – Type in the name of the trick the player must do over this gap (or gaps). Make sure to spell the trick exactly as it appears in the trick string that appears at the bottom of the screen when the trick is pulled in the game, or your gap goal may not work.
- **Edit Skate-Tricks/Tricktris** – A whole variety.

PAUSE MENU OPTIONS SPECIFIC TO CREATE-A-GOAL

Save Goals – Save your work to a Memory Stick Duo™. A Goals file can contain up to 120 goals, with up to ten in any single level.

Load Goals – Load a new goal file.

Note: After loading a goal file, you won't see any goals if there are none for the particular level you're in. To see what levels contain goals, go to the Level Select screen.

TRICKS

EDIT TRICKS

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

While you're skating in the game, you can always edit your tricks. Swap tricks until you find a perfect set to your liking.

To change a trick assignment, select the trick category you want to edit: grab tricks, flip tricks, lip tricks and special tricks. Select the trick you want to assign to a trick slot, then select the button combination you want to assign to that trick.

SPECIAL TRICKS

Special tricks always require at least three button presses. All skaters start out with only four special trick slots, but as you complete goals in Story Mode, you can earn up to seven more slots.

CREATE-A-TRICK

Combine animations to make your own custom tricks! Select **Create-A-Trick** from the Create-A-Modes Menu to start making a trick in the Boston level. Once in the game—or in Story Mode or Free Skate Mode—you can always create new tricks by selecting **Create-A-Trick** from the Pause Menu.

CREATE-A-TRICK MENU

If this is your first time, choose **Create New Trick** to enter the trick lab. Or, choose from a variety of pre-made tricks to see how they were created.

In either case, you'll next be presented with the main "timeline interface." In the upper right, you'll see your skater and across the bottom, a timeline of the current trick. Build up your own trick by adding components to the timeline. As you edit, the skater in the upper left will perform your trick over and over. The trick starts on the timeline at the far left (0 seconds) and continues through to the end of the last component you've placed.

Start by pressing the **X** button to add a new trick, animation, body rotation or sound to the timeline. From within each component, you can define the type of animation you'd like to perform, the duration of the animation and other trick-specific details. When navigating the timeline, use the **←** and **→** directional buttons to move each specific component to a different portion of the timeline. By layering different animations and rotations, you can start to build up complex tricks. Highlight a component you've placed on the timeline and press the **X** button to modify options associated with that component.

Some of the options you may see:

Duration – How long this trick component will last, in seconds.

Start/Stop – For a trick with an animation, you can use these parameters to effectively "chop off" the first or last part of the animation. For example, if you want to put a kickflip in your trick that only flips halfway, set the Start to 0% (the natural beginning of the trick) and the Stop to 50% (halfway through the kickflip). By using only parts of existing tricks, you can make entirely new tricks.

Hold Time (grabs only) – You can force a grab trick to hold itself for this amount of time.

Holdable (grabs only) – Change this to **Yes** if you want the player to hold or "tweak" this grab by holding either the **○** or **□** button during the trick. You are limited to one holdable grab per created trick.

Backward (some tricks only) – Set this to **On** if you want the trick animation to play backwards instead of forwards.

Points – The length and complexity of your created trick determines the score of the trick.

Rotation – Use the **R** button to toggle player-controlled rotation On or Off for the duration of the trick. Turning rotation Off means the player cannot spin this trick when in the air, but the score for the trick will be increased to compensate. When you're finished adding and modifying components and you want to test the trick, press the **△** button to return to the Create-A-Trick Menu.

Back to Editor – Head back to the timeline to change your created trick.

Preview Trick – Try your new trick in a level to see how it performs. The trick will be temporarily assigned to the **←** directional button plus the **□** button to make testing easy.

Name Trick – Name the trick whatever you like.

Save Trick – Save the trick to a Memory Stick Duo™.

Done – Return to the current game mode. You'll be asked if you want to keep your created trick when you exit. At any one time, you can keep up to ten created tricks active. All ten tricks will be saved with your skater if you save to a Memory Stick Duo™. Additional tricks can also be saved individually to a Memory Stick Duo™. See Save Trick above for more info.

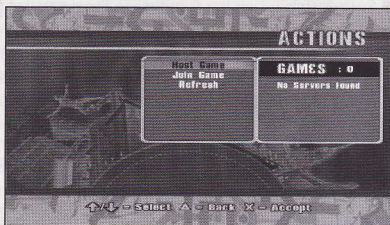
Note: After you make a trick and decide to keep it, you'll need to permanently assign your trick to your skater in the Edit Tricks Menu. Just select the key combo you want to assign the trick to and when you see the list of tricks, scroll all the way to the bottom to see your created tricks.

WIRELESS PLAY

Ready to go Wireless and play wirelessly against opponents on other PSP™'s?

SETUP

Before you even turn on the game, you need to set up the PSP™ for Wireless play. To do this, go to the HOME menu. From there, select **Network Settings**. While in Network Settings, set the Wireless mode to **Ad Hoc Mode** and set the channel to **Automatic**. Follow the on-screen directions to save your settings. Load up the game and you'll be able to play using Wireless!



GETTING INTO THE GAME

Once you have set up the PSP™ for Wireless, you're ready to connect with other players. Select **Wireless Play** from the Main Menu. Next, select the skater you want to play with. You can edit tricks or change your Wireless preferences. Select **Ready** to continue.

Note: If you can't connect to other players, check the Wireless settings on your PSP™.

The game list on the right side of the screen lists all the Wireless servers currently running *Tony Hawk's Underground 2 Remix* games. By highlighting the servers, you can see if it already has the max number of players or if there's room for one more.

- **Host Game** – Start a server of your own.
- **Join Game** – Join one of the servers shown to the right.
- **Refresh** – Update the server list on the right of the screen.

JOINING A GAME

When you select **Join** in the Action Menu, the highlight cursor moves to the Server List. As you highlight each server, pertinent information about that server is shown.

- **Players** – The number of players currently in the game is listed at the top left (four is the maximum). Player names appear below the number of players.
- **Mode** – The type of game.
- **Level** – The level of the selected game (e.g., Boston, etc.).
- **Skill** – Skill level gives you a rough idea how skilled the players are in a particular server. If set to 1, you'll be playing newbies; 5 is for hardcore *Tony Hawk's Underground 2 Remix* players only!

The top of the screen also displays whether a game is currently in process and other important info about that specific server. Highlight a server and press the **X** button to try and join that server. If the server has room, the level loads and away you go!

HOSTING A GAME

When hosting a game, you'll see the Server Options Menu. Once your server is up, other players can see your game in the Server List and attempt to join it. When starting a server, you'll have the following options:

- **Name** – Set the name of your game as it will appear in the server list to other players.
- **Level** – The level you plan to host in (can be changed at any time once you're in the game).
- **Load Goals** – Use the challenges you've created in Create-A-Goal in multiplayer games like Goal Attack.
- **Players** – The highest number of players you'll allow on your server.
- **Teams** – How many teams you want to play with. You can change this option once the game has started.
- **Skill Level** – Rate your skill level: one is for beginners; five is for high-scoring vets.
- **Password** – You can password-protect your server if you only want people who know the password to be able to join. Leave it empty if you want everyone to be able to join.
- **Ready** – Select this when you're ready to start hosting a game.

PLAYING IN A WIRELESS GAME

A *Tony Hawk's Underground 2 Remix* server is hosted by one of the players and can hold up to four players. If you selected **Join Server** to get into the game, you're considered a "client" to that server. If you selected **Host Server**, you're considered the "host" player.

After joining, you'll most likely be dropped into Free Skate Mode. During free skate, you can cruise around and get a feel for the layout of the level. When the host player is ready to start the game, you'll get a notification and the game will start. After the game is completed, you'll be shown the final rankings screen and then return to free skate.

CLIENT PAUSE MENU

Once you're a client in a game, it's up to the host player to start the game—you're just along for the ride. By pressing the Start button, you can access the Client Pause Menu. There are several options listed:

- **Continue** – Return to the game.
- **Game Options** – Brings up a sub-menu.
 - >> **Sound Options** – Just like an offline game, you can change music tracks and modify other sound options from this menu.
 - >> **Display Options** – Toggle what info you want to appear on your screen while playing.
- **Auto Brake** – By default, when you pause the game, your skater stops skating—this is auto braking. You can turn auto braking off to maintain control of your skater when menus are up.
- **Set Restart/Go to Restart** – Set a point to return to and then warp back to that point. Only available during free skate.
- **Edit Tricks** – Change your trick setup or load your own created tricks. You can only view your tricks—not edit them—if a game has started.
- **Quit** – Exit your game at any time by selecting **Quit**.

MENU AVAILABLE TO A HOST PLAYER

As the host player, you're hosting the game, so it's up to you to decide which games are played, what the options are and when they start. You'll be given the same Pause Menu options as the clients, with the following added options:

- **Start Game** – Brings up a sub-menu.
 - >> **Game Type** – Select the game you want to play—you're the boss!
 - >> **Time Limit** – Decide how long you want the game to last.
 - >> **Stop at Zero** – By selecting **Yes**, the game will stop all players when the clock gets to zero and the game ends. If you select **No**, players who are in a combo when the timer runs out have the chance to complete their combo before the game ends.
 - **Server Options** – Nearly identical to the options listed when you started the server. From here you can turn teams on and off, change the name of your server, add a password to it and control whether player-to-player collision is on or off.
 - >> **Advanced Options** – Here you can set gamewide preferences such as No Manuals or No Walking. Any option you choose applies to every player in your server. Some cheats from Story Mode even appear here when you unlock them.
 - **Change Level** – Change to different levels. All players in the game will move with you to the new level.
- Tip:** You can only host on levels you've already unlocked. Unlock additional level by playing Story Mode. As a client, you can join a game being played in any type of level—even secret ones!

TEAM PLAY

If the server has Teams turned on, you can team up and combine scores. There can be up to four teams. You can have any number of players on any number of teams—play 1-on-2 or 2-on-2—you decide. When teams are created on the server, you'll see up to four team flags in the level. Skate into a flag to join that team or skate into a different flag to change teams. You can't change teams once a game has started.

GAME OPTIONS

Save Game/Load Game – Please refer to the Saving and Loading section on page 16.

Game Settings – Allows you to set up control setting, sound options, etc.

- **Control Setup** – Allows customisation of control settings:

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- >> **Autokick** – Select **On** for automatic acceleration of your skater. Select **Off** for manual acceleration. If turned **Off**, use the **○** button to kick (always defaults to **On**).
- >> **180° Spin Taps** – Selecting **On** changes the way the **R** and **L** buttons work while playing. When Spin Taps are active, you only need to tap the **R** and **L** buttons to rotate your skater in fixed 180° increments (always defaults to **Off**).
- >> **Trick Modes** – Up your skater's challenge by activating **No Reverts**, **No Manuals** or **No Walking**.
- **Sound Options** – Allows customisation of sound settings:
 - >> **Songs** – Toggle the soundtrack to play **Random** or **In Order**.
 - >> **Skip Track** – Skip the current track.
 - >> **Playlist** – Displays all music tracks. You decide which tracks you want to hear.
 - >> **Stream Mode** – Turn music or environmental noises **On** or **Off**.
 - >> **Special Sounds** – Turn the sound effect for completion of a **Special Trick On** or **Off**.
 - >> **Music Zones** – Some music only plays based on your character's location within a level. Turn these special location-based music sounds **On** or **Off**.
- **Taunt Options** – Customise the skater's taunts. There are four taunts that can be edited. (Button controls are displayed with the taunts.)
- **Cutscene Subtitles** – Turn **Story Mode** cutscene subtitles **On** or **Off** (always defaults to **On**).
- **Blood** – Turn the blood effects **On** or **Off** (always defaults to **On**).

Game Progress – See how far you've come...and how far you have to go! Get an update on how many points you have in **Story Mode** or how many goals you've completed in **Classic Mode**. You can also check your status on gaps.

High Scores – View the highest scores in the game on this screen. Toggle left and right to see all the levels. Each level has five **Best High Scores** and five **Best Combos** as well as **Longest Grind**, **Longest Manual**, **Longest Lip** and **Longest Combo** for each level.

Cheat Codes – Enter secret codes from magazines and online fan sites. Go ahead and cheat...we gave you the option to do so!

Movies – View all game movies. Some movies need to be unlocked by playing through **Story Mode**.

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Deadly Sinners

Performed by
3 inches of blood
Written by
3 inches of blood
Courtesy of Idol
Management

Over the Years
Performed by 25 Ta Life
From the album
Friendship, Loyalty,
Commitment
Triple Crown Records
Music by 25 Ta Life
Lyrics by Rick Healey

No Jumper Cables (DJ paWL Remix)

Performed by
Aesop Rock
Courtesy of Definitive
Jux Recordings
Written and Produced by
Aesop Rock / I. Bavitz for
21 Bazooka Salute
(SESAC)
Remixed by DJ paWL /
P. Iannacchino for paWL
made this
Recorded and mixed by
NASA at Definitive Jux
studios. Assisted by
Spence Boogie.
Mastered by Tippy at
The Hit Factory
From the Definitive Jux full
length Bazooka Tooth.

Trying to Find a Balance

Performed by
Atmosphere
Written by Slug and Ant
Published by Upside
Down Heart 50%/
Turn That Snare
Down 50%
Courtesy of Rhymesayers
Ent./Epitaph

Top Billin'

Performed by Audio Two
Written by Kirk Robinson
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Punks Jump Up to Get Beat Down

Performed by
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By Rudolph Isley, Ronald
Isley, O'Kelly Isley Jr.,
Lorenzo De Chalus
and Derek Murphy
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Cheesecake

Written by Camaros
(Torben Jolma,
Christian Sandaker,
Karianne Stenbock)
From the album
"Romanique" - Black
Balloon Records 2002
Produced and mixed
by Sven Olsen
Recorded at
Athletic Sound Studios,
Halden, Norway.
P & C 2002
Black Balloon Records

Ring of Fire

Performed by
Johnny Cash
Courtesy of
Columbia Records
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Sony Music Licensing
Written by June Carter
and Merle Kilgore
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Music Corp.

Unknown Soldier

Performed by
The Casualties
Written by The Casualties
Song appears courtesy of
SideOneDummy Records

Drums of Fire

Performed by
Cut Chemist
Written by Lucas
MacFadden
Courtesy of Stable Sound

Awesome R***

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Published by Das Oath
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Sonic Reducer

Performed by Dead Boys
Written by Cheeatah
Crome, Stiv Bator,
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Thomas, and Jimmy Zero.
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Sin City

Performed by
Dead End Road
Written by Jimmy Ingram,
Russell D'Amato,
Rob Davey and
Ralph D'Amato
Featuring Steph Maffel of
Have Another
Monkey on Lead
Recorded at
Sound Matrix Studios,
Fountain Valley, CA

Beat Your Heart Out

Performed by
The Distillers
Written by
Brody Armstrong
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Liberate

Performed by Disturbed
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David Draiman,
Steve "Fuzz" Kmak,
Mike Wengren)
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Performed by Diverse
Written by Jon Krohn,
Kenny Jenkins
Courtesy of
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Published by RJJD

Whirlwind Pyramid

Performed by The D.O.C.
Written by Tracy Curry
Published by
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Break on Through

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Written by The Doors
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Published by
The Doors
Music Company

Here I Am

Performed by
The Explosion
Written by David Walsh
(Bostondazmusic),
Damian Genuardi (Contra
Contra), Matt Hock
(Radicle X),
Sam Cave (Blue Alarm),
Andrew Black
(Born In May)
From the album
Black Tape
Courtesy of Virgin
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Mid-life Crisis

Performed by
Faith No More
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I Love Livin' in the City

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Written and published
by Lee Ving
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Lexicon Devil

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Written by Grand Puba,
El De Barge,
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Holy Calamity (Bear Witness II)

Performed by Handsome
Boy Modeling School
Written by Josh Davis,
Paul Huston,
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Back on the Radio

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Courtesy of Sanctuary
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Panic Movement

Pain

Performed by
Jimmy Eat World
Written by James Adkins,
Thomas J. Linton,
Richard Burch
and Zachary Lind
Courtesy of
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Grind On

Performed by
Kool Savas & Melbeatz
Produced by Melbeatz
Written by S.Yürderi
(Premium Blend Music
Productions GmbH /
BMG UFA)
Music by Melbeatz
(Edition Optik/Sony/ATV)

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Black Label

Performed by
Lamb of God
Courtesy of
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Published by Sony/
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That's Why They Call it a Union

Performed by
Less Than Jake
Written by Chris, Roger,
Vinnie, Buddy and JR
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Never Give Up

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Mike V and the Rats
Written by Mike Vallely,
Jason Hampton
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No W

Performed by Ministry
Written by
Alien Jourgensen
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So it Goes

Performed by Nebula
Written by Nebula
(Ruben Romano,
Eddie Glass)
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of Liquor and
Poker Music.

Interested in Madness

Performed by Operatic
Written by Jesse Fritsch

Rock and Roll High School

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Written by Tim Armstrong
and Lars Frederiksen
Courtesy of
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You're A Rattlesnake

Power of Equality

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Soul Brother #1

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Pete Rock & CL Smooth
Written by
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Matthews McDaniels,
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Written by
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Born Fe Rebel

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Published by Pulse Music

1970

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High Anxiety

Performed by
The Suicide Machines
Written by The Suicide
Machines (ASCAP)
Song appears courtesy of
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Ego Trippin'

Performed by
The Ultramagnetic MC's
Written by Keith Thornton,
Cedric Miller,
Maurice Smith,
Trevor Randolph
Courtesy of
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It's Gonna be a Long Night

Performed by Ween
Courtesy of Sanctuary
Records Group
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Browndog Music

Los Angeles

Performed by X
Written by John Doe and
Exene Cervenka
Published by Verelja
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Jefferey Matz,
Richard Yalowitz
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Original Score cues
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