Warning: Read Before Using Your PlayStation®2 Computer Entertainment System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.

- Do not bend it, crush it or submerge it in liquids.

- Do not leave it in direct sunlight or near a radiator or other source of heat.

- Be sure to take an occasional rest break during extended play.

- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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> Eidos INC. Customer Services
> RMA# (include your authorization number here)
> 651 Brannan Street, suite 400
> San Francisco, CA 94107

Note: You are responsible for postage for your game to our service center.

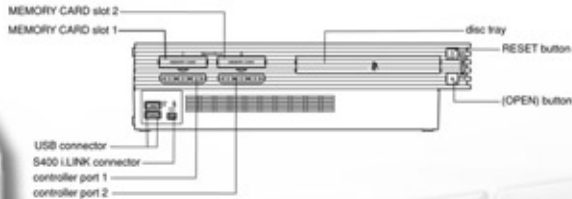## REGISTER YOUR GAME AT
WWW.EIDOS.COM

CONTENTS

FEELING LIKE A 98-LB. WEAKLING?

Call the EIDOS Gameplay Helpline
1-900-285-4500 — Up to $1.99/minute
Please be 18 or have parental permission
or call 800-295-5870 with a major credit card

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
(OPEN) button
USB connector
S400 i.LINK connector
controller port 1
controller port 2

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button
directional buttons
△ button
○ button
✕ button
□ button
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the BACKYARD WRESTLING disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow onscreen instructions and refer to this manual for information on using the software.

BACKYARD WRESTLING is a 1-2 Player game. Connect two DUALSHOCK®2 analog controllers to controller ports 1 and 2 before starting play.

• During the game, you can cycle through the soundtrack by pressing the L1 + L2 buttons.

ABOUT SAVING GAMES

• BACKYARD WRESTLING uses an Autosave feature. To save your progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1.

(Note: This game uses MEMORY CARD slot 1 only.)

• Do not press the RESET button or remove the memory card while saving a game, or your game data could be lost or corrupted.

TYLENE BUCK

Size — LARGE
Physique — POWER
Attack Specialty — COMBO
Weapon Specialty — LARGE WEAPONS

2

3

You've seen it on television. You've read about it in magazines and newspapers. Maybe you love it. Maybe you hate it. Maybe you follow wrestling closely, or maybe you just laugh at the people who do.

Perhaps though, at some point, somewhere, you even took part in it. Let's say you were messing around at a party, or just tearing it up at the park with some friends. Perhaps it escalated into a real fight, lost or won. We're not saying that you did, but we can't say that you didn't. But what we can say is, that maybe it was the best time you ever had.

Graffiti, Punk Rock, Video Games, Hip Hop, Skateboarding, Wrestling, Comic Books, DJ-ing, and Heavy Metal have all at one time or another been dismissed as fads; some even still are. Shunned as foolish go-nowhere trends that would disappear by the next summer. And if not, the year after, for sure.

But with proven staying power, these art forms continue to re-define themselves, through the freestyle expressions of their champions, providing new generations with icons and a culture to call their own.

Enough talk already. Time to put your money where you mouth is. Crank up the volume, break out the weapons, and take the action out of the ring. There are no ropes to hide behind, no time-outs, and no ref to save your ass. Step into environments full of hazards for you to use, and to be used against you, in matches by trained athletes and smack-talking bruisers that have one thing in common—they will do anything to win.

Rules, like bones, were made to be broken. BACKYARD WRESTLING is what your mother warned you about. She was right.

PLEASE DON'T TRY THIS AT HOME.

GAME CONTROL

Control functions change according to the player's situation. There are ten distinct states the player can be in. They are (in no particular order):

Normal or Non-Clench	Dash
Grab/Drag	Weapon
Foot Grab/Drag	Reversal
Ledge Grab	Pin
Jump	Stunned

Each state is described in further detail in this section.

NORMAL OR NON-CLENCH STATE

This is the default state. The character is holding no weapons, does not have the opponent in a grab, and is on the same height as the opponent.

ACTION - CONTROL	Navigation – directional buttons or left analog stick
WHAT IT IS	Moves the player around. Climb an object (such as a ladder or crate) by pressing toward it.

ACTION - CONTROL	Attack 1 – □ button
WHAT IT IS	Typically a punch. When performed near a victim lying down, results in a ground attack.

ACTION - CONTROL	Attack 2 – ✕ button
WHAT IT IS	Typically a kick. When performed near a victim lying down, results in a ground attack.

ACTION - CONTROL	Attack String – □ and ✕ buttons repeatedly
WHAT IT IS	Multiple attacks can be linked together if the first attack hits. Performed only against standing opponents. Each character has different attack combos so try experimenting.

ACTION - CONTROL	Knockdown Attack – □ + ✕ buttons together or R2 button
WHAT IT IS	Performs a powerful attack that results in a knockdown when it connects.

ACTION - CONTROL	Weapon Pick-Up – △ button
WHAT IT IS	Picks up a nearby weapon.

ACTION - CONTROL	Grab – ◯ button
WHAT IT IS	Attempts to grab an opponent. When performed near the feet of a victim lying down, this becomes a foot grab.

ACTION - CONTROL	Dash – R1 button
WHAT IT IS	Tap the button to dash toward your opponent.

ACTION - CONTROL	Pin – L1 button
WHAT IT IS	Tap the button to attempt to pin a victim lying down.

GRAB/DRAG STATE

This state occurs after a successful grab attempt on the ground. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.

ACTION - CONTROL	Drag – directional buttons or left analog stick
WHAT IT IS	Drags the victim around for proper set-up. Press toward an object (such as the table) to place the victim on the object, if possible.

ACTION - CONTROL	Attack Throw – directional buttons or left analog stick + □ button
WHAT IT IS	A canned sequence of attacks, such as punches or kicks, performed on the victim. There are four types per character. Can be reversed by the victim.

ACTION - CONTROL	Slam – directional buttons or left analog stick + ✕ button
WHAT IT IS	There are four slams per character. Slams differ from attack throws in that typically the victim is forcefully dropped onto the ground. Can be reversed by the victim.

ACTION – CONTROL	**Irish Whip** – directional buttons or left analog stick + ◯ button
WHAT IT IS	Throws the victim in the direction the player is facing. The victim will run a distance before falling or hitting an obstacle. Can be reversed by the victim.

ACTION – CONTROL	**Finishing Move** – □ + ✕ buttons together
WHAT IT IS	Only available when your opponent has taken extreme damage. When your meter starts glowing red, it's time to pull off this move. Think of it as the ultimate Finishing Move that can't be reversed!

FOOT GRAB/DRAG STATE

This state occurs after a successful foot grab attempt at a prone victim. It only lasts for a few seconds if the victim is not stunned during the grab. If the victim is stunned, this state lasts until the stun is over.

ACTION – CONTROL	**Drag** – directional buttons or left analog stick
WHAT IT IS	Drags the victim around for proper set-up. Your opponent will take damage while being dragged.

ACTION – CONTROL	**Release** – ◯ button
WHAT IT IS	Releases the victim.

LEDGE GRAB STATE

This state occurs after a successful grab attempt on a table or ledge. The victim is held overhead, ready for throwing.

ACTION – CONTROL	**Drag** – directional buttons or left analog stick
WHAT IT IS	Drags the victim around for proper set-up.

ACTION – CONTROL	**Throw** – □ or ✕ button
WHAT IT IS	Tosses the victim off the ledge. There are two different throw animations for each character; both have the same result.

JUMP STATE

This state occurs when the player is on a ledge or table above the opponent. The player must be within a limited distance from the target to be in this state. The player will stand straight and face the opponent when this state is active.

ACTION – CONTROL	**Navigate** – directional buttons or left analog stick
WHAT IT IS	Drags the victim around for proper set-up.

ACTION – CONTROL	**Throw** – □ or ✕ button
WHAT IT IS	Tosses the victim off the ledge. There are two different throw animations for each character; both have the same result.

DASH STATE

This state occurs when the player is dashing. The only options are to wait for the dash to finish or to attack.

ACTION – CONTROL	**Dash Attack** (R1 button) – □ or ✕ button
WHAT IT IS	Does a dash attack. There are two types per character, differing in animation and range.

WEAPON STATE

This state occurs when the player is holding a weapon.

ACTION – CONTROL	**Navigate** – directional buttons or left analog stick
WHAT IT IS	Moves the player around. The player cannot climb while holding a weapon.

ACTION – CONTROL	**Attack** – □ or ✕ button
WHAT IT IS	There are two attacks per weapon, in addition to ground attacks targeted at victims lying down. Some weapons are thrown. Some weapons can be swung repeatedly for a combo.

ACTION – CONTROL	**Combo** – △ or ◯ button
WHAT IT IS	Drops the weapon.

REVERSAL STATE

This state occurs for a split second during the opponent's attack. The player flashes briefly. During this state, press the directional buttons or left analog stick and the ✕, □, or ○ button to reverse the opponent's attack. If you do this too early, you won't see the flash. The following states can be reversed:

- Throws
- Slams
- Irish whips
- Ledge throws
- Attack strings
- Grabs off the ground

PIN STATE

This state occurs when the player is lying on the ground being held by the opponent. The only thing possible here is a pin reversal.

ACTION - CONTROL	**Pin Reversal – directional buttons or left analog stick + ✕, □, or ○ button**
WHAT IT IS	**When your opponent is trying to pin you, you can try to kick out of it by using the controls above during the reversal window.**

STUNNED STATE

This state occurs when the player is stunned. In fact, when you are stunned, no action is possible...except that you can still have the presence of mind to kick out of a pin attempt.

HEALTH METER

LARGE STUN METER

MIDDLE STUN METER

SMALL STUN METER

Three stun meters appear on the game screen. Each meter is filled by different types of attacks.

- The small yellow meter is filled from melee attacks such as punches and kicks.
- The middle-size orange meter is filled by slams and attack throws.
- The large red meter is filled by jumps, Irish whips and some weapon attacks.

Each meter, when filled, causes the player to be stunned. Watch your opponent's meters to see which form of stun you are close to inflicting, and pick the correct attacks to fill the meter.

The length of the stun corresponds to the length of the meter. All damage inflicted during the stun is tallied up at the bottom of the screen. Try to get the highest total possible.

STUN COMBOS

Any of the three stuns can be linked together for a longer stun, allowing you to severely punish your opponent. For instance:

- Fill each meter to near full, but not completely full.

- Once this is done, start off the first stun with a punch or two.

- While your opponent is stunned, perform a slam. You'll notice the Slam stun meter (middle-size) flash, indicating that it is now also active.

- Now continue the combo by jumping off a table onto your stunned opponent. The Jump stun meter (large) will now be active as well.

- This should give you plenty of time to climb up to the top of a tall platform and leap onto your helpless victim...

FINISHING MOVES

If you have inflicted a lot of damage and your opponent is near to being knocked out, you'll notice that your meter starts glowing red. This means it's time to attempt a Finishing Move.

- Grab your opponent and hit the □ + ✕ buttons at the same time. Your player will perform an irreversible move that does a lot of damage.

- Now play it safe and go for the win.

MIND GAMES

Mess with your opponent's head by mixing up your attacks.

- For instance, attack with a kick and then immediately hit the grab button. Your opponent may be expecting another kick so this will throw him or her off and lessen the change for a reversal.

- If your opponent is good at reversing slams, try using the same slam multiple times in a row...this will make him or her expect the reversal window at a certain time. Then switch it up and go for a slam with a different timing. Your opponent may get confused and miss the chance for a reversal!

- Every move has a weakness. Experiment with them all to discover a winning strategy.

SHAGGY2DOPE	
Size	SMALL
Physique	POWER
Attack Specialty	NORMAL
Weapon Specialty	BOTTLES, BRICKS etc.

The Main Menu appears on the Title screen when you power on. Use the directional buttons or left analog stick to select a game mode. Press the ▶ START or ✕ button to confirm.

Backyard Wrestling

Talk Show Mode
Exhibition Mode
Bonus Games
Create a Wrestler
Media Room
Options

- **TALK SHOW MODE** — Start a 1-Player game.

- **EXHIBITION MODE** — Play single battles against a friend or computer-controlled opponent.

- **BONUS GAMES** — Play special unlockable game modes such as Survival.

- **CREATE A WRESTLER** — Create your own wrestlers using different body styles and looks, and customize their abilities.

- **MEDIA ROOM** — View movies, game trailers, and other unlockable goodies.

- **OPTIONS** — Adjust game settings.

SECURITY

Size	LARGE
Physique	POWER
Attack Specialty	NORMAL
Weapon Specialty	BOTTLES, BRICKS etc.

Talk Show is the primary 1-Player mode of play. You progress through several segments, each consisting of one environment and multiple matches against different champions.

Defeat all champions to proceed to the next segment.

TALK SHOW SET-UP

1. Select a game option:

    NEW GAME — Select a new character and start the game from the beginning. Caution! Saving overwrites any previously saved game you may have!

    CONTINUE GAME — Continue a previously saved game.

2. Choose a segment to play.

    You can replay segments and attempt to beat your previous score.

3. Check the segment goals.

    Before the match starts, you'll see the goals and accomplishments for the current segment. Beat all the opponents to progress to the next segment. Beat all the Extra Goals to unlock something special.

Talk Show Mode - Select Segment

Backyard Bedlam
Truckstop Turmoil
Meatlocker Mash
Club Beatdown
Shopping Spree
Mansion Mayhem
Talkshow Terror

BACKYARD

Talk Show Mode - Goals

Josh Prohibition
Atrocity XXX
Masked Mike

Beat all opponents to proceed to the next segment!

Goals:
Time to Win

DEFEATING CHAMPIONS

Each segment has a list of opponents or champions who must be defeated. Defeating a champ is required in order to save any achievement made in a goal category during that match.

During a match, some opponents may be locked characters. Defeating such an opponent makes that character available for selection as your player later on.

COMPLETING EXTRA GOALS

You do not need to complete all the Extra Goals during a single match. Instead, a record of your achievements is saved for each category, allowing you to replay the segment and matches until the Extra Goals have been completed. Your achievement is not saved if you lose any match during the segment.

SAVING

If your match is successful, the game will autosave and allow you to progress. You cannot save if you lose the match.

There is only one save file. After your initial save, you can choose to start a new game or continue an old game. Starting a new game and then saving will overwrite any previously saved game.

REPLAY

Each completed segment can be replayed. Incomplete segments can only be continued from the first match.

TALK SHOW GOAL CATEGORIES

- **TIME TO WIN** – How long it takes to win the match.

- **WEAPON DAMAGE** – Total damage inflicted using weapons.

- **SLAM DAMAGE** – Total damage inflicted using slams, jumps and Irish whips.

- **TOTAL REVERSALS** – Total number of successful reversals.

- **BREAKING OBJECTS** – Objects destroyed.

- **TOTAL STUN DAMAGE** – Highest damage done to the opponent during a single stun period.

- **JUMP DAMAGE** – Total damage inflicted from level 1-3 jumps.

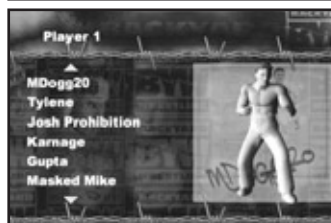- **REMAINING HEALTH** – Amount of health remaining at the end of a segment.

KITANA	
Size	SMALL
Physique	AGILE
Attack Specialty	NORMAL
Weapon Specialty	BATS, LIGHT TUBES, BROOM HANDLES etc.

Exhibition Mode is the primary 2-Player mode, though it can also be played as 1-Player versus a computer-controlled opponent. To win this match, you must pin or KO your opponent.

EXHIBITION SET-UP

1. Select the number of players:

   SINGLE PLAYER – Battle it out with a computer-controlled opponent. You get to choose the wrestler you want to fight.

   VERSUS – Challenge a friend to a match. Winner gets bragging rights.

2. Select your character.

3. Select the arena.

Exhibition Mode

Single Player
Versus

VS

Player 1

MDogg20
Tylene
Josh Prohibition
Karnage
Gupta
Masked Mike

Select Arena

Backyard
Truckstop
Slaughter House
Gentleman's Club
Mall
Mansion

BACKYARD

RESULTS and REPLAY

A Results screen at the end of the match displays various statistics. Then you can either replay the match or return to the main Exhibition Mode screen to set up a new game.
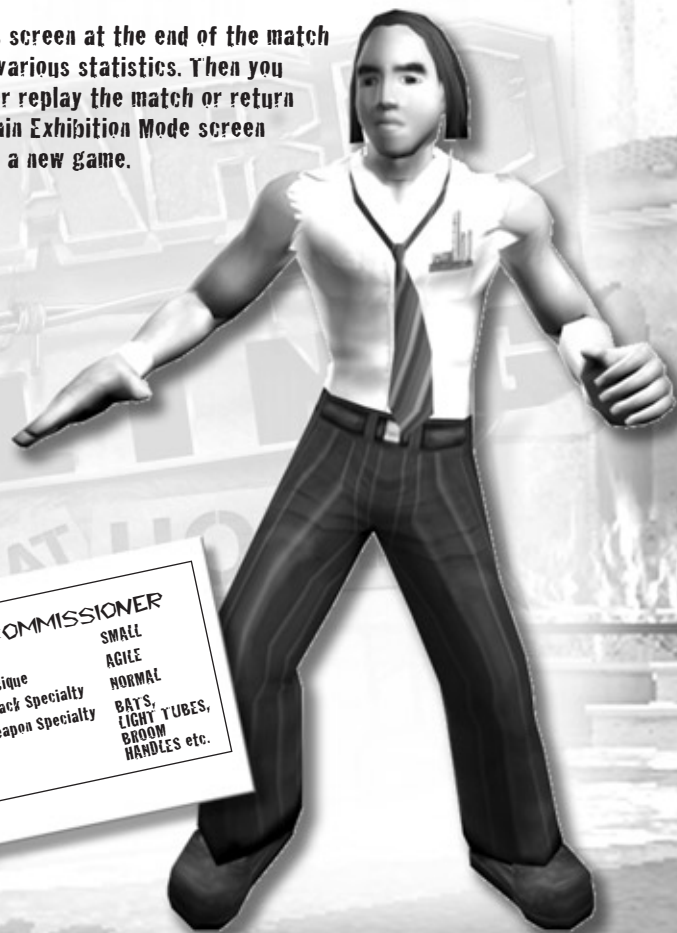
COMMISSIONER

Size   SMALL
Physique   AGILE
Attack Specialty   NORMAL
Weapon Specialty   BATS, LIGHT TUBES, BROOM HANDLES etc.

SURVIVAL

This is the ultimate test of player tenacity. Test your skill against an endless stream of computer-controlled opponents. Try to beat the top scores.

The goal is to defeat as many opponents as possible using a single health bar. Each victory replenishes a small amount of health. See how far you can go before crashing to the mat.

- Random opponents are swapped in one after the other. Defeating them becomes more difficult as the mode progresses.

- The top five high scores are saved, including number of opponents defeated, player initials, and character's name.

KING OF THE HILL (unlockable)

In this 2-Player mode, your goal is to hold the hill until your opponent's health is depleted. Stay within the highlighted area while keeping the opponent out. Watch out—the "hill" moves around!

- The player outside the hill boundary will begin to lose health. If both players are outside the boundary, then neither player loses health. Once one player loses all his or her health, the round is over.

- An excellent strategy is to stun your opponent for a good amount of time, throw him or her out of the hill area, and then guard the boundaries.

TAG (unlockable)

In this 2-Player mode, whoever gets knocked down becomes "It."

- The player who is "It" begins to lose health. If you're "It," you must knock down the other player to transfer the "It" status and start draining your opponent's health.

- Make the other wrestler "It" by knocking him or her down, either by attacks or by hazards that cause knockdowns. Normal attacks do no damage. Simply hitting your opponent will not transfer "It" status unless the attack results in a knockdown.

- When you're not "It," keep defending yourself. Once you hit the mat, you're "It"!

VIOLENT J

Size	LARGE
Physique	POWER
Attack Specialty	NORMAL
Weapon Specialty	LARGE WEAPONS

Here's where you can make your own unstoppable warrior. You can have up to six custom wrestlers.

Select a Create a Wrestler slot to modify. Then use these options:

Create a Wrestler

Name
Model
Attack Style
Attack Throws
Slams

- **NAME** — Change your wrestler's name.

- **ATTACK SET** — Set your wrestler's basic fighting style.

- **ATTACK THROWS** — Select four attack throws for your custom wrestler.

- **SLAMS** — Decide which slams your wrestler will use.

- **MODEL** — Change you wrestler's appearance by choosing a body type, skin tone and costume.

MEDIA ROOM

View game goodies. Some are hidden until you unlock them. The better you are, the more you'll see. Game goodies include MOVIES, GAME TRAILERS, THROW MOVIES and SLAM MOVIES.

Media Room

Unlocked Movies
Unlocked Throw Movies
Unlocked Slam Movies
Game Trailers

OPTIONS

Adjust various game settings.

- Highlight an option — ⬆ or ⬇
- Change the setting — ◀ or ▶
- Confirm or view sub menu — ✕ button

The following options are available:

- **GAME OPTIONS**
  - **DIFFICULTY LEVEL** — Set your gameplay difficulty.
  - **VIBRATION FUNCTION** — Turn controller vibration ON/OFF.
  - **EVENT CAMERA** — Turn event cam ON/OFF.
  - **MUSIC INFORMATION** — Display name of song, artist and recent label.
- **AUDIO ADJUST** — Adjust volume of sound effects and music.
- **LOAD DATA** — Load your saved game from your memory card.

MUSIC CREDITS

"Stumble + Fall"
Performed by Rumblefish
Produced by Mudrock
Mixed by Andy Wallace
Music and Lyrics by J. DeCosta and M. Ryan
Published by RX Prescription Music/419 Music/Posshog
Music/Dungus Music (ASCAP)
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"Far"
Performed by Rumblefish
Produced by Mudrock
Mixed by Andy Wallace
Music and Lyrics by J. DeCosta and M. Ryan
Published by RX Prescription Music/419 Music/Posshog
Music/Dungus Music (ASCAP)
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"White Knuckle Blackout!"
Performed by Machine Head
Produced by Johnny K., Co-Produced by Machine Head
Mixed by Colin Richardson
Lyrics by Robert Flynn and Adam Duce
Music by Robert Flynn and Ahrue Luster
Published by Roadblock Music, Inc./Red Silver Publishing c/o BMG
Songs, Inc. (ASCAP)
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"Dive Bomb"
Performed by Red Tape
Produced and Mixed by Amir Derakh
Music and Lyrics by Jeff Jaworski and Jason Wussow
Published by High Revoltage Music
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"Slave New World"
Performed by Sepultura
Produced by Andy Wallace, Co-Produced by Sepultura
Mixed by Andy Wallace
Lyrics by Max Cavalera and Evan Seinfeld
Music by Max Cavalera, Igor Cavalera, Andreas Kisser and Paulo
Pinto, Jr.
Published by Roadblock Music, Inc. c/o BMG Songs, Inc. (ASCAP)
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"Cleansation"
Performed by Chimaira
Produced by Ben Schigel, Co-Produced by Mark Hunter & Rob Arnold
Mixed by Colin Richardson
Lyrics by Mark Hunter
Music by Mark Hunter, Rob Arnold, Chris Spicuzza, Jason Hager, Jim
LaMarca and
Andols Herrick
Published by R2 Music o/b/o Fritz McGaren Music/IzcoobBro
Music/Talib Casio Music/FMA Music/Clevostyle Music/Mattsetzer
FMA (ASCAP)
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"Undone"
Performed by Ether Seeds
Produced by Toby Miller and Bill Appleberry
Mixed by Kevin Shirley
Music and Lyrics by Dustin Lowery, Stephen Seals, Eric Nagy, Billy
Deputato and Dave Bassett
Published by Ether Seeds Songs (ASCAP) and Royal
Swirly/Dreamworks Songs (ASCAP)
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"Synthetic"
Performed by Spineshank
Produced by GGGarth, Co-Produced by Tommy Decker and Mike
Sarkisyan
Mixed by Scott Humphrey and Frank Gryner
Lyrics by Tommy Decker
Music by Jonny Santos, Mike Sarkisyan, Tommy Decker and Rob
Garcia
Published by Roadblock Music, Inc./Cheffrey Dahmer Music c/o BMG
Songs, Inc. (ASCAP)
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"Punishment"
Performed by Biohazard
Produced and Mixed by Wharton Tiers and Biohazard
Music and Lyrics by Evan Seinfeld, Billy Graziadei, Danny Schuler
and Bobby Hambel
Published by Roadblock Music, Inc./WB Music Corp./Bioheadache
Music c/o BMG Songs, Inc. (ASCAP)
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"Smothered"
Performed by Spineshank
Produced by GGGarth, Co-Produced by Mike Sarkisyan and Tommy
Decker
Mixed by Jay Baumgardner
Lyrics by Tommy Decker and Jonny Santos
Music by Jonny Santos, Mike Sarkisyan, Tommy Decker and Rob
Garcia
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"Beautiful Disaster"
Performed by American Hi-Fi
Written by S. Jones.
Published by BMG Songs Inc o/B/O Itself & Disciples of Judra
(ASCAP).
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"The Breakup Song"
Performed by American Hi-Fi
Written by S. Jones.
Published by BMG Songs Inc o/B/O Itself & Disciples of Judra
(ASCAP).
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"Stepping Outside the Circle"
Performed by Shadows Fall
Produced by ZEUSS at Planet Z
Mixed by ZEUSS at Planet Z.
Written by Brian Fair, Shadows Fall.
Music by Brian Fair, Matthew Bachand, Jonathan Donais, Paul
Romanko and Jason Bittner
Guest Gang Vocals by Dan Egan & Chris Bartlett
Published by © 2001/2002 800-Pound Gorilla Music (SESAC) (p)
2002 Century Media Records
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"Let Me Go"
Performed by Rancid
Mixed by Brett Gurewitz
Mixed by Brett Gurewitz and Thomas T.J. Johnson
Music and Lyrics by Tim Armstrong
Published by You're A Rattlesnake (ASCAP), administered by Wixen
Music Publishing, Inc.
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Epitaph Records

"This Is Your Life"
Performed by Dropkick Murphys
Produced by Ken Casey
Mixed by Jim Siegel
Music and Lyrics by Al Barr, Ken Casey, Ryan Foltz, Matt Kelly,
James Lynch, Marc Orrell
Published by Boston Scally Punk (ASCAP)
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"Station Identification for the Print Less"
Performed by The Rise
Written by The Rise
Published by The Rise (Adm by BMG Music Publishing).
Mastered by Ferret Records

"The Fallacy of Retrospective Determinism"
Performed by The Rise
Written by The Rise
Published by The Rise (Adm by BMG Music Publishing).
Mastered by Ferret Records

"Imitation of Life"
Performed by Anthrax
Written by D. Spitz, D. Lilker, J. Bellardini, F. Bello, C. Benante and S.
Rosenfeld.
Published by NFP Music (Adm by Zomba Enterprises Inc) (ASCAP).
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"Tear It Up"
Performed by Andrew W.K.
Written by Andrew W.K.
Published by Andrew W.K. Music (BMI).
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"Sporadic Movement"
Performed by C.K.y.
Written by Deron Miller, Jess Magera and Chad I Ginsburg.
Published by Miller (ASCAP), Dip Gizzards Music (BMI), Flea Mitchell
(ASCAP).
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"The Human Drive in Hi-Fi"
Performed by C.K.y.
Written by Deron Miller, Jess Magera and Chad I Ginsburg.
Published by Miller (ASCAP), Dip Gizzards Music (BMI), Flea Mitchell
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"Down With the Clown"
Performed by Insane Clown Posse
Written by M. Clark, J. Utsler, J. Bruce.
Published by Zomba Enterprises Inc (ASCAP), Zomba Songs Inc/
Twisted Harmony (Adm by Zomba Songs Inc) (BMI).
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"Hokus Pokus"
Performed by Insane Clown Posse
Written by M. Clark, J. Utsler, J. Bruce.
Published by Zomba Enterprises Inc (ASCAP), Zomba Songs Inc/
Twisted Harmony (Adm by Zomba Songs Inc) (BMI).
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"Chicken Huntin (Slaughterhouse Remix)"
Performed by Insane Clown Posse
Written by M. Clark, J. Bruce, M. Niles.
Published by Zomba Enterprises/Black Wax Publishing (Adm by
Zomba Enterprises Inc) (ASCAP), Zomba Songs Inc/ Twisted Harmony
(Adm by Zomba Songs Inc) (BMI).
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"Blaaam!!!"
Performed by Insane Clown Posse
Written by W. Dail, J. Bruce.
Published by Zomba Songs Inc/Twisted Harmony (Adm by Zomba
Songs Inc) (BMI).
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"Juggalo Homies"
Performed by Insane Clown Posse
Written by W. Dail, J. Bruce.
Published by Zomba Songs Inc/Twisted Harmony (Adm by Zomba
Songs Inc) (BMI).
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"I Ran (So Far Away)"
Performed by Bowling For Soup
Written by A. Score, M. Score, F. Maudsley, P. Reynolds.
Published by Zomba Music Publisher Ltd (Adm by Zomba Enterprises
Inc in Us & Canada) (ASCAP).
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"Punk Rock 101"
Performed by Bowling For Soup
Written by Butch Walker, Jaret Reddick.
Published by Sonotrock Music (BMI), Drop Your Pants Publishing
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"Steady Shot"
Performed by Ming & FS featuring Dr. Israel
Produced by Ming & FS
Mixed and Mastered at Madhattan Studios, NYC by FS
Lyrics by Aaron Albano, Fred Sarogolini and D. Beynett
Music by Ming & FS
Published by Sound of OM (ASCAP) and Platinum Dogs Publishing
(BMI)
Courtesy of Om Records www.omrecords.com

"P.S. I Hate You"
Performed by 40 Below Summer
Written by 40 Below Summer
Published by Purple Orange Fuzz Music (BMI).
Courtesy of 40 Below Summer

"Doormats"
Performed by E. Town Concrete
Produced, engineered and mixed by Eddie Wohl, Steve Regina and
Rob Caggiano
Written by Anthony Martini, David Mondragon, Eric Denault, Ted
Panagopoulos.
Published by Razor + Tie Direct, LLC d/b/a Razor + Tie Songs o/b/o
E. Town Concrete Music (ASCAP).
Courtesy of Razor and Tie Records.

"Colostomy"
Performed by Neck
Produced by Larry Hundertmark and Neck
Music and Lyrics by Mike Dafferner
Executive Producer Kevin Gill
Published by Lifeless Music (ASCAP)
Sound Recording Courtesy of SFY Records/Striving

"Loose Cannon"
Performed by Motion Man and Kutmasta Kurt
Produced by KutMasta Kurt for Funky Redneck Productions
Mixed by KutMasta Kurt at Total Recall Studios
Lyrics by Paul Laster p/k/a Motion Man
Music by Kurt Matlin p/k/a KutMasta Kurt
Published by Nog Nog Music (BMI), Solid Funk Music (ASCAP) c/o
The Bicycle Music Company
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"Masters of Illusion"
Performed by Masters of Illusion
Produced by KutMasta Kurt for Funky Redneck Productions
Mixed by KutMasta Kurt at Total Recall Studios
Lyrics by Paul Laster p/k/a Motion Man, and Keith Thornton p/k/a
Kool Keith
Music by Kurt Matlin p/k/a KutMasta Kurt
Published by Nog Nog Music (BMI), Reverend Tom Music
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"How to Start a Fire"
Performed by Further Seems Forever
Produced by James Paul Wisner and Further Seems Forever
Recorded, engineered and mixed by James Paul Wisner at Wisner
Productions
Mastered by Alan Douches at the West West Side Mastering
Lyrics by Further Seems Forever
Music by Further Seems Forever
Published (P) & © 2003 Tooth and Nail Records
www.toothandnail.com

"Burn It Black"
Performed by Injected
Produced by Butch Walker
Mixed by Rich Costey
Music by Injected
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"We Don't Die"
Performed by Twiztid
Produced and mixed by Fritz Vankosky
Music written, programmed and performed by Fritz Vankosky
Lyrics by Twiztid
Published by Psychopathic Music Publishing
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"Fly"
Performed by Zug Izland with Insane Clown Posse
Produced and mixed by Mike Puwal
Music written, programmed and performed by Mike Puwal
Lyrics by Joe Bruce
Published by Psychopathic Music Publishing
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"Hell Song"
Performed by Sum 41
Written by Sum 41
Produced by Greg Nori
Mixed at Soundtrack Studios, NYC. by Tom Lord-Alge
Recorded at Avator Studios, NYC.
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"Magazine"
Performed by Hotwire
Written by Hotwire
Produced and mixed by Matt Hyde
Recorded at Sound City, Van Nuys, California
Mastered by Stephen Marcussen at Marcussen Mastering
Published by Chronium Bitch Publishing (BMI)
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Division.

"Kitana's Theme"
Performed by "Twitty Jones Jr."
Produced by DJ SPOT
Mixed by DJ SPOT
Music and Lyrics by S. Pacey
Published by Spot On Music (ASCAP)
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ORIGINAL CONCEPT
Kevin Gill and Rob Dyer

PARADOX DEVELOPMENT

CEO
Christine Hsu

OPERATIONS DIRECTOR
Theresa Chang

STUDIO DIRECTOR
James Maxwell

TECHNICAL DIRECTOR
David "Ollie" Ollman

ART DIRECTOR
Paul Interrante

PROJECT DIRECTOR
Allen Fernandez

ASSISTANT PRODUCER
Edwin DeNicholas

PROGRAMMING LEADS
Sam Baker, James Guintu, Paul Stapley

PROGRAMMING
Dimcho Balev, Moumine, Ballo,
Peter Jefferies, Benjamin Kutcher,
Eitan Levy aka Alton,
Ed "The Legend" Ma, Krassimir
"mizO" Simeonov, Romalis Taylor

ADDITIONAL PROGRAMMING
Ian Bullard, David Frenkel,
Yong Li, Mark Miller

ART LEADS
Jonathan Evans, Allan Hayburn

ART
Wendy Davis Vetter, Jason Maynard,
Tim McGrath, Richie Romero

ADDITIONAL ART
Martin Kilner, Tom McGuire,
Mark Lappin, Ellis Goodson,
Joel Payne, Lou Garcia

DESIGN
Mark Acero, Michael Bilodeau,
Derek Daniels, Omar Kendall,
Bill McDonald, Eric Williams

ANIMATION LEAD
Cory Barlog

ANIMATION
James Che, Sean Gilley,
William Lykke, Elaina Scott,
Bruno Velazquez, Joshua Been

ADDITIONAL ANIMATION
Abigail Goldsmi, Beth Sleven,
Patrick Strand

SOUND DESIGN
Todd Piperi

ADDITIONAL VOICES
Sarah Wulfeck, Todd Piperi, James
Maxwell, Krassimir "mizO" Simeonov,
Mike Carr, Joshua Been, Bruno
Velazquez, Eitan Levy aka Alton

QA
Tommy Ho

ASSETS MANAGER
Jennifer Bullard

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IN LOVING MEMORY OF
Walter, Otis, and Ginger

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peeve, to King Tito, Poochie, Stella,
and Colonel Angus, to Laura Romero,
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EIDOS INC (U.S.)

SR. VP DEVELOPMENT
Greg Richardson

VP OF EXTERNAL DEVELOPMENT
Paul Grace

PRODUCER
Mike Schmitt

LEAD DESIGNER
Kevin Gill

TALK SHOW SEQUENCES
WRITTEN AND DIRECTED BY
Kevin Gill, Mike Schmitt

EXECUTIVE PRODUCER
Kelly Turner

VP MARKETING
Paul Baldwin

MARKETING DIRECTOR
Chip Blundell

SENIOR PRODUCT MANAGER
Kevin Gill

SOUNDTRACK SUPERVISION
AND LICENSING
Kevin Gill

OPERATIONS
Michael Minson, Greg Wu

PRODUCTION OPERATIONS
MANAGER
Brian King

PR MANAGER
Michelle Seebach

PR SPECIALIST
Kjell Vistad

MARKETING COORDINATOR
Wyman Jung

CHANNEL MARKETING MANAGER
Kim Pendleton

CHANNEL COORDINATOR
Janty Sumimoto

GAME CREDITS CONT'D

WEB SITE DESIGN
Yasuto Suga

WEB SUPPORT
Rob Fitzpatrick

GRAPHIC DESIGN
Julie Liebowitz

VIDEO EDITING
Josh Schwartz @ Post Josh

TALK SHOW FMV
Plastic Wax

COVER PHOTOGRAPH BY
Blk/Mrkt Design

PRODUCT TEST COORDINATOR
Ralph Ortiz

ASST PRODUCT TEST
COORDINATORS
Daniel Franklin, Anthony Yuson

DIRECTOR OF PRODUCT
OPERATIONS
Kathy Schoback

QA MANAGER
Micheal R. Kelly

ASST QA MANAGER
Colby McCracken

PRODUCT SUBMISSIONS
MANAGER
Brian King

CUSTOMER SUPPORT
SUPERVISOR
Scott Holbert

TEST TEAM
Nicole Ferrara, Matthew Kagle,
Mathew Ian Stasukevich,
Patrick Goodspeed, Jordan Romaidis,
Michael Gonos, Julian Mehlfeld,
Darrin Krommenhock, Kip Ernst,
Erik Kennedy, Elvin Deguzman,
Kari Hattner, Stephen Corvaretto

HARDWARE CONTROL
TECHNICIAN
Galen Laws

SPECIAL THANKS
Rob Dyer, Mike McGarvey,
Houston Curtis, Rick Mahr, John Miller,
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Crush Media Management,
Josh Neuman, Julian Duff,
Jonathan Daniel, Bob McLynn,
Joe Bruce, Joey Ustler, Alex Abbiss,
Rudy Hill, All staff at Psychopathic!,
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Annie Meltzer, all the Wrestlers,
the Bands, the Fans and everyone else
who contributed

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EIDOS INC. (U.K.)

PRODUCER
Luke Valentine

EXECUTIVE PRODUCER
Ed Bainbridge

PRODUCT MANAGER
Simon Wells

PR MANAGER
Mark Allen

ASSISTANT PR MANAGER
Roxana Daneshmand

GROUP LOCALISATION MANAGER
Flavia Timiani

LOCALISATION MANAGER
Emma Timms

CREATIVE MANAGER
Andy Cockell

SENIOR DESIGNER
Natascha Steyn

DESIGNER
Amanda Holmes

DESIGNER
Philippa Pratley

QA MANAGER
Chris Rowley

ASSISTANT QA MANAGER
Ghulam Khan

PTC
Linus Dominique

ASSISTANT PTC
Jonathan Redington

QA LOCALISATION SUPERVISOR
Marco Vernetti

QA LOCALISATION PTC
Iain Willows

MASTERING AND COMPATIBILITY
COORDINATOR
Jason Walker

MASTERING TECHNICIAN
Phil Spencer

SPECIAL THANKS
Pat Cowan, Dave Rose, John Davis,
Ric Williams, Carolyn London,
Anita Henderson, Louise Fisher,
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