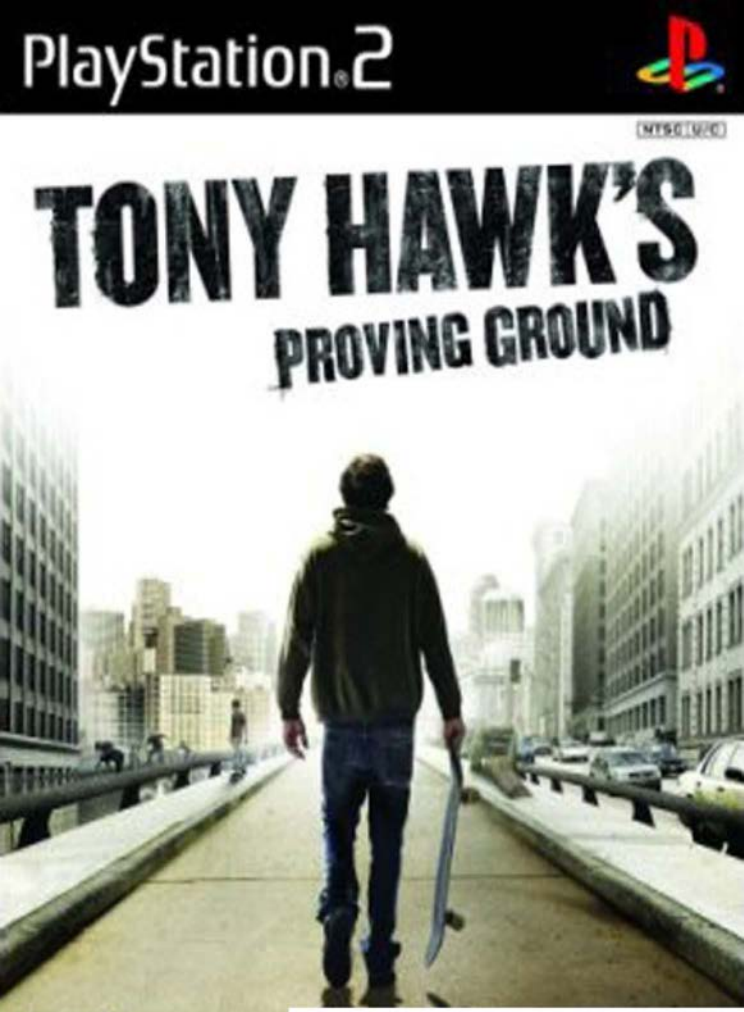
PlayStation 2

NTSC-U/C

TONY HAWK'S
PROVING GROUND



TEEN
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⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system 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.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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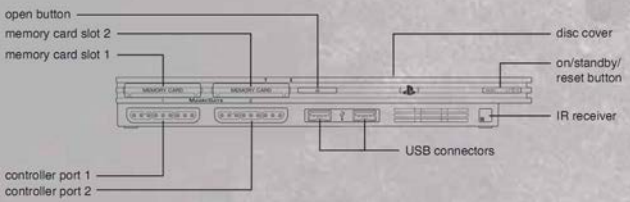
GETTING STARTED



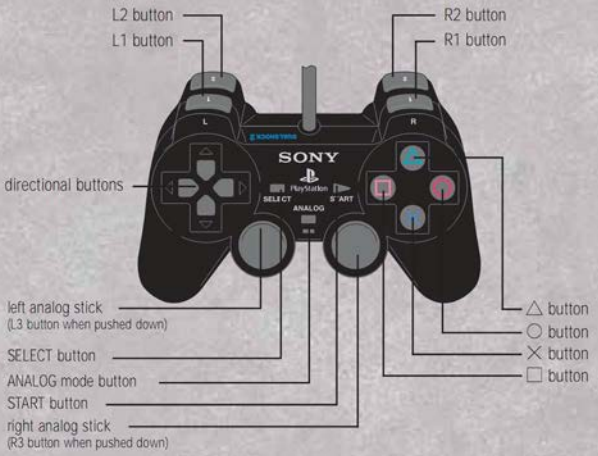
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Tony Hawk's Proving Ground* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



To select menu options, use the ⬆ and ⬇ directional buttons to navigate. Highlight the desired option and press the ⊗ button to accept. To select a menu option, follow the on-screen button prompts and press the ⊗ button to accept and the △ button to go back. *Tony Hawk's Proving Ground* supports the DUALSHOCK®2 analog controller. When Analog mode is on, the left analog stick works the same as the directional buttons.

BASIC CONTROLS

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

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

Ollie (or Jump): To ollie, 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 any direction on the directional buttons or the left analog stick. Each direction on the directional buttons or the **left analog stick** performs a different grab trick. The longer you hold the ○ button down during a grab trick, the longer you'll "tweak" the trick. The score for the trick increases over the length of the grab.

Flip Tricks: To perform a flip trick, you must first be in the air. Once in the air, press the □ button in combination with any direction on the directional buttons or the **left analog stick**. Each direction on the directional buttons or the left analog stick performs a different flip trick.

Manuals: To perform a manual, quickly press ↑ then ↓ on the directional buttons or **left analog stick**. You can also nose manual by quickly pressing ↓ then ↑ on the directional buttons or **left analog stick**. Press ↑ and ↓ on the directional buttons or **left analog stick** during a manual to balance.

Reverts: To revert when landing back onto a ramp, press the R2 or L2 button when you hit the ramp surface coming out of an aerial maneuver.

ADVANCED CONTROLS

Focus Mode: While skating, press the **L3** button twice to go into slow-mo focus control. Now you can view every trick and land it clean. Just keep your combo going to stay in Focus mode longer.

NAIL THE TRICK™ Mode: Use the **right analog stick** and the **left analog stick** to directly control your skater's feet in NAIL THE TRICK™ mode. To activate NAIL THE TRICK,™ ollie in the air and press the **L3** and **R3** buttons. The game goes into slow motion: now, the **left analog stick** controls the skater's foot on the left side of the screen, and the **right analog stick** controls the foot on the right of the screen. Move and hold either **analog stick** in any direction to flip the board. Keep holding the analog stick in that direction until the board rotates all the way around. When the skateboard is right side up again, release the **analog stick** to put your foot back on the board and land.

Note: You must unlock NAIL THE TRICK™ in Story mode before you can use it during gameplay.

Nail the Grab Mode: While in the original NAIL THE TRICK™ mode, you can enter Nail the Grab by pressing the **L2** button before manipulating the sticks. Once in Nail the Grab, the **left analog stick** will control the hand on the left of the screen while the **right analog stick** will control the hand on the right of the screen. Move and hold either **stick** in any direction to grab the deck in that direction. Once you have grabbed the board, you can tweak the grab in any direction by moving the **stick** in that direction. To land your grab, simply let go of all buttons.

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

Aggro Kick: Once you unlock in Story mode, press the **R1** button to initiate Aggro Kick and continue tapping each time your skater's heel makes contact with the ground for an extra boost of speed. The key is finding your rhythm.

Switch Stance: Switch stance is the opposite of the skater's normal stance. To get into switch stance, press the the **R2** button.

Nollie: For Nollie stance, press and hold the **left analog stick** briefly to add a little style to your tricks.

Spine Transfers: To transfer over a spine (two quarter-pipe ramps placed back-to-back), press the **R2** button when launching off one side of the spine.

Skate Checking: Once you unlock in Story mode, while skating, grinding or in mid-air, you can press the **L2** button to skate check and knock peds out of your way or fend off attacking peds and guards.

Acid Drops/Bank Drops: Press the R2 button while jumping over a quarterpipe ramp or slanted ramp to acid drop or bank drop. You can do this while skating or walking. (See Walking below.)

Note: For even more advanced abilities you must upgrade your players skills in Story mode through the My Skater menu in the Pause menu.

Off-Board Controls

Walking: To switch from skating to walking, press the R1 and L1 buttons at the same time. While in Walk mode, use the directional buttons or the **left analog stick** to control your skater.

Climbing/Hanging: Jump (using the ⊗ button) near a wall, hanging wire or pole and press the R1 button to grab onto the object. While hanging, press ← and → on the directional buttons or **left analog stick** to move your position, and press ↑ on the directional buttons or **left analog stick** to climb up onto the ledge surface.

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

Combos and Specials

Combo Basics: Launch up a ramp, perform a grab trick, press the R2 button when landing in the ramp to revert, and then quickly hit ↑\↓ or ↓\↑ on the directional buttons or **left analog stick** to enter into a manual. Try experimenting with this combo to get bigger scores.

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

STORY MODE

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

You'll be presented with story-specific missions throughout Story mode. To progress through the game and see all the cities and skate spots, you'll need to complete certain missions. Characters who give missions in the game will have an arrow above their heads. Get close to the character and you'll be able to press the ◉ button to interact with them.

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

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

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

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

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

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

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

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

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

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

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

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

CREATE-A-SKATER

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

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

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

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

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

MULTIPLAYER GAMES

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

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

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

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

GAME OPTIONS

Save Game/Load Game: To save a game, you'll need at least 197Kb of free space available on your memory card (8MB)(for Playstation®2). To load a previously saved game, select **Load Game** from the Options menu.

The Story/Skater save requires 197Kb. This save contains both your skater and any progress through Story mode as well as any unlockables you may have earned.

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MUSIC

All My Heroes Are Weirdos
Performed by !!!
Written by Dan Gorman, Nic Offer, Mario Andreoni, Tyler Pope, Allan Wilson, John Pugh, Jason Racine
Justin van der Volgen
Published by Ninja Tune
Courtesy of Warp Records

Audio Technician
Performed by DJ JS-1 feat. L.I.F.E.
Long & Immortal Technique
Written by Michael Delaney, William Tramontozzi
Published by Highly Abusive (ASCAP)
Courtesy of DJ JS-1

Baddest of the Bad
Performed by Reverend Horton Heat
Written by James Collis Heath
Published by Horton House Publishing (BMI)
Courtesy of Sub Pop Records

Banned in D.C.
Performed by Bad Brains
Written by Gary Miller, Paul Hudson, Darryl Jenifer, Earl Hudson
Published by Bad Brains Publishing (ASCAP)
Courtesy of ROIR

Bear in the Air
Performed by Motorcity Daredevils
Written by Justin Gleich, Frank Regan, Tom Pressley
Published by World Domination Music Ltd
Courtesy of World Domination Music Ltd

Breed
Performed by Nirvana
Written by Kurt Cobain
Published by Primary Wave Tunes on behalf of The End of Music (BMI) and administered by EMI Virgin Songs, Inc. (BMI)
℗1991 Geffen Records
Courtesy of Geffen Records
Under License from Universal Music Enterprises

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

Children's Story
Performed by Slick Rick
Written by Ricky Walters
Published by Songs of Universal, Inc. (BMI)
℗ 1988 The Island Def Jam Music Group
Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises

Chin High
Performed by Roots Manuva
Written by Rodney Smith, Steve Dub Jones
Published by Chrysalis Music (ASCAP) / Westbury Music Ltd
Courtesy of Big Dada Recordings

Circles
Performed by Dag Nasty
Written by Smalley, Baker, Marbury, Sears
Courtesy of Dischord Records

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

Cold water
Performed by The Jesus Lizard
Written by Duane Denison, David Sims, David Yow
Published by The Jesus Lizard (BMI)
Courtesy of Capitol Records under license from EMI Film & Television Music

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

Come On
Performed by Revolution Mother
Written by Mike Valley, Jason Hampton, Colin Buis, Brendan Murphy
Published by Mike V Incorporated (ASCAP) / Dogs of War Publishing (ASCAP)
Courtesy of Cement Shoes Records

The Devil Made Me Do It (Poach A Pig Mix)
Performed by Paris
Written by Oscar Jackson
Published by Guerrilla Funk
Courtesy of Guerrilla Funk

Disintegrate
Performed by The Amelia Premiere
Courtesy of The Amelia Premiere

Electric Kingdom
Performed by Twilight 22
Written by Gordon Bahary Errol Moore, Joseph Saulter
Published by Universal-Polygram Int. Publ., Inc. (ASCAP) / Bahary Songs (ASCAP) / Universal-Songs of Polygram Int., Inc. (BMI) on behalf of Goba Music (BMI)
℗ 1984 Vanguard Records
Courtesy of Welk Music Group on behalf of Vanguard Records

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

Energy Dome
Performed by Snapcase
Written by Jon Salemi, Daryl Taberski, Dustin Perry Tim Redmond, Frank Vicario
Published by Tigerstar Music (ASCAP)
Courtesy of Equal Vision Records

Everything Changes
Performed by Deadbolt Zen
Written by Dustin Dichoso
Courtesy of Deadbolt Zen

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

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

Gets Paid
Performed by The Icarus Line
Written by Joe Cardamone
Published by Egotestical (SESAC)
℗ 2007 Dim Mak Records
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Gift Tax
Performed by Future Pigeon
Written by Jason Mason, Eddie Ruscha, Danny Preston
Courtesy of Record Collection

Girls in Black
Performed by Airbourne
Written by Joel O'Keeffe, Ryan O'Keeffe
Published by Mushroom Music Pty Ltd (APRA) / Artwerk Publishing
℗ 2006 Roadrunner Records, Inc. & EMI Music Australia Pty Limited
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The Hands Will Abide
Performed by Cursed
Written by Chris Colohan, Christian McMaster, Dan Dunham Mike Maxymuik
Courtesy of Goodfellow Records

Hold Your Ground
Performed by Gorilla Biscuits
Written by Walter Schreifels
Courtesy of Revelation Records

Holidays in the Sun
Performed by The Sex Pistols
Written by John Lydon, Steve Jones, Paul Cook, John Beverley
Published by Careers-BMG Music Publishing (BMI) / Warner/Chappell Music Publishing UK / Three Shadows Music (ASCAP) Administered by Cherry Lane Music Publishing
℗ 1977 Warner Bros Records Inc
Courtesy of EMI UK & Warner Bros Records Inc
By arrangement with Warner Music Group Video Game Licensing

I'd Rather Die Than Be Famous
Performed by Pierce the Veil
Written by
Victor Fuentes, Mike Fuentes
Published by Before Today Music (ASCAP)
Courtesy of Equal Vision Records

It Beats For You
Performed by Voltera
Written by Michael Rizzo
Jessica Koch, Courtesy of Voltera

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

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

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

Motorbike
Performed by Anglo Jackson
Courtesy of Anglo Jackson

Move Part 2
Performed by
Oh No Feat. J Dilla and Roc C
Written by
James Yancey, Mike Jackson
Published by Universal-Polygram Int. Publ., Inc. on behalf of itself and E.P.H.C.Y. Publishing (ASCAP) / Shelly Bay Music on behalf of Disruption Productions (ASCAP)
℗ 2005 Stones Throw Records, LLC
Courtesy of
Stones Throw Records, LLC

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

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

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

Pack Up (Remix)
Performed by Lyrics Born feat. KRS-One & Evidence
Written by Tom Shimura
Solomon David
Published by Bug Music on behalf of
Asia Born Music (ASCAP) / Pregnant Drumz Music (ASCAP)
℗ 2005 Quannum Projects
Courtesy of Quannum Projects

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

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

Radio
Performed by Jurassic 5
Written by Barry Bailey
George Belton, Darryl Calloway
Charles Fleming, Larry Miller
Reginald Payne, Dante Givens
Courtenay Henderson
Mark Potsic, Charles Stewart
Marc Stuart, Salaam Remi
Published by Sugar Hill Music Publishing on behalf of Diamond Music (BMI) / EMI April Music Inc on behalf of Salaam Remi Music (ASCAP) / Manphibian Music / Macari and Me Music / Inshallah Music / DJ Nu Mark Music / Najla Music
℗ 2002 Interscope Records
Courtesy of Interscope Records under License from Universal Music Enterprises

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

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

Secret Crowds
Performed by Angels and Airwaves
Written by Tom Delonge
Published by
Universal Music Corp. (ASCAP)
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See the World
Performed by The Kooks
Written by Paul Garred, Hugh Harris
Luke Pritchard, Max Rafferty
Published by
Famous Music (ASCAP)
Courtesy of Astralwerks
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EMI Film & Television Music

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

The Sound of Words
Performed by Divine Era
Written by Daisuke Wachi
Courtesy of Divine Era

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

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

Tarantula
Performed by
The Smashing Pumpkins
Written by Billy Corgan
Published by
Faust's Haus Music (BMI)
℗ 2007 Reprise Records
Courtesy of Reprise Records
By arrangement with Warner Music
Group Video Game Licensing

That's Entertainment
Performed by Sayvinyl
Written by Phill Tornroth
Jesse Fritsch Dan Reed
Ryan Flach, Josh Vargo
Courtesy of Sayvinyl

Throwback Rap Attack
(Madlib remix)
Performed by Percee P
Written by John Percy Simon
Otis Jackson Jr.
Published by Shelly Bay Music
on behalf of Madlib Invazion (BMI)
and Pebble Toss Music (ASCAP)
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Up All Night
Performed by El-P
Written by Jaime Meline
Published by Songs Music
Publishing LLC on behalf of
Definitive Jux Music (SESAC)
Courtesy of Definitive Jux

Version 2.0
Performed by Bloc Party
Written by Kele Okereke
Russel Lissack, Gordon Moakes
Matt Tong
Published by
EMI Blackwood Music Inc (BMI)
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Atlantic Recording Corp and
Wichita Recordings Limited
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We Must Obey
Performed by Fu Manchu
Written by Bob Balch, Bradley Davis
Scott Reeder, Scott Hill
Published by
Magic Arts Publishing USA (ASCAP)
administered by Century Media
Courtesy of Century Media Records

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

You're My Miss Washington DC
Performed by Nation of Ulysses
Written by Ian Svenonius
Steve Kroner, Tim Green
Steve Gamboa, James Canty
Courtesy of Dischord Records

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

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