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

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

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

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

⚠️ WARNING – Seizures

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

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

⚠️ WARNING – Repetitive Motion Injuries and Eyestrain

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

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

⚠️ WARNING – Motion Sickness

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

IMPORTANT LEGAL INFORMATION

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

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

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

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

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

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

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

- 50-50 – When parallel to a rail, ollie (A Button) onto the rail and press the B Button.
- Nosegrind – Press ↑ on the Control Stick and the B Button.
- 5-0 – Press ↓ on the Control Stick and the B Button.
• **Boardslide/Lipslide** – Rotate the board perpendicular to a rail and press the B Button.
• **Noseslide/Tailslide** – Press ← or → on the Control Stick and the B Button. Rotate the part of your board you want to slide on into the rail.
• **Feeble/Smith** – Press ↘ or ↙ on the Control Stick and the B Button.
• **Crooked/Overcrook** – Press ↘ or ↗ on the Control Stick and the B Button.

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

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

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

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**ADVANCED CONTROLS**

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

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

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

**Advanced Tips** – If you gesture or tilt the Nunchuk and/or Wii Remote precisely up, down, left or right you can get a “Perfect Flip” bonus to spin the board faster and gain points more quickly. Using both the Nunchuk and Wii Remote in a flip trick gives you
slightly more points. When in regular stance, gesturing down or up on the Nunchuk (front foot) will Kickflip or Heelflip. Gesturing down or up on the Wii Remote will Shove-It Backside or Frontside. Controls reverse for switch. You can work Nail the Trick into regular scoring combos for big points.

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

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

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

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

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

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

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

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

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

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

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

Footplant: Press the A Button just before landing on flat ground to footplant and to keep your combo going.
Spine Transfers: To transfer over a spine (two quarter-pipe ramps placed back-to-back), flick in any direction, using the **Wii Remote** when launching off one side of the spine.

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

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

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

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

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

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

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

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

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

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

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

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

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

Combos and Specials

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

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

Camera Control

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

Remap Tricks

In Story Mode you can remap your skater’s tricks. Enter the Trick Controls menu under My Skater in the Pause menu. You can then edit grinds, grabs, flips, inverts and flatland and special tricks.
Skateboarding is a way of life. In *Tony Hawk’s Proving Ground*, you get to experience it like never before. For the first time ever, you choose where skateboarding will take you. Will you choose to be the clean-cut millionaire competition skater, the jaw-breaking hardcore skater or the creative maverick who constructs unique places to skate? Every path has its own lifestyle, unique challenges, risks and rewards.

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

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

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

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

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

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

**Story Goal Markers:** Story goal markers appear as floating icons, a trophy for the Career path, a broken skateboard for the Hardcore path, and a quarter pipe for the Rigger path. For instances where a Story goal is initiated by talking to a Goal Ped, once you have completed a goal, a floating icon marker will appear. This allows you to go back and replay the goals later on in the story.
Gaps: Gaps are placed all over the world. A gap requires you to grind a certain rail, transfer from one QP to another or manual a certain distance. The challenge is in finding them yourself!

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

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

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

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

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

CREATE-A-SKATER

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

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

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

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

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

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

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

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

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

GAME OPTIONS

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

The Story/Skater save requires 17 blocks. This save contains both your skater and any progress through Story Mode as well as any unlockables you may have earned.
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**All My Heroes Are Weirdos**
Performed by !!!
Written by Dan Gorman, Nic Offer, Mario Andreoni, Tyler Pope, Allan Wilson, J ohn Pugh, J ason 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.
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 J ames 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 J enifer, Earl Hudson
Published by Bad Brains Publishing (ASCAP)
Courtesy of ROIR

**Bare in the Air**
Performed by Motorcity Daredevils
Written by J ustin Gleich, Frank Regan, Tom Pressley
Published by World Domination Music Ltd
Courtesy of World Domination Music Ltd

**Breed**
Performed by Nirvana
Written by Kurt Cobain
Published by Primary Wave Tunes on behalf of The End of Music (BMI) and administered by EMI Virgin Songs, Inc. (BMI)
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**Carpenter**
Performed by Kittens
Written by Shawn Fedorchuk, Steve Kellas, David Kelly
Published by Sonic Unyon (SOCAN)
Courtesy of Sonic Unyon Records

**Children's Story**
Performed by Slick Rick
Written by Ricky Walters
Published by Songs of Universal, Inc. (BMI) © 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 J ones
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 J ones, J oe Strummer, Paul Simonon Topper Headon
Published by Universal-Polygram Int. Publ., Inc. on behalf of Ninden Ltd (ASCAP)
Courtesy of Epic Records by Arrangement with Sony BMG Entertainment

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

**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 J ackson
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, J oseph 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
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**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 J on Salemi, Daryl Taberski, Dustin Perry
Tim Redmond, Frank Vicario
Published by Tigerstar Music (ASCAP)
Courtesy of Equal Vision Records
Everything Changes
Performed by Deadbolt Zen
Written by Dustin Dichoso
Courtesy of Deadbolt Zen

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

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

Goes Paid
Performed by The Icarus Line
Written by Joe Cardamone
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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) / Artwork 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
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
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 J Jackson
Courtesy of Anglo J 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

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

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

Radio  
Performed by Jurassic 5  
Written by Barry Bailey  
George Belton, Darryl Calloway  
Charles Fleming, Larry Miller  
Reginald Payne, Dante Givens  
Courtenay Henderson  
Mark Potsic, Charles Stewart  
Marc Stuart, Salaam Remi  
Published by Sugar Hill Music  
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Rappin' and Rockin' the House  
Performed by Funky 4+1  
Written by Barry Robinson  
Published by Sweet Soul Music (BMI) administered by  
Spirit Music Group  
Courtesy of Enjoy Records  
by arrangement with  
Spirit Music Group

Sanctuary  
Performed by Darkest Hour  
Written by  
Paul Burnette, J ohn Henry  
Kristopher Norris, Ryan Parrish  
Michael Schleibaum  
Published by  
Another Victory Inc (ASCAP)  
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Secret Crowds  
Performed by Angels and Airwaves  
Written by Tom Delonge  
Published by  
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See the World  
Performed by The Kooks  
Written by Paul Garred, Hugh Harris  
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Published by  
Famous Music (ASCAP)  
Courtesy of Astralwerks  
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Slaughter of the Soul  
Performed by At The Gates  
Written by Anders Bjorler  
Jonas Bjorler, Tomas Lindberg  
Published by Earache Songs  
Courtesy of Earache Records

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

Starving Artiste  
Performed by The Bled  
Written by J ames 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 J agger, Keith Richards  
Published by ABKCO Music  
Courtesy of ABKCO Records

Tarantula  
Performed by The Smashing Pumpkins  
Written by Billy Corgan  
Published by  
Faust's Haus Music (BMI)  
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Throwback Rap Attack (Madlib remix)  
Performed by Percee P  
Written by J ohn Percy Simon  
Otis J ackson J r.  
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 J aime Meline  
Published by Songs Music  
Publishing LLC on behalf of  
Definitive J ux Music (SESAC)  
Courtesy of Definitive J ux

Version 2.0  
Performed by Bloc Party  
Written by Kele Okereke  
Russel Lissack, Gordon Moakes  
Matt Tong  
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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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