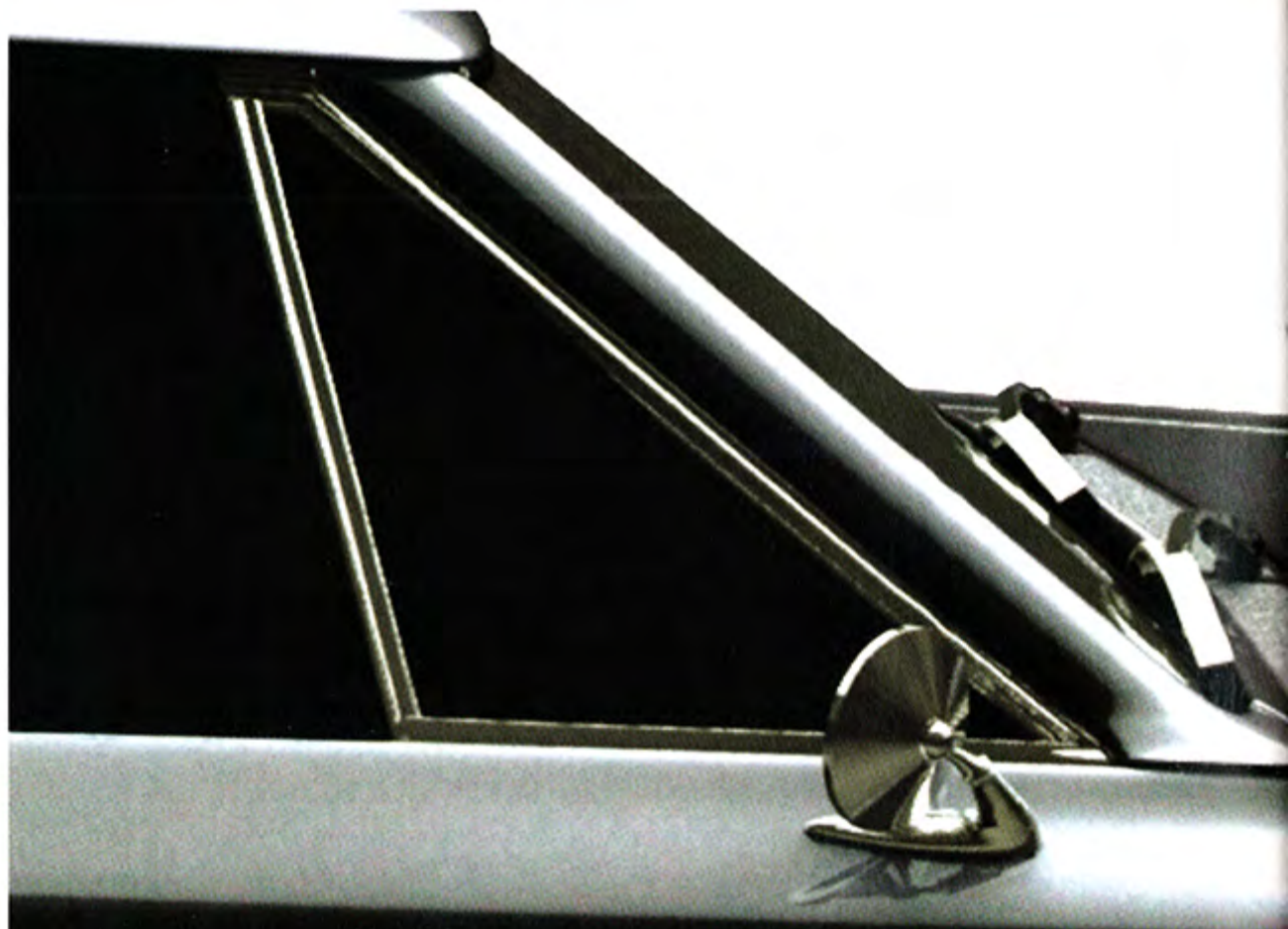


湾岸
MIDNIGHT CLUB II





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:

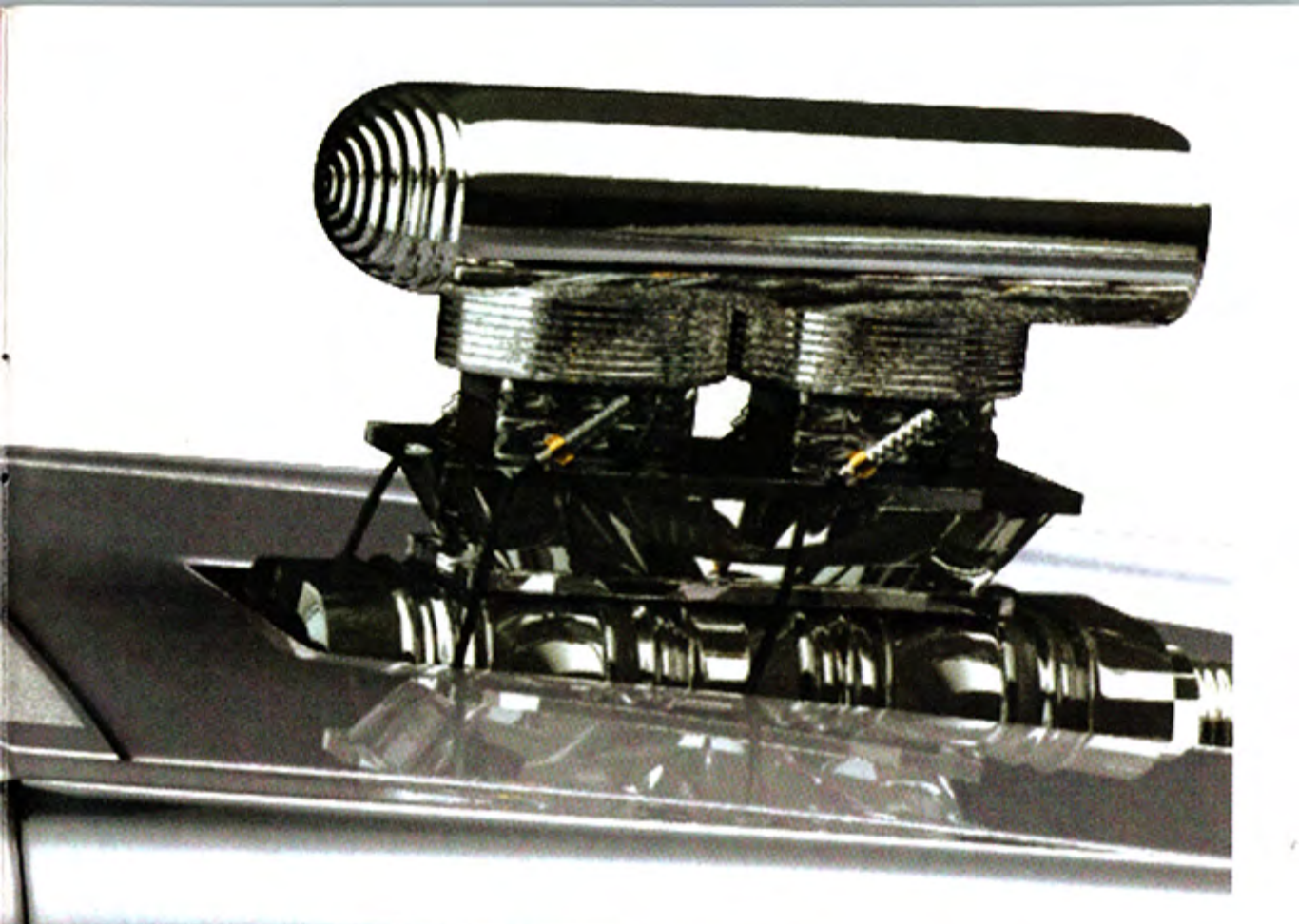
Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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:

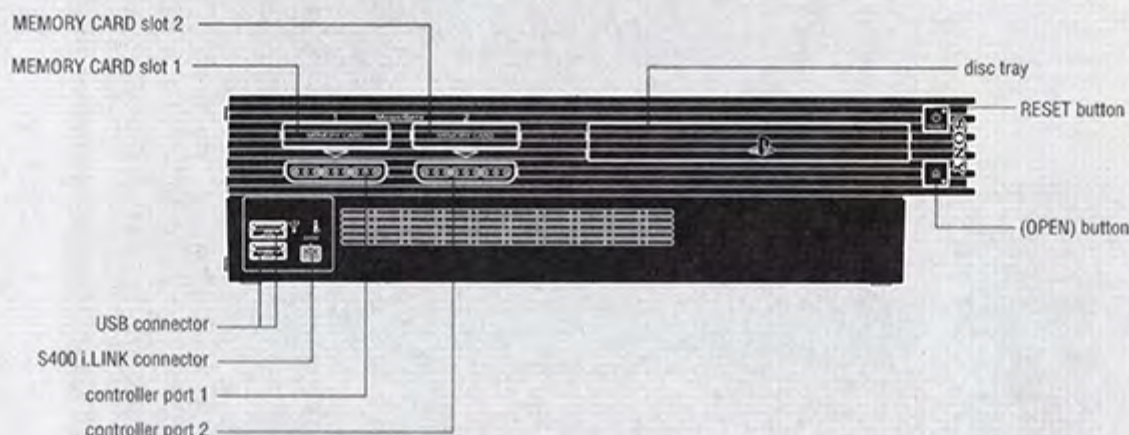
- This disc is intended for use only with PlayStation®2 console with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.



湾岸 *MIDNIGHT CLUB II*

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GETTING STARTED



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 (standby)/RESET button. When the (open) indicator lights up, press the (open) button and the disc tray will open. Place the Midnight Club 2 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 on-screen instructions and refer to this manual for information on using the software.

LOGITECH STEERING WHEEL CONTROLS

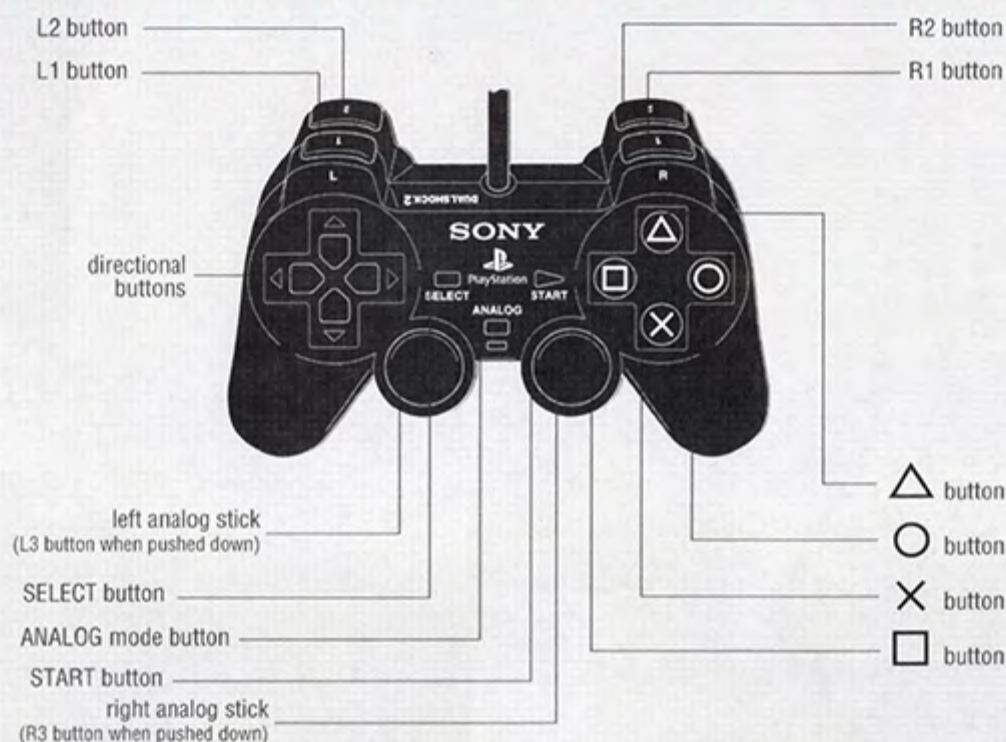
(AUTOMATIC TRANSMISSION)



In Manual Transmission, the **R2 button** shifts up, **L2 button** shifts down, the **left directional button** activates Headlights / Powerups, and the **right directional button** sounds the Horn.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Default Controls

(AUTOMATIC TRANSMISSION)

× button - Accelerate

○ button - Handbrake

△ button - Camera switch

□ button - Brake/Reverse

Up directional button - Map

Down directional button - Mini-map zoom

Right directional button - Music On/Off

Left directional button - Music On/Off

R1 button - Handbrake

R2 button - Nitro / SST

SELECT button - Online: Chat Keyboard On/Off

START button - Pause

L1 button + left analog stick - Weight transfer

L2 button - Look back

Right analog stick - Accelerate / Brake / Reverse

Left analog stick - Steering

L3 button - Flash high beams / Use Power-up

R3 button - Horn

BATTLE MODE

L3 button - Headlights / Siren & Use item

湾岸 *MIDNIGHT CLUB III*

The History of The Midnight Club

In secret gatherings around the world a mysterious group of urban street racers - known as the Midnight Club - race for pride, power and glory in sleekly customized tricked-out sports cars. Racing through crowded streets, running red lights, terrorizing pedestrians, driving on sidewalks and outrunning the cops are just the basics for the Midnight Club.

Or so you've heard.

While you're cruising through the dark streets, you spot a tricked out low-rider speeding and weaving through traffic. Intrigued and looking for thrills, you make your presence known to him with a few of your own daring maneuvers. After introducing himself with a sneer, he throws down the gauntlet and speeds off. Determined to get in the club, you race off after him with reckless abandon. Once you've followed and matched your new adversary move for move on a mad chase through the city, finally he pulls over. He dares you to meet him and his friends at midnight. You've got your shot. Victory will earn you membership in the club, which comes with pride, thrills and glory.

You're on your way...



ROCKSTAR GAMES



Heads-Up Display / HUD



1. **Arrow:** The arrow directs you to the nearest checkpoint / Hookman.
2. **Current Lap:** Time for your current lap, number of laps and current race position.
3. **Rearview Mirror:** Shows the position and distance of the players behind you. Bigger, brighter headlights mean a closer opponent.

4. MAP:

- Yellow Triangle - Player
- Red Triangle - Main Character
- Green Triangle - Other opponents
- Light Blue Circle - Immediate Checkpoint
- Dark Blue Circle - Secondary Checkpoint
- N - North
- Flashing Perimeter - Police Attention

5. **Turbo Gauge:** Measures the level of boost you'll get from a slipstream turbo or burnout. Your turbo gauge must be full in order to turbo, but you may burnout with the gauge at any level above zero.
6. **Nitrous gauge / Slip Stream Turbo:** Displays the number of nitrous shots remaining in the tank.
7. **Gear:** Current gear.
8. **Tachometer/Speedometer:** RPM redline and vehicle speed in MPH.
9. **Damage:** Displays current vehicle damage.

ROCKSTAR GAMES

湾岸 MIDNIGHT CLUB II

QUICK START



Scroll over to ARCADE in the menus and select CRUISE mode. If you and a friend both want to play, toggle over to 2-PLAYER. For controls, refer to the back cover of this manual. Even though you don't have much of a car to work with yet, just the Cocotte, this is a great way to familiarize yourself with Los Angeles and get a feel for the game before you start your racing career.

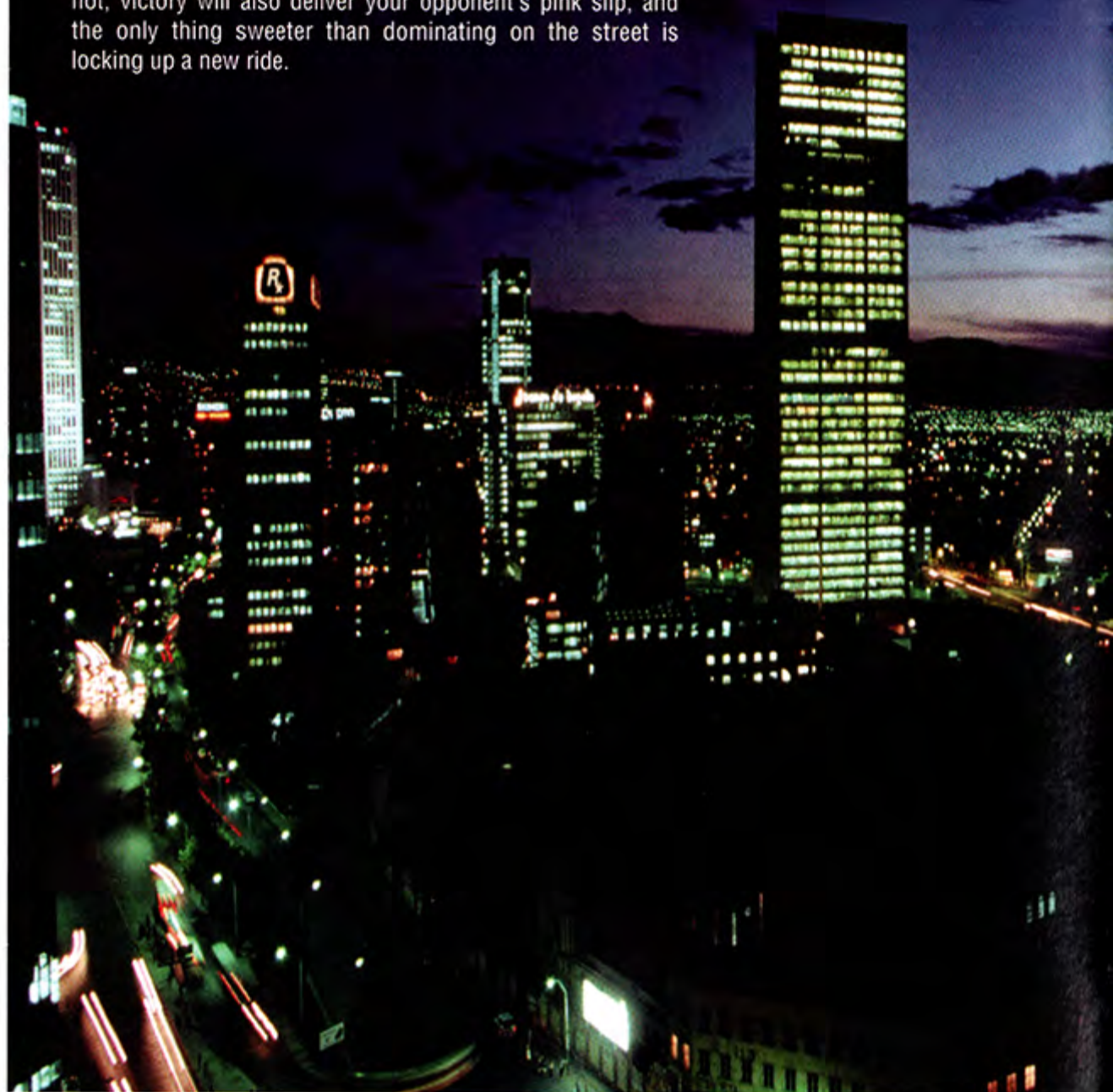




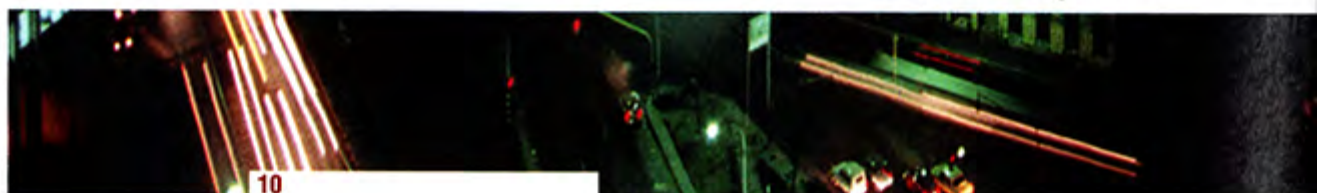
湾岸 MIDNIGHT CLUB II

CAREER MODE

Earning respect is why racers brave the Midnight Club, and winning races is the only way to claim it. More often than not, victory will also deliver your opponent's pink slip, and the only thing sweeter than dominating on the street is locking up a new ride.



Los Angeles



LOS ANGELES

STREET REPORT: A balance of remote winding hills, expansive open highways, and thoroughfares. Arid, drought-plagued climate results in optimal traction. Precipitation is a relatively null race variable.

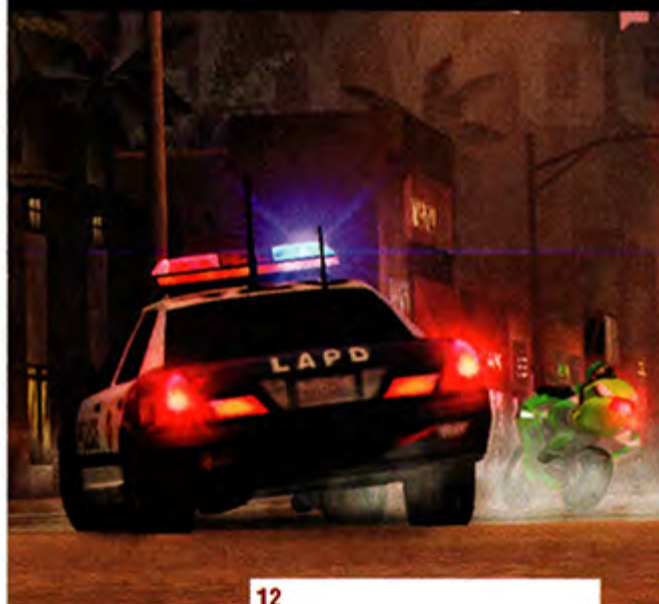
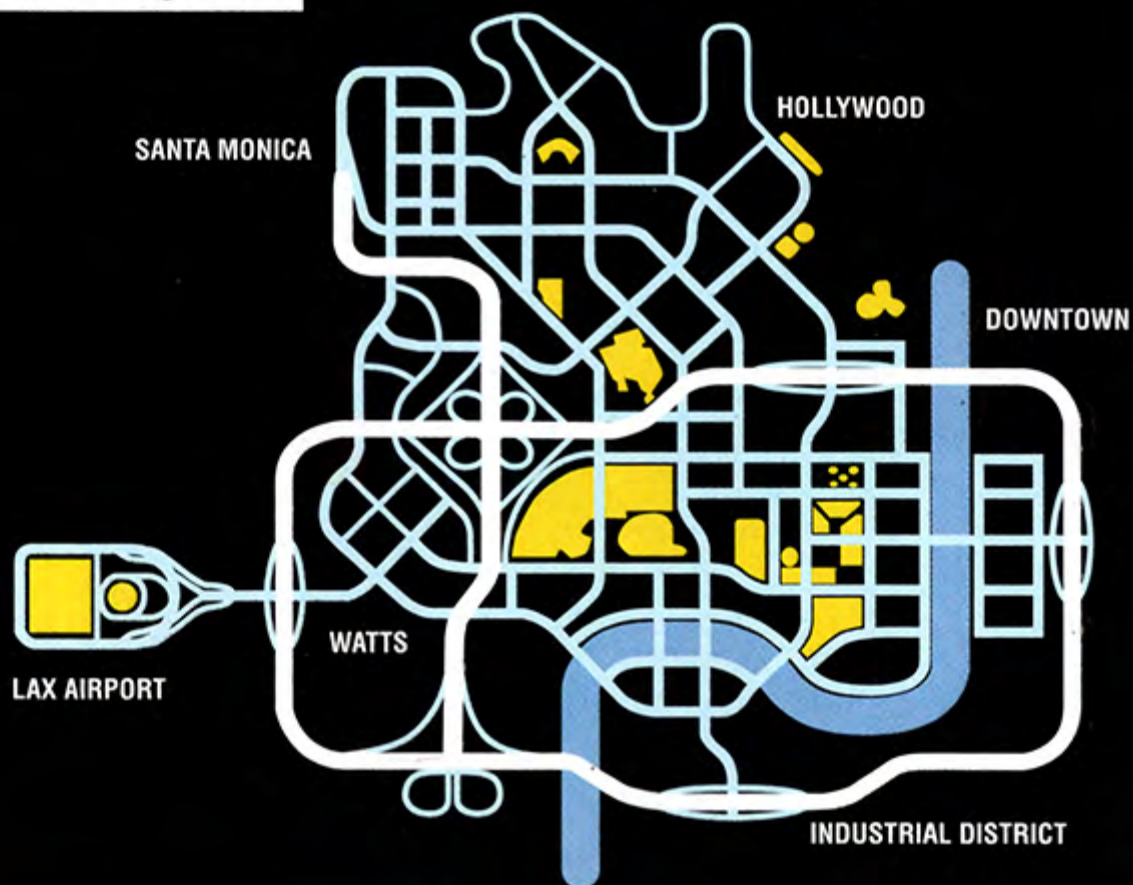
TRAFFIC STUDY: Over-populated and with a poor mass-transit system, Los Angeles is notorious for its traffic congestion. Although such traffic is much less of a concern late at night, local nightlife restrictions result in above average recreational cruising.



ROCKSTAR GAMES

湾岸 *MIDNIGHT CLUB II*

Los Angeles



TIPS

TAIL-SLIDING (left analog stick + R1 button):

Maximize controltime during races - tail-slide by hand-braking (R1 button) through turns.

FLASHING HEADLIGHTS (L3 button):

Press down on the left analog stick (L3 button) to signal an opponent; if he wants to race, then it's on.

SLIP STREAM TURBO (Draft opponent + R2 button):

Line up in the wake of the car ahead of you, watching air streams and listening for draft noise. Stay in this sweet spot for a few moments until the meter fills with red and then hit the turbo (R2 button) to slip ahead of your opponent with blinding speed.

BURNOUT (R1 button + X button):

Hold down the handbrake (R1 button or O button) and accelerate (X button) at rest or low speeds. When the meter tops out and turns red, release the handbrake. You can also turn the car while burning out to turn in place. Keep an eye on the redline damage this causes.

IN-AIR CONTROLS (L1 button + left analog stick):

When in the air, hold down the weight transfer button (L1 button). This by itself will self-adjust your roll. Continue to hold down the weight transfer button and you can use the left analog stick to level out.

GAS STATION PUMPS:

Clip one of these while trimming the fat off that final curve and kiss your car goodbye. Nudge an opponent into a pump and watch them go up in flames.

POLICE COPTER:

LAPD's street crime unit has been relying on helicopter support for decades now. Be as wily and fast as possible to avoid detection from above and subsequent capture on the ground.



ROCKSTAR GAMES

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MIDNIGHT CLUB II



Paris

PARIS

STREET REPORT: Old-world cobblestone streets are well preserved, but still don't provide the traction afforded by modern day pavement. Like much of urban Europe, city streets are a network of avenues, circles, and narrow alleyways - helpful when in need of short-cuts.

TRAFFIC STUDY: Known for their etiquette and enduring nationalism, Parisians are resentful of reckless Yankee scofflaws. Commuter traffic is not at all accommodating to street racing. Congestion is mostly limited to daytime, however, nightlife crowds causing foot and vehicle traffic are a predictable constant.



ROCKSTAR GAMES

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Paris



TIPS

REVERSE 180 (left analog stick + R1 button + □ button):

Hold down reverse (□ button), apply the handbrake (R1 button), and turn. The car will spin around.

MOTORCYCLE LEAN-TURN (L1 button + left analog stick):

Hold down the weight transfer button (L1 button) and steer left or right. This will make a sharper turn. This is the preferred method for turning instead of handbrake 'drifting'.

TWO WHEEL DRIVING (L1 button + left analog stick):

While driving a car, hold down the weight transfer button (L1 button) and turn with the left analog stick. Continue to hold the weight transfer button as you maneuver the car. Releasing the weight transfer button, braking, slowing down too much, or a collision will bring the vehicle back down.

FRENCH 101:

P's point the way to alley shortcuts, C's highlight entrances to the underground catacombs, and T's let you know there's a tunnel ahead.

MASSIVE JUMPS:

With the right velocity and power virtually no distance is unattainable. Don't let otherwise dead-ends put an end to your performance.

FISH TAILING - FRIEND OR FOE:

Losing control in a critical moment can thwart an entire race; however, carefully executed collision tactics can force a fishtail on an opponent, possibly distinguishing a win from a loss in those last key moments.



ROCKSTAR GAMES

湾岸
MIDNIGHT CLUB II



Tokyo

TOKYO

STREET REPORT: The silky black street twists and turns through Tokyo's neon canyons, perfect for laying down rubber and weaving between compacts. Take time adjusting to left-side drive and beware aggressive local authorities.

TRAFFIC STUDY: Tightly packed downtown but the raised highways move quickly. Congestion vanishes at night when strict curfews send most wanna-be racers back to the suburbs.



ROCKSTAR GAMES

湾岸 *MIDNIGHT CLUB II*

Tokyo



TIPS

DUCK (L1 button + left analog stick):

While riding a motorcycle, hold down the weight transfer button (L1 button) and push forward on the left analog stick. This will increase the top speed of the bike by reducing drag.

WHEELIE (L1 button + left analog stick):

While riding a motorcycle, hold down the weight transfer button (L1 button) and pull back on the left analog stick. Too much pull back will cause the rider to fall off. This applies a speed boost to the bike. Push forward on the left analog stick, or release the weight transfer button to return the bike to normal.

NOSIE / ENDO / FRONT STAND (L1 button + left analog stick):

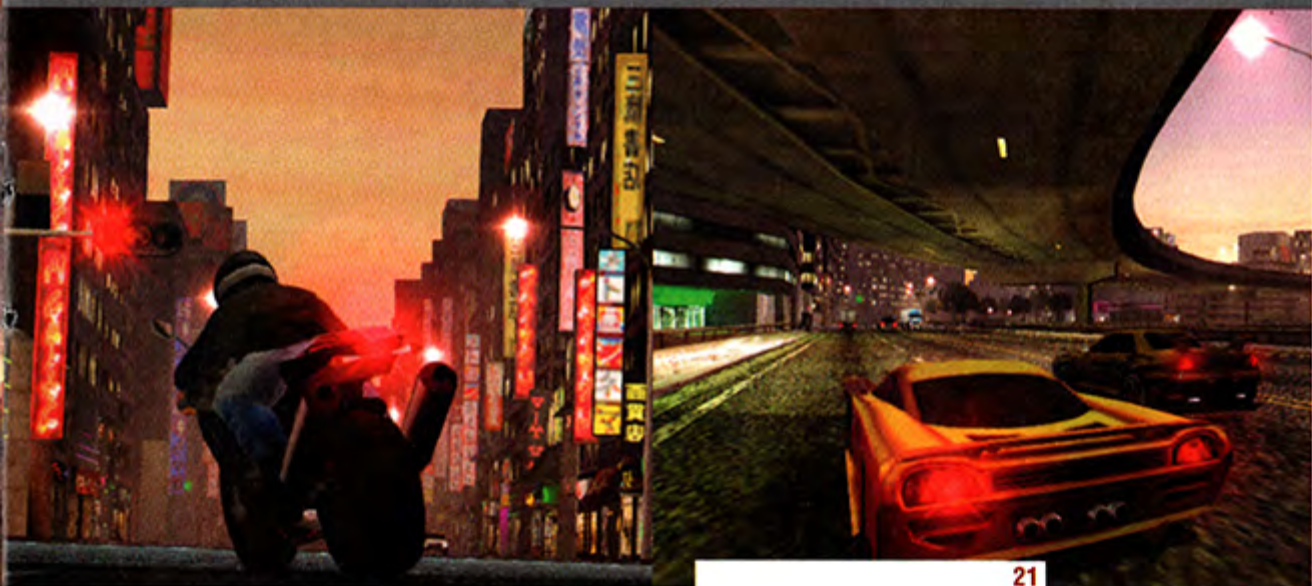
While riding a motorcycle hold the weight transfer button (L1 button) and push the left analog stick forward. Apply the normal brake ( button). The bike will balance on the front wheel.

TELEPHONE POLES:

Mowing down street lights can block a following opponent's line, but plowing into telephone poles will leave you struggling to find first gear.

TRAFFIC LIGHTS:

Hastily speeding through intersections against red traffic lights and risking high-speed collisions is a sure-fire way to jeopardize a win. Mastering the art of catching the green should be part of your repertoire.



ROCKSTAR GAMES

湾岸 *MIDNIGHT CLUB II*

ARCADE MODES



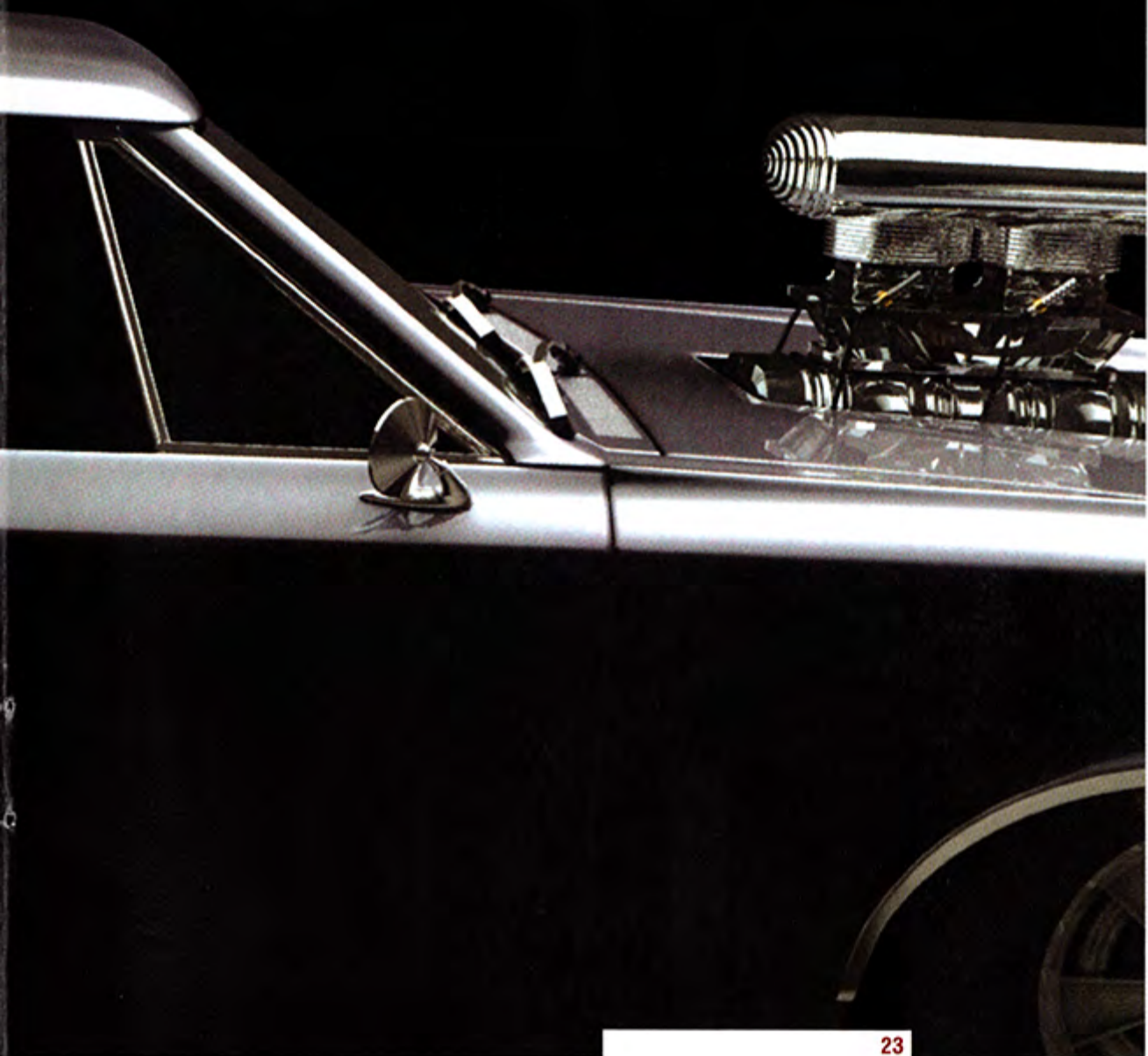
CRUISE:

A great way to familiarize yourself with the cities and get a feel for the game before you start your racing career, CRUISE also gives you a risk free arena to test new cars out. Everything you've unlocked in career is available here.



CIRCUIT RACES:

Traditional lap races, only with pedestrians and gridlock traffic thrown into the mix. Tick through the checkpoints first and pick up the checkered flag. Like career racing, proper vehicle selection and shortcuts are key. Because there are usually multiple laps in Circuit Races, make sure your vehicle can take some serious punishment.



灣岸 MIDNIGHT CLUB II

BATTLE MODES

Car combat at its finest, play solo or go online. Play classic Capture the Flag mode as well as innovative Detonator mode, both all-out battles to survive on the streets.

DETONATE

Grab the detonator first, then make it to the trigger point in one piece to light your opponents up. Destroy the car with the detonator and a new round starts with new opponents.



SETTINGS:

Power Ups	On/Off
Capture Limit	0 - 10
Time Limit	0 - 30 minutes
Detonator	Light/Heavy (Heavy Detonators reduce the top speed of the vehicle carrying it)
Teams	No Teams
Number of Vehicles	2 - 8

CAPTURE THE FLAG

Pick up the flag and race it back to the goal before your opponent. Take the flag by tagging the racer carrying it. Use the Power-ups to your advantage and assure victory.



SETTINGS:

Power Ups	On/Off
Capture Limit	0 - 10
Time Limit	0 - 30 minutes
Flag	Light/Heavy (Heavy flags reduce the top speed of the vehicle carrying it)
Teams	No Teams
Number of Vehicles	2 - 8

BATTLE MODE ICONS

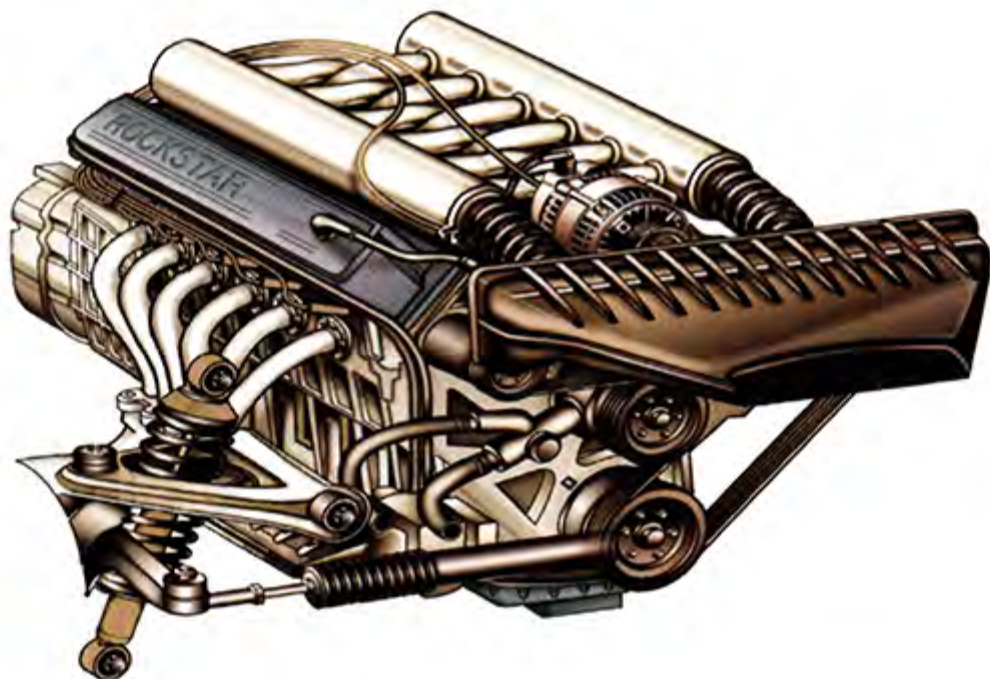
ICON:	NAME:	TARGET:	EFFECT:
	DISRUPTOR	Opponents	An opponent hit by this power-up will have a distorted view.
	GO	Opponents	An opponent hit by this power-up will accelerate, hitting the brake will not stop the acceleration. One of the opponent's available nitros will be used.
	ICE	Opponents	An opponent hit by this power-up will drive as if on ice.
	IMPULSE	Opponents	When the player activates this, opponents in the immediate vicinity will be pushed away. It's like an explosion force without the explosion.
	STEALTH	Player	The player becomes invisible for a few seconds.
	NITRO	Player	One nitro boost is added to the player's reservoir.
	QUAD	Player	The player inflicts four times the normal damage to opponents.
	SHIELD	Player	The player becomes immune to damage of any sort.
	STOP	Opponents	An opponent hit by this power-up will suddenly engage both the brake and the handbrake.
	REVERSE STEERING	Opponents	When an opponent is hit by this power-up the steering is reversed. Steering left turns right & vice versa.
	SWAP POSITIONS	All	When activated, the players swap positions.

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GAME OPTIONS

GAME (Change options for both local players):

- Automatic / Manual Transmission
- Vibration: On / Off
- Rearview Mirror: On / Off / Auto (only on when useful)
- Mini Map: Rotate / Fixed
- Default Camera: Driver / Very Close / Close / Medium / Far



AUDIO:

- Edit volumes of the various sounds in Midnight Club 2 Music, Sound Effects and Voices, as well as Dolby Pro Logic II, Stereo or Mono sound.

SAVING:

Midnight Club 2 is an autosave game. To save a game, you will need a Memory Card (PS2) with at least 53KB of free space. The game will automatically save after you win any race in Career Mode or Circuit Race Mode. In addition, whenever you alter any of the options on the Options Menu, those changes will be saved when you leave the Options Menu. Midnight Club 2 only supports MEMORY CARD slot 1. If you have entered any game mode without a Memory Card (PS2), and you decide you wish to save, exit to the Midnight Club II Title Screen, and then insert a Memory Card (PS2) into MEMORY CARD slot 1.

REPLAY MODE:

- ✕ button - Stop/Resume replay
- button - Stop replay/Advance replay frame by frame



RACE EDITOR

Pick a city that you've unlocked in Career Mode. Choose one of the 15 available race slots to create a race. Press the **X** button to enter the Race Editor.

MAP SCREEN: Once on the Map Screen, move the cursor with the directional buttons or the left analog stick. The targeted checkpoint will turn yellow. Press the **X** button or L3 button to place or remove a checkpoint.

LAYING DOWN THE COURSE: The letter S will appear on the first checkpoint you place, indicating the starting point of your race. An F will appear on the second checkpoint, indicating the finish line. Every checkpoint you place after that will become the finish line, and the previously placed checkpoints will change to number 1, 2, 3... the most checkpoints you can have is 64.

RE-ARRANGING: When any of the checkpoints you have placed are targeted, you can switch around the checkpoint order by pressing the L1 button and R1 button.

ZOOM: Zoom in and out on the Zoom Window by pressing up and down on the right analog stick.

PLAYER ONLY CHECKPOINTS: Pressing the **□** button accesses the Race Options screen. Scroll right or left to alter Opponent Options. When you change the number of CPU Players to None, and then return to the Map Screen, a host of Player Only Checkpoints will appear.

OPTIONS: Aside from changing the number of CPU players, you can also change the types of vehicles the CPU will be using, to vary the challenge level. Any vehicle you have unlocked is available. Aside from Time of Day, Weather, and Pedestrian and Traffic Densities, you can also have the following Race and Time Options:

RACE:

Ordered: Racers must race through all checkpoints in order

Unordered: You must figure out the best route to clear all the checkpoints.

TIME:

None: There is no time limit to get from one checkpoint to the next.

Reset Each Checkpoint: You only have a set amount of time to get to the next checkpoint. To change the time allowed to get from one checkpoint to the next, go to the Map Screen. Highlight any checkpoint except the last. Press the L2 and R2 buttons to adjust the time.

Added Each Checkpoint: Same as Reset, except any extra time will carry over to the next checkpoint.

EDITOR MENU: Press the **○** button while on the Map Screen to get to the Editor Menu. Select Test Race to try out your race. In the Editor Menu you can also clear all checkpoints off of the map, edit another of the 15 race slots, change the name of your race, or exit to the front end, and begin racing for real on your masterpiece.

SAVING: Select Exit to Front End when on the Editor Menu screen.

灣岸 MIDNIGHT CLUB II

ONLINE PLAY / NETWORK

NOTE: By joining an online session you must leave the Rockstar controlled environment provided within Midnight Club 2. While the game's content has been rated for Teen audiences, the content of the game may change due to interactive exchanges. Rockstar and Sony Computer Entertainment America take no responsibility for content external to the game itself.

Ready to go online and play against opponents around the world? To play online with Midnight Club 2, you'll need a Network Adaptor (Ethernet/Modem) for PlayStation®2 or a supported networking device (see <http://www.take2games.com/support> for details on which 3rd party devices are supported). You'll also need a Broadband Internet Service Provider.

Make sure you have your connection set up through the Sony Network Adapter Disc, if not configure it now. Visit <http://www.take2games.com/support> for more details.

Choose LAN or Internet play and decide whether to host your own game, or join an existing game. If you join an existing game, select your vehicle (IMPORTANT: only vehicles and races you've unlocked in CAREER mode will be available online) and wait for the host to start the game. If hosting, configure the options as you would for a local game and start when you have the requisite number of players.

HOTKEYS

Because the hardcore street racer can't take his eyes off the road for one millisecond while racing through narrow streets at 180mph to abuse his opponents, a hotkey function has been built into Midnight Club 2 which allows you to set phrases that are easily accessible in the lobby before a race, and while racing.

There are 8 hotkey slots which are available for use whenever the virtual keyboard is accessible. We suggest creating hotkeys while in the lobby waiting for a game to start.

To create a hotkey:

- Press the SELECT button to bring up the virtual keyboard
- Type in the phrase you wish to make into a hotkey
- Press the R2 button to bring up the Hotkey selection screen
- Select "Set"
- Select the hotkey slot where you wish to save the hotkey

Using a hotkey:

- Press the SELECT button to bring up the virtual keyboard
- Press the R2 button to bring up the Hotkey selection screen
- Select the hotkey you wish to use
- Select "Accept"

There are 2 banks of 4 hotkeys for you to use (for a maximum of 8 phrases); when on the hotkey selection screen press the L2 button to swap between the 2 banks of hotkeys.

Hotkeys are saved at any time the game is saved. For a quick hotkey save simply return to the main front end menu by pressing the **△** button, then press the **△** button again to save.



灣岸 MIDNIGHT CLUB II

CREDITS

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Game Analyst/Production Assistant: Kris Roberts

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Vehicle Consultant: Michael Macare

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Creative Director: Steven Olds
Character Cutscenes by: SE STUDIOS

Special thanks to: Diego Angel, Michael Limber, Brad Hunt, Julie Liss, Kristen Sinclair, Jo Kilburn, Marie Alexander, Jennifer Sole, Shannon Haynes, Rob Bacon, Wing Cho, Carlos Hernandez, Eli Enigenburg, Josh Bass, Jennifer Terry, Sean Carson, Kond Jongsikeo, Todd A. Davis Sr., M. Louis Thibaut, Keith Ta, Nate Morgan, Mark Hahn, Jason Collier, Scott Balderas, Kevin Moore, Freddy Martinez, Joe Butler, Tony Dyb, Aaron Marks, Courtney Chu, Kris Roberts, Michael Genco, Jason Burke, Colin Runnion, Fletcher Walker, Joe Butler, Todd Davis, Anthony Dyb, Werner Funk, Kelsey McNair, Christina Meeks, Kris Roberts, Bryant Wells, Judy Henderson, Craig Connor, Allen Walker and everyone else here at Rockstar San Diego and especially to the friends and families of the team that have been so supportive through all the long hours and hard work.

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Japanese language translation: Futaba Hayashi
Director for Intro Film: Navid Khonsari
Creative Associate: Joseph Howell

Sound Mix: Digital Arts
Digital Design Work: Charlex

Rockstar Games Intro Animation by: Brian Shelton

Cover Art and 3D Vehicle Renders by: Hornet Inc.

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Maria: Melissa Delaney DeValle
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Blog: Ritchie Coster
Jewel: Soledad Pertier
Julie: Malaya Rivera Drew
Ian: Marc Gray
Farid: Hunter Platin
Owen: Dominic Hawksley
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Makoto: Ken Kensei
Savo: Alex Kroll

Cops: Adam Davidson, Axel Ericson, Marc Fernandez, Renaud Sebbane, Dan LaTorre, Paul Dragan, Nicholas Samuel

Pedestrians: Adam Davidson, Kate Dulcich, Axel Ericson, Maya Hall, Futaba Hayashi, Lorna Jordan, George Quavier, Steve Robert, Noelle Sadler, John Zurhellen, Gillian Telling, Dan Toyama, Tama Hul, Kira Lauren

Soundtrack: Terry Donovan, Mark Garone, Dan Houser, Susan Lewis, Adam Tedman

湾岸 MIDNIGHT CLUB II

SOUNDTRACK

ART OF TRANCE

"Blue Owl"

(written by Simon Berry)

Published by Pineapple Music

Copyright 1996

Art of Trance appear courtesy of Platipus Records

For more information on Platipus artists, check out www.platipus.com

KANSAI

"Rococco"

(written by Tony Rapacioli)

Published by Pineapple Music

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"Simon and Lisa"

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AXUS

"When I Fall In Love" (Strike Acid Dub)

(written by Austin Bascom)

Published by 33 RPM

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PROJECTIONS

"Escaping Sao Paulo"

(written by Simon James / Dan Hastie)

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"Round About Midnight"

(written by Jo Bakke)

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SUBTECH

"Timeshift"

(written by Matthew Jackson and Matthew Dunning)

Published by Subtech

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Watch for Subtech's new album, out this summer

NOKTERNAL

"Aurora"

(written and produced by Justin Spier)

Published by Crescendo Music

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ACM

"Elements of Trance - DJ Kim's Reload Mix"

(written by M. Mix, B.N. Magix)

Published by Webster Hall Publishing

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ACM appear courtesy of Webster Hall Records

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DJ ROBERT & MARTINEZ BROTHERS

"Electrified"

(written by Robert Gitelman, Jaron Martinez)

Published by Webster Hall Publishing

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DJ Robert & Martinez Brothers appear courtesy of Webster Hall Records

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JACK HENDERSON**"Syntrax"**

(written by Eric del Mar, Ray Clarke)

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Jack Henderson appears courtesy of Webster Hall Records

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Brain 35 "Only A Illusion" Non Vocal Cut

(written by Michael da Brain)

Produced by Michael da Brain

Michael da Brain appears courtesy of Webster Hall Records

Published by Webster Hall Publishing

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Brain 29 "Demon of the Church" Mix 1

(written by Frank D. Noise)

Produced by D-Noiser

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Brain 2 "Something For Your Mind" Kaylab Remix

(written Michael Baur)

Produced by Michael da Brain, remixed by Kaylab

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Brain 30 "Brain Train Psycho" tb 303 mix

(written by Frank D. Noise)

Produced by D-Noiser

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Brain 26 "Question" Non Vocal Mix

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"Paranoize" - Flip Path mix

(written by Stephane K and Satoshi Tomiie)

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Music

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"Mirage"

(written by Kenji Eto)

Published by Kenji Eto

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www.sawrecordings.com**FELIX DA HOUSECAT**

"Silver Screen (Shower Scene)"

(written by Felix Stallings Jr., Bobby Orlando, David

Jenefsky, Tommie Lorello)

From the album entitled KITTENZ AND THEE GLITZ

Published by Sherlock Holmes Music Ltd / Netzwerk

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湾岸 MIDNIGHT CLUB II

SOUNDTRACK

GOLDEN BOY WITH MISS KITTIN "Nix"

(written by Stefan Altenburger)

From the album entitled OR

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GOLDEN BOY WITH MISS KITTIN

"It's Good For You To Meet People Like Us"

(written by Stefan Altenburger)

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"Outrun"

(written by Thomas Bangalter)

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Daft Music for France.

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"Turbo"

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"Space Station"

(written by David Trusz)

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"Never Could Have Your Heart"

(written by B Bonfiglio @ Energia Studio Montreal)

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<http://www.relentlessmusic.com>

patientzero

"Live 135"

(written by Jim Crowley)

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8-OFF AGALLAH

"Midnight Club Theme"

(written by A. Aguilar)

Produced by 8-Off Agallah

Published by Assassin Music

Copyright 2002

From Agallah's forthcoming Game Recordings LP

IMAGINE YOUR LIFE coming 2003

8-Off Agallah appears courtesy of Game Recordings

www.8offagallah.com

BLU WARTA

"Midnight Club II"

(written by D. Blue, A. Aguilar)

Produced by 8-Off Agallah

Published by Assassin Music / N-Tense Music

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www.wartaworld.com

TRE LITTLE

"Let's Go"

(written by T. Dotson, A. Thelusma)

Produced by Red Spyda

Published by Syda / Tracey Dotson

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album ROCK CITY VERSION 2.0 and on GAME

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"Put Your Top Down"

(written by T. Dotson, E. Rhea)

Produced by Ric Riggler

Published by Eric Rhea Music / Tracey Dotson

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album ROCK CITY VERSION 2.0 and on GAME

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"Ride Out"

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From Agallah's forthcoming Game Recordings LP

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TONY TOUCH FEATURING DOO WOP

"G'z Up"

(written by J. Hernandez, R. Gonzales)

Produced by Tony Touch

Published by Bouncemaster Music / Melaza Music

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Tony Touch appears courtesy of Sequence Records

From the Tony Touch Mix CD THE LAST OF THE PRO

RICANS in stores now on Sequence Records.

www.sequencerecords.com www.tonytouch.com

TOMMY TEE FEATURING MASTA ACE

"What Is It"

(written by T. Flaaten, D. Clear)

Produced by Tommy Tee

Published by Damasta Music / 1-2-1-2 Publishing

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From Tommy Tee's new LP coming in 2004

www.teeproductions.com

New Masta Ace LP coming 2003

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www.mastaace.com

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"Jump Jet"

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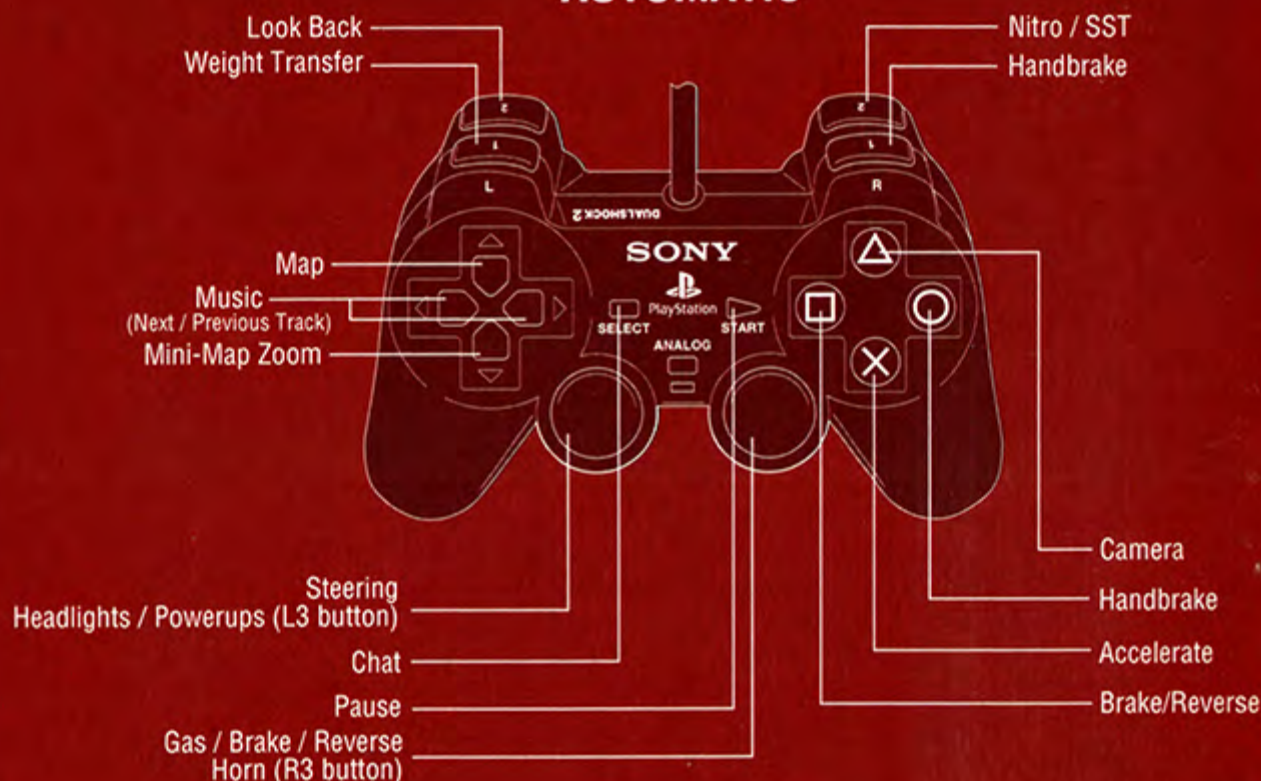
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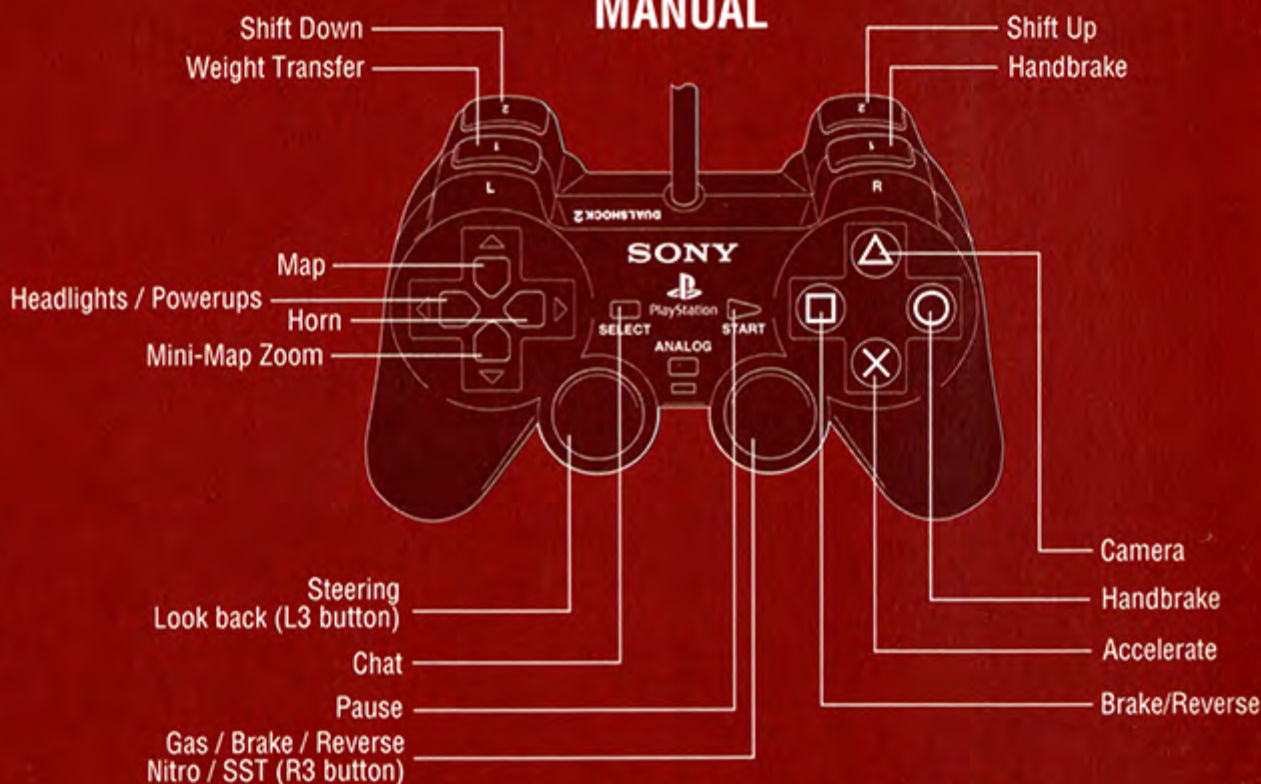
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