



PLAYBOY

THE MANSION



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.

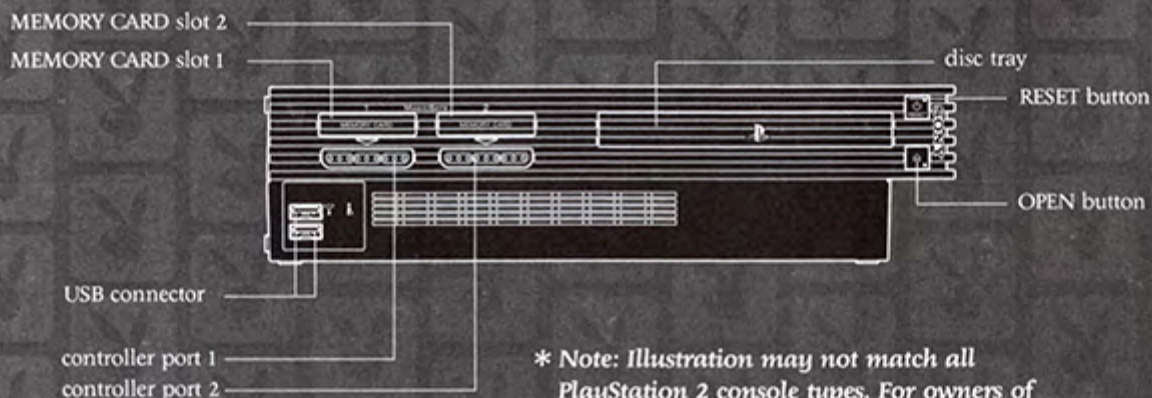
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- 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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GETTING STARTED*

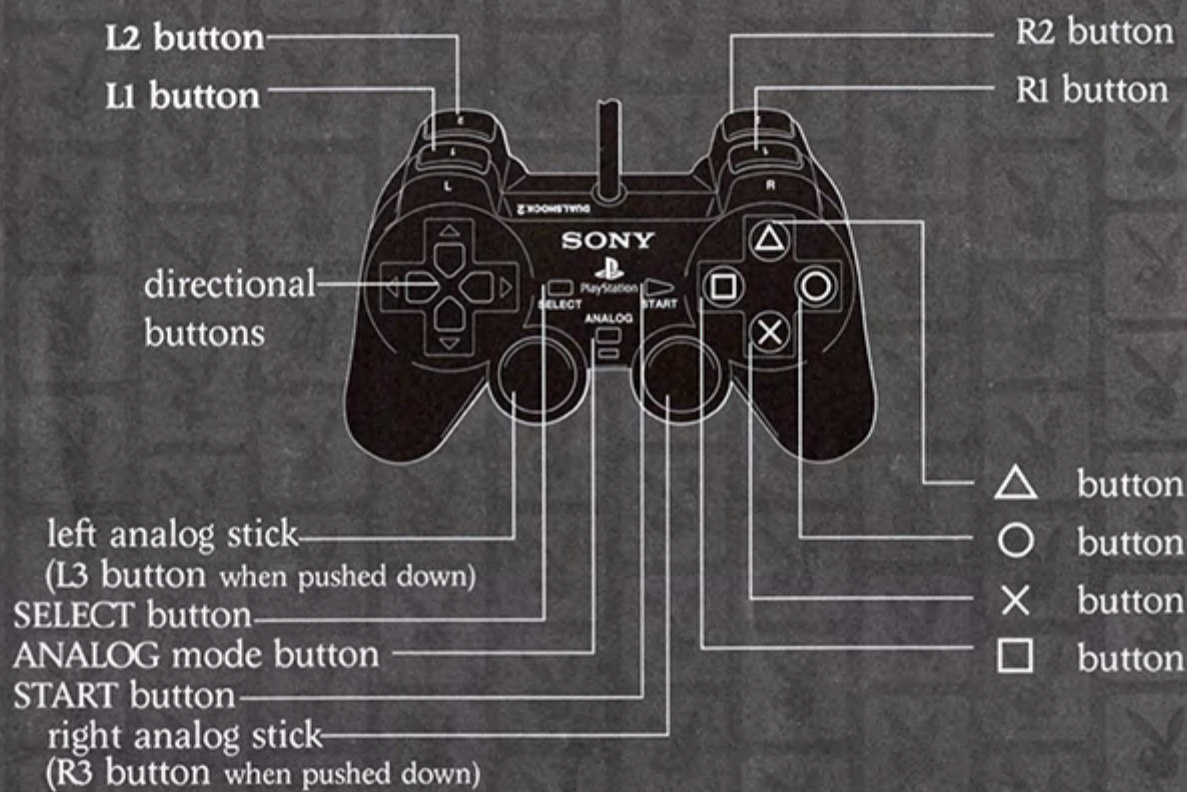


* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

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 display will open. Place the *Playboy: The Mansion* 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.

STARTING UP

DUALSHOCK² ANALOG CONTROLLER CONFIGURATIONS



ICONORAMA

As you play Playboy: The Mansion, you'll see various icons on your screen.

Interests & Professional Categories



TV & Movies



Music



Sports



Politics



Arts & Lit



Sexuality



Humor



Tech & Toys



Fashion

Additional Professions



Staff Photographer



Staff Journalist



Celebrity Playmate



Playmate



Staff Playboy Bunny

State of Mind or Action



Success



Failure



Gain (to interest or fame)



Loss (to interest or fame)



Drunk



Angry



Jealous



Tired



Following Orders

Stats, Drives & Relationships



Casual Relationship,
Casual Action or Drive



Professional Relationship,
Professional Action or Drive



Romantic Relationship,
Romantic Action or Drive



Basic Conversation Action



Leisure Drive



Entertainment Drive



Fame



Professional
Development Drive



Really Good Mood



Savagely Bad Mood



Physique



Intellect



Charm

Miscellaneous



Room Value

Make Money. Make Friends. Make Love.

Welcome to the Playboy Mansion. As the one and only Hugh M. Hefner, it's up to you to turn your humble idea for a men's magazine into a global brand that will influence the way the world views sexuality. You'll live the high life, hosting fantastic parties and mingling with celebrities and beautiful women. You'll create a showplace Playboy Mansion where people's fantasies come true, and you'll direct one stunning photoshoot after another. Best of all, you'll change American culture forever!

Build the Playboy Mansion.

From the front door to the world famous Grotto, you'll construct your own Playboy Mansion. Dozens of exciting items are available to keep your guests entertained for hours, including stunning paintings by the likes of Olivia and Andy Warhol that are sure to impress even your most cynical guests.

Create *Playboy* magazine.

It's your dream job! You'll take photo shoots of beautiful models, hire and train top-notch staff and hand pick the articles, photos, interviews and essays that will be included in your magazine every month. You'll learn to network to get the interviews with today's greatest stars and insightful essays from the world's leading minds. You'll chat up stunning actresses and ask them to pose for your prestigious cover.

Host Lavish Parties.

Yours is the most sought after invitation in the world! Invite celebrities to your mansion and cruise the room. Build relationships to with them to achieve your goals, and ask them for interviews, essays and cover shoots. Introduce your guests to one another and watch sparks fly!

Live the Life!

Rewards come with fame. Get yourself a girlfriend or two... or three... or four. Steam up the Grotto. Buy that original Warhol you've had your eye on. Hire more high-powered staff. Pay for pictorials other magazines can only dream of.

Make Money.
Make Friends.
Make Love.

6

Yours is the life everyone wants to live.

Playing the Game

New Game Screen

Choose New Game to start living the high life! In *Playboy: The Mansion*, there are two different styles of play: Mission Play and Freeform Play.

Mission Play

Mission Play challenges you to progress through a series of missions that follow the road Hef took to build the real Playboy empire. You'll learn how to hire staff, take photoshoots, hold parties, request content, make girlfriends, make friends and, if you're lucky, make love. And that's just for starters. Julie McCullough, a real life Playmate, and Victoria Fuller, a real life Playboy Bunny, guide you through your first mission and sets of goals. They'll teach you what each button, menu and command does. Later on, you'll meet Hef's real life assistants — Dick Rosenzweig, his Chief of Staff, Jenny Lewis, the Playboy Mansion's Guest Coordinator, Steve Martinez, the Playboy Mansion's Archivist and Hank Fawcett, the Grounds Manager.

A Classic or Modern mansion layout is available to you, but as you customize your mansion, your tastes will transform it into a place you can truly call your own.

Freeform Play

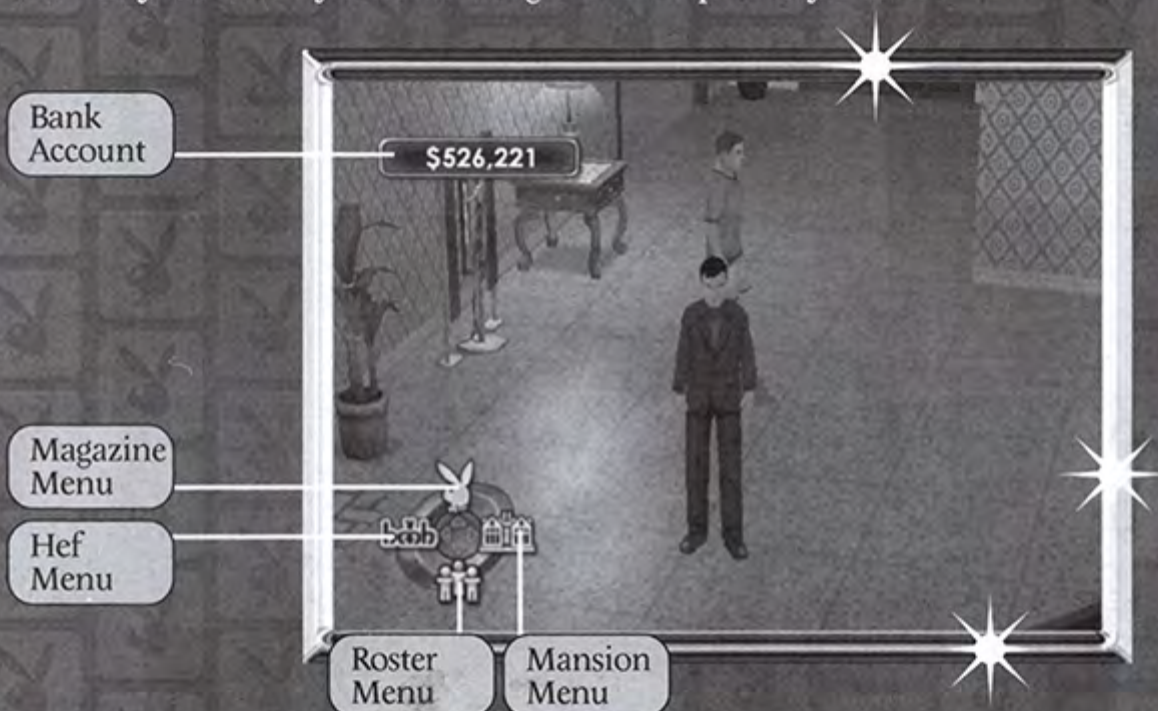
Freeform Play allows you to progress and build the Playboy Mansion with no holds barred. You reach the goals when you choose, and take as long as you desire. Hang out in the Grotto, throw parties, and cruise the rooms for girls. Publish bigger and better magazines and watch your circulation rise. Hit bigger and better milestones and reap the rewards.


With no rules comes less direction. In Freeform Play, remember to build your empire conservatively. Spending a lot of money on high-priced staff and items, or blowing everything on one party after another can be a lot of fun, but it will likely leave you in a difficult position.

A Starter Playboy Mansion or a Holmby Hills layout is available to you. As in Mission Play, you are free to customize either to your liking.

The Main Gameplay Screen

From the main gameplay screen, you control all aspects of your empire and may access any one of the game's six primary menus.



- The **Roster Menu** shows you a “who’s who” of the Playboy Mansion. You’ll see who’s here, who’s available for hire and who’s currently in your little black book. You can also throw parties from this menu. Press down on the directional buttons for the Roster Menu.
- The **Hef Menu** contains your goals, stats, finances and a help screen. Press left on the directional buttons for the Hef Menu.
- The **Magazine Menu** allows you to choose the content for the current issue, review existing content and select your Playmate of the Year. Press up on the directional buttons for the Magazine Menu.
- The **Mansion Menu** lets you create the Playboy Mansion of your dreams. Press right on the directional buttons for the Mansion Menu.
- The **Pause Menu** pauses the game, and also allows you to save and load games, adjust the game’s options, check out the soundtrack and visit the “extras” menu filled with unlockables and cheats. Press the Start button to enter the Pause menu.
 - The **Action Menu** allows you to throw parties or interact with any person or object in your mansion. Walk up to a person or object and press the  button for the Action Menu.

The Action Menu

Interacting with Your World



Press the **X** button to see the Action Menu. The Action Menu gives you the opportunity to throw a party at a moment's notice or interact with any of the objects or people in your immediate vicinity. Use the left analog stick to navigate the Action Menu and press the **X** button to choose any option.

Depending on your choice, you'll enter a conversation, use an object or throw a party.

Conversations

It's no surprise that people want to talk with you. After all, you're Hugh Hefner. People want to be your friend, your girlfriend or your business associate. When you select someone to talk to, you'll see various conversation choices as well as the "Command" option.



Action Menu

Conversation HUD

Use “Command” options to give people orders.

- Request Interviews, Essays or Cover Shoots from celebrities.
- Request Articles, Centerfolds or Pictorials from staff members.
- Ask Playboy Bunnies to greet guests or to serve drinks.
- Change a Playmate’s wardrobe.
- Ask people to follow you or order them to stop.

Use “Conversation” options to develop casual, professional or romantic relationships with people.



Casual conversation options have handshake capsules.



Professional conversation options have performance graph capsules.



Romantic conversation options have heart capsules.



Basic conversation options have portrait capsules and are not specific to a particular type of conversation.

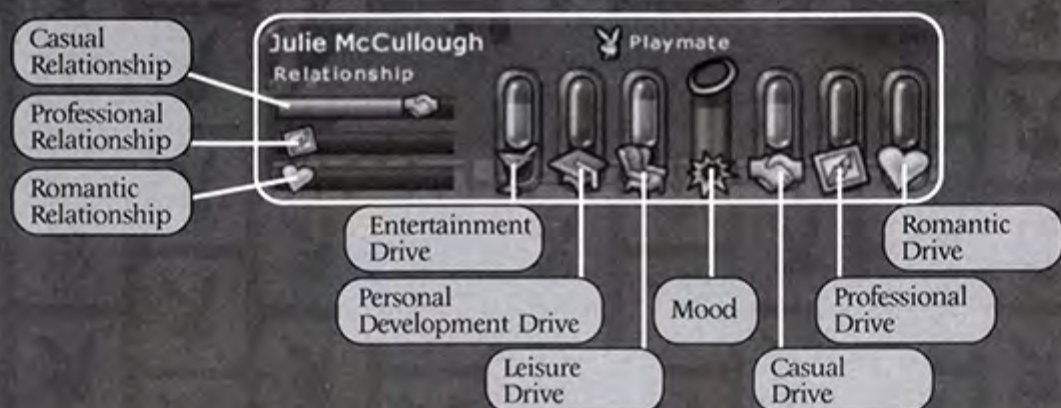
The options that you see will vary depending on three factors: a “smooth” factor, which is generally the length of time you’ve been talking, the strength of your relationship as well as the character’s personal quirks and beliefs. For instance, some people won’t appear on the cover of your magazine, so you’ll never even get the opportunity to ask them. Other characters, like chaste people, are affected by their “quirks” and behave or misbehave accordingly.

The more you talk, the more options you’ll have available to you and the stronger your casual, professional or romantic relationship is likely to become. The stronger your relationship, the more likely you are to succeed in any conversation option or command.

See “The Consummate Host” section of the manual for more information on keeping people happy, interacting with others well and, therefore, getting what you want.

The Conversation HUD: Drives and Relationships

When you talk with someone, you'll see the Conversation HUD on your screen.



The Conversation HUD tells you all about your various relationships with a person as well as his or her drives and overall mood.

Relationship meters show you the strength of your relationship. A green bar represents a positive relationship. A red bar means they'd absolutely pay to be somewhere else. The longer the bar the stronger the sentiment. There are three types of relationships you can form with people:


- **Casual relationships** allow you to form friendships with others. People who have high casual relationships with you can be invited to join your Inner Circle. They'll be able to stop by whenever they'd like, and you're welcome to call them over, too.
- **Professional relationships** allow you to transform *Playboy* magazine from a one-shot wonder into a worldwide empire. You'll be able to sign contracts that'll further your career and make deals that will win you (or lose you) money.
- **Romantic relationships** lead to... well, girlfriends among other things. Your girlfriends have the ability to influence how others feel about you.

Drive meters show you how satisfied a person is in any one of his or her six drives. When a drive meter is green, the person is satisfied. As the drive drops, it turns red, and the person becomes less satisfied and needs to pursue activities to satisfy that drive. There are six drives, and each represents a person's need to pursue certain activities.

- The **Entertainment Drive** is the need to enjoy fun activities. Many things, from foosball to a dip in the Grotto, satisfy a person's entertainment drive.

- The **Leisure Drive** is the need to relax. People kick back and watch TV or lounge on a smooth leather sofa to satisfy their leisure drive.
- The **Personal Development Drive** represents people's desire to make him or herself the best person they can be personally and professionally. Time spent working out or reading satisfy a person's personal development drive.
- The **Casual Relationship Drive** is a person's need to form friendships with other people. Playing a game together, having casual conversations or revealing inner secrets satisfy a person's casual drive.
- The **Professional Relationship Drive** represents the inner mogul. Professional conversations satisfy a person's professional drive.
- The **Romantic Relationship Drive** represents a person's need to be romanced and to be romantic. Hugs, kisses and flirting all satisfy the romantic drive.
- The **Mood Meter** gives you an at-a-glance look at a person's mental state. Mood affects everything that people do, so it's important to keep people in good spirits by providing them with lots of action, social and otherwise. If people can't satisfy their drives, their moods will drop accordingly.

Using Objects

Select an object's name from the Action Menu to see the various actions associated with it. Use the left analog stick to highlight the action and press the  button to select it. Naturally, every object has different actions, and like Conversation, these actions satisfy people's drives. Having a diverse selection of items available in your mansion is the key to keeping your guests and your staff happy.

For more information on objects, see the "The Mansion menu" section of this manual.

Throwing Parties

Parties are a huge part of the Playboy lifestyle and an even bigger part of life at the Playboy Mansion. It's here that you'll make the connections you need — professional, romantic and casual. Every party has the potential of a new girlfriend or a contact with someone who might be a valuable and interesting source for magazine content. Most importantly, parties offer you an opportunity to increase your fame. The more famous you are, the more famous your friends will be.

The Guest List

To make your parties all they can be, consider inviting:

- Staff members so any interviews or photoshoots that you secure can be done on the spot.
- Playboy Bunnies to serve and greet guests.
- Playboy Playmates to raise guests' moods.
- Your girlfriends to talk you up, raising (or lowering) your relationship value with people.

Naturally, there are only so many people you can invite at one time, so plan your guest list around your goals for the party. If you're trying to get content, invite staff. If you're trying to firm up a relationship with someone — a prospective business partner, say — invite that person plus several Playmates, Bunnies and charming girlfriends.

Getting Turned Down

After the invitations have been mailed, Jenny might inform you that one or more of your prospective guests have declined the invitation. Why? Well, usually invitations are declined when you've reached too high. For instance, when you're relatively new to the scene, your "fame" is basic at best. So, if you try to invite a superstar, they're more likely to say, "Hef who?" than, "Woohoo!" Invite people whose fame is close to yours.

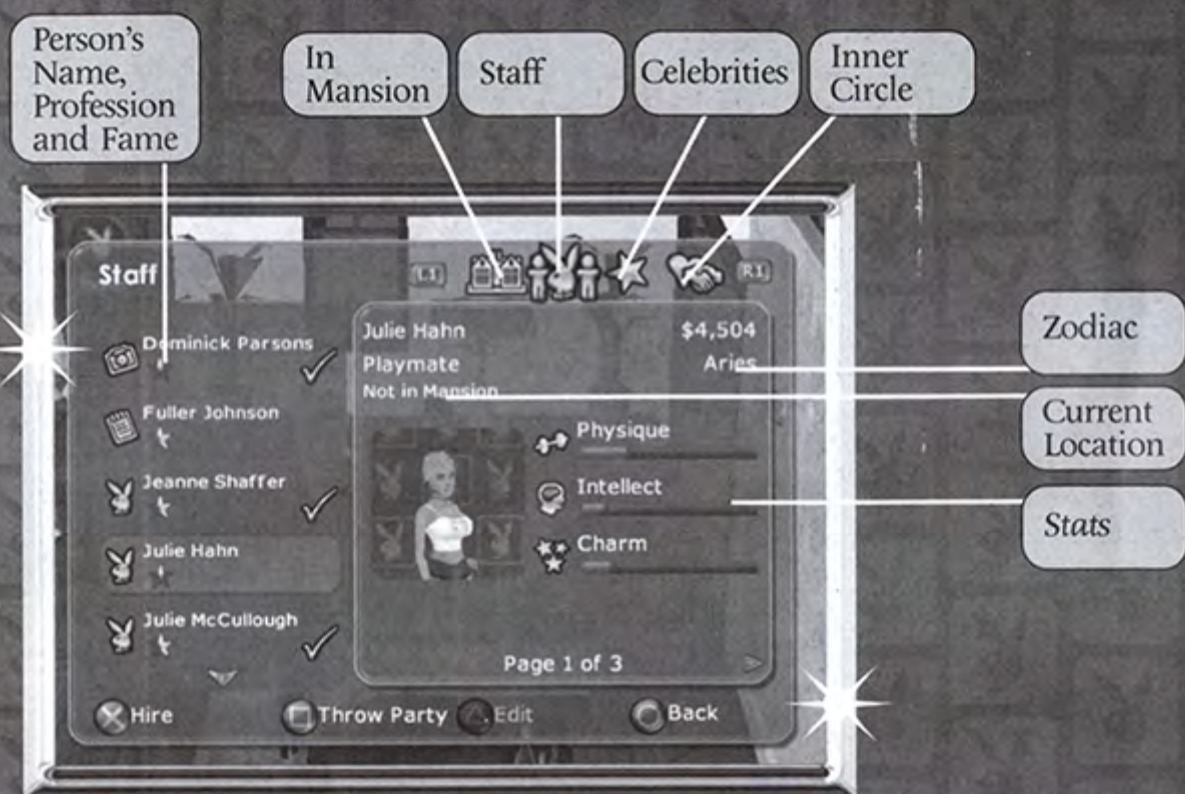
When you start the game, your fame is pretty low.



The Roster Menu

Your Little Black Book

The Roster Menu — the electronic version of your not-so-little black book — contains detailed information on all the interesting people in your life. From the main gameplay screen, press down on the directional buttons to enter the Roster Menu.

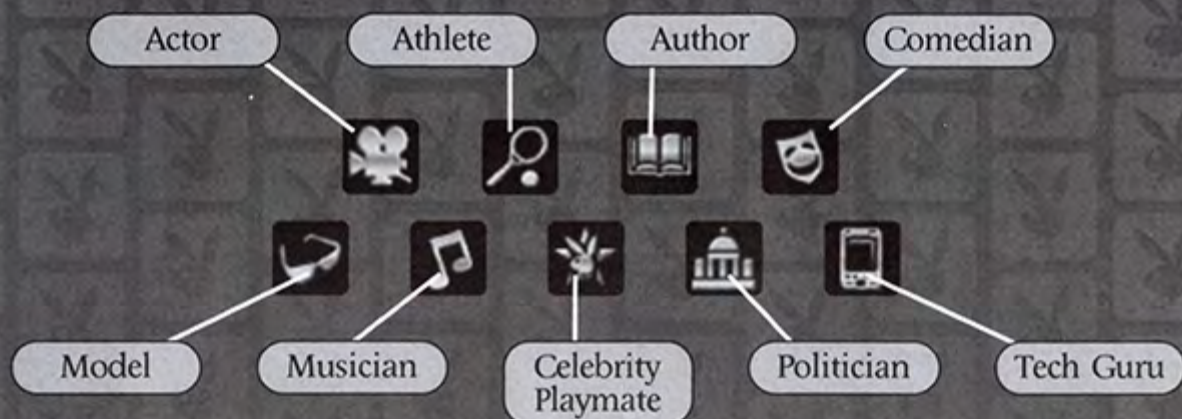


People 101: Everything You Need to Know

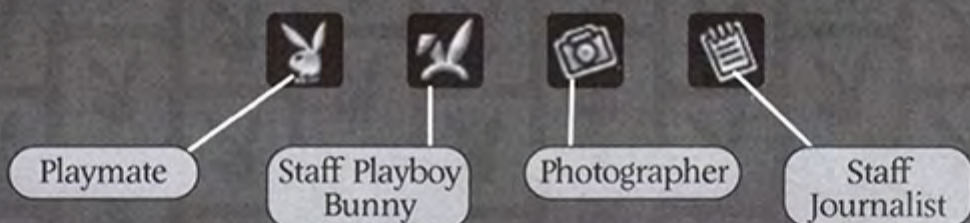
Each Black Book entry contains all the information you could possibly want to know about a person.

- **Name:** For convenience sake, people are listed alphabetically by their first name. In your mansion, everyone's on a first name basis.
- **Profession:** Profession is listed in two places in the Roster Menu — an icon to the right of the person's name and underneath their name in their individual roster entry. If you're looking for someone to MC an event, a comedian is probably your best bet. You'll see the "entertainment" icon in his listing and "comedian" in his roster entry. Likewise, if you are trying to put together a sports issue, courting an athlete for a cover shot, interview or an essay will help you to do so. There are 13 different profession icons:

Celebrity Professions

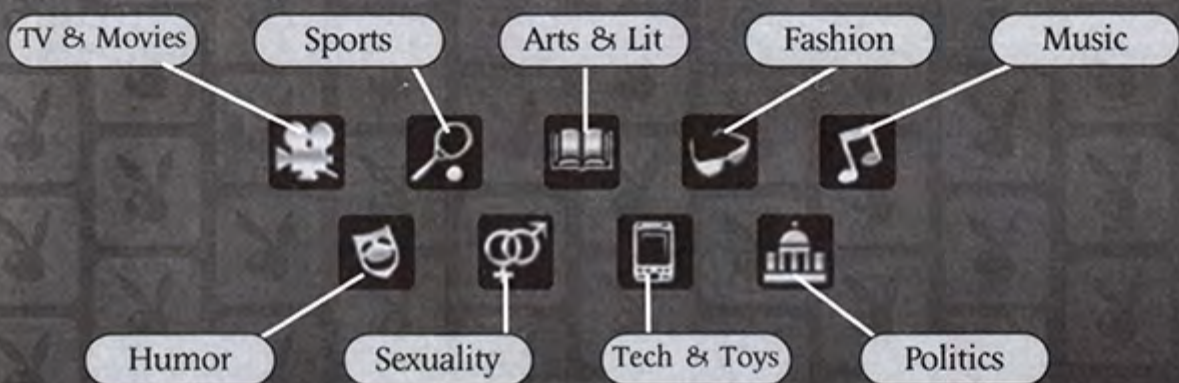


Staff Professions



- **Fame:** Stars under the person's name represent the most important measure of a person's success, fame. Five stars means that everyone in the world has likely heard of you. A sliver in a single star means that your mother may know you, vaguely... and if prompted to admit it with cash. Fame is incredibly important. The more famous you are, the more famous your friends will be. Fame affects relationships — it's easier to impress someone when you're famous. Likewise, the super famous tend not to be so impressed with the rank-and-file. Lastly, fame affects the quality of content that's produced. A photoshoot of Carmen Electra is worth far, far more than a photoshoot of Cindy Hoppenstock from Duluth. As Hef, you'll gain (or lose!) fame through parties, your magazine and special events that get your name out there.
- **Zodiac:** It's oh-so-80's! Zodiac signs influence relationships in soft, subtle ways.
- **Current Location:** As your mansion grows, you'll have a need to know what region people are in. There are numerous regions: Main mansion, Upper mansion, Pool and Clubhouse.

- **Stats:** Each person has three stats that affect almost everything they do.
 - **Physique:** Physique is a measure of a character's physical shape, structure and tone. For Playmates and Bunnies, this stat is particularly important. It also helps others, however, in smaller, subtler ways. Physique can be improved by working out... and there are lots of ways to work out.
 - **Intellect:** Intellect is the measure of a person's intelligence. Brilliant people will help to provide you with insightful articles, interviews and essays. Dumb people would have difficulty finding their way out of the Grotto. People can improve their intellect by doing various forms of research.
 - **Charm:** Charm goes a long, long way in the world of business, love and friendship. The more charming a person, the easier he or she will find it to sign a deal or form a relationship. Playmates and Bunnies, in particular, rely upon their charm to influence viewers while journalists and photographers also find it necessary when working on interviews or photo shoots.
- **Likes and Dislikes:** A person's likes and dislikes are shown on the second page of their roster entry. Knowing a person's likes and dislikes is particularly useful when you're setting up conversations or looking for a particular style of content. The interest icons are:



- **Buddies:** A person's buddies are shown on the third page of their roster entry. These are people with whom the person has formed a close relationship, be it professional, romantic or casual.

Advanced People 201: It Takes Different Kinds


For the purposes of your life, people can be split into four different groups. Press the L1 button or R1 button to move from screen to screen.

- **In Mansion** shows you a list of everyone currently in your mansion.
- **Staff** shows you a listing of your current staff as well as any prospective hire.
- **Celebrities** shows you all the rich and famous who are open to your invites.
- **Inner Circle** shows you your girlfriends and friends who come and go as they please.

Your Staff

Your staff members are the cornerstones of your entire empire. You have a great mind, but without Bunnies, Playmates, journalists and photographers, that's all you have. Each profession fulfills an important role.

- **Playboy Bunnies** are the consummate entertainers. Originally appearing in Playboy Clubs, Bunnies know how to keep a crowd hopping. Hire them for parties to greet your guests, serve drinks and keep them happy. Everyone is thrilled to meet a Playboy Bunny, and it will show!
- **Playboy Playmates** appear as centerfolds in your magazine. Playmates spend time working on themselves or attending the many functions at your mansion. Visitors are always in better spirits for having met them and appreciate you all the more. Once a Playmate appears as a centerfold, she may not do so again. However, she is available for cover shots and other forms of celebrity content.
- **Photographers** are hired for cover, pictorial and centerfold shoots. The best photographers work on their charm and their intellect, realizing it's as much about the camera as it is about the subject.
- **Journalists** are hired to provide articles and interviews for your magazine. The best journalists work on their intellect and their charm, believing it will improve the quality of their pieces.

To hire a particular staff member, press the  button. Your account will be charged one month's non-refundable salary, and they'll be automatically paid by direct deposit so long as they remain on your staff.

Unlike most people at your mansion, staff members are there to work, so they come and go.

Celebrities

A full staff is great, but it won't be much use to you unless they have someone to focus their lens on. That's where celebrities come in. The celebrity roster shows you a virtual "who's who" of the Hollywood crowd. You'll select from this crowd as well as the staff crowd when you throw a party. Celebrities can also provide you content for your magazine. They are your perfect interview, essay and cover shoot subjects. Throwing parties will be covered later in this manual.

Your Inner Circle

The Inner Circle is reserved for the best of the best, those individuals with whom you have formed a true bond either casually or romantically. To put people in your "Inner Circle", you may invite them to do so while talking with them. You may also ask a woman to be your girlfriend if your romantic relationship is strong enough.

People in your Inner Circle have distinct advantages:

Open Invitations: They can stop by whenever they want.

Casual Invites: You can call them to your mansion at anytime without the need for those expensive invitations. If you're tight for cash in a particular month, this can prove quite handy. A free invite and an almost certain "yes" to all content requests.

From time to time, people do leave your inner circle. If neglected, they might decide that your friendship isn't all it's cracked up to be. On the flip side, there are times when you and your girlfriend might not see eye to eye. If that's the case, talk with her to tell her how you're feeling. In Conversation, select the "Break Up With Girlfriend" option when it becomes available. Hopefully, there will be no hard feelings. If neglected, friends and girlfriends can leave your Inner Circle.



Advanced People 301: The Consummate Host

When people come to your mansion, they expect to have a fun time and to find the people and objects that will keep them in good spirits.

- When planning parties, balance your guest list. If you have a party with 9 men and 1 woman, she'll probably have a ball. On the flip side, you're likely to have 8 guys whose romantic drives are falling through the floor.

- During a party, provide lots of opportunities for entertainment. Get a good sound system or splurge on a great game machine. When you purchase items in the Mansion Screen, covered elsewhere in this manual, make sure that they satisfy a person's entertainment drive.
- During a standard workday, provide lots of opportunities for professional development and leisure so that your mansion staff and guests remain satisfied.
- Keep an eye on "quirky" people. If you fill your mansion with 8 "drinkers" and 2 "confrontational" people, you're likely to have a mess on your hands. Carefully hand-picking your "quirky" people can work to your advantage.
- During a party, pay attention to the mood and flow of the event. People are going to get tired and leave at some point. If there's something you absolutely positively need to do at this party, do it first. That way, you won't be disappointed when your journalist heads home early, seconds after you lined up that big interview.

The People Finder

Press the  button from the main gameplay screen to enter the People Finder. Like a pseudo spy cam, the People Finder lets you cruise around your mansion to investigate everyone's current state of being as well as the state of the conversation they find themselves in. Press the  button to exit the People Finder.



Type of conversation and level of relationship


Your relationship with the highlighted person

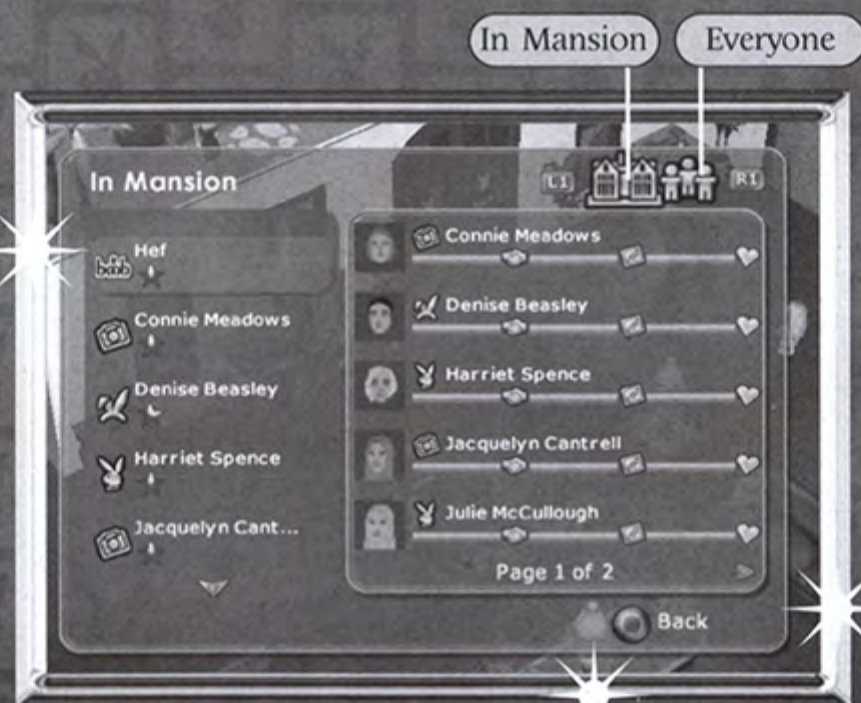
Highlighted person's drives and mood.

The People Finder is particularly useful if:

- You are trying to build a relationship between two different people. Once they begin talking, you can see the level of their relationship in that type of conversation.
- You want to see the level of a certain person's drives or mood.
- You're trying to locate someone in a particular region.
- You want to see what's happening in a particular area without actually walking there.

The Relationship Screen

Press the  button from the main gameplay screen to enter the Relationship Screen. You'll see the status of everyone who's developed a relationship. Pull the left or right trigger to view relationships between people in your mansion only or to view the relationships of everyone everywhere.



To see how one person feels about another, highlight his or her name. The people with whom they've formed relationships will appear in the right-hand window. Remember, green bars mean they have a positive relationship. Red bars mean that they'd rather not be in the same room with one another. The longer the bar, the stronger the sentiment.

Mood Indicator

Press the L2 button to see how everyone's doing. When you do, you'll notice a ring rise above everyone's heads. Like relationships, the rings range from a solid green circle to a jagged red angry little circle with virtual thorns. If you find a lot of people are miserable, use the People Finder to investigate further. Are their drives satisfied? Mood affects everything a character does, so the more green you see, the better.

Intro to Coupling 101: Hooking People Up

Ask anyone who's anyone, and they'll tell you it's all about connections. As Hef, introducing people is going to be one of your regular party activities.

To introduce people:

- Ask someone to follow you.
- Find and select the person you want to introduce them to.
- Select "Make Introductions."
- Select the conversation type depending on your goals (or theirs).

Introducing people can have numerous benefits:

- It helps you to reach your objectives and goals.
- Playmates and Bunnies can raise people's moods.
- Girlfriends can increase your relationship level with someone.
- People can satisfy their social drives without you standing around talking to them individually! If two people are failing their Professional drive, introducing them to each other professionally fixes the problem and leaves you free to work on other things.

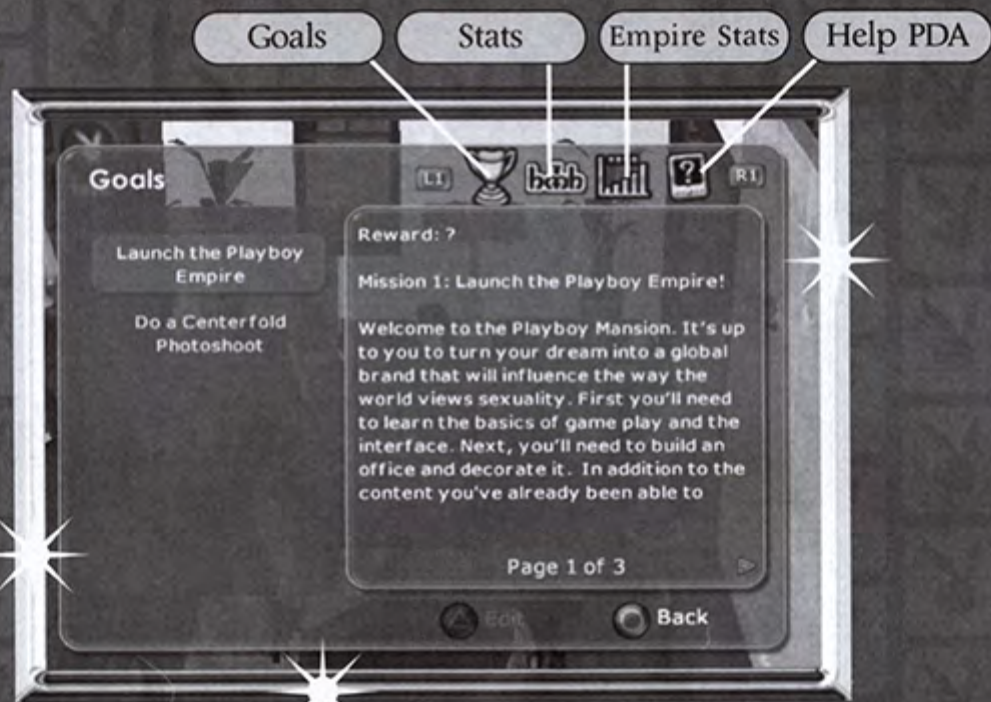
Tweakage 101: The Character Editor

When you've progressed far enough in the game, you'll unlock the People Editor where you can adjust everything from their hair color and style to their body shape.

The Hef Menu

It's All About You

The Hef Menu provides you with all the information you'll need on your ever-expanding empire. Press the left directional button to enter the Hef Menu. Pull the left or right trigger to move between the various menus.



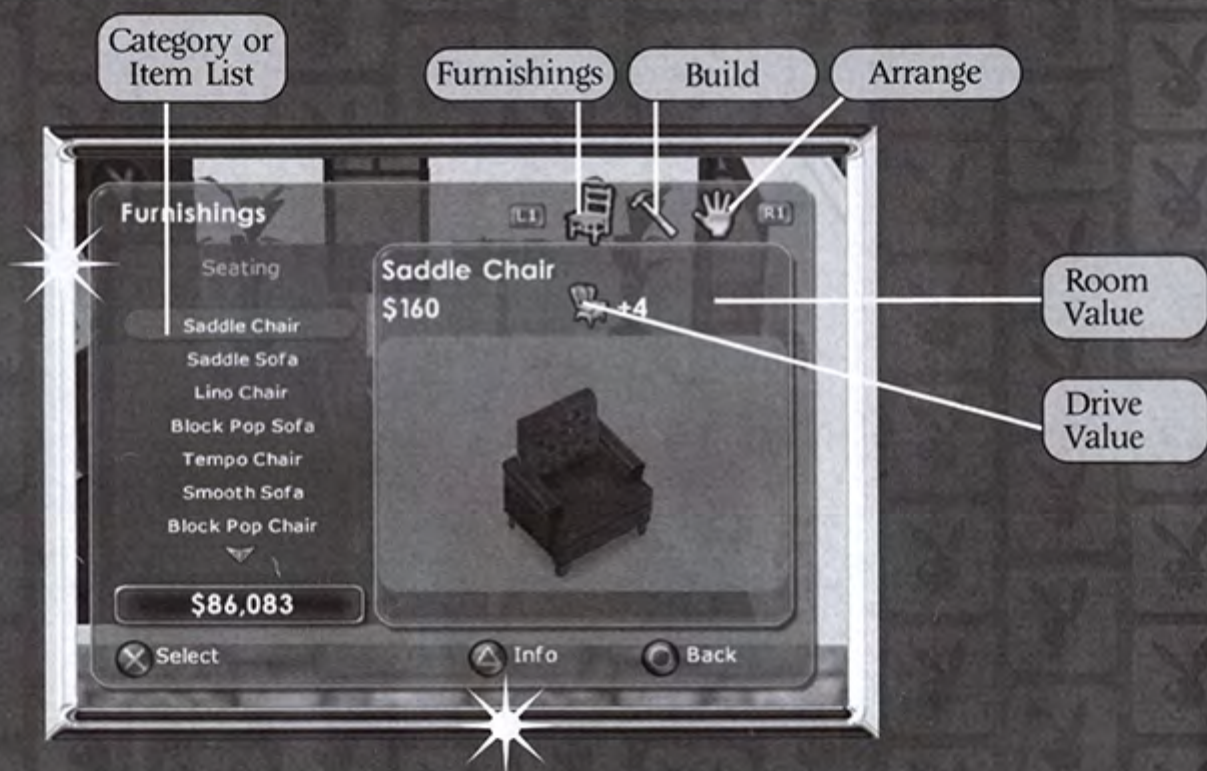
Your key information is broken down into four separate areas:

- **Goals:** The goal list shows your active goals as well as those that you have completed. In Mission Play, this list refreshed at the beginning of every mission.
- **Stats:** The stats screen is your personal roster entry. You'll see your current intellect, charm and physique, plus your interest in various topics.
- **Empire Stats:** How many women have you kissed? How many people are mad at you? It's all here and more.
- **Help PDA:** Whatever your question, the Help PDA has your answer.

The Mansion Menu

Building The Playboy Mansion of Your Dreams

The Mansion menu lets you turn your one-bedroom villa into a decadent paradise fit for a Playboy. Press right on the directional buttons to enter The Mansion menu. Press the L1 button or R1 button to move between the various screens.





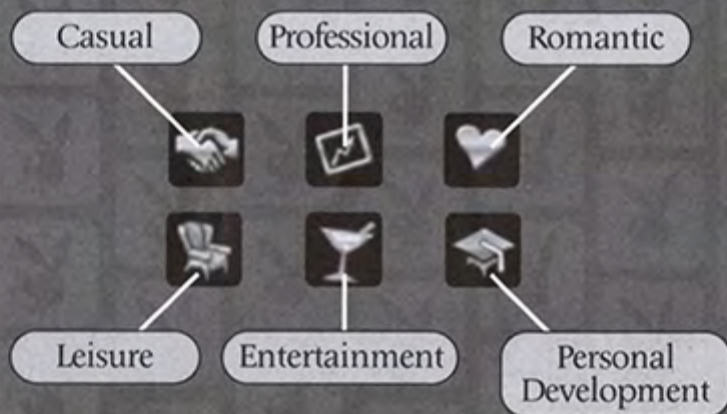
The budding Playboy Mansion contractor and interior decorator will find everything he or she needs in The Mansion menu:

- **Furnishings:** The Furnishings Screen is your virtual store and shows you all the items available for purchase in this area.
- **Building:** The Building Screen provides you all the components necessary to build new rooms or landscape your lawn.
- **Arrange:** The Arrange Screen lets you pick up, place, rotate and rearrange your mansion's contents and plan to your heart's content.



Items 101: Everything You Need to Know

Every furnishing and building object is made up of six separate components, each of which comes factory installed.

- **Category:** All items are sorted into various categories. Pressing the  button opens a category and allows you to see the items in it.
- **Name:** What's in a name? A general idea of what the item is, of course.
- **Description:** Press the  button to toggle the item's description on and off.
- **Cost:** The cost of an item is a delicate combination of its function, its aesthetic appeal, its ability to satisfy people's drives and its creator's random whim. This is how much it costs to buy this item.
- **Drive Value:** The Drive Value shows you the object's primary use. The numbers next to the drive icons range from 0 to 9, with nine being a top-of-the-line super satisfyin' machine. Drive icons are:

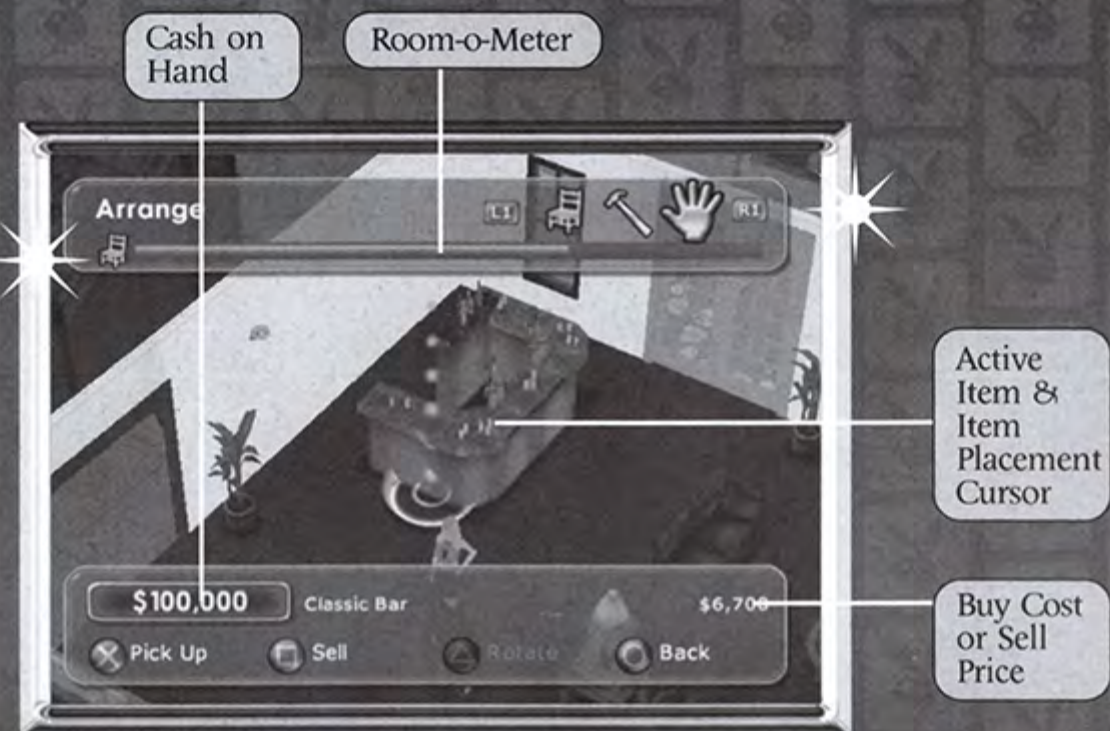


- **Room Value:** An item's room value shows you how much aesthetic value it has — its pure “wow” power when people see it in a room. A room value typically ranges from 0 to 9, with 0 being your average beige wall.







To view the items in a category, press the  button to select the category's name. To purchase a highlighted item, press the  button.

Decorating 101: Building & Arranging Your Mansion

Whether you've just purchased a new item or are looking to rearrange those you already have, the Arrange Screen is the place to be.



From this screen, you can do several things:

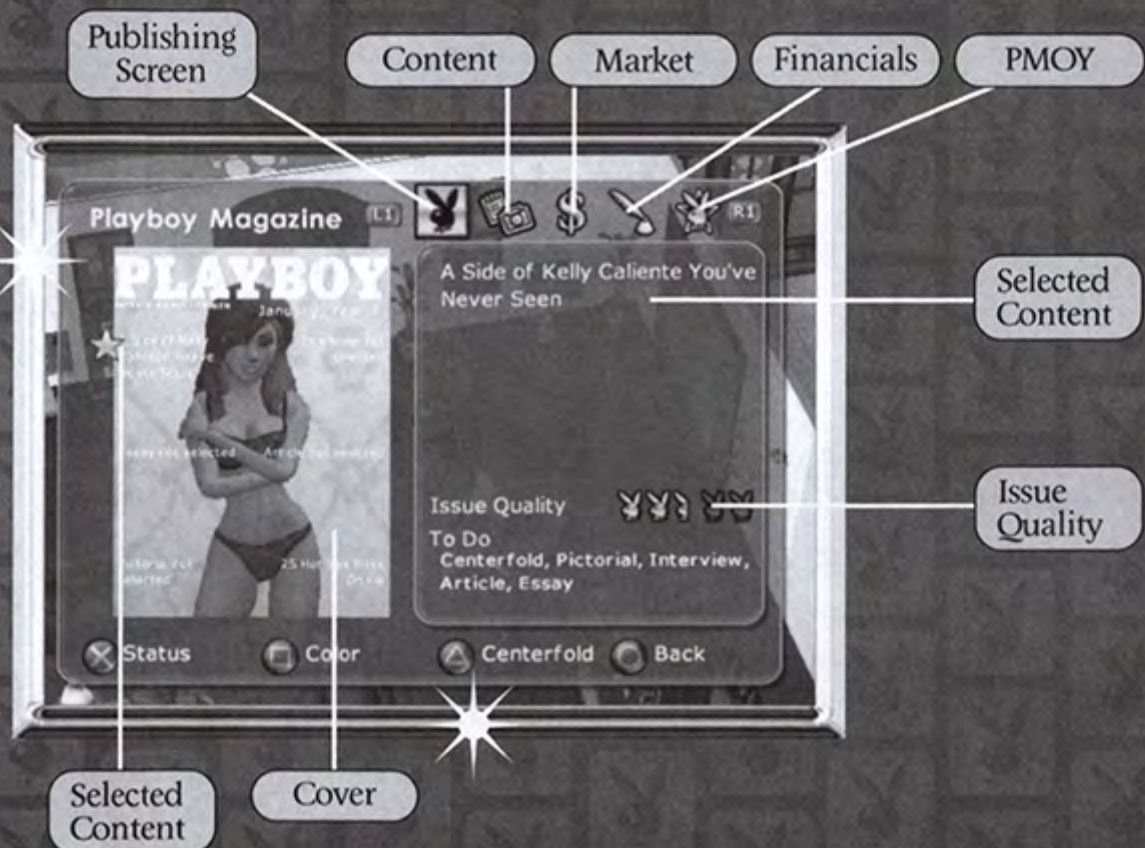
- **Pick Up & Place Items:** Press the  button to pick up items or to place items you're already holding. Architectural items may not be picked up. They must be destroyed.
 - Green means you can place the object in the current location.
 - Red means the current location isn't suitable for the item.
- **Build Walls:** Press the  button to anchor the wall, and use the left analog stick to move the wall out in any direction. Press the  button again to choose another anchor point. When you're finished building the wall, press the  button.
- **Sell or Destroy Items:** Highlight an item or object and press the  button to sell or destroy it. You'll see the resale value of the item in the lower right corner. Most, but certainly not all, items depreciate. You won't get cash back for destroying items, but it costs you nothing.
- **Rotate Items:** Press the  button to rotate objects to your liking.
- **Fill:** For floors and walls, you'll also have the option to "flood fill" the area, unless you like doing tiling or wallpaper work.

As you place objects within an area, you'll notice the Room-O-Meter rising. This is a measure of how many items the area can hold.

The Playboy Magazine Menu


You Really Can Read It For the Articles



What once was your dream is now a reality and on newsstands across the world. From the main gameplay screen, press up on the directional buttons to enter the *Playboy* magazine Menu. Pull the left and right triggers to move through its various submenus.



The Publishing Screen

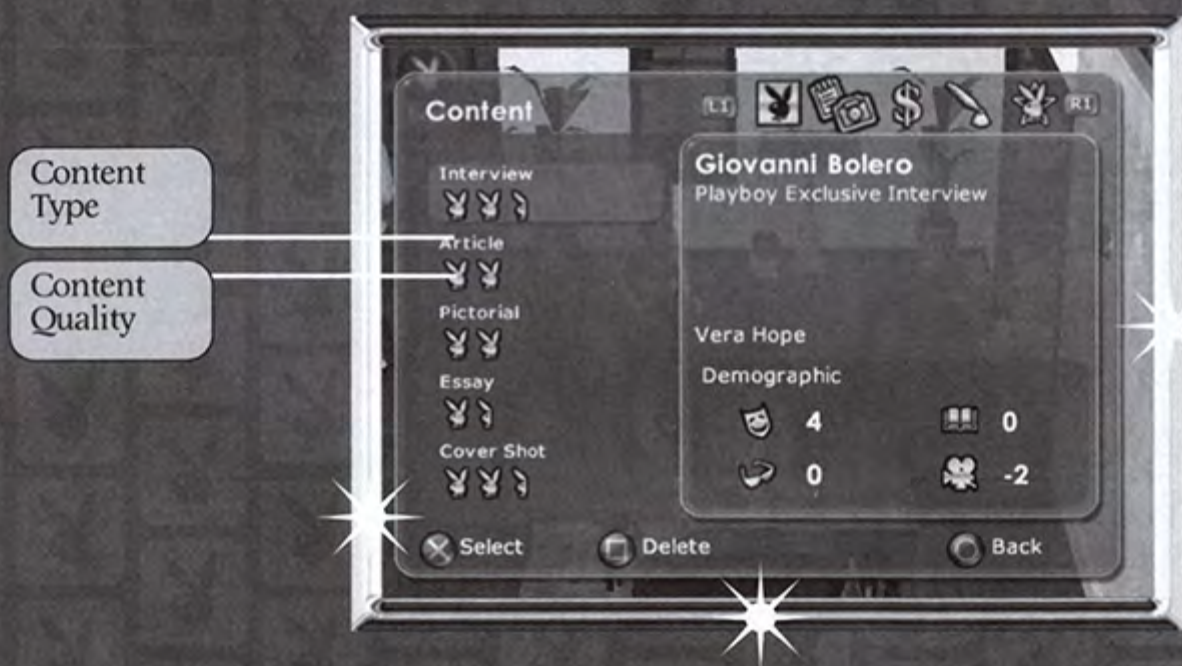
From the Publishing Screen, you can see how your current issue is shaping up and make some necessary adjustments.

- **Issue Quality:** Ranging from zero to five Bunny Heads, an issue's quality has a direct bearing on your sales and your fame. The higher your content's quality, the higher the overall issue quality.
- **To Do List:** This list notes the content still necessary to ship the issue.
- **Status/Go to Print:** When you have all the necessary content, press the  button to send the magazine to the printers. Should you press the button before you have the necessary content, you'll see a list of what remains.

- **Select Masthead Color:** Press the  button to change the color of the Playboy masthead and cover text.
- **Centerfold/Cover:** Press the  button to toggle between the cover and the centerfold view.
- **Selecting Content:** Learn this in the next section.

The Content Screen: Putting A Magazine Together

Every issue of *Playboy* magazine contains six different types of content. Review the content you've created and select it for inclusion in the current issue in the Content Screen.



Every issue needs six pieces of content, one of each type:

- **Cover shot:** The cover of *Playboy* magazine always features a beautiful female celebrity. To create a cover shoot, you'll need a photographer on staff as well as a willing female celebrity. Develop a relationship with her, and ask her to do a cover shoot in the command menu.
- **Centerfold:** The centerfold of *Playboy* magazine features the famous Playboy Playmate. To create a centerfold shoot, you'll need a Playmate and a photographer on staff. Bear in mind that there are celebrity Playmates around your mansion who cannot pose for the centerfold. These Playmates are generally those who have already appeared in your magazine or real-life Playmates. Check the roster screen if you're not sure. In the Command menu, select Request Centerfold.

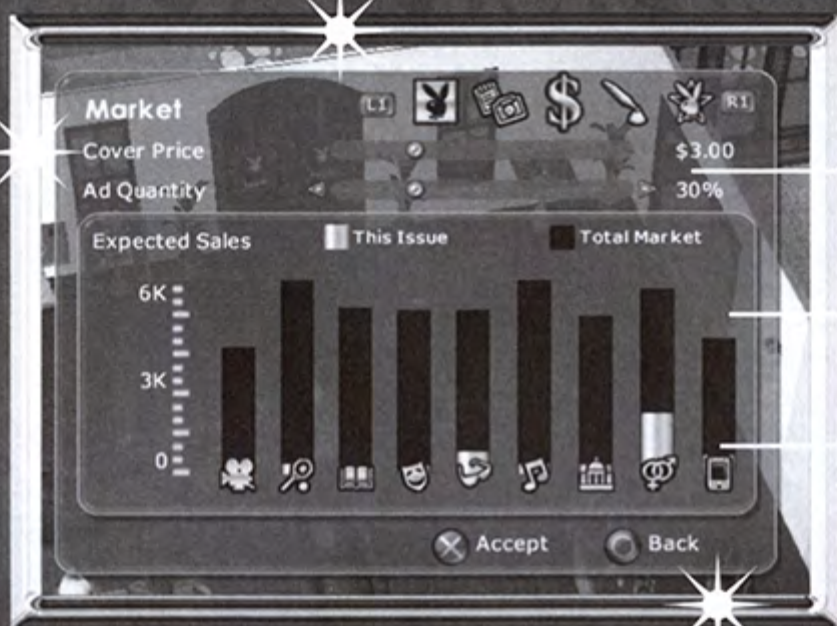
- **Pictorial:** Pictorials feature a collection of photographs of various women and fit a particular theme. To get a pictorial, you must first hire a photographer. Then, ask him or her to shoot a pictorial for you through the command menu. You'll have to pay their site expenses, of course.
- **Essay:** To get an essay, you'll need a willing celebrity. Develop a relationship with a celebrity and request an essay from the command menu. If they agree, you'll be quoted a price. If it's acceptable, the celebrity will leave to write your essay and return it to you when it's finished.
- **Interview:** *Playboy* is known for its incredible interviews. To get an interview, you'll first need a journalist on your staff. Next, you'll need a willing celebrity. Develop a relationship with a celebrity and request an interview from the command menu. If they agree, the celebrity and your journalist will get together to perform the interview. It may take some time for the interview to start, particularly if you're hosting a big party, but rest assured they'll find each other and do the job right.
- **Article:** To get an article, you'll first need a journalist on your staff. Next, request an article from the command menu. Your journalist will get to work right away.

Numerous things affect every piece of content:

- **Stats:** An utterly charmless interviewer isn't likely to produce stellar content nor is a Playmate with a poor physique.
- **Mood:** A staff member or a subject in a good mood is likely to provide much better content than his or her grumpy counterparts. ("Take the picture before I kill you, already.")
- **Relationship:** People who have spent some time getting to know one another tend to produce better content. If they've grown to hate each other, however, the content could suffer similarly.
- **Interests:** A person's likes and dislikes are likely to affect the quality or focus of the content they produce. If you're trying to put together an issue geared toward the sports market, asking a politician to write an essay about music isn't going to help. Asking an athlete to write an essay about sports will.

Understanding Your Market

Putting together content of great quality is only half the battle. If the market's not interested in it, they won't read it no matter how good it is. As a publisher, it's important to pay attention to your market.

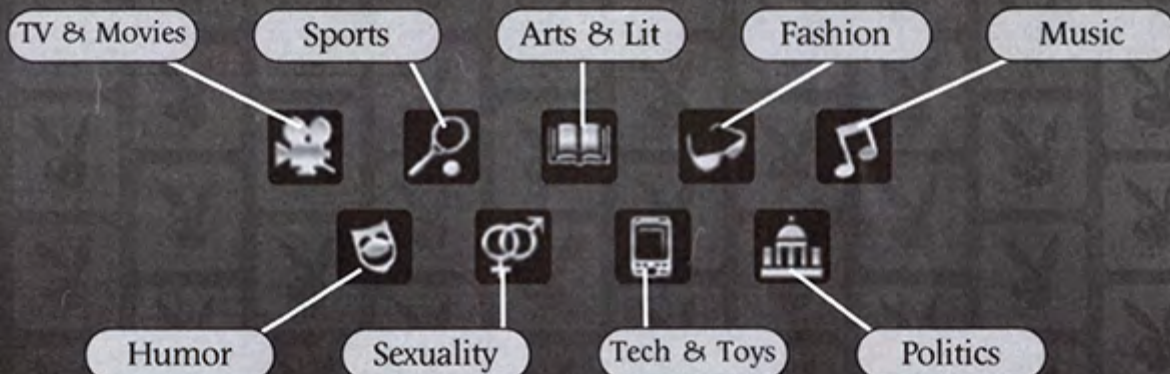


Price & Ad Controls

Total Market Size

Expected Sales in that Market

There are nine basic demographics that make up the total market. These demographics are identical to people's interests.



The Market Screen lets you see how your decisions are likely to affect your sales:

- **Cover Price:** You can adjust your cover price to increase your sales or your revenue. While people are likely to pick up copies by the dozen if you lower the cover price to its minimum value, you probably won't be able to pay your staff.
- **Ad Quantity:** The more ads you have in a magazine, the more revenue you'll bring in. However, too many ads can irritate certain readers and cause them not to pick up another issue. Some demographics are more sensitive than others.
- **Current Market Size:** The black bar for each demographic shows you the strength of that market. The higher the black bar, the stronger the demographic.
- **Expected Sales:** The gold bar for each demographic shows you your current expected sell-through to that demographic. Selecting content that appeals to these interests will increase your sell-through in that market.

It's important to know that you can't thrill all demographics all the time. Your best bet is to cover your bases — aim for those markets that seem to be really hot by creating content that's designed just for them. For instance, if the sports market is rocking, try to get an athlete to provide you a cover shoot and an essay or request a sports-themed article from your journalist.

Selecting Playmate of the Year

After publishing your 12th issue, you'll face a most wonderful job — choosing Playmate of the Year (PMOY) from the past year's published Playmates. Every Playmate of the Year expects to appear on the cover and generally, a huge party is thrown in her honor.

The Playboy Photoshoot

Getting Behind the Lens

The Playboy photo shoot fulfills every Playboy fan's wildest dreams. Ask a model or celebrity to pose, choose where to hold the photoshoot and then snap the sexy shots as your model poses for you. The attire, or lack thereof, makes the shots all the more alluring.



Aside from staring lovingly into the lens, you may:

- **Snap a Picture:** Press the \times button to snap a photograph. Bear in mind that you only have so much film, so wait for those key shots.
- **Change Clothes:** Press the \square button to go to the Wardrobe. There, you can dress or undress your model.
- **Change Pose:** Press the \triangle button to change a model's pose.
- **Zoom In/Out:** Use the L1 button or R1 button to zoom the lens in or out.
- **Pan:** Use the right analog stick to move around the model or the left analog stick to angle the camera up or down.

The location for the photo shoot creates different vibes, so select a location you feel best captures the essence you're after. Before the photo shoot, let your model and your photographer get to know one another. While it's not necessary — good photographers and models are quite capable of working with total strangers — the extra time spent can often mean higher-quality content.


Pause Menu

From the main gameplay screen, press the START button to pause the game. Use the left analog stick to select any of the Pause Menu's options.




Saving Your Game

You may save up to four different games to your PlayStation®2 memory card. To save your progress:

- Select Save Game from the Pause Menu
- Use the left analog stick to highlight a saved game slot and press the  button to save the game or overwrite the previously saved game.

Loading Your Game

To load a previously saved game:

- Select Load Game from the Pause Menu
- Use the left analog stick to highlight a previously saved game and press the  button to load it.

Adjusting Game Options

In the Game Options screen you may change Sound and Music Volume, turn Subtitles on or off, as well as Voices, Song titles and Vibration.

Extras

From the Extras Menu, you can reach the Soundtracks, Cheats and Archives.

Soundtracks

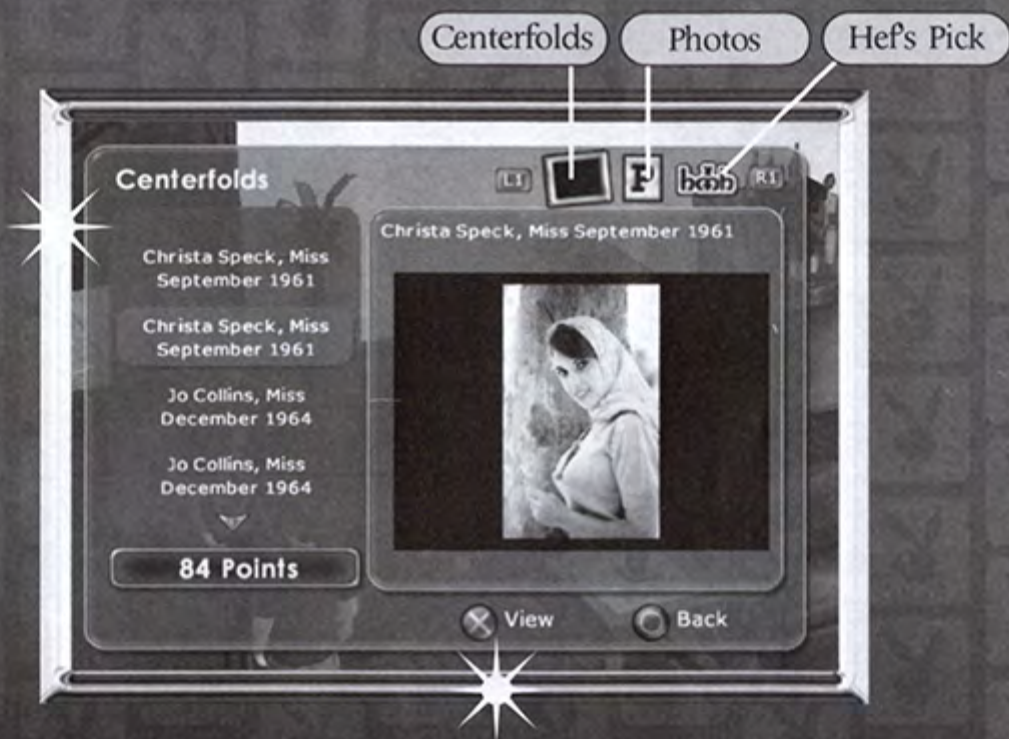
Playboy: The Mansion comes with some of the best new music anywhere! Use the soundtrack menu to customize your play list.

Cheats

Reaching certain milestones and solving goals can win you reward points. You can use these points to purchase cheats in the game. Some cheats are one time only. Others can be purchased multiple times.

Archives

Your reward points can also be used to purchase *Playboy* archive content. Pull the left or right trigger to check out the various types of archival material available to you.



Just like Cheats, you can purchase archival material with reward points that you earn as you progress through the game.

Quit

Select the Quit option to go back to the real world and leave your Playmates, Playboy Bunnies, girlfriends and opulent lifestyle behind... or just keep playing.

Credits

Cyberlore Studios

TEAM LEADS

Project Lead

Seth Spaulding

Producer

Eric Marcoullier

Lead Designer

Brenda Brathwaite

Lead Programmer

Bill McFadden

Lead PS2 Programmer

Steve Austin

Lead Artist

Seth Spaulding

Executive Producer

Joe Minton

PRODUCTION TEAM

Technical Director

Ken Grey

Programmers

Eric Ciocca

Aaron Horne

Sushama Prasad

Chris Tohline

Additional Programmer

Matt Kimmel

Animation Lead

Michael Richard

Artists

Mike Baker

Mark Champigny

Michael Richard

David Stokes

Sean Wang

Additional Artists

Dave Silverman

Matt Skutnik

David White

Prototype Art Lead

David White

Designers

Jeb Havens

Jesse King

Ian Schreiber

Design Assistant

Jack Cameron

Additional Designers

Tom Henderson

Corey Navage

Sound Designer

Jack Cameron

Voice Actors

George Ledoux

Julie McCullough

Susan H. Wall

Additional Production

Darren Blondin

James Haldy

Associate Producer & Quality**Assurance Lead**

Erik Beaumont

Quality Assurance

Darren Blondin

James Brady

Desmond Burke

Adam Campbell

Chris Lavalette

Anna Megill

Ben Teaford

Aaron Wolbach

Project Marketing

Jay Adan

Manual

Brenda Brathwaite

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President & CEO

Joe Minton

Vice President & Technical Director

Ken Grey

Vice President

Seth Spaulding

Director of Operations

Clarinda Merripen

Director of Marketing

Jay Adan

Art Department Director

David Silverman

Design Department Director

Jesse King

Programming Department Director

Dean Lawson

Senior ProducersJames Haldy
Eric Marcoullier**ADDITIONAL SUPPORT****Information Technology****Coordinator**

Joe Smargie

Administrative Assistant

Marie McCourt

Special thanks to: The crew at NDL for all of their Gamebryo support Steve Martinez for Playboy archive access All of the Playmates, Models, Actors, Athletes, Artists & Musicians who helped with the game... and to Hef for supporting this project and for all he has done to better this country.

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Jim Perkins

EVP Development & Acquisitions

Dave Adams

VP / CFO

Dean Hoffman

Producer

Chris Boxmeyer

Director of Marketing

Donald Case

Art Director

Justin Chornenky

Office Manager

Richelle Schmitt

Marketing Intern

Chad Shlotthauer

Design InternsJared Goldstein
Danny Handke
Ben Miller**Groove Games****President / CEO**

Jon Walsh

COO

Michael Haines

EVP Publishing

Trevor Fencott

Art Director

Matthew Hollingshead

VP Sales

Trevor Parkes

Special thanks to:Jen Walsh
Pete Young**Playboy Enterprises****Founder & Editor-in-Chief**

Hugh M. Hefner

Chairman & CEO

Christie Hefner

EVP

Dick Rosenzweig

EVP & President, Global Licensing

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Art Director

Tom Staebler

Senior VP & Creative Director

Aaron Duncan

VP, Public Relations

Lorna Donohoe

Licensing Director

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Design Director

Cynthia Weisberg

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Fabrice Drevon**Test Leads:**Sivaram Rayaprolu
Naveen N Belavadi
Sunil Kumar A P**Testers:**Chintu Raju
Arun Kumar S
Sujith Sukumaran
Alwin Irudayaraj
Abin Krishna
Pawan Bhat
Baluraj
Vikas Raghuvanshi
Kiran Kumar
Sanath
Krushna

Mohan Patra
Renjith R S
Srikanth K.L
Srikanth S.K
Deepak Nair
Mohan Kumar L A
Neelakanth Bhavi
Gurudutt Marathe
Bhanu Prasad
Ajith S
Raghavendra K
Bharat

Susheel S Chandran
Sandeep G.L
Deepak P
Kiran Kumar B
Vinutha B S
Manjunath
Raghavendra

PsiNapse Technology Ltd.

Sylvia Luneau
Deborah Kirkham

Music Credits

STATION: HIP-HOP

4 A.M. Artist Aquavibe, *Lyrics* Derek Menzies Vernon Wooten, Eugene Martin, *Music by* Derek Menzies, Christopher Molinari, Arturo Acosta. *Licensed by* Aquavibe, *Published by* Aquavibe

Day By Day Artist Imperial Assassins, featuring Judge D, *Lyrics* Christopher R. Wright Aka, Blue, Dave Heil Aka, Hellraiser, and Daniel Rogers Aka, Judge D, *Music by* Christopher R. Wright Aka, Blue and Dave Heil Aka, Hellraiser, *Licensed by* Christopher R. Wright Aka, Blue, *Published by* No Demo

Dvision Artist Aquavibe, *Lyrics* Derek Menzies, *Music by* Derek Menzies, *Licensed by* Aquavibe, *Published by* Aquavibe

Find Us Artist F.I.L.T.H.E.E. Immigrants, *Album* F.I.L.T.H.E.E. Immigrants, *Music by* F. Rosa, A. Cole, M. Nunez, *Licensed by* Artist Distribution Services, *Published by* Filthee Immigrants Music/Talimo Music

Last Day Of School Artist Wylde Bunch, *Album* Wylde Tymes at Washington High, *Lyrics* D. Crawford, I. Ferguson, R. Stone, R. Green, B. Jordan, *Licensed by* Sony Music, *Published by* Rico Gott Music, Sounds Like Hotness Music, Young Dame Music, Ish Happenz Publishing, Teriyaki Speed Music

L.U.S.T., The Remix Artist Aquavibe, *Lyrics* Eugene Martin, Derek Menzies, Vernon Wooten, *Music by* Derek Menzies, *Licensed by* Aquavibe, *Published by* Aquavibe

Mansion Artist Imperial Assassins, featuring Judge D, *Lyrics* Christopher R. Wright Aka, Blue, Daniel Rogers Aka, Judge D, and Tatianna Mendoza, *Music by* Christopher R. Wright Aka, Blue and Danile Rogers Aka, Judge D, *Licensed by* Christopher R. Wright Aka, Blue, *Published by* No Demo

Too Hot Artist Swollen Members, *Lyrics* S. Bunting, K. Hendriks, R. Hooper, *Licensed by* Battle Axe Music, *Published by* Battle Axe Music

Up From The Ground Artist Sweatshop Union, *Lyrics* Battleaxe Warriors, Vol. 3, *Music by* M. Gohiri, B. Trevitt, C. McCue, L. Naphine, D. Coles, S. Messinger, *Licensed by* Battle Axe Music, *Published by* Battle Axe Music

Vibrate Artist Petey Pablo, *Album* Still Writing in My Diary: 2nd Entry, *Lyrics* M. Barrett, R. Buckner, K. Frost, S. Crawford, *Licensed by* Jive Records, *Published by* She Dogs Music/Dlo Music

Wha Cha Doin Tonight Artist Young Rome, *Album* Food For Thought, *Lyrics* R. Moore, T. Scott, J. Jones, M. Houston, *Published by* Universal Music Publishing/Notting Hill Songs USA, a division of Notting Hill Music Inc.

STATION: INGROOVES

- Barrio Beats** Artist Michael Tello, *Album Om Lounge 7, Music by Michael Tello, Licensed by Om Records (INGrooves), Published by Sounds of Om*
- Do Me What I Do** Artist Felix Da House Cat, *Album Un-Released Single, Lyrics Felix Da Housecat, Bryan Black, Olivier Grasset, Music by Felix Da Housecat, Bryan Black, Olivier Grasset, Licensed by Xxxx, Published by Zeka Music*
- Drumbox** Artist People Under The Stairs, *Album Or Stay Tuned, Lyrics Thes One, Double K, Music by Thes One, Double K, Licensed by Om Records (INGrooves) Published by Sounds of Om*
- Fly Away Love** Artist Armand Van Helden, *Album Un-Released Single, Lyrics Armand Van Helden, Music by Armand Van Helden, Licensed by X-Mix Productions (INGrooves), Published by Xxxx*
- Jungle Kisses For You** Artist Ray Roc, *Album Ray Roc Presents In Da Mix, Lyrics L. Verrett, Music by R. Checo, L, Licensed by RcMi Recordings (INGrooves), Published by Ramon Checo Music*
- Moodswing** Artist Simply Jeff, *Album The Simply Jeff Ep, Music by Jeff Adachi, Licensed by Phonomenta Music (INGrooves), Published by Phonomenta Music*
- Need To Be Loved** Artist Reflekt, featuring Deline Bass, *Album Un-Released Single, Lyrics Deline Bass, Music by Seb Fontaine, Julian Peake, Licensed by Spot On Records (INGrooves), Published by Type Recordings*
- Playa Love** Artist Eastern Sun and John Kelly, *Album Groove Closet Downtempo Beats from Ball of Waxx, Music by Brian Saitzyk and John Kelley, Licensed by Ball of Waxx Music LLC (INGrooves), Published by Ball of Waxx*
- Prescribe** Artist Autopilot, *Album Autopilot, Music by Ryan Moya, Licensed by INGrooves, Published by INGrooves*
- TRB** Artist Autopilot, *Album The Ride Home, Music by Ryan Moya, Licensed by INGrooves, Published by INGrooves*
- Wickeddy Beats** Artist DJ Sneak, *Album Smokey Hill Street, Music by Carlos Sosa, Licensed by Magnetic / X-Mix Productions (INGrooves), Published by Sneakarican Music*
- Work To Do** Artist Sander Kleinenberg, featuring Miss Bunty, *Album Show And Tell, Lyrics W. Lafty, M. Malchiorre, Jr., N. Perri, K. Frank, B. Weaver, Music by J Records, Licensed by Walmark Publishing LLC, Captain Noah Publishing LLC, Published by Pourage Man Publishing LLC, Never Liked You Publishing LLC*

STATION: JAZZ

- Blue Goo** Artist Bob Berg, *Album The Jazz Times Super Band, Music by Joey DeFrancesco, Licensed by Hauser Street Publishing, Published by BMI*
- Funk 'n Benny** Artist Jimmy Bruno, *Album Midnight Blue, Music by Jimmy Bruno, Licensed by G&L Publishing, Published by BMI*
- Get it All** Artist Joey DeFrancesco, *Album Ballads and Blues, Music by Joey DeFrancesco, Licensed by Hauser Street Publishing, Published by BMI*
- Goodfellas** Artist Joey DeFrancesco, *Album Goodfellas, Music by Joe Ascione/Joey DeFrancesco/Frank Vignola, Licensed by Hauser Street Publishing, Published by ASCAP*
- Hypertension** Artist Jimmy Bruno, *Album Midnight Blue, Music by Jimmy Bruno, Licensed by G&L Publishing, Published by BMI*
- Into The Blue Light** Artist Jimmy Bruno, *Album Midnight Blue, Music by Ron Kerber, Licensed by Hauser Street Publishing, Published by ASCAP*
- Jammin' In The Basement** Artist Joey DeFrancesco, *Album*

Ballads and Blues, Music by Joey DeFrancesco, Licensed by Hauser Street Publishing, Published by ASCAP

Moon Pie Artist Poncho Sanchez, Album Soul of the Conga, Music by Francisco Torres, Licensed by G&L Publishing, Published by BMI

On Time Artist Poncho Sanchez, Album Latin Spirits, Music by Francisco Torres, Licensed by G&L Publishing, Published by BMI

SoHo Sole Artist Bob Berg, Album The Jazz Times Super Band, Music by Bob Berg, Licensed by G&L Publishing, Published by BMI

STATION: ROCK

Ain't Coming Home Artist Silvertide, Album Show And Tell, Lyrics W. Lafty, M. Malchiorre, Jr., N. Perri, K. Frank, B. Weaver, Music by J Records, Licensed by Walmark Publishing LLC, Captain Noah Publishing LLC, Published by Pourage Man Publishing LLC, Never Liked You Publishing LLC

Champagne Artist Sugarcult, Album Palm Trees and Power Lines, Lyrics T. Pagnotta, Music by Artemis Records, Licensed by 97 Miles Music

Chemical Artist Start Trouble, Album Every Solution has Its Problem, Lyrics Luke Walker, Published by WB Music Corp and Evil Hertz Music, Inc. - ASCAP

Crockett And Tubbs Artist The Rosenbergs, Album Department Store Girl, Lyrics David Fagin, Music by David Fagin, Licensed by Rosenbergs, Published by Hungry Hippo Music

Department Store Girl Artist The Rosenbergs, Album Department Store Girl, Lyrics David Fagin, Music by David Fagin, Licensed by Rosenbergs, Published by Hungry Hippo Music

Little Bit More Artist Tony C And The Truth, Album Demonophonic Blues, Lyrics L. Muggerrud, L. Freese, P. Simonon, Music by Lava Records LLC by arrangement with Warner Strategic Marketing, Licensed by W.B.M. Music Corp. and Velvetone Recordings, Inc.

Nighttime Lover Artist The Rosenbergs, Album Department Store Girl, Lyrics David Fagin, Music by David Fagin, Licensed by Rosenbergs, Published by Hungry Hippo Music

Non Stop Artist Start Trouble, Album Every Solution has Its Problem, Lyrics Luke Walker, Published by WB Music Corp and Evil Hertz Music, Inc. - ASCAP

Playboy Mansion Artist Prince Charming, Lyrics R. Schaffer, Licensed by Prince Charming, Published by Prince Charming Music

Swing, Swing Artist All-American Rejects, Album The All-American Rejects, Lyrics T. Ritter, N. Wheeler, Licensed by Dreamworks/UME, Published by Songs of Mosaic o/b/o Smells Like Phys Ed Music/BMG Music Publishing Limited/Peermusic - For Canada Only

Throw The Covers Artist Start Trouble, Album Every Solution has Its Problem, Lyrics Luke Walker, Published by WB Music Corp and Evil Hertz Music, Inc. - ASCAP

Word From The Bird Artist Blue Van, Album Beatsellers, Lyrics S. Christensen, S. Westmark, A. Villadsen, Music by TVT Records, Licensed by EMI Music Publishing

STATION: STYLUSWARS

Another One Artist Toadstyle, Lyrics Toadstyle, Music by Toadstyle, Licensed by Styluswars Inc., Published by As I

Hear - ASCAP

Blocks Artist Jimmy Grand, *Lyrics* Kevin "K-Stro" Canfy & Jimmy Grand, *Music* by Kevin "K-Stro" Canfy & Jimmy Grand, *Licensed by* House Of Talent Ent. LLC & Styluswars Inc., *Published by* KJ Beatz - ASCAP & House Of Talent Ent. LLC - BMI

Caught Artist Tricia Muldrow, *Lyrics* Kevin "K-Stro" Canfy, Sayquan Bright, & Terrance Laurel, *Music* by Kevin "K-Stro" Canfy, Sayquan Bright, & Terrance Laurel, *Licensed by* House Of Talent Ent. LLC & Styluswars Inc., *Published by* House Of Talent Ent. LLC - BMI

Grimy Artist Toadstyle, *Lyrics* Toadstyle, *Music* by Toadstyle, *Licensed by* Styluswars Inc., *Published by* As I Hear - ASCAP

It's Gonna Land Artist Excess, *Lyrics* Excess, *Music* by Excess, *Licensed by* Styluswars Inc., *Published by* As I Hear - ASCAP

Lally Artist Excess, *Lyrics* Excess, *Music* by Excess, *Licensed by* Styluswars Inc., *Published by* As I Hear - ASCAP

Life Is Artist Dolla Skills, *Lyrics* Time Signature Productions Inc., *Music* by Time Signature Productions Inc., *Licensed by* Time Signature Productions Inc. & Styluswars Inc., *Published by* Time Signature Productions Inc.

Show And I Shall See Artist Excess, *Lyrics* Excess, *Music* by Excess, *Licensed by* Styluswars Inc., *Published by* As I Hear - ASCAP

UG (Undiscovered Gems) Artist Like Minds, *Lyrics* Like Minds, *Music* by Like Minds, *Licensed by* FanBass Recordings Inc. & Styluswars Inc., *Published by* FanBass Recordings Inc. - BMI

Up Jump Artist Dolla Skills, *Lyrics* Time Signature Productions Inc., *Music* by Time Signature Productions Inc., *Licensed by* Time Signature Productions Inc. & Styluswars Inc., *Published by* Time Signature Productions Inc.

STATION: TECHNO

Bossaroca Artist The Moontrane Conductors, *Lyrics* Rob Easson and Noah Perry, *Music* by Rob Easson and Noah Perry, *Licensed by* BeatSync, *Published by* KingFizz Music (BMI)

Deep In The Cut Artist J. Boogie's Dubtronic Science, *Lyrics* Justin Boland and Gabby Lang, *Music* by Justin Boland and Gabby Lang, *Licensed by* BeatSync, *Published by* Sounds of Om - ASCAP

La Playa Artist J. Boogie's Dubtronic Science, *Lyrics* Justin Boland, *Music* by Justin Boland, *Licensed by* BeatSync, *Published by* Sounds of Om - ASCAP

Le Sengre Artist J. Boogie's Dubtronic Science, *Lyrics* Justin Boland, *Music* by Justin Boland, *Licensed by* BeatSync, *Published by* Sounds of Om - ASCAP

Never The Sun Artist The Moontrane Conductors, *Lyrics* Rob Easson and Noah Perry, *Music* by Rob Easson and Noah Perry, *Licensed by* BeatSync, *Published by* KingFizz Music (BMI)

STATION: FLAMENCO

CIN Artist Matthew Skutnik

Fading Memories Artist Matthew Skutnik

Going Home Artist Matthew Skutnik

Gypsy Artist Matthew Skutnik

Into The Night Artist Matthew Skutnik

Mexy Artist Matthew Skutnik

Rumble Artist Matthew Skutnik

Samba Artist Matthew Skutnik

Springtime Artist Matthew Skutnik

Sweet Artist Matthew Skutnik
What If? Artist Matthew Skutnik

STATION: OUT OUT

Admire The Question (Naive Mix 2) Artist Out, Out, *Lyrics* Mark Alan Miller, *Music by* Mark Alan Miller, *Licensed by* Radio Valkyrie Productions, *Published by* Brief Canole - ASCAP

Ampex, My Ampex Artist Out, Out, *Lyrics* Mark Alan Miller, *Music by* Mark Alan Miller, *Licensed by* Radio Valkyrie Productions, *Published by* Brief Canole - ASCAP

Antidote Serum Artist Out, Out, *Lyrics* Mark Alan Miller, *Music by* Mark Alan Miller, *Licensed by* Radio Valkyrie Productions, *Published by* Brief Canole - ASCAP

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Blanc Says Artist Out, Out, *Lyrics* Mark Alan Miller, *Music by* Mark Alan Miller, *Licensed by* Radio Valkyrie Productions, *Published by* Brief Canole - ASCAP

Forestry For Theives Artist Out, Out, *Lyrics* Mark Alan Miller, *Music by* Mark Alan Miller, *Licensed by* Radio Valkyrie Productions, *Published by* Brief Canole - ASCAP

Futile Abortive And Barren Artist Out, Out, *Lyrics* Mark Alan Miller, *Music by* Mark Alan Miller, *Licensed by* Radio Valkyrie Productions, *Published by* Brief Canole - ASCAP

Learning English In NYC Artist Out, Out, *Lyrics* Mark Alan Miller, *Music by* Mark Alan Miller, *Licensed by* Radio Valkyrie Productions, *Published by* Brief Canole - ASCAP

Never Tell Raw Produce Artist Out, Out, *Lyrics* Mark Alan Miller, *Music by* Mark Alan Miller, *Licensed by* Radio Valkyrie Productions, *Published by* Brief Canole - ASCAP

No. 5 United Artist Out, Out, *Lyrics* Mark Alan Miller, *Music by* Mark Alan Miller, *Licensed by* Radio Valkyrie Productions, *Published by* Brief Canole - ASCAP

Pointed Fingers Artist Out, Out, *Lyrics* Mark Alan Miller, *Music by* Mark Alan Miller, *Licensed by* Radio Valkyrie Productions, *Published by* Brief Canole - ASCAP

Rot Withers and Worsens Artist Out, Out, *Lyrics* Mark Alan Miller, *Music by* Mark Alan Miller, *Licensed by* Radio Valkyrie Productions, *Published by* Brief Canole - ASCAP

Licensing Associates:

Daniella N. Wiessen for Sample Clearance Limited: Rock

Amanda Montes de Oca for Sample Clearance Limited: Hip Hop

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Mailing address:

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