

TRANSWORLD SURF™



developed by



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:

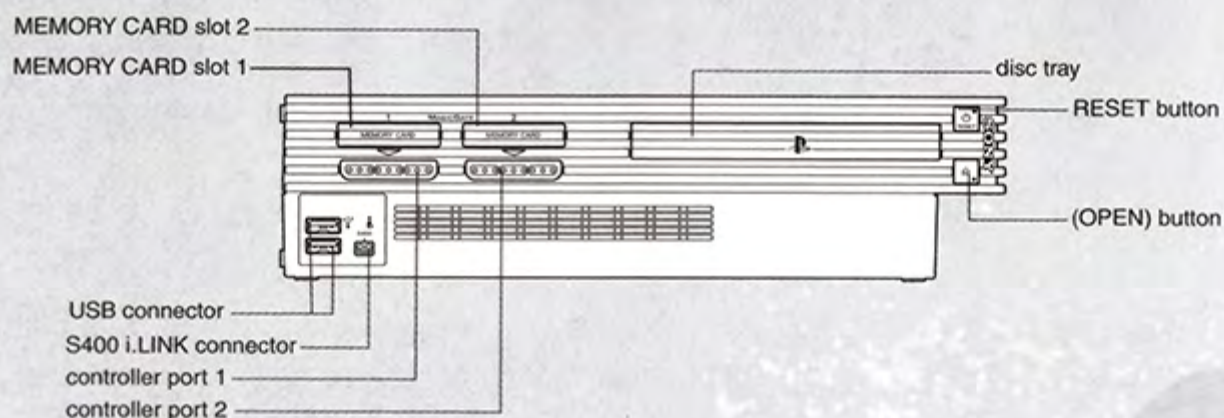
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

TRANSWORLD SURF™

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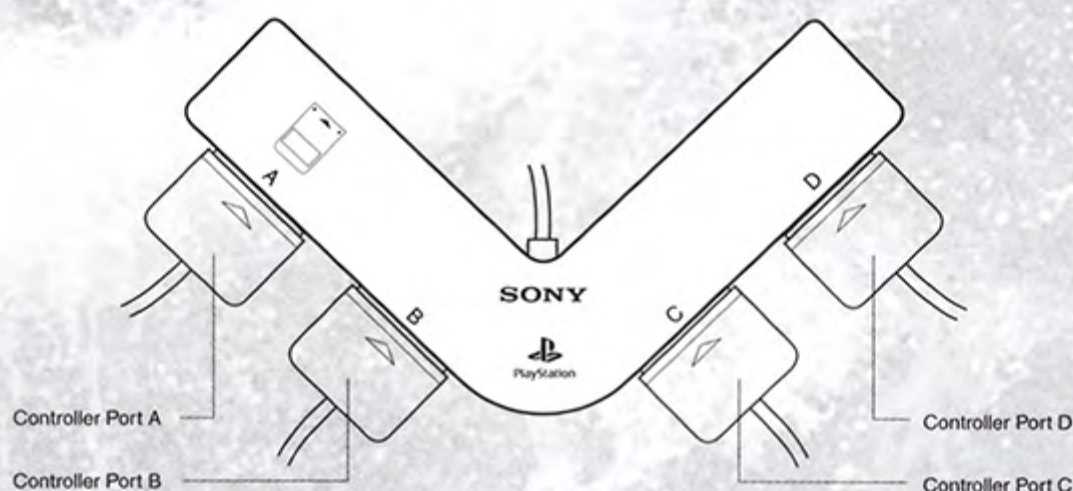
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GETTING STARTED



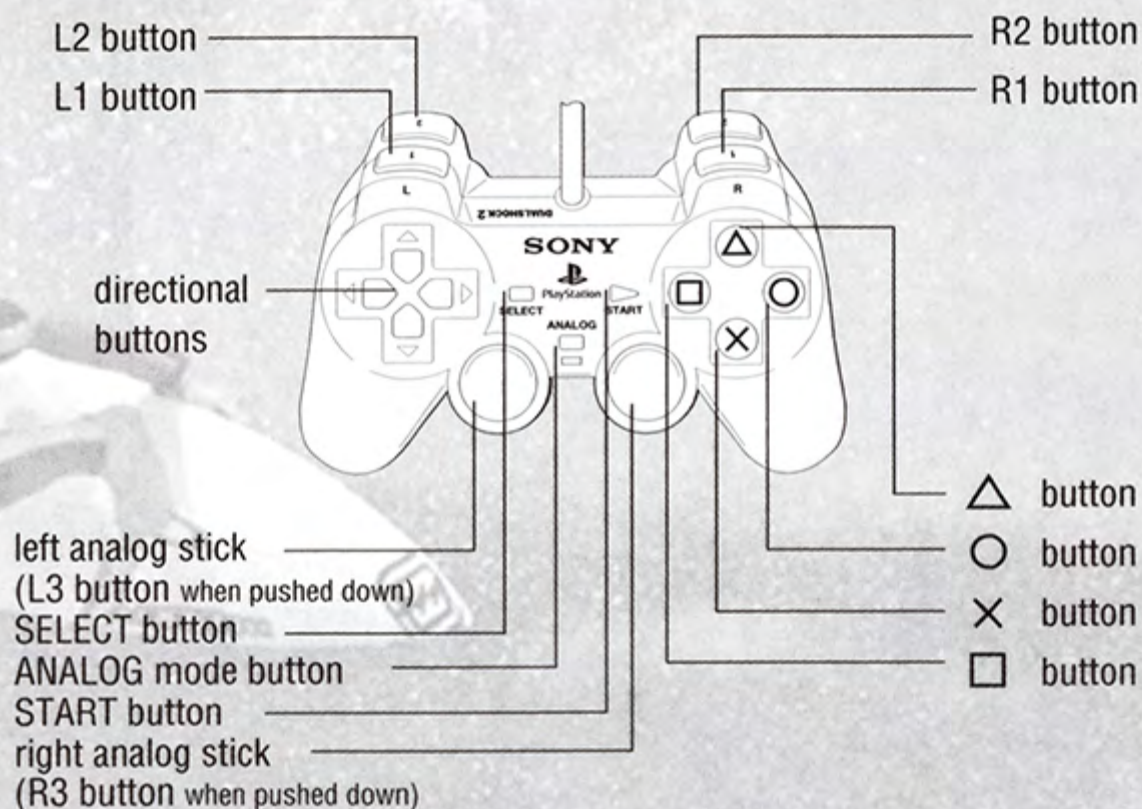
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the TransWorld SURF 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.

MULTITAP (FOR PLAYSTATION®2)



CONTROLS

DUALSHOCK®2 CONTROLLER CONFIGURATIONS



MENU CONTROLS

left analog stick
directional buttons

- × button
- button
- △ button

Move between selectable items
Move between selectable items
Accept selected item, forward in menu
Reject selection, back in menu
Accept selected item, open sub-menu item

PADDLING CONTROLS

left analog stick
right analog stick up
right analog stick down
right analog stick up + R3 button
right analog stick down + R3 button
directional buttons
⊗ button
⊕ button
L1 button

R1 button

R2 + L2 buttons
START button

Move forward, stop, turn left/right
Look forward
Look back
Hold look forward
Hold look back
Enter codes
Stand up (when on wave)
Call Reef girl
Change break area (if secret break area is unlocked)
Change break area (if secret break area is unlocked)
Duck dive
Pause

SURFING CONTROLS

left analog stick left/right
right analog stick up
right analog stick down
right analog stick up + R3 button
right analog stick down + R3 button
directional buttons
⊗ button
⊕ button

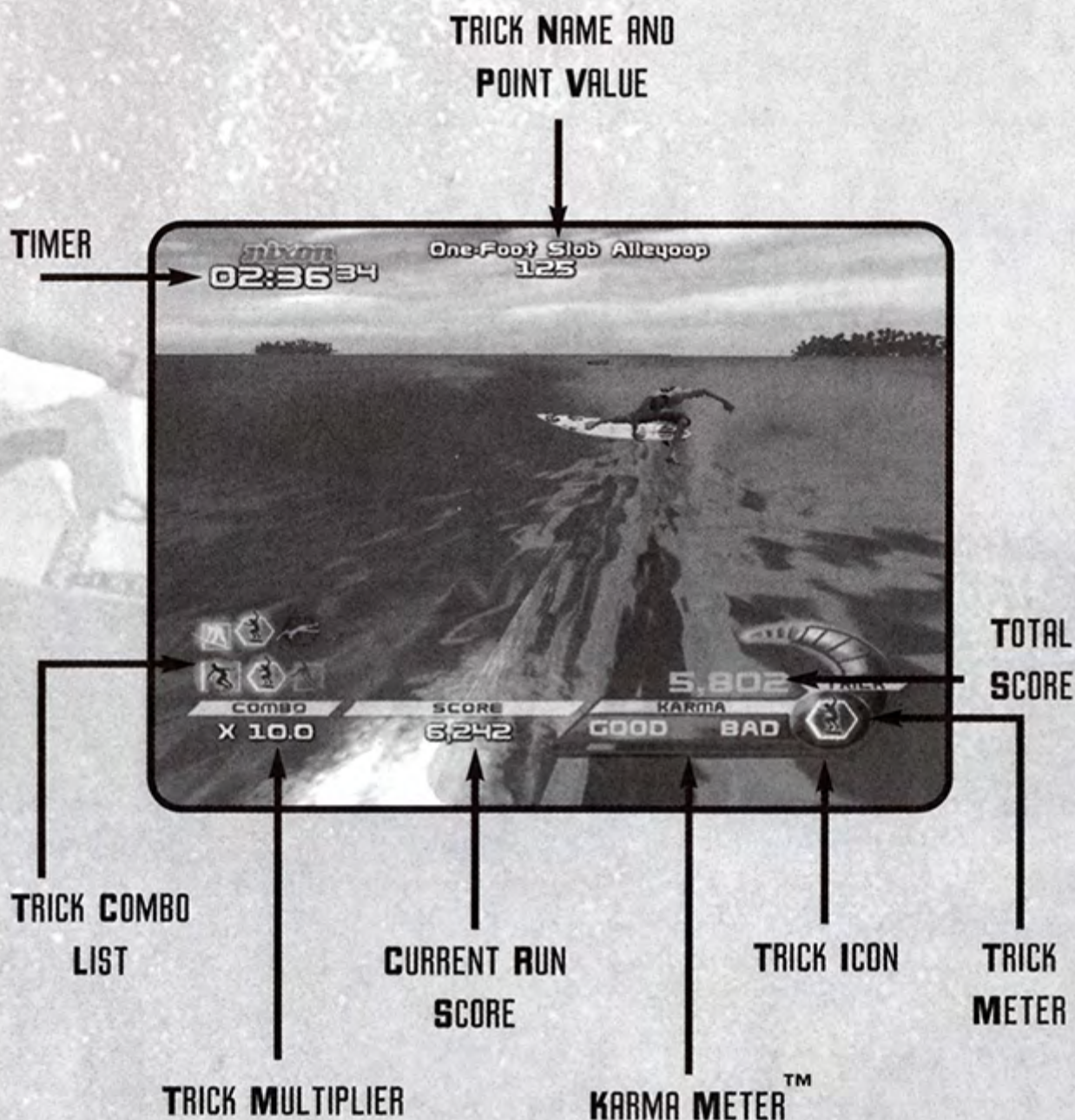
□ button
△ button

SELECT button
L2 button
R2 button
R2 + L2 button
L2/R2 button + □ button
START button

Turn left/right
Look forward
Look back
Hold look forward
Hold look back
Enter codes
Ollie/air (hold/release)
Snap turns (+ direction on left analog stick)
Stall
Floater (+ direction on left analog stick)
Dismount
Left hand grab
Right hand grab
Two hand grab
Alternate grabs
Pause

Note: Each surfer has three special tricks. These can only be executed when the Trick Meter is full and glowing. See the Surfer Bios and Special Tricks section on page 24 of this software manual.

THE HEADS-UP DISPLAY



MAIN MENU

CAREER

Begin or continue a saved Pro-Tour career that will take you around the world. Choose New Career to start your career, or Load Career to continue your career if you've started and saved a career.

TRANSWORLD SURF WORLD TOUR [PRO-TOUR]

In an attempt to lay a foundation for the future of surfing, TransWorld Magazine is holding an exclusive world tour. TransWorld has gathered 13 of the top ranked surfers from around the world to compete in the 10 location tour. At each location the surfers must complete a basic photo shoot before moving on to the competition, but these photo shoots are also where the surfers must face their Goal Challenges. The surfers are given a list of goals to complete. In order for a surfer to move on to the next location, he or she must have the required number of goals completed. The winner of the tour is the surfer who has not only won all of the competitions, but who has also completed all of the goals.

Rules/Itinerary

Welcome on the behalf of TransWorld Magazine and we thank you for accepting our challenge. It is required that you adhere to the following tour structure for safety and competitive reasons. If you agree to these guidelines and you are up to the challenge, please sign the injury waiver form on the next page.

Photo Shoots

All surfers must be involved in the photo shoots for each location. Photos will be evaluated at the end of each session for quality. Once the required number of qualifying photos have been taken, the surfer can enter the competition for that location.

Goals

During the photo shoots, surfers will be given a list of goals to complete. For each goal completed, the surfer gets a goal point. Each location has a required number of goal points that need to be attained in order to travel there. Goals range from simple tricks to hazardous routes and every goal must be met in order to complete the tour.

Competitions

1. The heats are 3 minutes.
2. First heat: two groups of 4 surfers. Second heat: two top surfers from each group of the first heat compete. Third heat: two top surfers from the second heat compete.
3. Top three waves count towards final score.
4. Depending on how well the surfer surfs per wave and the number of wipeouts he or she commits (- 0.1 points), a score is calculated and compared to the others in the heat.
5. The winner of the final heat is awarded the gold medal and a new surfboard if he/she chooses to take it.

Upon completion of a Pro-Tour level, you have the option of saving your data. If you have not created any data you may save the current data to the memory card (8MB) (for PlayStation®2). The data includes your high scores, unlocked levels, and unlocked videos.

SINGLE SESSION

You can only play at the first three locations and those locations you've unlocked in Pro-Tour mode. At any location you can access, you can beat any previous high score.

FREE SURF

You can only play at the first three locations and those locations you've unlocked in Pro-Tour mode. While no point totals are kept, you can see the points for each trick you perform on the current wave. Have fun here, learning the nuances of the game, honing your skills, and exploring the environment.

MULTIPLAYER

KING OF THE WAVE

The surfer who remains standing on the wave the longest wins. Each player must try to complete as many tricks as possible to get their Trick Meter maxed out. Once a surfer attains max Trick Meter, they can knock other surfers off of the wave by colliding or spraying them. If there is a time tie, the surfer that achieved a higher score (not shown on screen) wins the tie.

The Trick Meter is a colored icon with a small line in it above each surfer's head. The line will move from left to right as the Trick Meter increases, and the colored icon will become more opaque. The Trick Meter is full when it is completely opaque. Once the Trick Meter has run out, the meter resets and starts again.

When a surfer executes a floater, the floater meter will appear above that surfer's timer at the bottom of the screen. Move left and right on the left analog stick to keep the indicator in the center of the meter.

FREE SURF

Same as in Single Player mode.

COMPETITION

Compete for the most points by performing as many tricks as possible in a given time.

SHARK TAG

The goal of Shark Tag is to avoid being the shark the longest time of all the surfers. At the start of a Shark Tag session, all surfers are lined up, ready to catch the first wave. The first single air trick (not a combo) that a surfer does is compared to the other surfers' first airs. The surfer with the lowest scoring air wipes out and becomes the shark. The shark must track down a surfer and eat them at which point, the shark becomes a surfer and the eaten surfer becomes the shark. Whenever a player is a shark, their timer starts to decrease. In the end, after the main timer has expired, the surfer with the least amount of time as the shark wins the game.

Shark Trick Meter

When you're the shark, your Trick Meter goes up gradually until it reaches its maximum point. You can use the Trick Meter to attack a surfer by pressing the  button. This will decrease your Trick Meter a little. You can also use the Trick Meter to accelerate the shark by pressing the  button. While you're accelerating, the Trick Meter will gradually go down. Another feature of the Trick Meter is the jump attack. When the meter is full, you can press the  button to make the shark jump. If you are close enough to a surfer, the force of the shark's splash will make them wipeout. Using the shark jump makes your Trick Meter decrease completely.

Shark Radar

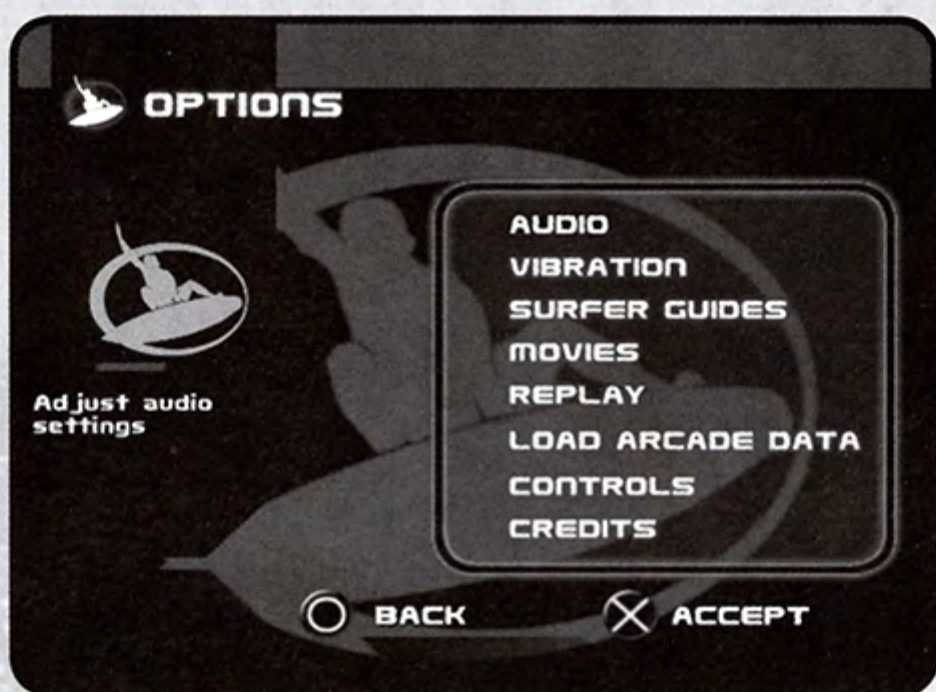
The shark has a radar to make tracking down the other surfers in the water a little easier. The worse a surfer is surfing, the more precise his location is on the shark's radar appears. Therefore, surfers want to stay active because the shark will most easily find the weakest surfer.

Shark Tag Tips

- Remain active to avoid the shark, a moving target is harder to catch.
- When playing the surfer, a wipeout can be deadly since your Trick Meter is dropping and you cannot do tricks to raise it. When a surfer is in the water the shark's radar becomes more precise.
- When playing the surfer and your Trick Meter is maxed, you disappear from the shark's radar.
- When playing the shark, use the shark boost to catch up to a surfer.
- When playing the shark, use the shark jump to make a surfer wipeout. After a wipeout they are very vulnerable to an attack.

Note: To play multiplayer games with more than two players, the Multitap (for PlayStation®2) must be inserted prior to boot-up.

OPTIONS



Audio – Change the volume of the music, sound effects, and announcer.

Load Arcade Data – Load a saved career from the memory card.

Vibration – Turn the vibration function ON/OFF.

Surfer Guides – Turn the surfer guides ON/OFF.

Movies – There's some cool stuff here. Check out your rewards for unlocking characters and locations, as well as some bonus footage of commercials. Some of these have to be unlocked.

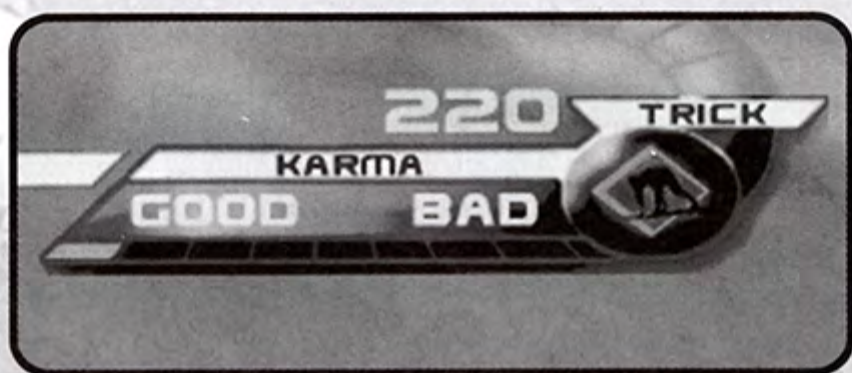
Replay – View your saved replays.

Controls – View the controller configurations.

Credits – The people who made your surfing experience possible.

THE KARMA METER™

Depending on the way you deal with other surfers and creatures in the sea, your karma is affected. If you are careful to respect the unspoken rules of surfing, other surfers will respect you for that. But if you are reckless and disruptive, then other surfers and sea life will want to make your life as difficult as possible on the wave. There are some advantages at both extremes of Good and Bad karma.



- Karma affects how sea creatures and other surfers react to a surfer's presence.
- Colliding with sea life will cause your karma to fall.
- Colliding with or spraying another surfer will cause karma to fall.
- Snaking (stealing) another surfer's wave will cause karma to fall.
- Surfing a wave without bothering the sea life or other surfers will cause your karma to rise.

BASIC TRICKS

Carves: Large smooth turns on the face of the wave.

Pumping: Moving up and down on the face of the wave. This helps a surfer gain speed.

Snap turns: Pressing the Ⓞ button at the top of the wave will execute a snap turn back down the face of the wave. Depending on where the snap turn is executed on the wave, the surfer will have different results. If a snap turn is attempted at the bottom of a wave, it will fail, and the surfer will momentarily lose balance.

Ollies/Airs: Holding down the ⊗ button puts the surfer into a crouch. When crouching, the surfer can't turn as well, but maintains speed better. Once the ⊗ button is released, the surfer jumps. Jumps on the face of the wave result in ollies. Jumps heading up with face of the wave to the lip result in airs.

Floater: If the △ button is held at the top of a wave, the surfer will execute a floater. While in a floater, the user must try to keep the glowing ball as close to the center of the floater meter as possible. If the ball goes off the ends of the meter, the surfer wipes out. Once the △ button is released, the surfer returns to normal surfing.

Barrel: When the surfer is inside of the area when the wave is crashing overhead, he/she's in the barrel. To get deeper into the barrel, the surfer can use the □ button to slow down.

Fakie: When a surfer intentionally surfs backwards, he's surfing fakie. There are various ways to end up in fakie, and various ways to exit fakie. Experiment with different methods of getting in fakie. Once in fakie, the easiest way to get back surfing forwards is to use the Ⓞ button.

ADVANCED TRICKS

SNAPS

180 Snap turn: When the surfer is facing to the left of the screen, move the left analog stick from the right, counter-clockwise to the left, then press the  button at the top of the wave. When the surfer is facing right, start from the left, then move clockwise to the right, then press the  button at the top of the wave.

360 Snap turn: When the surfer is facing to the left of the screen, move the left analog stick from the right, counter-clockwise all the way around to the right again, then press the  button at the top of the wave. When the surfer is facing right, start from the left, then move clockwise all the way around to the left again, then press the  button at the top of the wave.

Reversal: A reversal is executed basically like a reversed 180 snap turn. When the surfer is facing to the left of the screen, move the left analog stick from the left, clockwise to the right, then press the  button at the top of the wave. When the surfer is facing right, start from the right, then move counter-clockwise to the left, then press the  button at the top of the wave.



AIRS

Left-hand grab 1: When in the air, press the L2 button.

Right-hand grab 1: When in the air, press the R2 button.

Two-handed grab 1: When in the air, press the L2 and R2 buttons.

Two-handed grab 2: When in the air, press the L2 and R2 + □ buttons.

Left-hand grab 2: When in the air, press the L2 + □ buttons.

Right-hand grab 2: When in the air, press the R2 + □ buttons.

FLIP TRICKS

Kick Flip: Hold the ⊗ button, then on the left analog stick move up, down, then release the ⊗ button.

Heel Flip: Hold the ⊗ button, then on the left analog stick move down, up, then release the ⊗ button.

Shuvit 360: Hold the ⊗ button, then on the left analog stick move up, right, down, then release the ⊗ button.

FLOATERS

Boardslide floater: Hold the $\triangle$ button + move left on left analog stick direction towards the wave.

Crooked floater: Hold the $\triangle$ button + move right on left analog stick direction towards the wave.

SPECIAL TRICKS

- By executing tricks, a surfer's Trick Meter begins to fill.
- Once the Trick Meter reaches max, special tricks can be executed.
- Special tricks are done by holding the $\otimes$ button then moving the left analog stick then releasing the $\otimes$ button.
- Each surfer has a different combination of special tricks. See the Surfer Bios and Special Tricks section.



COMBOS

Executing combos is key to your surfer's success in *TransWorld SURF*. A combo is a series of tricks that combine together to give the surfer one large combination score. Combos adhere to the following rules:

- A combo is created by performing any series of tricks one right after another.
- A combo is broken when the flow of tricks is interrupted by inactivity, wipeouts or dismounting.
- The combo score is multiplied by each trick's multiplier in the combo.
- Repeating the same trick will not add to the multiplier, so a variety of tricks is important to attain a high scoring combo.
- Each trick's point value is added to the combo until the combo is broken at which point the combo score is tallied and the bonus added to your score.
- A good way to link the tricks is to use snap turns.



TIPS

- Surfing a wave all the way in requires that you start at the area where the wave starts to break, then surf until it ends.
- Some goals can only be completed if you catch a specific wave. In the wave select screen after calling the Reef girls, look for the corresponding icon for specific level objectives. The icon on the wave will be the same as in the list of level objectives.
- Difficult waves have more peaks and spilling sections.
- Hazardous waves have obstacles in the water.
- Speed is key to getting big air.
- Maintain a steady stream of tricks for huge combos.
- Some tricks can be linked together to create one trick. For example, the Roundhouse Cutback is a cutback into a snap turn.
- If you need to “spray” something, it’s best to execute a Snapturn at the top of the wave.
- “Scaring” a bird from a wave requires the surfer to jump as close to it as possible.
- Freeing the dolphins requires you to surf through the net they are caught in.
- Calling Reef girls by pressing the  button when lying on the board or after a wipeout can save you a lot of time.
- If your wipeout is too extreme or if you land on the beach, an emergency Reef girl will come to rescue you.
- Max Trick Meter + Max Good or Bad Karma Meter gives surfer’s special bonuses.
- Be sure to manage the clock wisely in competition or you may end up with just one great wave, and no points on any other.

LOCATIONS

KIRRA POINT

Queensland, Australia

Goals required to unlock: 0



Kirra goes off when there's a cyclone swell. This wave has a sandy bottom, which makes it easier on the body to learn, but the line-up is crowded and the locals are aggressive. It is a very hollow and fast wave. If you can negotiate the raging currents and find yourself in position for a set wave, it could very well be the best wave of your life.

FORT POINT

San Francisco, CA – USA

Goals required to unlock: 4

A Nor Cal wave that's as cold as it gets. A strong outgoing tide from the Bay can easily carry you off into the deep blue. Watch yourself so you don't get mistaken for a seal by the hungry patrolling sharks. Check out the view of Alcatraz and the San Francisco skyline, but watch out for birds in the water.



TAVARUA

Fiji

Goals required to unlock: 9

Located off a small island in Fiji, Tavarua is difficult to get to but well worth the trip. The combination of Cloudbreak and Restaurants offers two of the best lefts in the world.

These waves offer tubes, crazy air sections, and the waves peel so long your legs will burn.

20



HOSSEGOR

France

Goals required to unlock: 15

You'll find an enormous beach at Hossegor with girls sunning themselves the whole way down. This wave has A-frame peaks that wedge and bowl close to shore. An ideal wave for busting huge airs, or getting spit out of grinding tubes. Hossegor is definitely the best beachbreak in Europe.



G LAND

East Java, Indonesia

Goals required to unlock: 22



G Land essentially encompasses a 10 mile arc of coral encrusted lava reef that stretches around the Blambangan Peninsula on Java. The south and south west swells close out along the reef until the final curve heads into Grajagan Bay – this is where you'll find long, peeling lefts.

HUNTINGTON BEACH

Southern California – USA

Goals required to unlock: 30



Huntington Beach has been dubbed “the cradle of surfing civilization.” Not usually a dream destination for surfers, because the water is generally smelly and the crowds are big. It is located in Orange County, California and therefore is easy to get to. Despite the less than perfect conditions, there is always something to ride. The massive steel pier is

perfect for spectators, and as a result, Huntington is the perfect surf contest venue.

PIPELINE

Hawaii

Goals required to unlock: 39

Probably the most coveted and recognizable wave on the planet, Pipeline is located mid-way along Oahu’s North Shore. It was once considered too dangerous to surf. Pipe breaks over three reefs and because of the extreme shallowness, wipeouts will have you bouncing off the craggy, hard reef. It is every surfer’s dream to surf Pipeline at least once in their lives.



WITCHES ROCK

Costa Rica

Goals required to unlock: 49

A secret tropical gem, Witches Rock is a favorite Central American destination. This wave is a freight training right-hander that is touted as one of the fastest waves in the world. This wave is built for speed.



TEAHUPOO

Tahiti

Goals required to unlock: 60

Believed to be the world's heaviest wave, Teahupoo's extreme closeout can be deadly for even the most skilled of surfers. This wave takes 15 minutes to paddle out to the below sea level dry reef closeout. The lip is as thick as it is tall, and you'll need to take off under it to avoid getting slammed into the reef with deadly force.



TODOS SANTOS

Baja, Mexico

Goals required to unlock: 72

When giant mid-winter swells roll over the reefs of this small island off the coast of northern Mexico, look out! This is a big, open ocean right hand break that will smash you and drag you onto gigantic boulders covered with thousands of deadly sea urchins. Todos Santos can offer giant barrels or sweeping carves, ride a big board and stay away from the rocks.



SURFER BIOS AND SPECIAL TRICKS

ROCHELLE BALLARD

Rochelle is a hellwoman. She charges harder than most of the guys and can lay it on rail with the best of them. Rochelle is a barrel-rider extraordinaire, so you'll find her in the tube more often than on the beach.

Heel Klicker – (←-↑-↓)

Alleyoop 540 – (↓-→-↑)

Fakie Floater – (↑-↓-△)



SHAWN BARRON

Shawn "Barney" Barron is a total airfreak. Always innovating and always entertaining, Barney mixes skate style ollies and grabs with rolls and spins to freak everybody out!

Barney Roll – (←-↑-→)

One-Foot Backflip – (↓-↑-↓)

Shuvit Floater – (↑-↓-△)



TAJ BURROW



Renowned as one of the best aerialists in the world, Taj is an Australian tornado of speed, flair, and world championship potential.

Finger Flip – (→-←-→)

Look Back – (↓-↑-↓)

Kickflip Floater – (↑-↓-△)

JASON COLLINS

The "Ratboy" cannot be touched in the air. Always launching and always landing, he should be called "Catboy" because he always lands on his feet. Throw in a vast array of skate tricks, and you have the complete aerialist known as Ratboy.

Christ Varial – (↓-↑-⇨-↓)

Kickflip-Underflip – (↑-↓-↑-↓)

Darkslide Floater – (↑-↓-△)



TIM CURRAN

Tim has carved out a big chunk of surf stardom by blasting his patented alley-oop on daily occasions. Tim's flow and speed will tear your head off, so if you see him coming down the line – duck!



Superman – (⇨-↓-↑)

Screwdriver – (↑-⇨-↓-⇨)

Frigid Floater – (↑-↓-△)

SHANE DORIAN

Shane is the most calm, cool, and collected surfer of the World Tour surf scene. If you watch Shane surf, you will be mesmerized by his smooth, effortless approach, then he'll mess you up with a gigantic lipslide or massive air!

Body Varial – (↑-↓-⇨)

Backflip Nosebone – (↓-↑-↓)

Bluntslide Floater – (↑-↓-△)



CHRISTIAN FLETCHER

Although Christian wasn't the first person to do an air on a surfboard, he is the first man to consistently bust huge airs on every wave he takes. Christian is the O.G. heavy metal airblaster.



Christ Air – (←-→-←)

Rodeo – (↑-↓-→)

Darkslide Floater – (↑-↓-△)

ANDY IRONS

Andy is a definite threat to the world championship title. He's a leader of the new school, fusing big balls of steel and an almost endless list of tricks. Andy is not a surfer to mess with in any condition.



Air Walk – (←-↑-↓)

Stale Flip – (↑-→-↓-←)

Slob Slide – (↑-↓-△)

TAYLOR KNOX

Taylor is every pro's favorite pro. He has a flawless style and more power than most. Taylor's mix of technical skill and raw power give him the edge on just about everyone. Taylor is the man.



Sex Change – (↑-↓-←)

Stiffy Flip – (↑-→-↓-←)

Slob Slide – (↑-↓-△)

CORY LOPEZ

If speed could kill, Cory would already be dead. His lightning quick snaps and slides combined with more than enough air ability make Cory one of the world's best surfers from one foot waves in Huntington to 12 foot waves in Teahupoo.

Varial 360 – (↑-↓-↔)

Front Flip – (↑-↓-↑)

Frigid Floater – (↑-↓-△)

DAN MALLOY

Dan is the youngest of the Malloy clan and has learned from some of the best on how to destroy any wave that crosses his path. Dan rides the tube with ease and can throw as much heat as anyone in the lineup.



Nothing Air – (↔-↓-↑)

Backflip – (↓-↑-↓)

Shuvit Floater – (↑-↓-△)

FRED PATACCHIA

Quickly finding a niche in the highly competitive world of surfing, Fred has grown from a promising amateur to a rising pro. Fred has been terrorizing the WQS on his way to a possible WCT seed.

Impossible – (↔-↔-↔)

Slob Flip – (↑-↔-↓-↔)

Bluntslide Floater – (↑-↓-△)

CHRIS WARD

Wardo is a style monster who has shown the world that he can easily blend perfect form with crazy aerials and gouging hacks that will rival anyone. Wardo is one of the world's best free surfers, hands down.

Back Scratcher – (↔-↑-↓)

Rocket Flip – (↓-↑-↓)

Bluntslide Floater – (↑-↓-△)



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CREDITS

ANGEL STUDIOS

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Luis Gigliotti

Technical Director

Steve Rotenberg

Lead Designer

Daryl Kimoto

Lead Artist

Josh Bass

Lead Programmer

Don Goddard

Programmer

Will Hutchinson

Programmer

Ryan Higa

Programmer

Darren Chisum

Programmer

Ryan Camoras

Programmer

Scott Vye

Programmer

Brad Hunt

Programmer

Alex Ehrath

Sound Programmer

Paul Foster

Art Director

Ron Lemen

3D Artist

Ryan Broley

3D Artist

David Tully

2D/3D Artist

Carlos Hernandez

3D Artist

Deanna Lorenz

Animator

Jun-Wuk Choi

User Interface and

Video Designer

Marshall Ross

Game Analyst/ Production Assistant

Chris Kagel

Sound Designer

Paul Lackey

Additional Programming Support

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"Nothing On My Back"

Written By Sum 41
Published by EMI April Music Inc./Bunk Rock Music, Inc. Adm. by Chrysalis Music (ASCAP)
Performed by Sum 41
Courtesy of Island Def Jam Music Group
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"Angry, Young And Poor"

Written by Anti-Flag
From The Album: Underground Network
Fat Wreck Chords 2001 (P) (C)
"Underground Network"
Written by Anti-Flag
From The Album: Underground Network
Fat Wreck Chords 2001 (P) (C)

"Bring Out Your Dead"

Written by Anti-Flag
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"Total Bummer"

Written by Fat Mike
Performed by No Fx
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"Out of the Races and Onto the Tracks"

Written and Performed by The Rapture
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"Do It Now"

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"Imagine Me"

Written by D. Denton
Published by Mammal Music / ASCAP/ SOCAN/ EMI Publishing,
Performed by Moka Only
Courtesy of Battleaxe Records

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Published by (D. Denton) Mammal Music / ASCAP/ SOCAN/ EMI Publishing, (A. Pointer) ABSCORP/ ASCAP and (Paul Nice) Nice Tunes/ BMI
Performed by Moka Only and Abstract Rude
Courtesy of Battleaxe Records



"Neva Forget"

Written by Rasco for Pockets Linted (ASCAP) and Planet Asia for Bleedy Eyes Music (ASCAP)
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"Destination" by Kut U Up
All songs Written and Performed by Kut U Up

"The Have's, the Have Not's" by Kut U Up
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"Rolling Rock" by Kut U Up
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"Rolling Along"



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<http://www.ina-support.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

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This console-based product has automated support which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Tech Support #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Tech Support #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Tech Support #. (For example, Tech Support # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Tech Support # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

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