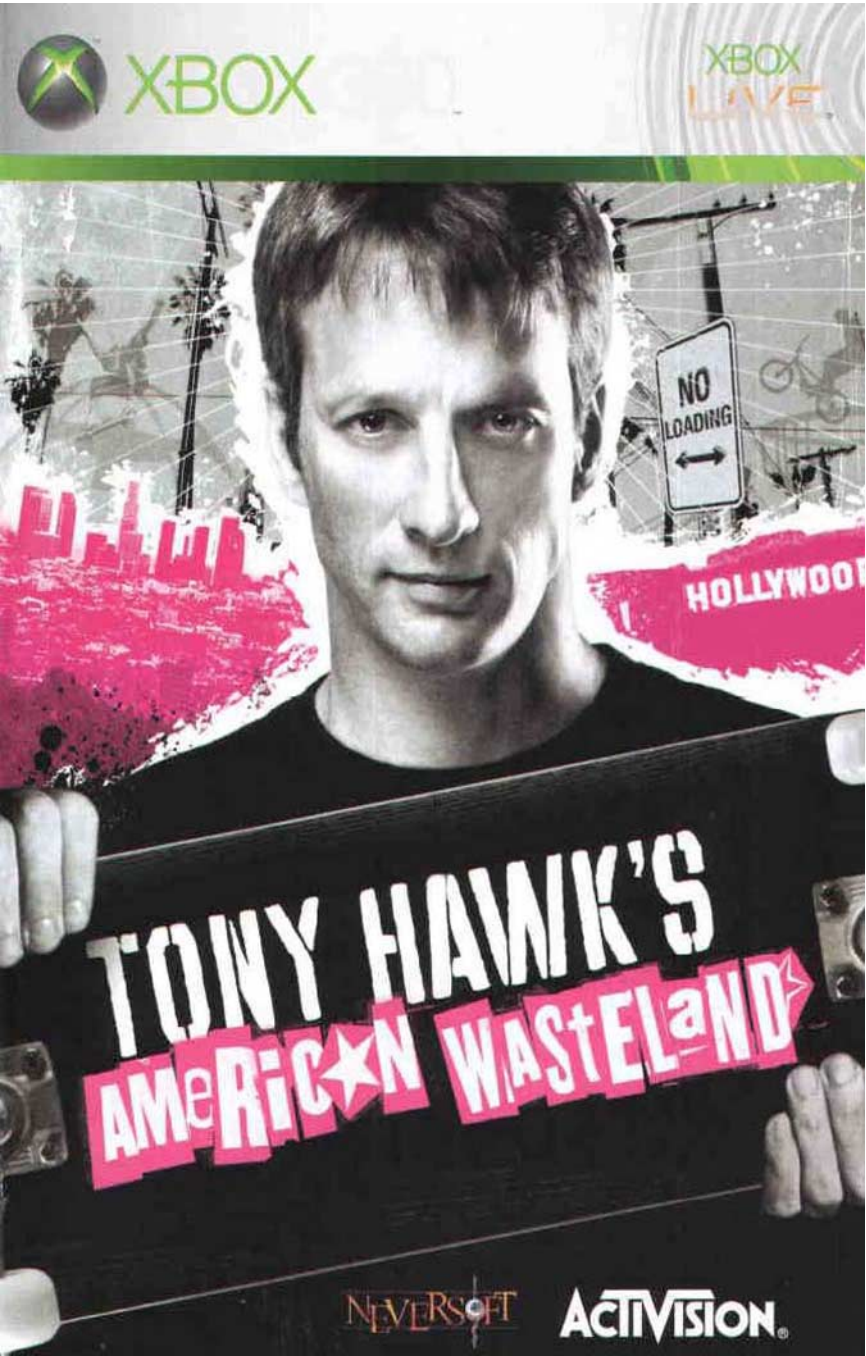
XBOX
XBOX LIVE
NO LOADING
HOLLYWOOD
TONY HAWK'S
AMERICAN WASTELAND
NEVERSOFT
ACTIVISION

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptomsóchildren and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may burn in to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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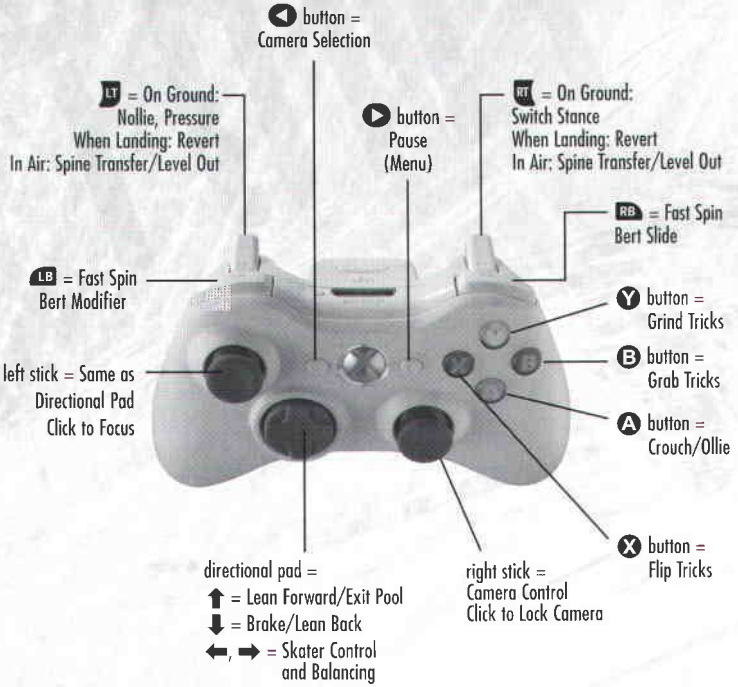
DEFAULT GAME CONTROLS



CONTROLS

Basic Controls

Crouching

To crouch, press and hold the A button.

Ollie (or Jump)

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

Grab Tricks

To perform a grab trick, you must first be in the air. Once in the air, press the B button in combination with a direction on the directional pad. Each direction on the directional pad performs a different grab trick. The longer you hold the B button down during a grab trick, the longer you'll "tweak" the trick. The score for the trick increases over the length of the grab.

Flip Tricks

To perform a flip trick, you must first be in the air. Once in the air, press the X button in combination with a direction on the directional pad. Each direction on the directional pad performs a different flip trick.

Grind Tricks

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

- **50-50**—When parallel to a rail, press and hold the Y button.
- **Nosegrind**—Press ↑ on the directional pad and the Y button.
- **5-0**—Press ↓ on the directional pad and the Y button.
- **Boardslide/Lipslide**—Rotate the board perpendicular to a rail and press the Y button.
- **Noseslide/Tailslide**—Press ← or → on the directional pad and the Y button. Rotate the part of your board you want to slide on into the rail.
- **Smith/Feeble**—Press ↙ or ↘ on the directional pad and the Y button.
- **Crooked/Overcrook**—Press ↖ or ↗ on the directional pad and the Y button.

Lip Tricks

To perform a lip trick, skate straight up a ramp and press the Y button with a direction on the directional pad at the lip (or top edge) of the ramp. Press ← and → on the directional pad to balance.

Manuals

To perform a manual, quickly press ↑ then ↓ on the directional pad. You can also nose manual by quickly pressing ↓ then ↑ on the directional pad. Press ↑ and ↓ on the directional pad during a manual to balance.

Reverts

To revert when landing back onto a ramp, pull RT or LT when you hit the ramp surface coming out of an aerial maneuver.

No Comply

To perform a no comply, quickly tap ↑ on the directional pad just before tapping or press the A button.

Boneless

To perform a boneless, quickly tap ↑, ↑ on the directional pad and press the A button. The boneless allows you to ollie higher and farther than a regular ollie.

Boned Ollie
To perform a boned ollie, release the A button to ollie, then press and hold the A button to ollie farther.

Advanced Controls

Focus Mode
When your special meter is filled, click the left stick to go into slow-mo focus control. Now you can view every trick and land it clean. Just keep your special meter up and your combo going to stay in Focus mode. Focus mode is limited in two ways:

- You can only use it for 15 seconds at a time (maximum).
- You may not execute Focus mode in the same combo more than three times.

Pressure Flips
Pull and hold LT once to move your feet into pressure flip position. Press the A button to jump and the X button plus either the ↑, ↓, ← or → on the directional pad to execute a pressure flip.

Nollie
To perform a nollie, first pull LT to get into nollie position, then press the A button. Nollie flip tricks follow from nollie stance. You can also toggle between regular, pressure and nollie positions by pulling and holding LT while grinding or in a manual.

Switch Stance
You'll score more points when performing tricks in switch stance, which is the opposite of the skater's normal stance. To get into switch stance, pull RT. Your stats will be decreased when switched unless your Switch stat is maxed at 10.

Wallrides
To perform a wallride, approach a wall at a 45° angle and ollie into the wall while holding the Y button. Press the A button to wallie. Press ↑ on the directional pad and the A button to wallieplant. To do a vert wallplant, launch off a quarterpipe and press ↑ on the directional pad and the A button on the way up.

Wallplant/Sticker Slap
To wallplant, jump straight into a wall and press ↓ on the directional pad and the A button to plant your foot on the wall and kick off in the opposite direction. To sticker slap, jump straight into a wall and press the A button.

Wallpush
Skate or manual straight into a wall and hold the Y button to push off the wall.

Spine Transfers
To transfer over a spine (two quarterpipe ramps placed back-to-back), pull RT or LT when launching off one side of the spine.

Skitching
To skitch (get pulled behind a vehicle), press ↑ on the directional pad when directly behind a vehicle.

Flatland Tricks
All flatland tricks stem from the manual. Once in a manual, tapping twice on the B button, Y button, X button or any combination of those buttons produces a variety of flatland tricks. You must balance during a string of flatland combos using ↑ and ↓ on the directional pad.

Double-Tap Flips and Grabs
Press ↑, ↓, ← or → on the directional pad and double-tap the X or B button twice to bust a double or more advanced version of the base (single-tap) trick. These tricks score more points than base tricks.

Flips/Rolls
When performing a flip or grab trick, you can customize your move in mid-air by using the directional pad. While holding the B or X button in the air, double-tap ↓ on the directional pad to do a backflip, double-tap ↑ on the directional pad to do a front flip and double-tap ← or → on the directional pad to do a frontside or backside roll (depending on which way your body is facing).

Powerslide
Press ↓, ↓ on the directional pad then tap RB to do a quick 180°.

Acid Drops/Bank Drops
Pull RT or LT while jumping over a quarterpipe ramp or slanted ramp to acid drop or bank drop. You can do this while skating or walking. (See the Walking section below.)

Tantrums
When you bail, a meter comes up showing your level of frustration. Try to fill up the meter by quickly tapping the Y button. If you throw a tantrum, you'll earn a small Freak Out bonus score you can use to start your next combo.

Bert Slide
To perform the Bert slide, press RB and ← or → on the directional pad. This trick can be modified by pressing LB while in the Bert slide animation.

Natas Spins
To perform a Natas Spin, jump onto a pole or fire hydrant, and land on it while pressing RB or LB and the Y button.

Grind/Lip/Stall/Natas Branching
In the middle of a grind or lip trick, tap twice on the B, Y or X button or any combination to change your trick.

Stall
To perform a stall, pull RT and press the Y button plus a direction on the directional pad.

Off-Board Controls

Walking
To switch from skating to walking, press RB and LB at the same time. While in Walk mode, use the directional pad or the left stick to control your skater.

Climbing/Hanging
Jump (using the A button) near a wall or hanging wire and RB to grab the ledge. While hanging, press ← and → on the directional pad to move your position and press ↑ on the directional pad to climb up onto the ledge surface.

Wall Run
While facing a wall, press ↑ on the directional pad toward the wall, then press RB.

Wall Flip
Perform the Wall Run command, and press ↓ on the directional pad or left stick and the A button while running up the wall.

Front and Back Tuck
Run and release the A button, then press the A button in the air to front tuck. To back tuck, use the same controls while standing.

Tagging
Walk over to a wall and lay down a tag by pressing the Y button while you're facing a flat surface. You can also tag the ground by pressing the Y button while away from a wall surface. Learn how to customize your tag by using the Create-A-Graphic feature (see page 12).

BMX Controls

Biking
To switch from skating (or walking) to riding a bike, press the X button when next to an available bike. To switch from the bike back to skating, press RB and LB at the same time. You must be standing still for this to work.

Control and Balancing
The left stick controls the rider's weight, steers the bike and balances the rider while in any wheelie or grind trick.

Pedaling
Press and hold the A button to pedal and gain speed on the bike.

Braking (Front and Rear)
The BMX has two different brakes, front brakes and rear brakes. To use the front brakes, press LB. Pressing LB while holding the A button will perform the Endo trick which is a stationary nose manual. To use the rear brakes, press RB. This helps the BMX to stop. When pressing LB and RB (front and rear brakes), your BMX stops much faster than when using only one.

Bunny Hop
Press and release the A button to perform a bunny hop (or small jump) while on the ground or at the top of a ramp.

Bike Tricks
- **Table Top**—Press the X button while in the air. This helps you clear higher obstacles.
- **Grind**—Bunny hop then land on the rail or ledge and press the Y button.

- **Fast Flip**—Pull and hold LT while in the air. Using this trick while rotating gives your BMX extra speed and allows you to perform more rotations in the air, faster.
- **X-Up**—Press the B button while in the air. You can hold an X-Up into a grind.
- **Acid Drop**—Pull RT when riding out over a halfpipe, quarterpipe or bank.
- **Bike Whip Tricks**—To perform a whip trick, move the right stick ↑, ↓, ← or →. Each direction that's moved on the right stick performs a different whip trick.
- **Stalls**—To perform a stall, you must be near a rail or other grindable surface. First bunny hop, then pull RT and press the Y button at the same time to stall.
- **Tire Taps**—To perform a lip trick, ride up a ramp and press RB or LB to perform a Tail Tap or Nose Pick. Move the left stick up and down to maintain balance.
- **Riding Backwards**—When coming down a ramp and landing fakie (facing backwards down the ramp), you'll have the ability to continue your combo by riding backwards. Move the left stick left and right to maintain balance. Move the balance meter all the way to the right or left, or pull RT to do a 180° and ride normally.
- **Wall Plant/Tail Tap**—To perform a wall plant, jump straight into a wall and press the A button. To tail tap, jump into a wall while riding backwards and press the A button.
- **Wallrides**—Wallrides are performed the same way as when on a skateboard: approach a wall at a 45° angle and bunnyhop into the wall while holding the Y button. Press the A button while wall riding to wallie hop. Wallrides can also be performed while riding backwards.
- **Spine Transfers**—To transfer over a spine, pull RT when launching off one side of the spine.
- **Other Tricks**—Once in a wheelie or endo, tapping the B button or any direction on the right stick produces a variety of tricks. While in a wheelie or endo, RT can be used to pivot.

Special Meter & Special Tricks

As you score points in *Tony Hawk's American Wasteland*, your Special Meter (the meter in the top left corner of the screen in game) fills up. When the meter is glowing and pulsing in color, you can perform special tricks that you normally cannot. The Special Meter increases as you perform tricks, so you'll be able to bust some special tricks in the middle of your first combo. By default, you start with four special tricks. You can earn extra special trick slots by completing special tasks in Story mode. Special tricks are performed using multiple direction presses on the directional pad with the corresponding face button. Try playing through Story mode to earn more special tricks!

Camera Control

You can use the right stick to move the camera and check out what's around you when you're skating. If you find an angle you like, click the right stick and lock the camera into place. Click the right stick down again to release the camera back to the default position. Alternately, press ◀ button to switch between different camera positions. Continue pressing the ◀ button to return to the default camera position. When walking, tap LT to re-center the camera behind the skater.

Edit Tricks

While you're skating in the game, you can always edit your tricks. To change a trick assignment:

- Select the trick category you want to edit: grab tricks, flip tricks, lip tricks or special tricks.
- Select the trick you want to assign to a trick slot.
- Select the button combination you want to assign to that trick.
- Swap tricks until you find a perfect trick setup for you.

THE GAME MODES

Story Mode

Missions

You are presented with story-specific missions throughout Story mode. To progress through the game and see all the city and skate spots, you need to complete these missions. Missions are presented to you by various characters located in and around the city. A character that's ready to give you a mission has a pink dialogue bubble over their head, indicating you can talk to them and receive your next mission. If you wish to start a mission, skate or walk up next to the character and press the ⊗ button.

Shops (Create-A-Skater)

Throughout the city of Los Angeles are various shops where you can purchase clothing, skate decks and tattoos and customize your skater in-game as you would normally using the Create-A-Skater mode. To enter a store, make sure you're off your skateboard.

Cash Goals (Earn Cash)

To earn cash to buy items in the various shops, you must first complete some cash goals located throughout the city. These goals can be found by locating characters with cash symbols (the dollar sign) floating above their heads. To start a cash goal, get close to the character and press the ⊗ button. These goals are persistent, meaning they're always available for you to locate and complete.

Sponsor Challenges (Earn Stats)

To increase your skating abilities, you must earn stat points. Stat points are awarded in the story through Sponsor Challenges. These challenges can be found at the skate shops located throughout the city. Walk up to a skate shop, and from the outside of the shop press the ⊗ button to see the current Sponsor Challenges. If you choose to accept these challenges, you'll need to complete them within one day (game time) of accepting them. Once you have completed a challenge, you'll be awarded stat points to increase your abilities.

Tagging Spots (Create-A-Graphic)

There are graffiti artists located throughout the city who can help you with your tagging skills. To locate one of these artists, look for the characters with the spray paint can floating above their heads. Walk up to the character and press the ⊗ button to talk. You'll then be able to customize your tag in-game as you would normally through the Create-A-Graphic editor.

Inspiration Spots (Create-A-Trick)
If you feel like being creative and inventing your own skate tricks, find an inspiration spot located throughout the city that allows you to use the trick editor in-game as you normally would through Create-A-Trick. Find an inspiration spot and press the Ⓧ button to start the trick editor.

Compass and Maps
On the top of the in-game screen is a compass, which helps you locate all the various things to do in Story mode throughout the city. The compass shows you where the following items are located: available missions, shops, cash goals, tagging spots, inspiration spots, bicycle placement and directional arrows for moving from one area of the city to the next. There are also maps of each area located on the Pause menu, so if you need to look at an entire area at a glance, use the map.

City Buses
There are buses located throughout the city you can use to transport yourself back to areas you've already been to. This allows quicker movement from one side of the city to the other.

View Missions
At any time during the story, you can visit the Pause menu and select View Missions. The View Missions screens show you which missions are available to you, and which Sponsor Challenges are currently active for you to complete. Get more information about a mission by selecting the mission with the Ⓐ button and viewing the details of that mission.

Text Messages
Occasionally throughout your journey, you'll receive a text message. These messages can also be found in the Pause menu under Text Messages. These messages provide further information about the story and your mission objectives.

Classic Mode

What's Classic?
Classic mode is the traditional way players learned to play the *Tony Hawk's Pro Skater*® games. There's a two-minute timer and a list of ten goals, including: High Score, Pro Score, Sick Score, Skate Letters, Combo Letters, Secret Tape and more! Skate through memory lane as we bring back levels from previous classic games!

Co-Op Classic Mode
New to *American Wasteland*! Co-Op Classic mode allows you to grab a friend and play two-players simultaneously throughout the entire Classic mode progression.

Note: To select Co-Op Classic mode, two controllers must be assigned to two quadrants in the Xbox 360 video game and entertainment system.

High Score/Free Skate
Choose a level or city area and practice your skating skills. If you're up to the challenge, start a high score run and try to score your best within two minutes. You can set high scores and new records in this mode. To earn access to all the areas and levels in the game, you must play through Story and Classic modes first.

2-Player

When you and a friend are ready to go head-to-head, this mode offers up many different 2-player games. Please see Multiplayer Games below for further explanation of the available games.

Note: To select 2-Player mode from the Main Menu, two controllers must be assigned to two quadrants in the Xbox 360 video game and entertainment system.

Xbox Live® Play

Take your gaming skills on Xbox Live®! Get ready to battle players all over the world in up to eight-player games! Check out the Xbox Live® section (see page 17) to learn more about how to connect *Tony Hawk's American Wasteland* to Xbox Live®. See Multiplayer Games below for further explanation of the games available to play.

Create-A-Mode

If you want to customize the game, these are the modes for you! You can customize your skater, make your own skate parks, edit your graffiti tags and create your own tricks. Please see the Create-A-Mode individual sections (starting on page 12) for more details on customizing your game.

MULTIPLAYER GAMES

Trick Attack

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

Score Challenge

Similar to trick attack, except the match ends when the first skater reaches the target score.

Combo Mambo

The player who busts the biggest combo during the time limit wins! Make your combos count, because your highest scoring combo will be your score for the match.

Slap!

This one's easy to explain: the player who slaps the most wins! When two skaters collide, the faster player remains standing. So bust some tricks to get your Special Meter full, and then start slapping the other skaters around!

King of the Hill

There's a crown out there somewhere and the first player to find it becomes King. While you're King, you'll have a crown above your head and your score will start going up. To keep things fair, you'll skate slower while wearing the crown. Slap the King around to steal the crown. The first player to hold the crown for the preset time limit wins!

Tip: Follow the arrow displayed at the top of the screen to locate the crown.

Graffiti

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

Firefight

Suspend disbelief for a moment…You can shoot fireballs from the bottom of your skateboard! The higher your combo, the bigger your fireballs become. Your objective is to knock out the other players. Shoot fireballs by pressing ⬆ or ⬇ on the directional pad and the Ⓧ button. Keep tapping the Ⓧ button for double, triple and even quadruple fireballs! The skill level determines how high of a combo score it takes to launch a massive fireball (1 is easy, 5 is hard).

Elimiskate (Xbox Live® Only)

This game is in the same vein as Trick Attack, but this time, you have multiple stages per game with a variable time limit. In the first stage, the time counts down and the lowest scoring player at the end of that round gets eliminated from the game. This continues until only one skater is left standing, and he or she is proclaimed the winner!

Scavenger Hunt

Each player places five coins throughout the level. Be the first one to pick up all the coins, including your own five, or at least be the one to pick up the most coins before the time limit runs out, and you win!

Goal Attack (Xbox Live® Only)

Play Classic Mode goals in Goal Attack. Compete against each other to see who can complete all the goals first! The host player selects which goals are active. The player (or team) who completes all the goals first is the winner.

Capture the Flag (Xbox Live® Only)

Form teams and then try to capture each other's flags. Find the other team's flag, grab it and return it to your base for a capture. Your team's flag must be at your base for you to score. If your flag's not at your base, an arrow will point to its location. Find the person who has it and slap him or her to return your flag!

Free Skate

Keep it real with a no-time, no-score and no-rules session. Skate just like you do on the street, minus the ever-present cops and security guards. By default, all Xbox Live® games start out in free skate mode.

Pot O' Gold

New to *Tony Hawk's American Wasteland*! The player that holds the Pot O' Gold can score while it's in his or her possession. Other players will try to grab the gold away by smacking the player (going faster in a collision). Once one player has scored enough points with the Pot O' Gold or has the most points when time runs out, that player wins the match!

Go Beyond the Box

Xbox Live® is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity. Setup a Friends List with other players, see when they're online, invite them to play and talk to them in real-time as you play.

Note: By joining an Xbox Live® session, you must leave the Activision-controlled environment in Tony Hawk's American Wasteland. The game's content has been rated for Teen audiences, but the

content of the game may change due to interactive exchanges. Activision and Microsoft Inc. take no responsibility for content external to the game itself. Please read the terms of use for online play at www.th-american-wasteland.com.

Getting into the Game

Once your hardware is connected and properly configured, you're ready to play on Xbox Live®. Select Xbox Live® from the Main Menu. Select or Create a new Xbox Live® Gamer Profile. Once you've selected a Gamer Profile, press the Ⓐ button to enter your Gamer Profile passcode. Next, select the skater you want to play with. Then you can Edit Tricks or select Ready to continue.

CREATE-A-MODES

Create-A-Skater

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

A Note on the Story Skater

In *Tony Hawk's American Wasteland*, the Story skater you customize cannot be used in any other mode of play, and the same goes for a skater created outside of Story mode—it cannot be used in the Story. All customization of your Story skater should be done inside Story mode (within the shops located throughout the city of Los Angeles), and all customization of a skater for Classic mode, 2-Player, High-Score or Xbox Live® should be done within the Create-A-Skater option from the Main Menu. Story mode Create-A-Skater shops are broken into sections of customization, (e.g., hair options in the Barbershop, clothing options in the Clothing Shop).

Creating Your Skater

You can create nearly any kind of skater. Create a unique look for your skater, then go on Xbox Live® to show off your new look. From the Main Menu, select Create-A-Mode and then Create-A-Skater. You can choose to create a new skater or edit your current skater. You can also load a previously saved skater, or save the skater you just created.

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

Piece Categories

The available piece categories when creating a new skater or editing your current skater are:

Information, Head Options, Torso Options, Leg Options, Tattoo Options, Scale Options, Deck Options, Sticker Options and Pad Options

Available Pieces

At the start of the game, some pieces will be unavailable to you until you've purchased the item from within Story mode. To unlock more pieces to customize your skater with, you'll need to play through Story mode and purchase these items.

Create-A-Graphic

Use this new tool to layer and combine all kinds of different graphic elements, shapes and text to create your own personal logo. Then, use that graphic as your graffiti tag, deck graphic or even a logo for your skater clothing.

Graphic Editor Options

From the Main Menu, select **Create-A-Modes** and then **Create-A-Graphic**. You can choose to create a brand new graphic, edit the current graphic, load a previous graphic or save your graphic. Once you've entered the editor, there are ten layers to choose from. Pick a layer and then choose **Select Graphic** to choose from a wide variety of stencils, graphics, throw-ups, tags, bits n' pieces and sponsor logos, or even enter your own text! Once you've chosen a graphic element for that layer, press the B button to go back to the Graphics Editor and see how it looks on your canvas. Then you can:

- **Select Graphic/Modify Text**—This allows you to go back and pick a new graphic for that layer.
- **Erase Layer**—Wipe that layer clean and start over.
- **Transform Layer**—You can rotate, scale and move the graphic on that layer.
- **Flip Horizontally**—Flip the layer left to right to see its mirror image.
- **Flip Vertically**—Flip the layer top to bottom to see its mirror image.
- **Swap Backwards**—Move the selected layer behind the other layers.
- **Swap Forwards**—Move the selected layer in front of each of the other layers.
- **Copy to Open Layer**—Create a new layer with a copy of the current layer.
- **Color Palette**—Choose a color from one of the 16 boxes to change the color of the graphic element on that layer. Also, use the Hue, Saturation, Value and Fade sliders below to customize your color selection.

When you're satisfied with each layer, press the B button to return to the list of layers on the left side. Use up to ten layers to create your graphic. When you're satisfied with your graphic, select Done at the bottom of the layer list to return to the Create-A-Graphic menu. Now you can select your graphic and use it in the game!

Create-A-Park

Tony Hawk's American Wasteland features one of the most advanced level editors created, allowing you to design your own level to skate in!

Note: Activision Customer Support cannot troubleshoot user-made editor parks.

Basic Controls

The currently selected piece acts as your "cursor" as you use the left stick to move the piece around your park. The B button rotates the piece and the A button places it down. The Y button erases any pieces intersecting with the current piece.

Changing Pieces

Use the directional pad to select pieces. ⬆ and ⬇ on the directional pad allow you to scroll through the different categories of pieces to choose from. The current category is shown in the upper left-hand corner of the screen. Once you've selected a category, ⬅ and ➡ on the directional pad scroll through the pieces available in that category. The name of the selected piece is listed above the piece.

Raising and Lowering Ground

Press LB or pull LT to raise and lower the ground beneath the currently selected piece. To raise or lower large areas, choose a large piece, then press LB or pull LT to raise and lower large sections of your park at once.

The Clipboard

You can select a portion of your park or another park and copy and paste it with the Area Selection tool. Use the directional pad to select the Tools category and find the Area Selection cursor. Place the cursor at the desired area. Press the A button to start the selection, move the left stick to make your selection (shaded in red) and then press the A button to complete your selection. The selection menu will appear:

- **Continue**—Return to the Editor.
- **Copy**—Make a copy of the selected area to be stored in the Clipboard category for later use.

Note: If your park is low on memory, you may not be allowed to copy large sections.

- **Cut**—Remove the selected area and store it in the Clipboard for use in a different area.
- **Delete Pieces**—Clear the selected area.

After making a selection and using the Copy or Cut function, use the directional pad to select the Clipboard category. Scroll using ⬅ or ➡ on the directional pad to view all your saved selections. You can then move the saved item around the park and use the A button to place it.

The Gap Tool

When a difficult jump or maneuver is done over a gap, extra points are earned. Tricking across gaps is the key to getting big scores. Gaps always link two objects together. In the Editor, use the Gap Tool to select the first piece involved in the gap. Then select the second piece to complete the gap. Each piece of the gap will now have a "gap poly" attached to it. The gap poly looks like a gray, wireframe "wall" attached to the piece. To achieve a gap in the game, the player must jump through one gap poly and pass through the other side of the gap poly before landing. Put the Gap Tool over a piece with a gap attached to it to modify that piece's gap poly. The B and X buttons rotates the gap poly to a different side of the piece. RB, RT, LB and LT modify the dimensions of the currently selected gap. Press the A button to access that gap's Gap menu.

Note: You can always get back to the Gap menu by placing the Gap Tool over a piece shaded blue and pressing the A button.

The Rail Tool

The freeform rail tool allows you to make complex layouts that go up and over any piece in your park. The Rail Tool allows you to "draw" rails any way you like. When you first highlight the Rail Tool, you'll be in Free Movement mode. Use the left stick to move the cursor around your park. Press LB or pull LT to raise and lower the cursor. RB and RT and the right stick control the camera. Pressing the X button will "snap" the rail cursor to the nearest existing rail or to the nearest point on an object. Press the A button to put down a post and start making a rail. As you move the cursor around, you'll see a rail link connecting your initial point to the cursor. Keep pressing the A button to put down rail links. Press the Y button when you're finished with a rail and the cursor will return to free movement.

The rail tool can also be used to edit existing rails. Move the cursor over a rail or rail link until it starts blinking. Press the Y button to delete the blinking sections. Press the B button to "grab" the nearest rail point. Once grabbed, the rail point can be raised or lowered and dragged in any direction. Press the A button to place a rail in the new position and return to free movement.

Note: You can only grind around corners that are 45° or less. As you make rails, links that cannot be continuously skated will appear as red. A green link indicates the rail transition will work.

Create-A-Park Menu

While building a park, press the ▶ button to access the Park Editor Menu.

- **Continue**—Continue where you left off in the Editor.
- **Test Play**—Land in your created park to test your construction.
- **Switch Theme**—There are various themes to choose from and the theme can be changed at any time. Switch Theme will not erase or affect the layout of the park.
- **Resize Park**—Adjust the size of your park. You can manipulate each side of the park independently.
- **Nuke Park**—This will clear the park so that you can start over.
- **Save Park**—Save your park. The name you save under will become the name of your park.
- **Load Park**—Load a previously saved created park.
- **Load Pre-Made Park**—Load a pre-built park included with *Tony Hawk's American Wasteland*. You can learn a lot about park layout by looking at the included parks, and you can erase, rebuild and save them as your own!
- **Quit**—Takes you back to the Main Menu. Be sure to save your latest changes, otherwise they'll be lost once you exit the Editor.

Restart Points

The following is a list of restart points that are required in the created parks, especially if you plan to use your park for online play:

- **Player 1 Start**—The green object marked "1P" marks the starting point for player 1. Only one start point per player can be placed in a level.
- **Player 2 Start**—The red object marked "2P" marks the starting point for player 2.
- **H.O.R.S.E. Start**—These mark the starting positions in a H.O.R.S.E. game (2-player). The player 1 start point also doubles as a H.O.R.S.E. start point. Only six H.O.R.S.E. start points can be placed in a park.
- **Crown Start**—This piece is used to mark where the crown will appear in King of the Hill games. You can only place one crown in your park.
- **Flag Start**—These indicate where the team flags will be placed in Capture the Flag games (a multiplayer game available in Xbox Live®).

The Memory Meter

As you add pieces to your park, the memory meter at the bottom of the screen fills up. When the entire meter is red, you can't add anything more to your park.

Create-A-Trick

Combine skate animations to make your own custom tricks! Select Create-A-Trick from the Main Menu to start making a trick. If this is your first time, choose Create New Trick to enter the trick lab. Or, choose from a variety of pre-made tricks to see how they were created.

The Trick Interface

When you first enter the Create-A-Trick editor, you'll be presented with the main "timeline interface." In the upper right, you'll see your skater, and across the bottom, a timeline of the current trick. Build up your own trick by adding components to the timeline. As you edit, the skater in the upper left will perform your trick over and over. The trick starts on the timeline at the far left (0 seconds) and continues through to the end of the last component you've placed.

Start by pressing the A button to add a new trick, animation, body rotation or sound to the timeline. From within each component, you can define the type of animation you'd like to perform, the duration of the animation and other trick-specific details. When navigating the timeline, press ⬅ and ➡ on the directional pad to move each specific component to a different portion of the timeline. By layering different animations and rotations, you can start to build up complex tricks. Highlight a component you've placed on the timeline and press the A button to modify options associated with that component.

Some of the options you may see:

- **Duration**—How long this trick component will last, in seconds.
- **Start/Stop**—For a trick with an animation, you can use these parameters to effectively "chop off" the first or last part of the animation. For example, if you want to put a kickflip in your trick that only flips halfway, set the Start to 0% (the natural beginning of the trick) and the Stop to 50% (halfway through the kickflip). By using only parts of existing tricks, you can make entirely new tricks.
- **Hold Time (grabs only)**—You can force a grab trick to hold itself for this amount of time.
- **Holdable (grabs only)**—Change this to Yes if you want the player to hold or "tweak" this grab by holding either the B or X button during the trick. You are limited to one holdable grab per created trick.
- **Backwards (some tricks only)**—Set this to On if you want the trick animation to play backward instead of forward.
- **Points**—The length and complexity of your created trick determines the trick score.
- **Spin**—Pull RT to toggle player-controlled rotation On or Off for the duration of the trick. Turning Spin Off means the player cannot spin this trick when in the air, but the score for the trick will be increased to compensate. When you're finished adding and modifying components and you want to test the trick, press the A button to return to the Create-A-Trick menu.

- **Back to Editor**—Head back to the timeline to change your created trick.
- **Preview Trick**—Try your new trick in a level to see how it performs. The trick will be temporarily assigned to ⬅ on the directional pad plus the Ⓧ button to make testing easy.
- **Name Trick**—Name the trick whatever you like.
- **Save Trick**—Save the trick to an Xbox 360 Memory Unit or Xbox 360 Hard Drive.
- **Done**—Return to the current game mode. You'll be asked if you want to keep your created trick when you exit. At any one time, you can keep up to ten created tricks active. All ten tricks will be saved with your skater if you save to an Xbox 360 Memory Unit or Xbox 360 Hard Drive. Additional tricks can also be saved individually to Xbox 360 Memory Units. See Save Trick above for more info.

Note: After you make a trick and decide to keep it, you'll need to permanently assign your trick to your skater in the Edit Tricks Menu. Just select the key combo you want to assign to the trick and when you see the list of tricks, scroll all the way to the bottom to see your created tricks.

XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox Live.® Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live® Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Beforfe you can use Xbox Live,® connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live® member. For more information about connecting, and to determine whether Xbox Live® is available in your region, go to www.xbox.com/live.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more inofromation, go to www.xbox.com/familysettings.

Starting Online Play

Select Xbox Live® from the Main Menu. Select or Create a new Xbox Live® Gamer Profile. Once you've selected a Gamer Profile, press the Ⓐ button to enter your Gamer Profile pass code. Next, select the skater you want to play with. Then you can Edit Tricks or select Ready to continue.

Quick Match—This search brings up the first available Xbox Live® session. To search for another game, press the Ⓐ button.

Custom Match—This search allows you to browse all the available *Tony Hawks American Wasteland* games. To narrow your search, specify the game type and/or map, ranked number of players or skill level.

Create Match—Create an Xbox Live® session for others to join. When creating a match, you can change several options. Cycle your choices by pressing up or down. Move through the options by pressing up or down. Match option descriptions are below.

Using Custom Match

Custom Match allows you to search for game sessions of a particular type. When you select Find Session in the Custom Match Menu, you're presented with a list of options to refine your search.

Standard/Ranked—Standard games allow any player to join. Ranked games only allow players of similar rank to join.

Game Type—The game that's being played or will be played.

Level—The game level of the selected game (Hollywood, etc.).

Players—The number of players currently in the game is listed at the top left (8 is the maximum). Player names appear below the number of players.

Skill Level—Skill level gives you a rough idea how skilled the players are in a particular server. If set to 1, you'll be playing newbies; 5 is for hardcore *Tony Hawk's American Wasteland* players only!

Once you're happy with your selection, highlight Find Session and press the Ⓐ button to search for game sessions.

Hosting a Game

When hosting a game, you'll see the Host Options menu. Once your game session is up, other players will find your game by using Quick Match or Custom Match and can attempt to join it. When starting a session, you'll get the following options:

Standard/Ranked—Standard games allow any player to join. Ranked games only allow players of similar rank to join.

Level—The level you plan to host in (can be changed at any time once you're in the game).

Players—The highest number of players you'll allow on your game session.

Private Slots—Reserve space in your session for people on your Friends List.

Skill Level—Rate your skill level: 1 is for beginners; 5 is for high-scoring vets.

Start Session—Select this when you're ready to start hosting a game.

Playing in an Xbox Live® Game

A *Tony Hawk's American Wasteland* game session is hosted by one of the players and can hold up to eight skaters and one observer. If you selected Join Game to get into the game, you are considered a "client" to that server. If you selected Start Session, you're considered the "host" player.

After joining, you'll most likely be dropped into Free Skate mode. During free skate, you can cruise around and get a feel for the layout of the level or chat it up with your fellow skaters. When the host player is ready to start the game, you'll get a notification and the game will start. After the game is completed, you'll be shown the final rankings screen and then return to free skate.

Client Pause Menu

Once you're a client in a game, it's up to the host player to start the game—you're just along for the ride. By pressing the ● button you can access the Client Pause Menu. There are several options listed:

Continue—Return to the game.

Game Options—Brings up a sub-menu.

Sound Options—Just like an offline game, you can change music tracks, adjust volume levels and modify other sound options from this menu.

Display Options—Toggle what info you want to appear on your screen while playing.

Score Display Mode (teams only)—Toggle the scoring display to show individual scores or just team totals.

Auto Brake—By default, when you pause the game or type a message, your skater will stop skating—this is auto braking. You can turn this off to maintain control of your skater when menus are up.

Set Restart/Go To Restart—Set a point to return to and then warp back to that point. Only available during free skate.

Edit Tricks—Change your trick setup or load your own created tricks. You can only view your tricks—not edit them—if a game has started.

Player List—See who's in the game and add them to your Friends List.

Observe—This option drops you into Observer mode.

Note: You won't be able to return to the game without first quitting then playing again.

Quit—Exit your game at any time by selecting Quit.

Menu Available to a Host Player

As the host player, you're hosting the game, so it's up to you to decide which games are played, what the options are and when they start. You'll be given the same Pause Menu options as the clients with the following added options:

Start Game—Brings up a sub-menu.

Game Type—Select the game you want to play—you're the boss!

Time Limit—Decide how long you want the game to last.

Stop at Zero—By selecting Yes, the game will stop all players when the clock is at zero and the game ends. When you select No, players who are in a combo when the timer runs out have the chance to complete their combo before the game ends.

Host Options—Nearly identical to the options listed when you started the game session. From here you can turn teams on and off, change the name of your session and control whether player-to-player collision is on or off.

Advanced Options—Here you can set gamewide preferences such as No Manuals or No Walking. Any option you choose applies to every player in your game session.

Change Area—Change to a different level. All players in the game will move with you to the new level.

Player List—Select a player to add to your Friends List. Or, if they're acting up, select Kick to boot them from your game or Ban to boot them and not allow them to ever rejoin.

Tip: You can only serve on levels you've already unlocked. Unlock additional levels by playing offline in Story mode. As a client, you can join a game being played in any type of level—even secret ones!

Team Play

If the game session has Teams turned on, you can team up and combine scores. There can be up to four teams. You can have any number of players on any number of teams—play 2-on-2 or 7-on-1—you decide. When teams are created on the game session, you'll see up to four team flags in the level. Skate into a flag to join that team or skate into a different flag to change teams. You can't change teams once a game has started.

GAME OPTIONS

Save Game/Load Game

To save a game, you'll need at least 152Kb of free space available on your Xbox 360 hard drive or Xbox 360 Memory Unit. To check your free memory and/or delete existing games, use the Xbox 360 Memory Manager. To load a previously saved game, select Load Game from the Options Menu.

The Story/Skater save requires 152Kb. This save contains both your skater and any progress through Story mode as well as any unlockables you may have earned.

The Park file requires 104Kb. The park save contains the layout of the park you created.

The Tricks save requires 104Kb and contains a single trick that can be traded with friends.

The Graphic save requires 88Kb depending on the complexity of your image.

Other Options

- **Game Settings:** Controller settings, sound options (The Sirius Satellite Radio® Music Hub with Tony Hawk's Demolition Radio®—Pick the songs just like Tony does on Tony Hawk's Demolition Radio show on Sirius Satellite Radio), screen modes and display settings, cutscene subtitles and blood.
- **Game Progress:** How much you have completed of the game.
- **High Scores:** View the highest scores in the game on this screen. Toggle left and right to see all the levels. Each level has five best high scores and five best combos, as well as longest grind, longest manual, longest lip and longest combo for each level.
- **Cheat Codes:** Enter secret codes from magazines and online fan sites. Go ahead and cheat...we gave you the option!
- **Movies:** View all game movies. Some movies need to be unlocked by playing through Story mode.

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Dove Tongued Aggressor
Performed by Spirit Caravan. Written by Gary Isom, Dave Sherman and R. Scott Weinrich
Taken from the release of *The Last Embrace*
©2003 MeteorCity
Courtesy of Meteor City

Filthy/Gorgeous
Performed by Scissor Sisters
Written by Scott Hoffman, Ana Lynch, Jason Sellards. Courtesy of Artificial Music. Published by Artificial Music.
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Watch it Fall
Performed by The God Awfuls.
Written by Kevin de Franco.
Courtesy of Kung Fu Records Inc.

Put Your Quarter Up
Performed by Molemen
featuring Slug from Atmosphere, Aesop Rock and MF Doom.
Produced by PNS for Molemen Inc.
Courtesy of Molemen. Published by Sugaroo, Lord Dihoo Music (ASCAP).

Devilution
Performed by High on Fire.
Written by Desmond Kensel, Matthew Pike. Courtesy of Relapse Records. High On Fire Music (ASCAP)/Relapse Release Publishing (ASCAP). All rights for North and South America controlled and administered by Rykomusic, Ltd. (ASCAP). All rights for the rest of the World controlled and administered by Rykomusic, Ltd. (PRS).
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Iron Tusk
Performed by Mastodon.
Written by Troy Sanders, Brent Hinds, Bill Kelliher, Brann Dailor.
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California Uber Alles
Performed by Dead Kennedys.
Written by Biafra, Greenway and Dead Kennedys. From "Give Me Convenience or Give Me Death."
Courtesy of Decay Music.

Peace Frog
Performed by The Doors.
Written by John Densmore, Robert Krieger, Raymond Manzarek, Jim Morrison.
Courtesy of Elektra Entertainment Group by arrangement with Warner Strategic Marketing. Published by Doors Music Company.

Little Girl
Performed by Death From Above 1979. Written by Sebastian Granger, Jesse Keeler. Courtesy of Last Gang Records Inc. Exclusively licensed for

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Sniper Picnic

Performed by Rob Sonic (Featuring Creature and Hangar 18). Album Telicatessen - Cat#: DIX95 Rob Sonic (R. Smith) Skypimps Music/SESAC; Creature (S. Booker) Insomniac Dream Entertainment/BMI; Alaska (T. Baker) I Know a Lot of Good Writers/ASCAP; Windnbreeze (I. McMullin) Polyconceptaroid/ASCAP Courtesy of Definitive Jux. Published by Rob Sonic, Hangar 18

Unconditional

Performed by The Bravery. Written by Sam Endicott. Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises. Published by Universal Music Publishing Group. © 2004 The Island Def Jam Music Group.

Borstal Breakout

Performed by Sham 69. Written by David Parsons, James Pursey. Courtesy of Sanctuary. © Maxwood Music Limited.

Who Do You Want to Be

Performed by Dingo Baingo. Written by Danny Elfman. Courtesy of Geffen Records under license from Universal Music Enterprises. Published by Little Maestro Music, BMI. © 1983 Geffen Records

Los Angeles

Performed by Frank Black. Taken from the album "Frank Black." GAD 3004CD. Written by Frank Black. Courtesy of The Beggars Group. Published by Ken Goss, Spime Songs BMI 1992. ISRC No: GB AFL 93 00016. © 1993 4AD Limited

Organism

Composed and performed by Tommy Guerrero. Taken from the Tommy Guerrero album "Soul Food Taqueria." Courtesy of Mo'Wax records through Beggars Film and TV Music. Published by FO Traques ANA Monkey Music (BMI). ISRC No. GB-CPY-01-00106. © 2003 Mo Wax Labels Ltd

Question the Answer

Performed by Strike Anywhere. From the album To Live In Discontent. Written by Strike Anywhere (Five Kings/SESAC). Courtesy of Jade Tree. Published by Jade Tree.

One Word Extinguisher

Performed by Prefuse 73. Written & produced by Scott Herren. Licensed courtesy of Warp. Published by EMI Virgin Music, Inc. ©2003 Warp Records Limited

Duke Kerb Crawler

Performed by Pest. Taken from the album "Necessary Measures" (7EN 74/CD74). Courtesy of Ninja Tune. Published by Just Isn't Music. © Ninja Tune.

Search & Destroy

Performed by Emanuel. Written by Iggy Pop, James Williamson. Courtesy of Columbia Records. By arrangement with Sony BMG Music Entertainment. Published by Bug Music, Fleur Music Limited, SCREEN GEMS-EMI MUSIC INC., Strait James Music and James Osterberg Music. ©

Couch Slouch

Performed by D.R.I. (Dirty Rotten Imbeciles). Written by Kurt Brecht (Music), Pete Cassidy (Lyrics). Beer City Records. Courtesy of Dirty Rotten. Published by Bug Music A/C Bloody Skull Music. ©

Champ

Performed by Breakestra. Produced by That Kid Named Miles For Om Grown Productions. Recorded at The Tilt, Topanga Canyon, CA. Executive Produced by Peanut Butter Wolf. Written by Harry Palmer. ℗ © 2000 Stones Throw Records. Licensed courtesy of Stones Throw Records. Published by Embassy Music Corp. (BMI)

Jukie Skate Rock

Performed by El P. Album, Collecting the Kid. Cat. # DJX99. J. Medina for Definitive Jux Music (SESAC); T.Smith for Million Dollar Buildings (SESAC). Courtesy of Definitive Jux.

Burnt

Performed by Del Tha Funkee Homosapien. Courtesy of Elektra Entertainment Group. By arrangement with Warner Strategic Marketing. ℗ 1991 Elektra Entertainment Group. Published by Souls of Mischief Music (BMI).

What's Up Fatlip

Performed by Fatlip. Written by Derrick Stewart. Courtesy of Delicious Vinyl, Inc. By arrangement with Warner Strategic Marketing. © 2000 Delicious Vinyl, Inc. ℗ EMI Music Publishing.

We're Gonna Fight

Performed by 7 Seconds. Courtesy of BYO Records. Published by Better Youth Organization.

Better Homes and Gardens

Performed by SNFU. Courtesy of BYO Records. Published by Better Youth Organization.

I Disappear

Written and performed by The Faint. From the album Wet From Birth © 2004 Grammeroutofcontext (SESAC), administered by Universal Music Publishing Group.

Hey! Hey! Hey!

Performed by the Riverboat Gamblers. From the record "Something to Crow About." RPM 043. Written by Rookie Sensation Mike Wiebe, Freddy Castro, Mr. Lillard, Ian MacDougal. Used with permission by Gearhead Records. Published by Rookie Sensation Music

Burn Hollywood Burn

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Live Wire

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Warlord

Lair of the Minotaur. From the album "Carnage. Written by Steven Rathbone, Larry Herweg and Donald Barrace. Lyrics by Steven Rathbone. Courtesy of Southern Lord Recordings. Recorded: July 2004 at Volume Studios/Chicago by Sanford Parker.

30 Day Wonder

Performed by Good Riddance. Written by L. Pabich, R. Russ. Courtesy of Fat Wreck Chords. Published by Wixen Music Publishing

Astro Zombies

Performed by My Chemical Romance. Written by Glenn Danzig. Produced by rioKids. Engineered by Josh Jakubowski. Mixed by Daniel Korneff. Recorded and Mixed at Citadel Recording Studio in Belleville, NJ. My Chemical Romance appears courtesy of Reprise Records. Published by Evilive Music (ASCAP), administered by Reach Global Inc. Used by permission. All rights reserved.

Ever Fallen In Love

Performed by Thursday. Written by Pete Shelley. Produced, Recorded and Mixed by D. James Goodwin at the Clubhouse. Published by Lipservices Publishing aka Incomplete Music Inc. (BMI)

Everyone Is Someone In L.A.

Performed by Felix da Housecat. Written by Felix Stallings Jr., Tommie Sunshine, Chris Kelly and Danny Blumfenfeld. © 2004 Zeka Music (ASCAP) / Petty Larceny Music (ASCAP) / Blumolius Music (BMI) / Bueno Y Malo Music (ASCAP) Recording courtesy of Emperor Norton Records/Rykodisc and Rude Photo Inc. By arrangement with Big Sounds International.

Fix Me

Performed by Rise Against. Written by Greg Ginn. Produced and mixed by Bill Stevenson and Jason Livermore Publishing: © 1978 Casstone Music/SST Records

Get Off My Back

Performed by The Casualties. Courtesy of SideOneDummy Records. Published by The Casualties

Holiday

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House of Suffering

Performed by The Bled. Written by Doctor Know, EarlHudson and Daryl Jenifer. Produced by The Bled and Chris Cosgrove. Engineered and Mixed by Chris Cosgrove at Blackladge Recording– Eudora, KS © Bad Brains Publishing

I like Dirt

Written by Alan Flores. Performed by The Thunderlords.

Image

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Institutionalized

Performed by Senses Fail. Written by Mike Muir and Louiche Mayorga. Produced by The Legion of Doom. Recorded and Mixed by The Legion of Doom. Published by Bug.

Let's Have A War

Performed by From Autumn To Ashes. Written by Philo Cramer and Lee Ving. Produced, Engineered and Mixed by Brian McTernan. Recorded at Salad Days. Published by Toxic Tunes (BMI) and No Such Luck Music (BMI).

Like Eating Glass (Tony Hawk Mix)

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Live Near Death

Performed by USSR. Written by USSR. Recorded at Brian Keegan Studios

Penalty Box

Performed by Bobot Adrenaline. Written by Pepper Berry. Produced by Tommy Stinson. Courtesy of Bobot Adrenaline.

Rawhide

Performed by Nassim.

Rise Above

Performed by Black Flag. Courtesy of SST Records. Written by Greg Ginn. © 1981 Casstone Music (BMI)

Seeing Red/ Screaming At A Wall

Performed by Thrice. Written by Ian MacKaye and Minor Threat. Produced by Teppei Teranishi & Thrice. Engineered by Teppei Teranishi Recorded at New Noise Studios in Orange County, CA. Published by Minor Threat aka Dischord Records.

Skate Afrikkana

Performed by Unghi. Written by Stevie Unghi Dread.

Sonic Reducer

Performed by Saves The Day. Written By Stiv Bators, Johnny Blitz, Cheetah Chrome, Jeff Magnum, David Thomas, Jimmy Zero. Produced by Eric Sienman and Saves The Day. Engineered and Mixed by Eric Sienman. Recorded at a practice room in Chico, CA. © 1978 CBGBs Music Corp. c/o Larry Spier, Inc. (ASCAP), New York, NY and Blue Disque Music c/o Warner-Chappell Music (ASCAP), Los Angeles, CA. All Rights Reserved.

Start Today

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Suburban Home/I Like Food
Performed by Taking Back Sunday.
Written by Tony Lombardo/
Bill Steverson.
Produced by Taking Back Sunday
and Mike Sapone.
Recorded and Mixed by
Mike Sapone.
Taking Back Sunday appear
courtesy of Warner Bros Records.
Published by
New Alliance Music (BMI).

Teenagers From Mars
Performed by The Network.
Courtesy of Adeline Records by
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Warner Strategic Marketing.
Written by Glen Danzig.
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Time To Escape
Performed by Hot Snakes.
Written by Government Issue
(John Schroeder, Thomas Ostrow,
Mike Fellows, Mar Alberstadt).
Produced, Engineered, and
Mixed by Gar Wood.
Recorded at Strange Sounds.
Published by Semblance Music (BMI)

Vendetta
Performed by Mike V And The Rats
From their CDEP The Days
Lyrics: Mike Vallely
Music: Jason Hampton.

Wash Away
Performed by Alkaline Trio.
Written by TSOL.
Produced by Brett Gurewitz.
Engineered by Pete Martinez.
Mixed by Matt Hyde.
Recorded and Mixed at
Sound CityVan Nuys, CA.
Published by And There It Is There
(BMI) administered by
Wixen Music Publishing and TSOL.

We're Only Gonna Die
Performed by Bad Religion.
Written by Greg Graffin.
Courtesy of Epitaph Records.
Published by Warner-Tamerlane
Publishing Corp on behalf of
Polypterus Music.

Who Is Who
Performed by Dropkick Murphys.
Written by The Adolescents
(Frank Agnew, Tony Brandenburg,
Steve Soto).
Produced by Dropkick Murphys.
Recorded by Dave Bianco at
Q Division, Boston, MA.
Additional recording by
Raymond Jeffrey.
Mixed by Jim Siegel at the
Outpost, Stoughton, MA.
Published by Bug Music on behalf of
itself, American Leisure Music and
Adolescents publisher designee (BMI).

Wild In the Streets
Performed by the Circle Jerks.
Written by Garland Jeffreys.
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Sea of Pearl
Performed by An Endless Sporadic.
Written by Andy Gentile
and Zach Kamins.
Courtesy of cndyTHPS
Apartment Studios.

Search and Destroy
Performed by Emanuel.
Written by Iggy Pop
and James Williamson.
Produced, Engineered and Mixed by
Kevin Ratterman.
Recorded at The Funeral Home–
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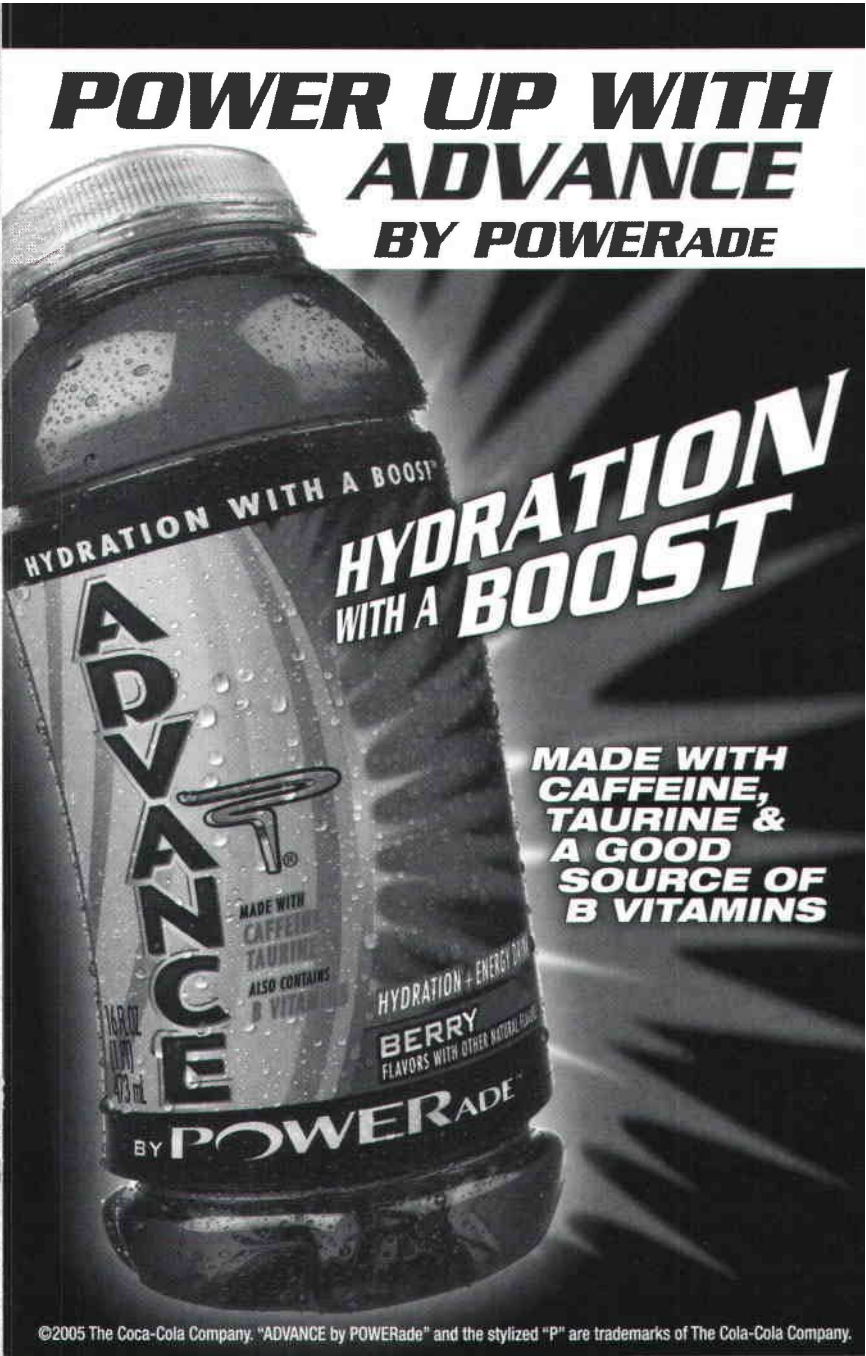

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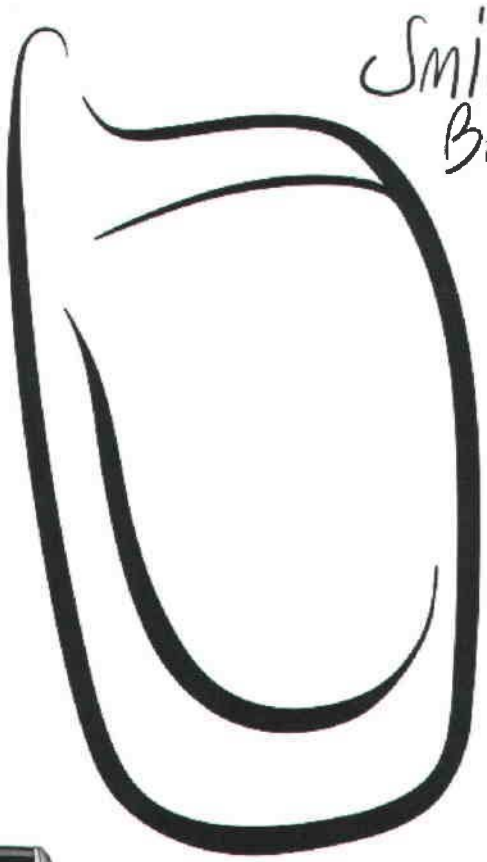

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