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THE WARRIORS



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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 symptoms - children 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.

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GETTING STARTED

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert The Warriors disc into your Xbox console with the label side up and close the disc tray.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play The Warriors.



HEADS UP DISPLAY



GAME CONTROLS

FIGHTING BASICS

- | | |
|--------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|
| Y Fence Climb
Jump/Action | L Movement |
| B Grab/Throw
(Hold to tackle) | L Sprint |
| A Heavy Attack
(+ L) Charge Attack | C Block |
| X Light Attack
(+ L) Cross body dive | R To lock on
Aim projectile
Turn around grappled
opponent
Reverse grapple |
| R Rotate camera
Click the right thumbstick
to toggle camera view
(zoom or pitch) | L+R Cycles Warrior commands
(Click with the left
thumbstick and select
with the right thumbstick) |

BASIC CONTROLS

- L** Move Player • Move **L** slightly in an upward direction = walk
• Move **L** strongly in an upward direction = run
- L** Sprint (depletes stamina)
- Y** Jump (when running)
- Y** Climb fences • To perform a quick fence jump press **Y** when sprinting up to a fence
- Y** Pick up or drop weapons, items and hats
- Y** This is also context sensitive (i.e. interacting with people, buying things, swapping weapons, etc.)

CAMERA CONTROLS

- R** click Toggle camera view by clicking **R** (near, regular, far)
- R** Rotate the camera
- ↑** or **↓** on the **R** Adjust the camera's pitch
- C** Center the camera

In some levels, the camera will be fixed. If the player attempts to move the camera **C** icon will appear



Action Button

Y is the action button. It can be used to perform a variety of functions throughout the game. Such as jumping, climbing fences, picking up/dropping items and interacting with characters.



Basic Combat

Press **X** to do a light attack

Press **X** + **A** to do a strong attack

Press **A** to do a heavy attack

Press **A** + **B** to do a special grab attack

Press **Y** + **B** to do a special paint attack (if player has paint in their inventory, uses one charge)

Press **○** to block

Grabs

Press **B** to grab an opponent

To perform a dive tackle press and hold **B**

Pull **R** to turn around grabbed opponents. Aim grabbed opponents by moving **L**

Tap **B** to throw grabbed opponents

Press and hold **B** again to take down and mount a grabbed opponent

If you're near a wall, aim your opponent at it and press **B** to smash their face into it

Press **A** to perform a knee smash attack on grabbed opponents

Press **X** to perform a gut punch attack on grabbed opponents



CONTROLS

Ground Level Attacks

Press **X** or **A** to execute mounted attacks

Press **B** to mount a downed opponent

Press **B** again to pick your opponent back up



Sprint Attacks (When Sprinting With **L**)

Press **X** to do a cross body attack

Press **A** to do a charge attack





Snap Attacks

To hold off enemies approaching from behind or to the side, press **X** and move **L** in their direction to throw a snap attack. This will buy you some time when overwhelmed by incoming threats.

Tandem Moves

If one of your Warriors is holding an opponent, hit **X**, **A** or **B** to execute a tandem move. Warriors can also perform a tandem attack if you are holding an enemy from behind.

Moving Attacks

To perform a moving attack, use **L** and press **A** or **X**. For a more powerful moving attack, move towards the enemy while sprinting (pull and hold **L**) and press **A** to do a cross body attack or press **X** for a shoulder charge attack.



Rage Mode

Build up your Rage Meter by pulling off a variety of combos and "style" moves (wall smashes, tossing enemies through windows, off rooftops, into breakable objects). In Rage Mode you will be temporarily invincible. Pull **L** + **R** to enter Rage Mode once your Rage Meter has filled. In Rage Mode the basic attacks **X** or **A** cause more damage and pressing **X** and **A** simultaneously will now perform a full 360 degree clearing move. If you grab or mount someone and press **X** + **A** then **A** **A** you will perform a finishing move. A finishing move will almost drain an enemy's health.



Weapons

Almost any object can be used as a weapon. Press **L** to pick up or drop weapons and items. Press **A** to throw projectile weapons (pull and hold **R** to manually aim it). If the item is a melee weapon, press **X** for a clearing attack and **A** for a downward attack. Press **A** + **X** to throw melee weapons.



Standard Combo Attack Button Sequences

Standard combos have varying effects. Depending on which Warrior executes the move, certain combos result in quick stuns, knockbacks, knockdowns or extreme knockdowns (send the victim flying into crowds). The less health your opponent has, the greater the hit effectiveness will be.

Combos started with a light attack:

- X A (stun or knockdown)
- X X X (stun or knockback)
- X X A (knockback or knockdown)

Combos started with a heavy attack:

- A A (heavier damage)
- A X (knockback or knockdown)

Power Move Combos

Each Warrior has 4 Power Move Combos: 2 for normal fighting and 2 for Rage Mode. The Rage Combos end in a devastating blow. To initiate these combos from a grab or a mount, press **A + X**. When the timing is right, press **A** two or three times to rain down the blows.



Getting Busted and Cuffing Characters

In some missions, the cops will try to bust you (and your Warriors) via cuffing. If a fellow Warrior is busted, walk over to them and press **Y** to initiate the mini-game. The player will then need to alternate pulling **L** and **R** in order to break the cuffs. This is displayed by an on-screen meter that will fill up based on the player's progress. If the player has cuff keys, simply press **Y** to uncuff a fellow Warrior. If the player is busted, then other Warriors will come to their aid. The player may also find handcuffs on fallen cops. To use the handcuffs on an enemy, the player must mount a character and pull **R**.





Warchief Commands

The player at anytime can give 6 commands to their fellow Warriors. To initiate Warchief Commands, click **L**. Once it is clicked the 6 commands will appear in a ring on the bottom part of the screen. Use **R** to select a command and release the thumbsticks.

WRECK 'EM ALL:

Warriors will look for an enemy to attack or ready themselves with weapons.

MAYHEM:

Warriors will smash up anything in sight (cars, stores, street objects...)

LET'S GO:

Warriors will follow the player.

SCATTER:

Warriors will split up and look for Hide Areas when chased by cops.

WATCH MY BACK:

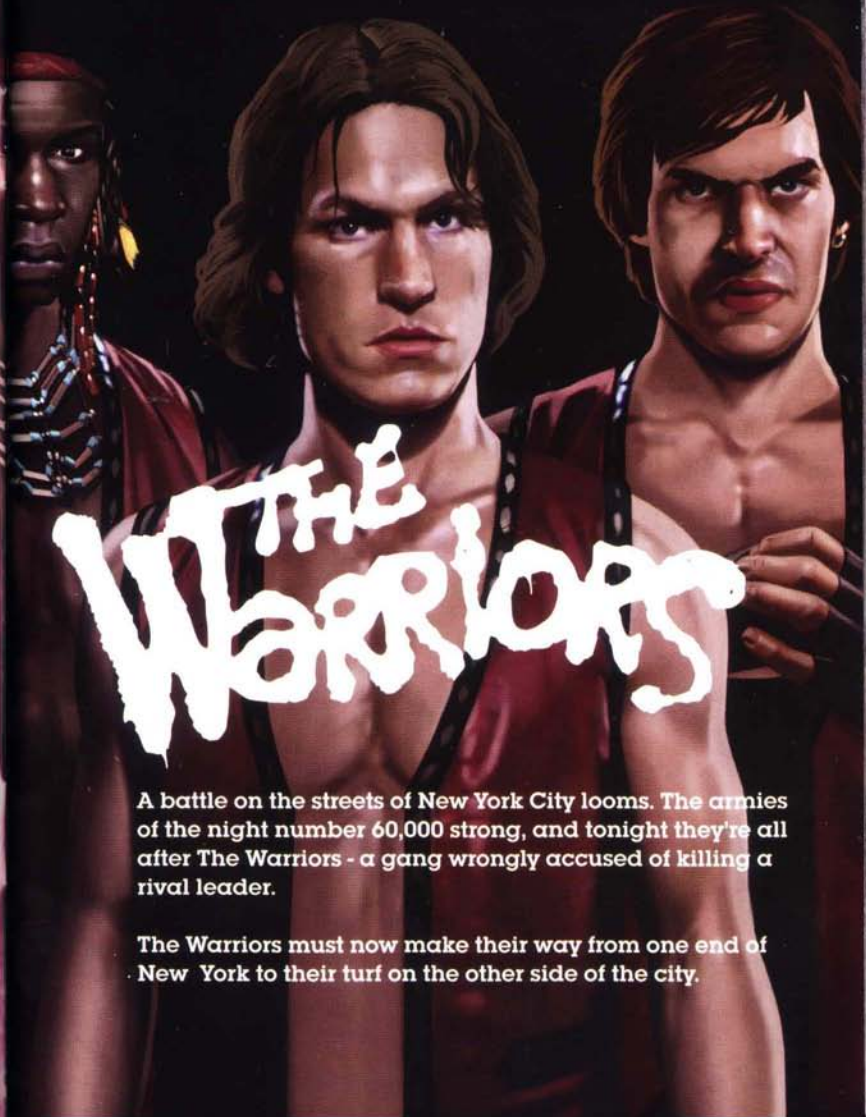
Warriors will defend the area where the player is standing.

HOLD UP:

Warriors will stand their ground.



THE STORY



The Warriors

A battle on the streets of New York City looms. The armies of the night number 60,000 strong, and tonight they're all after The Warriors - a gang wrongly accused of killing a rival leader.

The Warriors must now make their way from one end of New York to their turf on the other side of the city.



THE WARRIORS

CONEY ISLAND, BROOKLYN



Reigning over their home turf of Coney Island in Brooklyn, led by Cleon, The Warriors have built a reputation as one of the toughest gangs in New York City. The Warriors' strength comes from the fact that each member brings their own unique toughness and skills to the gang. When brought together as a whole, The Warriors are able to make it through the perils of New York City gang warfare.



GANG GUIDES



Cleon

As Warlord, Cleon is the leader of the Warriors. He is the foundation of this gang.



Swan

The Watchchief, second in command. A man of few words who thrives on action. A loner willing to step up when it counts.



Rembrandt

The youngest of the gang. A writer that gets up wherever he can. A little soft around the edges, but still able to manoeuvre around any obstacle.



Snow

A real heavy soldier. Disciplined, independent and reserved. He can rumble with the best of them.



Ajax

The Muscle: cocky, loud and always up for a rumble. A loner who looks out for himself.



Vermin

A pretty heavy brawler. Pessimistic but loyal. A reliable ally who won't disappoint.



Fox

The Memory Man: street smart and quick witted. A perfect scout.



Cochise

A real live soldier. Looking for a good time and all the action he can handle.



Cowboy

A voice of reason. Goes along with the group, always wearing a Stetson.



GANG GUIDES

DESTROYERS

CONEY ISLAND, BROOKLYN

DESTROYERS



The original Coney Island gang and led by a backstabbing drunk, Virgil. The Destroyers are a pretty heavy set and put up some solid opposition in the battle for Coney's turf.

PUNKS

BOWERY, MANHATTAN

PUNKS



The Punks are a serious bunch of brawlers. Mean mothers looking for a good time and a good fight. This clique won't back down from anything.





GANG GUIDES

THE LIZZIES

UNION SQUARE, MANHATTAN



The Lizzies are an all girl gang who can hang with the boys. Using their God-given gifts to their advantage, The Lizzies can easily sneak their way past any crew's defense.

HI-HATS

SOHO, MANHATTAN ➔



A quiet, but solid clique from Soho that dress like mimes. Very territorial, the Hi-Hats won't let anyone drop their colours where they don't belong. Led by Chatterbox, these self-proclaimed art aficionados are a messy set to battle with.





SAVAGE HUNS

CHINATOWN, MANHATTAN



The Savage Huns are skilled in Martial Arts and can withstand a hefty beating. They deal in extortion and loan-sharking and have some heavy numbers. Their Warlord, Ghost, is a very spiritual and disciplined martial artist who never speaks.

JONES STREET BOYS

BENSONHURST, BROOKLYN



A cocky bunch of trust fund kids who live in a world where money isn't an object and petty crime is just a thrill ride. Still a set that can fight with the best, the Jones Street Boys have Bensonhurst locked up tight.





TURNBULL AC'S GUNHILL, THE BRONX



A bunch of tough, crass anarchists looking to rock or rumble any chance they get. One of the heaviest sets in the city, these skinheaded thugs are a serious outfit to contend with.

BOPPERS HARLEM, MANHATTAN



Tough enough to keep other colours off their turf, the Boppers keep Harlem smooth. A softer set that grooves with style instead of muscle.





HURRICANES

SPANISH HARLEM, MANHATTAN



The Hurricanes are a family based set, made up of hustlers and swindlers. These brawlers drop their colours in Spanish Harlem and love a dirty fight.

ORPHANS

TREMONT, THE BRONX

ORPHANS



A small time outfit that keeps trying to move up by boasting about raids that never happened. At the bottom of the minor leagues, they try to make up for being soft by swarming with numbers; but a crew that can't battle doesn't have much of a future.





MOONRUNNERS

PELHAM, THE BRONX



The Moonrunners put more emphasis on getting up than they do brawling, but they aren't afraid to drop the paint and battle it out when other crews come armying into their train yard.

BASEBALL FURIES

RIVERSIDE PARK, MANHATTAN



A group of real major leaguers who bring their A-game to every rumble. Packing bats and plenty of muscle, the Baseball Furies' rep stretches through every network in NYC.





ROGUES

HELLS KITCHEN, MANHATTAN



A group of outcasts and punks, the Rogues are chaotic. They're not the heaviest set in the city, but their abrasiveness and unpredictability even out the odds.

SATANS MOTHERS

SHEEPSHEAD BAY, BROOKLYN



One of the heaviest sets in New York. The Satans Mothers are a ruthless gang who deal in knives and flash. They won't let anyone mess with their rep.





RIFFS GRAMERCY, MANHATTAN



The Riffs are the biggest gang in NYC, controlling and influencing every piece of turf in the city. Their president is Cyrus, a poetic revolutionary who envisions one unified gang ruling the streets.

SARACENS BENSONHURST, BROOKLYN



A serious set from Brooklyn that won't hesitate to bring down a whole clique if that's what it takes to survive. Street smart and strategic, they've earned a lot of respect from other gangs.





Mugging

Grab your victim by pressing **B** and to initiate mugging, press **Y**. Once initiated, two status bars will appear: the player's mugging progress (top bar) and the victim's struggle progress (bottom bar). In order to complete the mugging, the player's bar must be filled before the victim's. By rotating the left thumbstick the player must find and hold the vibration to complete the mugging process:



Breaking and Entering

Some buildings can be entered by either smashing the windows or if gated, the player can pick the locks. To initiate the lock-picking process, simply press **Y** and three sets of "tumblers" that spin from largest to smallest will appear. When the 1st tumbler is in the red field, press **A**. Repeat this process three times and the lock will be picked. If the tumblers are aligned in the darker red area the alarm will not go off. Once inside, smash out display cases and grab the items by pressing the action button **Y** for cash bonuses.





Stealing Car Radios

The player can steal car radios, which are visible through the windows of parked cars. To steal a car radio, break the window then press **Y** to begin unscrewing the screws of the car radio. To achieve this action, simply rotate the left thumbstick in a counter-clockwise motion and once all four screws are removed the radio will be acquired.



Hide Areas

The player can hide in certain areas. These areas will be distinguishable by a very dark patch of ground and dim lighting. Once inside a Hide Area, the radar will tint blue and the character will automatically go into a crouched position indicating that they are now in stealth mode.



Stealth Manoeuvres

Once the player is hidden and in stealth mode, approach the enemy then pull and hold the **R** to manually lock-on to the target. The character will raise their hand when in range to perform a stealth attack. Press **X** or **A** to take down the enemy silently.



Weapons and Lures

Almost any object can be turned into a melee or projectile weapon. Some melee weapons include baseball bats, pool cues, table legs, machetes and knives. Some projectile weapons include TVs, chairs, bottles, bricks and Molotov cocktails. Projectile weapons are aimed automatically. All projectile only weapons can be used to cause distractions. By throwing an object into a wall or another object, the player can cause police and enemies to investigate if they are within earshot of the sound. Pull and hold **R** to aim manually for more accurate throws.





Money, Items, Dealers

Money is acquired by mugging, beating down enemy gang members as well as pedestrians and stealing certain valuables from stores and cars. Money can be used to purchase items from dealers such as Flash, spray paint, and knives.



Health and Reviving

If the player is low on health, utilize Flash to revive health by pressing right on the **directional pad**. Flash can be purchased from dealers, found in stores, or picked up as a power-up. If a fellow Warrior is down, stand next to him and push left on the **directional pad** to revive. If the player is knocked out, a conscious Warrior will come to the player's aid and revive their character.

Note: This will only work if the player has Flash in their inventory.

Tagging

In some missions tags can be dropped in areas where indicated by an icon. In most areas you can snuff over a rival gang's burner that won't necessarily have an icon attached to it. Spray paint can be bought from street dealers. Paint power-ups can also be found in some levels or on some fallen enemy gang members as well as hardware stores. Press **Y** to initiate the tagging process. Trace the shape that appears on the screen by moving the **left thumbstick** along the path.



GAME MODES

Story Mode

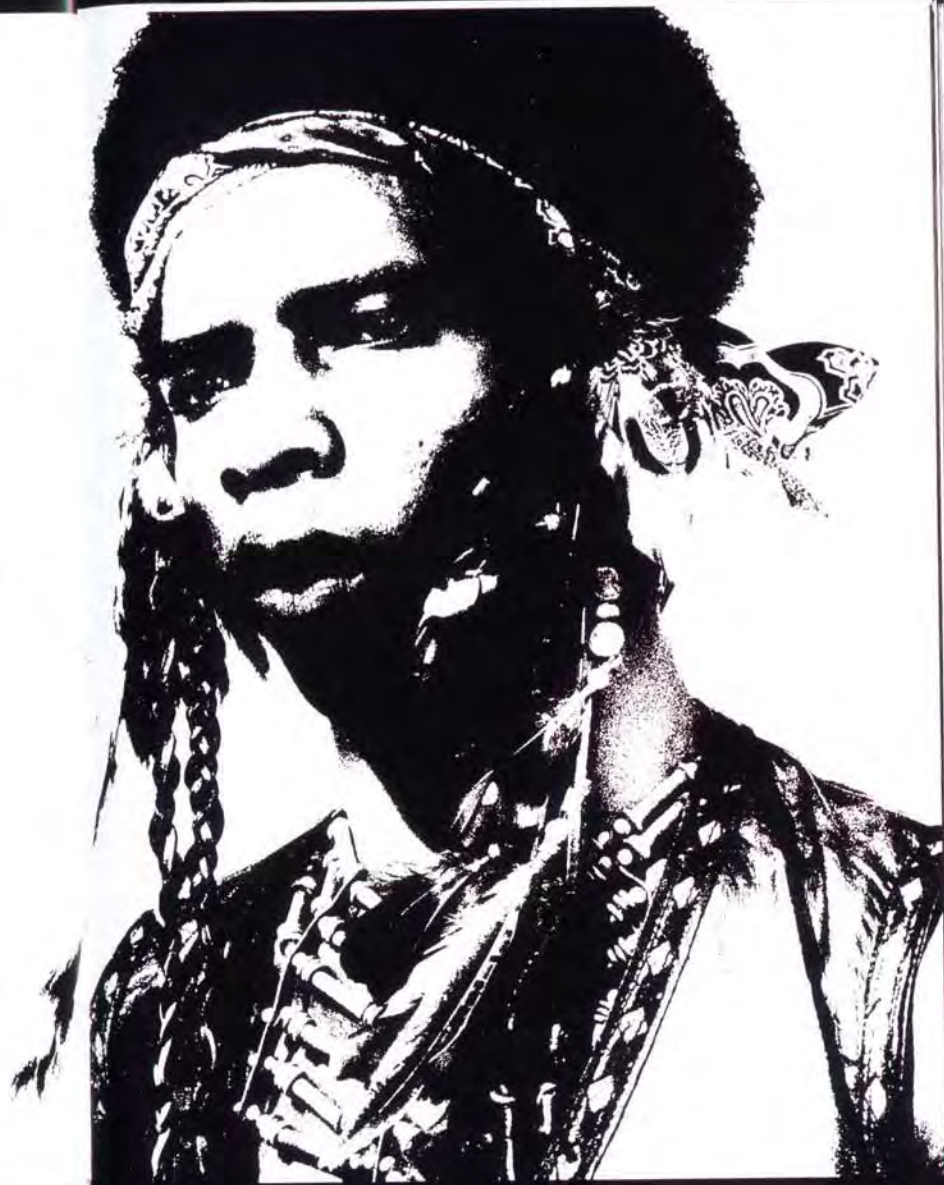
In Story Mode, follow The Warriors from the early beginnings and through their fight against some of the toughest New York City gangs.

Rumble Mode

Rumble Mode is a multi-player mode comprised of many mini-games in arena-style settings. The player will be able to unlock different arenas based on their progress throughout the game. The player can also unlock different character models to use in a "Create a Gang" feature that is available within Rumble Mode. Rumble Mode can be single-player, co-operative play, or versus match between two players. There are numerous game modes and environments.

Two-Player Game

The Warriors allows for two players to play through the entire story mode co-operatively. To initiate, press **START** on a second controller inserted into any available controller port.





Completing bonus missions around The Warriors turf will unlock items and abilities that will help the player throughout the Story Mode.

When being pursued by the police, the player should try to hop fences, cut corners and move to higher ground as the police are much less capable than The Warriors at traversing the urban landscape. Using Hide Areas will also provide safety from the police.

If the player is mugging someone and another pedestrian decides to call the police, the player can issue the **WRECK 'EM ALL** command and The Warriors will try to stop the pedestrian from alerting the police.

When the player manually locks onto an enemy by pulling **R** and issues the **WRECK 'EM ALL** command, The Warriors will move to attack the enemy that is being targeted.

Weapons are much more effective than fists when trying to break through tough objects like doors or cabinets.

Every Warrior has strengths and weaknesses. For example, some are better at mugging where others may be better at lock-picking. When getting cash, try to choose activities that are suited to the Warrior that is the acting Warchief for a given level. To check a Warrior's stats refer to the **STATS** section on the pause menu.

When being pursued by police, issue the **SCATTER** command. This will cause The Warriors to seek out Hide Areas and areas which are safe from the police.

When entering a store issue the **MAYHEM** command to have The Warriors clear out the valuable items from the store.

Don't leave The Warriors too far away or they will not be able to uncuff or revive the player. If the player is too far away to issue a command then they are unable to be helped by a fellow Warrior.





GAMEPLAY TIPS

Use rooftops whenever possible. Enemies and police will have a much harder time locating the player if the player is on a rooftop.

Sometimes the trunk of a car can contain a useful item or power-up.

As the player decreases an enemy's health, the enemy will become weaker making them a much easier opponent.

Certain moves like wall-smashes, mounts and power moves, require extra endurance to be performed.

Keep a close watch on debris around the city - many items will break into smaller, more deadly weapons.

Complete Story Mode to unlock Rumble Mode characters and levels.

Remember to look out for those down on their luck, throw them a dime every once in a while - they may help you in return.

When down, quickly press any button to stand up faster.

When timed right, you can stand up with a counterattack by pressing any attack button.

Pull **L** at any time to release your target.

Pull and hold **L** and run to make a quick break from any fight.

Quickly press **B** to break free from a grapple.

Repeatedly pull **R** to reverse a grapple.

When sprinting, hit **X** to unleash a cross body attack or **A** to charge.



ROCKSTAR TORONTO

Technical Director: Kevin Hoare
Creative Director: Greg Bick
Producer: Rob Nelson
Lead Design: John MacPherson, Sergei Kuprejanov
Design: Alan Blaine, Andy Duthie, Damian Ebanks, Josh Needleman, Matt West
Programming: Frank Kozuh, Grant Kim, Jon Paul Schelter, Kash Shamim, Leigh McRae, Matthew Puthiampadarvil, Nick Snell, Oscar Valer, Robert Mobbs, Stephen Orr
Lead Technical Artist: Alan Blaine
Gameplay Scripting: Andy Kwiatkowski, Colin Orr, Matt West, Matthew Severin, Reginald Woods, Scott Penman, Terry Litrenta
Dialogue: Dan Van Zant, Michael Thomas Zoccano, John Zurhellen
Graphic Design: Jonathan Hodge
Lead Level Art: Chris Babic, Paul MacPherson
Level Art: Daniel Ebanks, Denny Borges, Yun Kyung Suh, Luke Shelswell, Mike Marquis, Peter Marshall, Pum Sarai
Lead Character Art: Kevin Freitas
Character Art: Benjamin Chue, Jonathan Hodge, Pete Armstrong
Ingame Animation: Abraham Ahmed, David Sagüil, James Humphreys, John Kim
Cutscene Animation: Dennis Collantes, Lui Francisco, Rob Elsworthy
Sound and Music Design: Steve Donohoe
QA Manager: Arthur Chiang
QA: Branek Gaudet, Chris Conway, Kelly Grimes, Norm Brown
Technical Assistant: Jay Penney
Office Administration: Deidre Morgan
Administration Support: Melissa Bone
IT Manager: Mark Halata

ROCKSTAR NYC

Executive Producer: Sam Houser
Producer: Jeronimo Barrera
VP of Creative: Dan Houser
VP of Development: Jamie King
Art Director: Alex Horton
Visualization Director: Steven Olds
Chief Technology Officer: Gary J. Foreman
Director of Quality Assurance: Jeff Rosa
Associate Producer: Neil McCaffrey
Technical Managers: Sandeep Bilsa, Dylan Bromley
Lead Analyst: Brian Planer
Rockstar Test Team: Christopher Plummer, Crystal Bahmate, James Dima, Jay Capozello, Devin Smither, Lance Williams, Sean Flaherty, Michael Fleizach, Jonathan Farbowitz
Business Development Director: Sean Macaluso
Research and Analysis: Jon Galloway, Gregory Johnson, Joe Howell
Voiceover Director: Navid Khonsari
Cutscene Mocap Director by: Alex Horton, Navid Khonsari
Script Supervision: Franceska Clemens, Kerry Shaw
Sound Editor: Nicholas Montgomery
Motion Graphics: Maryam Parwana
Production Team: Eli Weissman, Peter Adler, Phil Poli, Anthony Carvalho, Jaesun Celebre, Robert Karol
Additional Artwork: Stephen Bliss
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ROCKSTAR LINCOLN

QA Manager:
Mark Lloyd

Deputy QA Manager:
Tim Bates

QA Supervisor:
Charlie Kinloch

Senior Lead Testers:
Andy Mason, Phil Alexander

Secondary Lead Tester:
Dave Lawrence

Testers:
Jason Trindall, Phil Deane, Dave Fahy,
Steve Bell, Andy Webster

Localisation Testers:
Chris Welsh, Carola Berens, Antoine
Cabrol, Francois Fouchet, Gabriel
Bienzobas Mauraza, Dominic Garcia,
Alberto Trentanni

ROCKSTAR LONDON

Neil Stephen, Nijiko Walker, Lucien
King, Alan Jack, Amy Curtin, Andrew
Forrest, Chris Madgwick, Chris Wood,
CJ Gibson, Daimion Pinnock, David
Manley, David McCarthy, Dean
Evans, Graham Ainsley, Hal Udell,
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Michaels, James Crocker, Jaz Bansi,
Jordan Fisher, Jurgen Mol, Laura
Battistuzzi, Maïke Köhler, Marie Bailey,
Melanie Clark, Nick Walker, Paul
Nicholls, PJ Sim, Richard Barnes, Shino
Hori, Tuukka Taipalvesi

European Publishing Team:

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Koro, Anthony Dodd, Jon Broadbridge,
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Garcia, J.Antonio Muñoz-Calero

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Ajax	James Remar
Ash	Ephraim Benton
Cleon	Dorsey Wright
Cochise	David Harris
Cowboy	Kurt Bruccia
Fox	Tom Waite
Rembrandt	Andy Senor
Snow	Sekou Campbell
Swan	Michael Beck
Vermin	Joe LoTruglio

THE ARMIES OF THE NIGHT

Beansie	Omar Scroggins
Big Moe	Billy Griffith
Birdie	Joe LoTruglio
Chatterbox	Jordan Gelber
Crackerjack	Adam Seitz
Cyrus	Michael Potts
Diego	Lloyd Floyd
Edge	El-P
Garrison	Steve Hamm
Hamilton	John Tormey
Jesse	Nelson Vasquez
Knox	Lee Rosen
LC	Leit Riddell
Lemmy	Chandler Parker
Luther	Oliver Wyman
Masai	Charles Parnell
Mercy	Deborah Van Valkenburgh

Scopes	DMC
Sully	Rob Cilia
Starr	Maine Anders
Virgil	Curtis Cook

ADDITIONAL VOICE OVERS

Adam Scambola, Aesc p Rock, Alec Tascón,
Andrew Lee, Anthony Carvalho, Anthony
MacBain, Aviva Yael, Bernardo DePaula,
Berto Colon, Beth Lyons, Burch Wang, Camille
Gaston, César de León, Chris 'Mums' Grant,
Clem Cheung, Colin Morris, Datwon Thomas,
David Jung, Dennis White, Dimitry Michann,
Digeena Moore, Duane McLaughlin, Eli
Weissman, Evan Neumann, Evan Seinfeld,
Flaco Navarja, Franceska Clemens, Fred
Berman, Geoffrey Atend, Gregory Johnson,
Holler Graham, Inna Lazar, Jackson Loo,
James Lorenzo, Jamie Hector, JD Williams,
Jett Gurner, Jeffrey Hawkins, Jeremy Parise,
John Pogash, John Smooth, John Zurhellen,
Jon Budinoff, Kevin Lynch, Khalifa Oldjohn,
Larry Ballard, Lemon, Lloyd Floyd, DJ Mister
Cee, David Khonsan, Nelson Lee, Nicholas
Montgomery, Paul Sade, Poison Pen, Randall
Rodriguez, Richard Chang, Rob Karol, Rocco
Rosario, Rodney Gardiner, Rodrick Covington,
Ruben Luque, Sam Gates, Stanton Sanjeant,
Vincent Parker, Will McCall

PEOPLE OF NEW YORK

Charlie	Kurt Rhodes
Skinny Pete	Karl Weibel
Stefano	Rocco Sisto
The DJ	Pat Floyd
Twiggy	Jack Luciano
Abe Ahmed, Alexandra Ortiz, Andrew Lee, Armando Riesco, Ben Weaver, Chris Tardio, Dave Isaacs, David Lassiter, David Shih, David White, Dennis Ostermeyer, Didi Wang, Fiona Gallagher, Gregory Johnson, Hana Moon, Helenne Park, Jesse Perez, J-Hood, Joel De La Fuente, Jordan Ruederman, Keith Jamal Downing, Karyan Lewis Pans, Kevin Merrill, Wilson, Kim Marie Lynch, Lane Kaough, Louis Torallas, Messeret Stronon, Mike Zaccaro	

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Kim, Sy Banister, Tara Radcliffe, Tom Vergow,
Valencia Yearwood, Vanese Smith, Yvette Edery

THE POLICE

Anthony Mangano	Larry Fleischman
Chad Coleman	Matt McCarthy
David Brown	Mike Arkin
James Biben	Robert Larkin
Kaper	Seth Abrams
Keith Murphy	Tom Zurhellen
	Tron

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Dan Mastrogorgio	Sean Eden
Jesse Lenat	Shawn Andrew
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Lance Williams	Styles P
Lou Carboneau	Tank Lowe
Matthew Pozzi	Ty Jones
Oliver Vaquer	Wilhelm Lewis

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Joe Holt	Jackson
John Zurhellen	Willy Carpenter
Kevin Freitas	Jeff Ward
Rob Nelson	

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Bernardo DePaula	Larry Ballard
Chandler Parker	Manny Siverio
Chris Tardio	Mary Stiervatg
Daniel Hall	Robert Jason
Ephraim Benton	Jackson
Jama Whitman	Rodrick Covington
Jeff Ward	Tara Radcliffe
Jeffrey Hawkins	Vašek Echeverria
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Cosgrove Hall Films (Manchester, UK)

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Coordinator, Interactive	Beth Giles

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MUSIC CREDITS

Score by Steve Donohoe and Neveroddahvein
Russell Simpson - Guitar
Jeff Scale - Bass
Brian Vella - Drums
Recorded at Metalworks Studios, Toronto
Engineered by Ian Bodzasi

The Warriors Soundtrack Songs:

"Theme From 'The Warriors'"

Barry de Vorzon
Written by B. de Vorzon
Published by Famous Music
© 1974 A&M Records
Courtesy of Universal Music

"Nowhere to Run"

Arnold McCuller
Written by Holland, Dozier, Holland
Published by EMI Music Publishing
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"Echoes In My Mind"

Mandrill
Written by C. Wilson, L. Wilson, C. Cavell, Dr. R. Wilson, W. Wilson
Published by Famous Music
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"The Fight"

Barry de Vorzon
Written by B. de Vorzon
Published by Famous Music
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"In The City"

Joe Walsh
Written by B. de Vorzon, J. Walsh
Published by Wow & Flutter Music
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"Love Is A Fire"

Genya Ravan
Written by J. Vastano, V. Bonica
Published by EMI Music Publishing/Famous Music
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"Baseball Furies Chase"

Barry de Vorzon
Written by B. de Vorzon
Published by Famous Music
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"You're Movin' Too Slow"

Johnny Vastano
Written by E. Mercury, W. Smith
Published by Salamoni Music/Famous Music
© 1974 A&M Records
Courtesy of Universal Music

"Last Of An Ancient Breed"

Desmond Child
Written by D. Child
Published by Famous Music
© 1974 A&M Records
Courtesy of Universal Music

Licensed Songs:

"Don't Hold Back"

Chanson
Written by J. Jamerson, Jr., D. Williams
Published by Jamerson Music, Inc.
© 1978 Anolo Records
Courtesy of Jamerson Music, Inc.

"Get Down"

Gene Chandler
Written by James A. Thompson, Jr.
Published by Cochand Music, Inc.
© 1978 20th Century Records
Courtesy of BR Music Two B.V.



CREDITS

"Here Comes That Sound Again"

Love De-Luxe
Written by Alan Hawkshaw
Published by Hawkshaw Music
© 1979 Warner Bros. Records
Courtesy of Warner Music Interactive UK and Hawkshaw Music

"I Love Livin' In The City"

Fear
Written by Lee Ving
Published by Toxic Tunes/Range War Music
© 1978 Slash Records
Courtesy of London-Sire Records Ltd.
by arrangement with Warner Strategic Marketing

"Knock On Wood"

Amli Stewart
Written by E. Floyd S. Cropper
Published by Universal Music
© 1978 Hansa Productions Ltd.
Courtesy of Sanctuary Records Group

"Pueblo Latino"

Spanish Harlem Orchestra
Written by C. Curet Alonso
Published by FAF Publishing
© 2002 Rope-A-Dope Records
Courtesy of Artemis Records

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"Remember"

Vivien Vee
Written by C. Simonetti G. Meo
Published by Market Srl
© 1979 Banana Records
Courtesy of Market Srl

"Shake It"

Ian Matthews
Written by Terence Boylan
Published by Steamed Clam Music
© 1978 Rockburgh Records,
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Courtesy of Ian Matthews

"Traigo De Todo"

Alberto Alberto
Written by Alberto Alberto
Published by Alberto Alberto
© 2005 Alberto Alberto
Courtesy of Alberto Alberto by arrangement
with Patricio and Brenda Lahman

"When You're In Love With

A Beautiful Woman"
Dr. Hook
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Published by EMI Music Publishing
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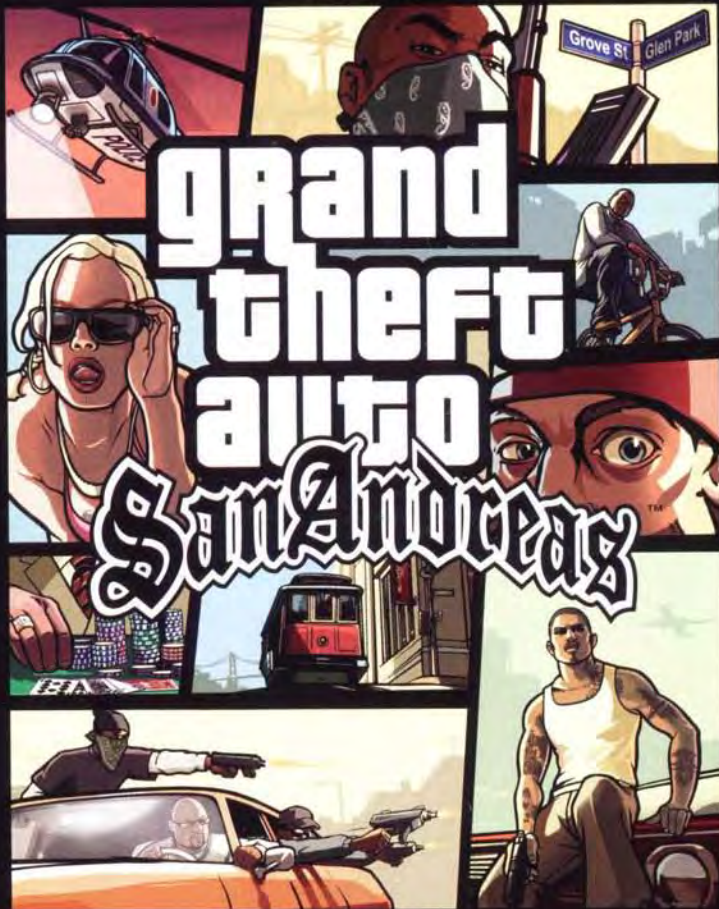
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