For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

**Use and handling of video games to reduce the likelihood of a seizure**
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recording surface
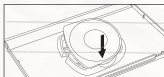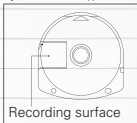
Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.
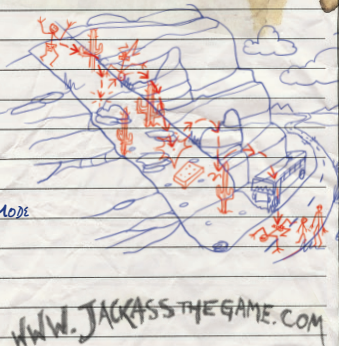
Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

CONTENTS:

WWW.JACKASSTHEGAME.COM

WARNING: THE STUNTS FEATURED IN THIS GAME WERE PERFORMED BY PROFESSIONALS, SO NEITHER YOU NOR YOUR DUMB LITTLE BUDDIES SHOULD ATTEMPT ANYTHING FROM THIS GAME.

Right side view

△○✕□ buttons

POWER/HOLD switch

Front view

Disc cover

DC OUT connectors

IR port

USB connector

OPEN latch

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the Home menu is displayed. Press the OPEN latch to open the disc cover. Insert the Jackass The Game disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's Home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ✕ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: Do not eject a UMD™ while it is playing.

• Memory Stick Duo™

WARNING! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games. Make sure there is enough free space on the Memory Stick Duo™ before starting the Game.

• By choosing `Autosave` from the Options Menu your game will be saved automatically at appropriate intervals. If Autosave is set to off you'll have to remember to save the game manually.

PSP® (PlayStation®Portable) system configuration

L button

LCD screen

R button

Directional buttons

△○✕□ buttons

MEMORY STICK DUO™ access indicator

POWER indicator

WLAN access indicator

Volume

HOLD indicator

Analog stick

Right speaker

Strap holder

START button

Left speaker

SELECT button

HOME button

Sound button

Display button
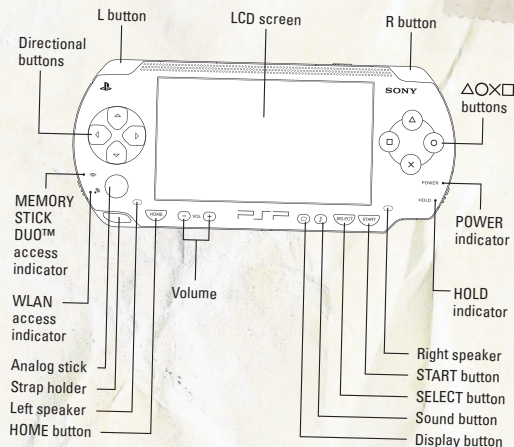
See the individual sections of this manual for more control information. As you are attempting a stunt, the controls for that stunt will be shown at the bottom of the screen.
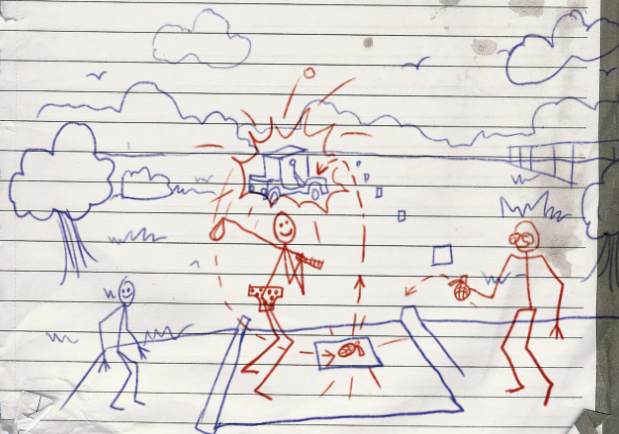
Jackass the Game is based on the hit MTV™ television series Jackass™.

Filling in as director of Jackass™, your job is to collect the best footage from over 30 Stunts throughout Jackass the Game to create a new Jackass™ series for MTV™. All Stunts have a minimum requirement for content before MTV™ will approve an Episode for broadcast. The new series requires seven Episodes of quality Jackass™ footage. It's gotta be GOOD!

-Title Screen

Once the Title Screen is displayed, press the ✗ button to go to the Main Menu screen. If you want to continue a previously saved game, insert the Memory Stick Duo™ containing the save game data into the PSP® before starting the game. The saved game will auto-load.

MAIN MENU:

Use the Main Menu to navigate through the various modes and options within Jackass the Game.

- MTV Story Mode
- Challenge Mode
- Multiplayer
- Director Mode
- Extras
- Options
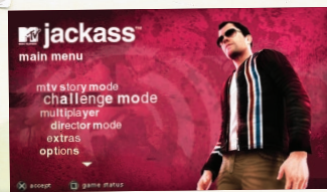
Menu Screen Controls:

Use the left/right/up/down directional buttons to highlight the option you want and the ✗ button to select the highlighted option. The L button and R button are used to page up/down and the ◉ button is used to return to the previous screen.

-Pause Menu

While playing, you can access the Pause Menu by pressing the START button.

☠ **TIP** – Change characters at any time by going to the Pause Menu (press START).

GAME DISPLAY

OK, here's what you'll be looking at, so pay attention:

1) This is You. Keep an eye on this to keep track of your damage. If you take too much, you'll bail out of the stunt.

2) These are your Goals. They'll track your progress in finishing the stunt.

3) This shows how much Time you have left in the stunt. Once this timer runs out, the stunt is over. Deal with it.

4) This bar shows your Position. In racing stunts, it'll also show how far ahead or behind your opponents are.

5) These are your Controls for the current stunt, so you don't forget how to walk or something.

GAME MODES:

• MTV Story Mode

The primary gameplay mode for Jackass the Game is MTV Story Mode. In this mode the narrative drives your progress through the game. By playing MTV Story Mode you can unlock new content within Jackass the Game.

THE PLAN:

All right – the plan is to get the Jackass cast back together to create a brand-new season. The problem is that Jeff Tremaine was injured during the first day's shooting, so we have no Director. It's up to you to get the shots we need to make these episodes. You have to organize the stunts, get the footage, and make sure that everything is good enough for the show.

Episodes: Stunts are collected into groups called "Episodes". Episodes in Jackass the Game are similar to the format and structure of the Jackass™ TV series, collecting a series of Stunts across a variety of locations.

> 💀 **TIP –** In each Episode you're free to attempt Stunts in any order.

Game Progression: Completing goals within a Stunt attempt means collecting footage for an Episode. Remember, the cameras are always rolling. You can check your current progress within any Stunt by accessing the Goal Status screen from the in-game Pause Menu. The more goals you complete the better the quality of the footage and the higher the rating awarded for the stunt. A Bronze star rating for each stunt is the minimum quality level required by MTV™ to broadcast the Episode.

> 💀 **TIP –** Achieving Silver or Gold ratings across multiple Stunts will unlock additional bonus content.

PROGRESS through SUCCESS or STUPiDiTY

The goals for the stunts in Jackass are designed to let you win big, and lose bigger. It's not just about achieving set goals; it's about making the attempts entertaining for the audience.

Even a failed attempt can get you the footage you need, and it's usually pretty funny.

You can progress through "success" oriented goals as well as "stupidity" oriented goals. A "success" oriented goal is usually a skill-based goal, like winning a race, while a "stupidity" oriented goal might be linked to achieving a wicked wipeout or "Bail Out".

● Bail Out

Stunts that support Bail Out will be indicated in the onscreen help text at the bottom right of the screen. If you see "Ⓐ Bail Out", you can press the Ⓐ button at any time during the stunt to perform a Bail Out. During a Bail Out, the Jackass character enters ragdoll mode where the extreme ragdoll and Injury Technology depicts every collision with shocking realism and accurate impact detection for more than 10 different areas of the body. Ouch!

> 💀 **TIP –** Bail Out into a hard object at high speed to inflict serious injuries on your favorite Jackass.

● Replays

While attempting a Stunt the action is recorded as a Replay. At the end of the Stunt you can choose to view the Replay. During playback the action can be viewed at normal speed, accelerated, in slow-mo, or reverse. You can also save the Replay to edit it later in Director Mode where you can select your own camera cuts and play speed for specific camera shots. Sets of edited Replays can be also compiled into a Custom Show using the Show Editor (page 10) and viewed as a series of edited stunt attempts. Edited Replays and Shows can be shared with other gamers using the upload function accessible through the Multiplayer Menu.

> 💀 **TIP –** If you choose to restart or change characters during a Stunt attempt, the current Replay will be lost.

• MTV Story Mode (cont.)

• Replay Controls

The following options are available during a Replay of Stunt attempts:

- **Back** – Exit the current Replay.
- **Save Replay** – Save the current Replay to a Memory Stick Duo™.
- **Hide Display** – Hide onscreen text.
- **Adjust Play Speed** – Review the current replay. Replays start off by default in play mode. Play speeds include x0.5, x1, x2, and x4, with the same available in reverse.
- **Pause** – Stop the Replay on the current frame.

Replay Screen

MORE GAME MODES:

• Challenge Mode

As the title implies, Challenge Mode offers a more challenging experience with tougher goals to achieve in all stunts. In addition, completing goals in Challenge Mode unlocks additional bonus content like Props. Challenge Mode is for those that just Have to get 100% completion.

TIP – Stunts that support Prop changes can be identified by scrolling through the Challenge Mode menu and looking for the "Change Props" button on screen.

• Multiplayer

In Jackass the Game you can play against friends and other Jackass users via both Ad Hoc and Infrastructure wireless modes.

- **AdHoc** – From here you can connect to other nearby Jackass players to host or join a multiplayer game. Select from a list of individual Stunts to compete in 2-4 player head-to-head games or choose a full Episode and compete in tournament style.

  – **Find Games** – This will search for ad-hoc games created by other players to join. Once a game is located, you'll be moved to the lobby screen. You can also select a new character to play.

  – **Host Stunt** – Allows you to pick a single stunt and start a multiplayer game with players nearby.

  – **Host Episode** – Instead of a single stunt, this allows you can Host a series of stunts with nearby players.

  – **Nickname** – This will allow you to change your nickname so that other players can identify you in the stunt

- **Infrastructure** – Search online for available games to join, or Host your own online 2 player head-to-head game.
  * **Red Mile** may disable the online feature after 30 days notice on www.JACKASStheGAME.com.
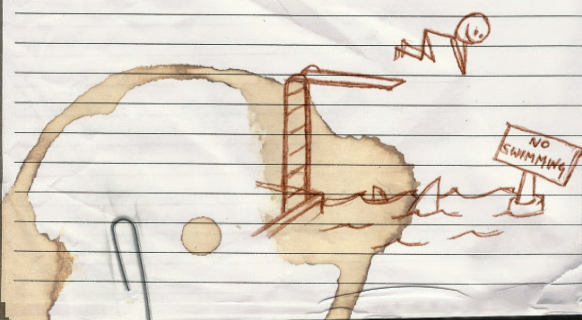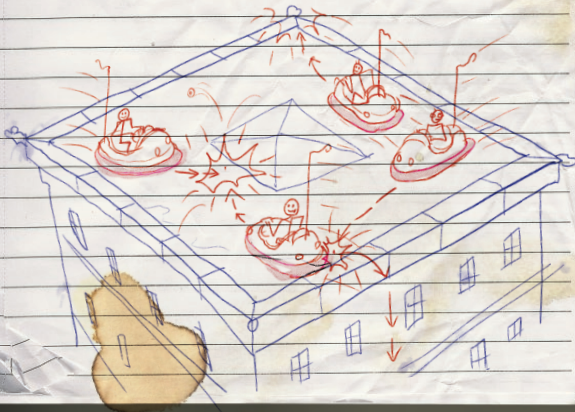
• DIRECTOR MODE

REPLAY EDITOR

THE BUILT IN REPLAY SYSTEM WITHIN JACKASS THE GAME ALWAYS RECORDS A CINEMATIC EDIT OF ANY STUNT ATTEMPT.

YOU HAVE THE OPTION TO SAVE THESE REPLAYS FOR PLAYBACK IN DIRECTOR MODE. THE EDIT REPLAY FUNCTION WITHIN DIRECTOR MODE GIVES YOU THE OPPORTUNITY TO CUSTOMIZE A SAVED REPLAY FOR A MORE PERSONALIZED AND UNIQUE PLAYBACK OF A STUNT ATTEMPT.

• ADD/EDIT CAMERA – BRINGS UP THE ADD/EDIT CAMERA MENU WHICH ALLOWS YOU TO ADD ADDITIONAL CAMERA SHOTS OR REMOVE EXISTING ONES. YOU CAN ALSO EDIT A SELECTED CAMERA'S PROPERTIES SUCH AS ZOOM, TARGET, SLOW MOTION AND MORE.

TIP – ALWAYS REMEMBER TO SELECT ACCEPT CHANGES BEFORE EXITING THE ADD/EDIT CAMERA MENU IF YOU WANT TO SEE YOUR CHANGES WHEN VIEWING A REPLAY.

• SAVE/EXIT – BRINGS UP THE EDITOR MENU WITH THE FOLLOWING OPTIONS:
· SAVE REPLAY
· LOAD REPLAY
· EXPORT REPLAY
· EXIT EDITOR

• HELP – BRINGS UP THE EDITOR HELP MENU WITH THE FOLLOWING OPTIONS:
· DIRECTIONAL BUTTON LEFT/RIGHT – ADJUST PLAYBACK SPEED AND DIRECTION
· DIRECTIONAL BUTTON DOWN – QUICK PAUSE/PLAY
· L BUTTON AND R BUTTON – JUMP TO NEXT/PREVIOUS CAMERA CUT
· Ⓐ BUTTON – HIDE/SHOW DISPLAY

RIP?
33+12.096
+ 94.81
−507 = I HATE MATH

SHOW EDITOR

THE SHOW EDITOR ALLOWS YOU TO COMPILE SAVED REPLAYS INTO A SHOW WHICH CAN THEN BE TRADED ONLINE WITH OTHER JACKASS USERS VIA THE AD HOC OR INFRASTRUCTURE WIRELESS FEATURES OF YOUR PSP® SYSTEM.

• TIMELINE/REPLAYS – USE THE UP/DOWN DIRECTIONAL BUTTONS TO SWITCH BETWEEN THE SHOW TIMELINE SECTION AND THE REPLAYS SECTION.

• LOAD REPLAY – PRESSING THE ✕ BUTTON WHEN AN EMPTY SLOT IS HIGHLIGHTED IN THE REPLAYS SECTION WILL BRING UP THE LOAD REPLAY MENU.

• EDIT REPLAY – PRESSING THE ✕ BUTTON WHEN A REPLAY SLOT IS HIGHLIGHTED IN THE REPLAYS SECTION WILL START THE REPLAY EDITOR, WHERE YOU CAN EDIT AND SAVE THE REPLAY FOR INCLUSION IN YOUR SHOW.

• MOVE REPLAY – SWITCH THE ORDER OF THE EPISODES WITHIN YOUR SHOW BY USING THE L BUTTON AND R BUTTON IN THE TIMELINE SECTION OF THE SHOW EDITOR.

• EDITOR MENU – BRINGS UP THE EDITOR MENU WITH THESE OPTIONS:
• VIEW SHOW – WATCH YOUR OR A FRIEND'S SAVED SHOW.
• SAVE SHOW
• LOAD SHOW
• EXPORT SHOW
• EXIT SHOW

EXPORT SHOW – THE EXPORT FEATURE ALLOWS YOU TO SAVE YOUR REPLAYS OR SHOWS AS A SERIES OF IMAGES WHICH CAN BE COMPILED AND MODIFIED ON A PC WITH YOUR FAVORITE VIDEO EDITING SOFTWARE. THE EXPORTER ALLOWS YOU TO MODIFY OUTPUT RESOLUTION, FRAME RATE AND MOTION BLUR.

TIP – WATCH YOUR SPACE WITH REPLAYS! WHILE AN IN-GAME REPLAY IS ONLY 1.5 MB, AN EXPORT COULD TAKE AS MUCH AS 400 MB! IF YOU'RE GOING TO DOWNLOAD VERY LARGE REPLAYS AND SHOWS, CONNECT YOUR PSP® SYSTEM TO A POWER SOURCE BEFORE EXPORTING. A MAXIMUM OF 50 REPLAYS CAN BE SAVED TO A MEMORY STICK DUO™.
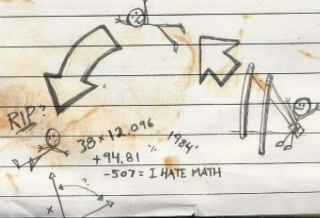
- CREDITS
  MEET THE CREW THAT BROUGHT YOU
  JACKASS THE GAME.

- MOVIES
  AS YOU PROGRESS THROUGH THE GAME
  YOU CAN UNLOCK SPECIAL MOVIES INCLUDING EXCLUSIVE CLIPS FROM
  JACKASS CREW VOICE RECORDING SESSIONS FOR JACKASS THE GAME.

- GALLERIES
  UNLOCKABLE CONCEPT ART, JACKASS PRODUCTION PHOTOS AND
  CHARACTER COSTUME GALLERY.

- PUPPETEER
  A UTILITY THAT LETS YOU MESS WITH JACKASS GAME CHARACTERS
  AND SAVE THE RESULTS AS A REPLAY TO SHARE OR ADD TO A SHOW.

DOWNLOAD

JACKASS THE GAME ALLOWS YOU TO DOWNLOAD ADDITIONAL
CONTENT INCLUDING BOTH OFFICIAL RELEASES AND USER
CREATED REPLAYS AND SHOWS. CONTENT SUCH AS NEW STUNTS
ARE SCHEDULED FOR FUTURE RELEASE AND WILL ALSO BE MADE
AVAILABLE FOR YOU TO DOWNLOAD TO YOUR PSP® SYSTEM.

- EFFECTS VOLUME
  ADJUST THE VOLUME OF
  MENU AND IN-GAME
  SOUND EFFECTS.

- MUSIC VOLUME
  ADJUST THE VOLUME OF
  BACKGROUND MUSIC.

- VOICE VOLUME
  ADJUST THE VOLUME OF IN-GAME AND CINEMATIC VOICES.

- DISPLAY AVATAR
  TOGGLE THE IN-GAME JACKASS AVATAR DISPLAY ON/OFF.

- AUTOSAVE
  TOGGLE AUTOSAVE ON/OFF (SEE PAGE 2).

- SAVE/LOAD PROFILE
  MANUALLY SAVE OR LOAD A PROFILE.
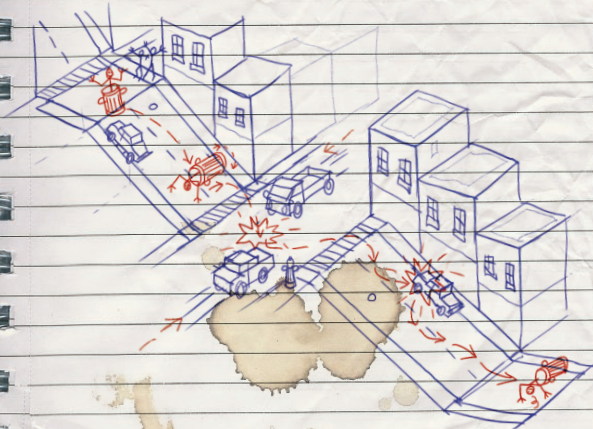
CREDITS

starring
jason 'wee man' acuna
ryan dunn
dave england
johnny knoxville
preston lacy
ehren mcghehey
steve-o
chris pontius
jeff tremaine

Red Mile Entertainment
www.redmileentertainment.com
senior producer
aaron rigby
producer
paul guirao
executive producers
yasuhiro noguchi
chester aldridge
chief executive officer, chairman
chester aldridge
president, chief operating officer
glenn wong
chief financial officer
ben zadik
sr. director of sales & marketing
henry price
director of strategic planning
simon price
account manager,
 business development
todd weimer
operations manager
kate freeman
financing
kenny cheung
doug froese
special thanks
ofhir agmon
james guirao
mary hubert
jason s. mallot
ed roffman
tony shapiro
mike troy
robert westmoreland
kris wiebe
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mario wynands
technical director
tyrone mcauley
creative director
stuart middleton
accountant
lance burgess
business development executive
jos ruffell
producer
mario wynands
assistant producer
mark davis
lead designer
robert watson
level designers
cory spooner
cameron goers
game design
robert watson
mario wynands
additional game design
ross thody

lead programmer
craig furness
senior programmers
frank hickman
andres james
kester maddock
stu sharpe
robert walkley
programmers
antony blackett
jeremy burgess
peter buck
glen corby
robert green
cameron hart
erik haugvaldstad
alex henriques
grant mark
daniel mathers
joe o'sullivan
andrew rowse
dan smart
craig timpany
phillip voyle
andrew wood
additional programming
tyrone mcauley
jennie stenhouse
lloyd weehuizen
leo gui
art director
john sheils
lead artist
dale pugh
concept artists
nick cattell
ben nightingale
ui artist
nathan rattray
artists
dan allsop
jamie churchman
mark cuthbert
peter freer
corie geerders
nathan johnson
evan johnston
ivan khmel
leighton milne
thomas mountfort
nathan rattray
john sheils
lead animator
mark cuthbert
senior animator
kris slagter
animators
brad lincoln
reagan morris
motion capture director
mark cuthbert
audio director
mark davis
quality assurance manager
stephen woodward
quality assurance testers
tony breese
shannon feldwick
dwayne kirkwood
luke percy
paolo tonetti
simon westenra
usability expert
gareth griffiths
fmv script
michael sheils
special thanks
alan bell

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vice president, marketing
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senior vice president
paul degooyer
special thanks
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jeff tremaine
executive producer
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executive producer
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producer
shanna zablow
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jxpx blackmon
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madison "chickenbutt" clapp
sean cliver
warren dern
lauren dolgen
dimitry elyashkevich
tony etz
derek freda
knate gwaltney
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volney howard
greg iguchi
michelle klepper
rick kosick
cordell mansfield
john miller
naomi "lets go all the way" nelson
jessica samet
trip taylor
van toffler
roger alan wade
jennifer welsh
laura windel
greg wolf
kristine young
circle jerks
turbonegro
In loving memory of liz ewart

Reverb Communications Inc.
doug kennedy
mel kirk
tina casalino
david bruno
tracie snitker
nate walling
reverb intern team

Weta Digital
motion capture supervisor
dejan momcilovic
1st ad
lisa wildermoth
motion capture td
john curtis
james van der ryden
motion capture stage manager
jake botting
motion capture pa
emily pearce
motion capture data trackers
kate burgess
teresa barsali
motion editors
tom holzinger
rod fransham
motion capture talent
rod fransham
joe dyson

Weta Productions
motion capture supervisor
gios johnston
motion capture operator
akshay parbu
motion editors
akshay parbu
peter tan
maya operator
rhys clapcott
assistant director
john aberdein
motion capture talent
rod fransham
david hoskings
ban abdul

SCA Studios
sydney, australia
creative director
scott cairns
voice over director
scott cairns
sound design & foley
yannis brown
scott cairns
fmv cutscene audio
daniel anthon
scott cairns

Technicolor Studios
los angeles, usa
recordists
morgan gerhard
david walsh
lydian tone
mark jasper
dialogue editors
frank szick
david fisk
music editors
tom hays
david fisk
director of audio services
tom hays

Trident Studios
wellington, nz
voice over recordist
andrew downes

voice talent
jason 'wee man' acuna
ryan dunn
dave england
johnny knoxville
preston lacy
ehren mcghehey
steve-o
chris pontius
jeff tremaine
carl ayala
benj berryman
sarika chawla
erin cook
mark davis
richard epcar
paul guirao
nathan johnson
aaron rigby
jos ruffell
carrie thiel
amberyl Watson

Babel
translation and localization
kris young
hans brechtel (german)
carlos montilla (spanish)
luca huella (italian)
guillaume le pennec (french)

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general business manager
 - gameq
guillaume fournier
delivery manager
s venugopal
group lead
chintu raju
test leads
chandanpal j b
ramsudhir v
test engineers
ameenuddin
amit
deepak t
deepu alex
drom kumar amrit
ganesh v
goutham balaji
harcharan a m
jijo george
lakshmana c
mohit mehrotra
nikhil joseph
rachan shetty
raghu g nair
raju m
ram krishna
syed nasir
vinay s m
technical team
ashwin kumar
giribabu d
sharath n singh
thrilok h s

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todd bisson
jeff jacquin
andy williams
www.loop.co.nz

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performed by anti-nowhere league
written by aghssa/blake/culmer/
chris exall courtesy of
nowhere records

wall
performed by balzac
courtesy of misfits
records/rykodisc
by arrangement with warner
music group video game licensing
published by:
2003 misfits records
under exclusive license from
diwphalanx records/disk union

nude country
performed by cake cutter
written by ambrose/blackmon/
mark/montgomery/webb
courtesy of cakecutter

karazy
performed by chris pontius,
scott manning, gabriel mark,
john montgomery and
j.p. blackmon
courtesy of chris pontius
© animal grace publishing bmi

swamp boogie
performed by: chris pontius,
scott manning, john montgomery
written by: chris pontius
courtesy of chris pontius
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I'm gonna live
performed by the circle jerks
written by kevin fitzgerald
courtesy of the circle jerks

live fast die young
performed by the circle jerks
written by greg hetson &
keith morris
courtesy of the circle jerks

96 quite bitter beings
performed by cky
camp, vol 1
released 2000
written by: d miler / j margera /
c ginsburg

party boy theme
performed by dave rohen
mtv networks ltd
famous music inc
david roen / bmg music / famous

what would i know
performed by the datsuns
the datsuns
released 2002
© hellsquad publishing limited
kobalt music publishing
written by: christian deborst,
matthew osment,
christian livingstone and
philip somervell

sittin' pretty
performed by the datsuns
the datsuns
released 2002
© hellsquad publishing limited
kobalt music publishing
written by: christian deborst,
matthew osment, christian
livingstone and philip somervell

let's loot the supermarket again
(like we did last summer)
performed by the deviants
written by farren/wallis/rudolph
courtesy of mick farren

friend
performed by marginal man
written by marginal man
courtesy of marginal man

corona
performed by minutemen
double nickels on the dime
released 1984
sst records
cesstone music bmi

spinal remains
performed by the misfits
words and music by glen danzig
published by evilive music (ascap),
administered by reach global, inc.
used by permission.
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come on, come on
performed by nashville pussy
get some!
released 2005
bug music
drunk daddy music (bmi) administered by bug
written by: blaine cartwright, karen exley,
d. rabinowitz, ruyter suys and jeremy thompson

hate and whiskey
performed by nashville pussy
get some!
released 2005
bug music
drunk daddy music (bmi) administered by bug
written by: blaine cartwright, karen exley,
d. rabinowitz, ruyter suys and jeremy thompson

bb gun
performed by roger alan wade
written by roger alan wade
courtesy of roger alan wade

if you're gonna be dumb, you gotta be tough
performed by roger alan wade
written by roger alan wade
courtesy of roger alan wade

politikal
performed by skinny puppy
mythmaker
released 2006
spv / hell-o-deathday
brap songs / socan
written by: cevin key, ogre, mark walk

coppers
performed by smut peddlers
written by smut peddlers
courtesy of ransom records/smut peddlers

do the flop
performed by smut peddlers
written by smut peddlers
courtesy of ransom records/smut peddlers

selfdestructo bust
performed by turbonegro
apocalypse dudes
released 1999
michael jobson for turbo artist as
michael jobson for turboneger da
written by: thomas seltzer, knut schreiner,
air crysalis norway

prince of the rodeo
performed by turbonegro
apocalypse dudes
released 1999
michael jobson for turbo artist as
michael jobson for turboneger da
written by: thomas seltzer, knut schreiner,
air crysalis norway

urban struggle
performed by the vandals
courtesy of chi-com international, inc

virginia city revival - drink for free
written by montgomery/blackmon/mark/bates/
reyes/lerma
courtesy of the virginia city revival -
c/o cakecutter publishing
www.thevirginiacityrevival.com

Open Dynamics Engine
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russell l. smith

FMOD
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firelight technologies

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jeff tremaine
mark lewman
ben palmer
jon manahan
mark vitello
saul villegas
burnie burns & rooster teeth productions
ir gurus
jackass fans everywhere

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