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LIVE ACCESS CODE:

DIRT 2
TOUR GUIDE

QUAZAL
CONNECTING PLAYERS



BINK
VIDEO



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Important Health Warning About Playing Video Games

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 symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play 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.

ESRB Game Ratings

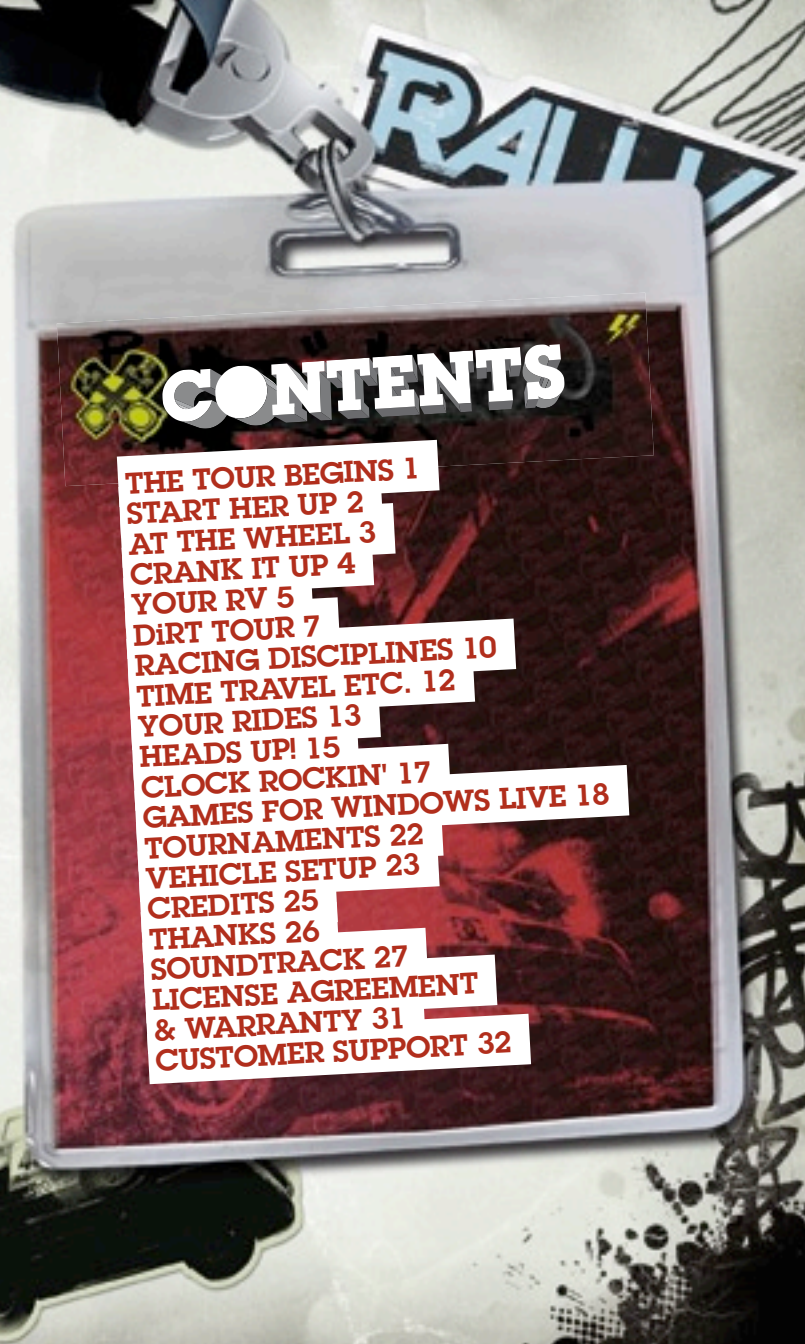
The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.



THE TOUR BEGINS

Wow, here we are... this could be the start of something beautiful! Just look at it - the whole world's out there, just waiting to be torn up with tyre-tracks. It's your dirty little playground and you just picked up a ticket to ride.

You're about to take on the world one gritty corner at a time. It's gonna be tough, but keep your guide here close to hand and you'll be fine. Knuckle down, rev up, and let's hit the road...



START HER UP

Let's talk hardware. Steel, rubber, silicon... pick your favourite, but it's all gotta go in the right place.

INSTALLATION

You'll need administrative privileges to install the game and it's advisable to have no unnecessary programs running during installation. Insert the game disc into your DVD drive. The DiRT 2 Launcher App should appear automatically but if it doesn't, browse to your DVD drive and run "autorun.exe". Next, simply press the Install button and follow the instructions.

RUNNING THE GAME

On Windows® Vista and Windows® 7 you'll see the game in the Games Explorer which can be found in the Start Menu. On Windows® XP, you'll find the game in your Start Menu under Programs\Codemasters\DiRT2.

TROUBLESHOOTING

If you experience any problems when installing or playing the game, first check out the Readme file on the DVD (run Autorun.exe and press 'Help'). Check your system meets the minimum spec and also check the known issues - bear in mind most problems can be solved by ensuring you have the latest graphics drivers installed. Alternatively, check out the DiRT 2 Support Forums at www.codemasters.com/support or see the Customer Support page at the back of this manual.



AT THE WHEEL

It's all in that connection: man and machine. It's where races are won and lost. You gotta have that electricity at your fingertips; you gotta know what she can do and how she likes it. Just don't let go 'til you're both over the line.

You can customise the controls exactly how you like them in the Options menu, or just use the defaults shown here:

Xbox 360® Controller for Windows



RACING WHEELS

A number of racing wheels are also supported, including popular Logitech, Thrustmaster and Fanatec wheels. Microsoft's Xbox 360 Wireless Racing Wheel can be used, but Force Feedback will be unavailable on it. Default button layouts are provided for each; check them out or customise them in the Controls menu.

KEYBOARD CONTROLS

ACCELERATE	[↑]	HORN	[X]
STEER LEFT / RIGHT	[←] [→]	LOOK LEFT	[←]
BRAKE / REVERSE	[↓]	LOOK RIGHT	[→]
GEAR UP	[A]	LOOK BACK	[End]
GEAR DOWN	[Z]	(OFFLINE) INSTANT REPLAY	[F1]
HANDBRAKE	[Space Bar]	(ONLINE) RESET TO TRACK	[F1]
CAMERA	[C]	PAUSE	[Esc]

CRANK IT UP

TECH SOUND!

Got a lot of speakers? DiRT2 supports true 3D loudspeaker surround sound via the Rapture3D driver, which you can select in the audio game options, and the 'Surround 3D7.1' option in the Rapture3D Speaker Layout in Windows.

The 3D sound works best if you sit in the midst of the speakers while playing; the 3D7.1 layout is also compatible with stereo and cinema 5.1 – just lean back for movies and music.

The extra two speakers in an analogue 7.1 or HDMI 1.3 set-up should be placed as high as possible at the back centre, and low down between the raised two front speakers, forming triangles, as shown.

The front centre (dialog) speaker and sub-woofer positions are not critical, since they're not part of the 3D octahedron.



YOUR RV



INTERIOR

1: DIRT TOUR

Check out the DiRT TOUR map to view events you've been invited to, from smaller local events to global tournaments. You can also set up your own races in Free Race mode or try a Time Trial run on a particular track.

2: MY STUFF

Have a look in MY STUFF for all your personal junk. It's where you can see your stats and racing history, compare them with your friends, check up on your DiRT Tour progress, and even see where you're at in the DiRT Online Leaderboards.

3: MULTIPLAYER

For all your multiplayer needs visit the MULTIPLAYER wall. Here you can create or join an Online or Network race. You can either play for fun in a JAM SESSION, or race hard for glory in PRO TOUR mode.

4: EXTRAS

Like the back of the sofa, but without the free food and money. You'll find various bits in here, including downloadable content when it's available.

YOUR HOME AWAY FROM HOME

Your special place; it's where you go to chill out when you're not on the track. You're gonna need to know your way around...

5: START RACE / VIEW CAR

If you're on your way into a race, this is where you can kick it off. If not, you can check out your ride here from any angle. You've worked hard to earn it, so take the time to admire it!

6: MY RIDES

Here you can look through your collection of vehicles. You can view their stats, compare them with your friends and also customise them by choosing paint-jobs, horns, and even dashboard toys. You can also buy new vehicles here or upgrade ones you already own to make them even more awesome.

7: NEWS

Check here for your fix of news from DiRT 2's online community. There's online Tournament info, game hints, and plenty of news about what your friends have been up to.

8: OPTIONS

Fine-tune your racing experience here. You'll find options relating to audio, osd, controls and more. Go nuts.



DIRT TOUR

So your Tour begins. This is gonna be one hell of a ride - you should be pumped! With your skills and determination I see big things for you - even a ticket to the world-famous X Games. I gotta tell you though, it's not gonna be a ride in the park, so listen up and I'll take you through it. Here's how we roll on the DiRT Tour...

TRAVEL THE WORLD

The best way to start out is to get out there and get some miles under your belt. At first you'll have only a few **race events** available to you, but as you compete in events and impress other drivers, it'll be only a matter of time before you get invitations to events all over the world.

GAIN EXPERIENCE

Event invitations are all about experience, or **XP**, so go get some. XP is global, and you can build it up by taking part in and winning events - the better the result and the greater the challenge, the more XP you'll earn. Use XP to Level Up and progress on your Tour.



GET PROMOTED

You'll start your tour on a limited budget and with relatively little rep amongst other drivers. At this point you'll be limited to **Rookie Division** events. Build up a bit of experience at this level however and you'll soon move on to the **Pro Division** and eventually into the **All-Star Division** which is where you'll find the fiercest competition.



At first, vehicles are eligible for Rookie events only; to race in higher divisions you'll need to upgrade them. Don't worry though, you can always enter an upgraded vehicle in a lower division - it will be automatically downgraded temporarily.

GO GLOBAL

Once you get a decent amount of experience, you'll gain access to **World Tour Events**. There's one for each racing discipline and these are pretty prestigious gigs so you'll have to prove yourself first. Each World Tour has a number of qualifier events which you'll need to beat before you can take part in the tour. Look out for the World icon next to regular events.



GET FAMOUS

On your travels, keep a look-out for the world-famous **X Games** events. These are major events in the racing calendar and feature the most revered racers out there. By far the biggest is **X Games America**; beat this event and you can truly say you're the best of the best.



HONE YOUR SKILLS

Another way to earn XP is to beat personal **Missions**. Missions give you targets to aim for, when doing things like overtaking other racers, driving for miles and even rolling your car. Each mission has five phases to it and each phase you beat will gain you XP.

EARN CASH

You'll also earn a fair bit of **cash** for taking part in events. As with XP, you'll see bigger cash rewards for good results in difficult events. Don't get any big ideas though; if you want to make it to the top, you're gonna have to fork out regularly for new vehicles and vehicle upgrades.





Remember that relationships can be good or bad. Race well, race hard, and race like a gent to impress the stars on the track. Mess around though and you're gonna nark people, and that's good for no-one.

MINGLE WITH THE STARS

As you're out there making a name for yourself you'll also be building **relationships** with other racers, and we're talking superstars here. Impress a Star on the track, and you'll leave a mark; do this enough and you may even be in-line for some friend bonuses!

THROWDOWNS

Now and then, the Stars may challenge you to a **Throwdown**. These personal challenges are a chance for you to impress the stars further and gain an experience boost while you're at it, so don't shy away from a bit of friendly competition!



ONE-ON-ONE THROWDOWN

It's simply you versus them. You'll race together, bumper-to-bumper to see who's the boss.



SHOOTOUT THROWDOWN

It's you versus the pack. Finish the race in third place or higher and you'll beat the Throwdown.



TIMED THROWDOWN

Someone reckons they've set a pretty good time on a track. Show them who's in charge by beating their time.

TEAM UP

Another reason for keeping the Stars sweet is that they'll be more likely to race with you in a **Team Event**. Ask around the stars before entering a team event and see who's up for it. Pay attention to their particular specialities though or you might end up taking them out of their comfort zone!

RACING DISCIPLINES

RALLY

RALLY racing involves fast-paced, skilful driving on varied terrains and landscapes. Stages are technically challenging, with plenty of twists and turns.

TRAILBLAZER

TRAILBLAZER is all about speed and takes place on long, open, point-to-point tracks. Uphill or downhill, you'll be on the very limit of control.

RAID

RAID races are exciting multi-car battles on dramatic point-to-point stages. Split routes allow you to get the edge over the pack, but watch out for potentially dangerous shortcuts!

LANDRUSH

LANDRUSH races take place on dirt circuits with plenty of insane twists, jumps and banks. You'll all start side-by-side so the first corner can be all important.

RALLYCROSS

RALLYCROSS takes place on tight, level, circuit tracks which mix tarmac and dirt surfaces. It's quick; it's frantic; it's awesome fun.

Rally and Trailblazer races in *DiRT 2* use rapid-fire staggered starts meaning you'll have rival racers just ahead of you and hot on your heels too.

SPECIAL MODES

GATE CRASHER

GATECRASHER

This is the ultimate test of skill and control under pressure. Race against the timer and hit scattered 'gates' to gain time bonuses, but if the timer runs out, it's game-over man!

DOMINATION

DOMINATION

This mode is all about sectors. Races consist of multiple laps of a circuit, and points are awarded at the end for your standing in each sector and for your overall finishing position. There's 1-10 points available for each sector, and another 1-10 available for the final race position so don't get left behind!

LAST MAN STANDING

LAST MAN STANDING

This is an elimination mode where the driver in last place is knocked out every time the timer runs out. Keep away from the back of the pack and you'll emerge victorious, otherwise your race could be over all too soon.

SCORING

In multi-race events you'll be awarded points for your finishing position in each round. You'll get **10, 8, 6, 5, 4, 3, 2**, or **1**, depending on how well you do.

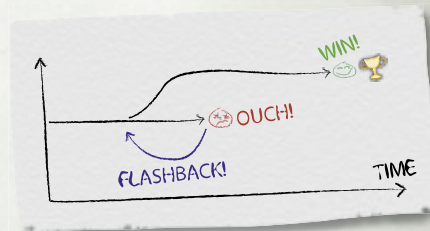


TIME TRAVEL ETC.

Everybody has bad days. Everybody makes mistakes. Thankfully these days smashing sideways into a tree then rolling down a mountainside isn't the show-stopper it used to be...

FLASHBACKS

When you're racing in the DIRT Tour and things go wrong, Flashbacks can be your saviour. In short, they let you rewind time and pick a point before it went bad so you can go back and fix your mistake.



To use a flashback you must first enter an **Instant Replay**. To do this, either press the Instant Replay button (**RB** / **F1**) or pause the game and select it from the menu. Once you're in the replay, use the on-screen controls to rewind time, and then press the Flashback button (**X** / **F12**) to jump back in time!

Watch out though as you have a fixed number of flashbacks available for use each race. This number changes depending on the difficulty level you choose, so you may find you need to be sparing. You'll have no flashbacks in multiplayer races. In Time Trial you can use Flashbacks but you'll invalidate the current lap/stage.



Watch out for the funky Flashback icon during races. If you take a hefty chunk out of your ride you'll see it spinning on the right side of the screen. That's a good cue to hit the Instant Replay button pronto!

REPLAYS

As well as the Instant Replays you Flashback from, you can also view a **full replay** of the entire race once it has ended. The same on-screen controls apply, but this time there's no Flashbacks allowed – just sit back and watch the show.

YOUR RIDES

When it comes to cars, monogamy is not where it's at. Get out there, get your hands on as many as you can, and show every one of them your love. Here's your very own lovers' guide...

On the DIRT Tour, you can view your collection of vehicles either by entering an event or by selecting MY RIDES from outside your RV. From here, you are free to buy, upgrade, and customise your vehicles, as well as viewing and comparing stats.

Vehicles fit into seven classes, which are made available in turn as you encounter different race disciplines:



UPGRADES

Vehicles are initially eligible for Rookie division events. In order to enter them in Pro and All-Star divisions, they must first be upgraded.

CONVERSION PACKS

Vehicles in the Rally, Rallycross and Trailblazer classes are special in that they are shared across the three classes. Once you own a Rally car for example, you can purchase a conversion pack to convert it to a Rallycross or Trailblazer car. This is not a permanent conversion however, so you are free to enter that vehicle in any of the three disciplines once it has the packs applied.

CUSTOMISATION

As you build up experience and prove yourself as a driver, you'll unlock loads of cool stuff which you can slap on your vehicle before each race...

LIVERIES

Jazz up your rides and express yourself with these paint jobs.

TOYS

Fantastic plastic for your dashboard and rear-view mirror.

HORN PACKS

Unlock new ways to annoy people online.

MULTIPLAYER

Unlike in the DIRT Tour, in multiplayer races all standard vehicles are available to race from the start. If you really want to express yourself however, you'll need to unlock the customisation items in the offline DIRT Tour.



HEADS UP!

DON'T BLINK OR YOU'LL MISS ALL THE FUN

Laps and times are up here. Some modes have targets here too.

You're the green one

Your position and the positions/times of other drivers are shown up here

DOMINATION

In Domination races, the progress bar displays your position in each sector.



You're the green one

White tabs show laps or sectors.

Missions are shown here as you beat them. Also, if you level up it appears here.

The important stuff- speed, revs, gears. A yellow light means it's time to change up; a red one means you missed it.

Green is good

Engine and Wheel damage are shown here. "Major" damage means you're in trouble.

How many Flashbacks you have left.



CLOCK ROCKIN'

THIS ONE'S FOR ALL THE PERFECTIONISTS OUT THERE

Time Trial mode is a place where you can both perfect your skills and show them off. You can test yourself against the recorded runs of the best racers in the world, battle against your friends, or just try to beat your own personal best time.

SET IT UP

To access Time Trial mode, select any location on the World Map and then choose TIME TRIAL. You can now choose a track and a vehicle class to compete in, and also check out the current leaderboard while you're at it.

Before hitting the track, you can decide which recorded Ghost Laps you want to take into the Time Trial with you. You can choose from a list of your friends or from anyone else in the world.

GO FOR IT

Once you're in, just race. On circuit tracks, you will race continuously around the circuit until you choose to end the session. At this point, you'll see how you did against the other ghost cars and can then restart or quit. On point-to-point tracks, you're shown the results when you cross the finish line.

Your vehicle will take no (mechanical) damage in Time Trial mode, so don't worry about knocks and bumps. Flashbacks are available, but using one will invalidate the current lap/stage.



Each online Time Trial leaderboard contains entries from all vehicles in a given class. Be sneaky: check the top of the leaderboard and see which vehicles are up there, otherwise you might get left behind!

GAMES FOR WINDOWS LIVE

There's only so much fun you can have on your own, right? Get yourself hooked up to the net and you can test your skills against anyone, from your bestest buddy to some punkass on the other side of the globe. Just because there's a million miles between the two of you doesn't mean you can't swap paint and talk smack, right? Play nice now...

GET HOOKED UP

Games for Windows - LIVE

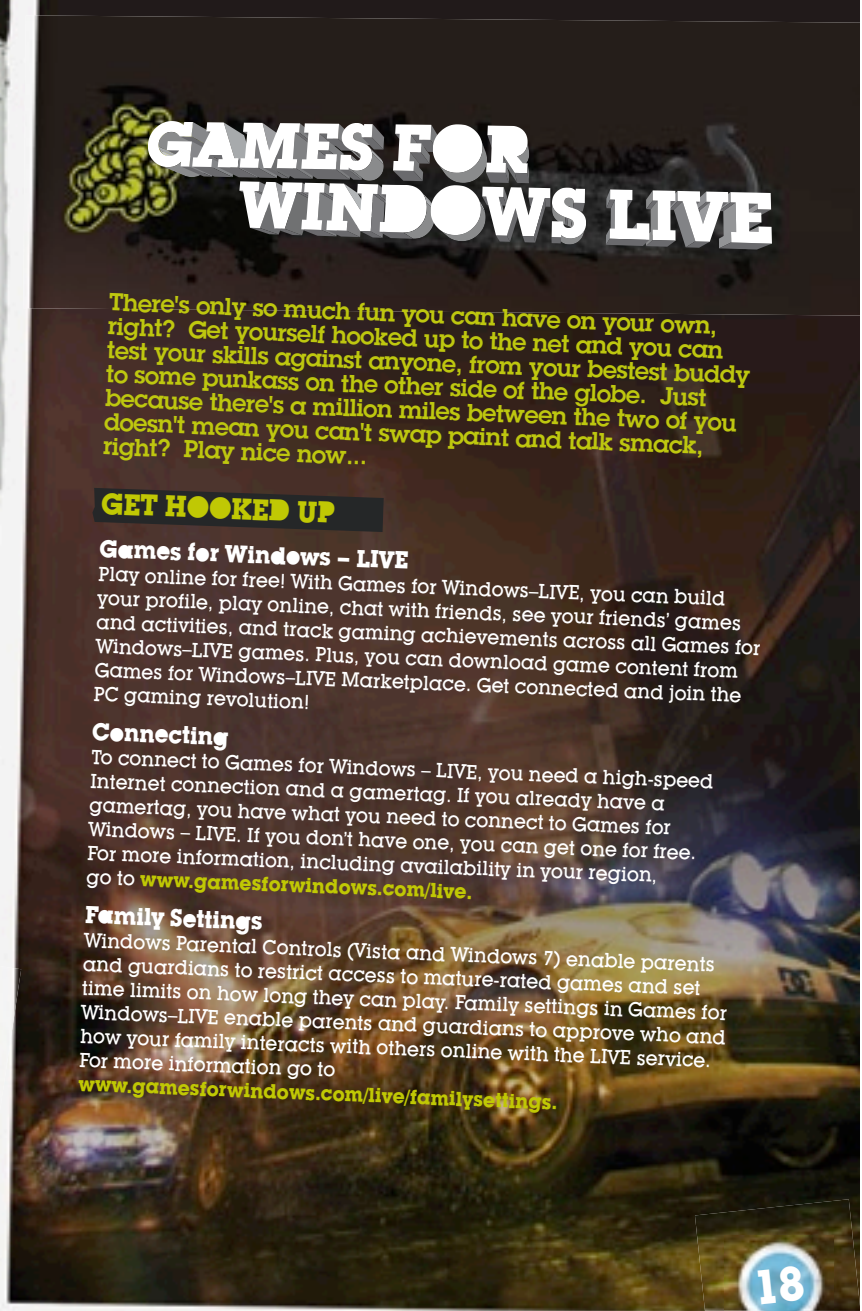
Play online for free! With Games for Windows-LIVE, you can build your profile, play online, chat with friends, see your friends' games and activities, and track gaming achievements across all Games for Windows-LIVE games. Plus, you can download game content from Games for Windows-LIVE Marketplace. Get connected and join the PC gaming revolution!

Connecting

To connect to Games for Windows - LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag, you have what you need to connect to Games for Windows - LIVE. If you don't have one, you can get one for free. For more information, including availability in your region, go to www.gamesforwindows.com/live.

Family Settings

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. Family settings in Games for Windows-LIVE enable parents and guardians to approve who and how your family interacts with others online with the LIVE service. For more information go to www.gamesforwindows.com/live/familysettings.



GO ONLINE

YOUR DIRT PARTY

This is where you start out. If you want to stick with the same group for a while, get it together here. When you're done, choose PRO TOUR or JAM SESSION to get started.

Of course if your pals are out of town or you're just not feeling the love today, cruise through here as a party of one and it's all good. Ride solo for a while and you could even find new, better friends.

PRO TOUR

Racing's for keeps in Pro Tour mode; it's all about racing hard, and racing well. Tracks and cars are automatically chosen and raced as single-race Events.

You can start your Pro Tour session in **Solo** or **Team** modes, depending on the size of your DiRT Party. After this, choose a Pro Tour Playlist to ensure you're in the races you want to be...

TIME BOMB contains race modes where it's each man for himself against the clock. You'll be able to see other racers but there's no contact.

SKIRMISH lets you race multi-car racing disciplines with full contact.

RUCKUS is home of the more alternative race types such as Domination and Last Man Standing.

TOTALITY is for those who aren't picky. Everything's in here.

JAM SESSION

Jam Sessions are where you can hang out with friends and mix it up a bit. You can join in with whatever other people are doing, or start your own session and set it up exactly how you like it.

Choose QUICK JOIN to just get on with it and find the hottest session with open slots. For a bit more control, choose CUSTOM JOIN and filter what kind of sessions you'd prefer to join. For even more control choose CREATE GAME. Now you can create a game exactly the way you want it.

LEVEL UP

When you race online you're always earning Online Fame, which in turn contributes to your **Online Fame Level**. Your Fame Level is what sets you apart from other online racers, showing who's got the most experience and expertise under their belt. You can earn Online Fame in three ways...

ONLINE MISSIONS

Like offline Missions, **Online Missions** are targets for you to work towards. Driving for miles, overtaking vehicles, and even running over objects all count towards your mission progress. Missions all have five phases to them, and you can check your progress in the My Stuff area at any time.

PRO TOUR RACES

You'll earn fame for completing races Online, but only in Pro Tour mode. Fame is awarded according to your finishing position: the better you do, the more you'll earn. In team races you can also get a bonus for being on the winning team.

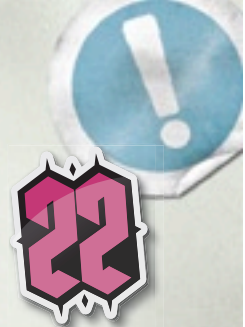
TOURNAMENTS

Fame can also be awarded for your result in **Online Tournaments**. Read more about these in a few pages.

GET NOTICED

At the start of each multiplayer race, one racer is highlighted as the **One To Watch**. This could be for an impressive string of results, a fast personal best on the current track, or for other significant stats.

If you're the One To Watch, soak up the attention while it lasts, but watch out as others will be out to beat you! Finish first despite this, and you're in line for an Online Fame bonus at the end of Pro Tour races.



Everyone has a car or track that hates them. Use your Veto in the Race Lobby to vote against the next race. If enough people veto, the deck is reshuffled.



BEHAVE YOURSELF

DRIVE SAFELY

In DiRT 2 you're given an online safety rating, or **Impact Rating**. This is for other players to see what kind of a driver you are. Keep it clean and you'll enjoy closer races with like-minded opposition.

PLAY FAIR

In any online race, you can be disqualified for **unfair play**. This can be for one of several reasons, including driving backwards and not driving at all. Once you're disqualified, other players will see a black mark by your name, you will not be able to make contact with them, and you will not receive any Online Fame for the race.

Don't worry: none of these marks are permanent. Disqualifications are forgotten completely at the end of each race, and you can easily fix your safety rating by just behaving yourself for a few races.

NETWORK PLAY

You can also play multiplayer races locally if you are connected to a local network; simply choose the LOCAL NETWORK option from the Multiplayer menu.

In Network play, you won't see the DiRT Party lobby, but you will be able to search for existing sessions or create one of your own. No Online Fame is awarded in Network games.



TOURNAMENTS

**Like prizes? Fond of winning stuff?
You're gonna love Online Tournaments...**

Tournaments are competitions which you are automatically entered into simply by playing DiRT 2 while online. Each week a new challenge is chosen and if you meet the challenge criteria you'll be automatically entered in the Tournament leaderboard. At the end of the week, the competition ends and prizes are awarded.

Keep an eye on the News outside the RV for updates on past and present tournaments. You can see what the current challenge is, where you are in the current standings, and what prizes are on offer.

There's plenty of Online Fame Points on offer as prizes, and keep a look out for special prizes now and then too.



If you're awesome enough to win a prize, you can check it out in the News screen outside the RV. You'll get a special message on the News magazine when you start up your game too, so keep your eyes peeled.

VEHICLE SETUP

So you're a control-junkie. You need everything set up just how you like it, right? Well she may be your pride and joy, but that's no reason not to tear her open and mix things up in there every now and again. Go on - get your hands dirty...

You can customise your vehicle's handling before any race; simply make sure the VEHICLE SETUP option is set to ON as you choose your race options in the RV. Online, the host gets to decide whether everyone or no-one gets to use Vehicle Setups before each race (Jam Sessions only).

YOUR TOOLBOX

GEAR RATIO

On fast, open tracks you'll want a long gear ratio to allow for a higher top speed. On tighter, twistier tracks, a short gear ratio will help accelerate out of all those corners.

DOWNFORCE

Increasing the downforce increases a vehicle's grip which can help with cornering and increase acceleration. A lower downforce reduces drag and so allows for a higher top speed - again, useful on open, fast tracks.

SUSPENSION

On stages with rough surfaces, a softer suspension will improve grip by ensuring the tyres stay in contact with the ground. On smooth surfaces however, a stiffer suspension will improve responsiveness and grip.

RIDE HEIGHT

Lowering the ride height will improve the responsiveness of the car on smooth surfaces and will increase the grip. Raising the ride height will give more clearance on rougher surfaces and will increase the tendency of the vehicle to slide.

DIFFERENTIAL

In 4WD vehicles, this controls the strength of the central diff; in RWD ones it controls the strength of the rear diff. A strong setting maximizes the power being transferred to the road, but will encourage oversteer. A weak setting will promote understeer, reducing the tendency to spin out, but less power is transferred overall.

BRAKE BIAS

Shifting the brake balance to the rear will improve control whilst braking and encourage oversteer. Shifting it towards the front will encourage understeer and reduce stability.



Found your perfect vehicle setup? You can save it down and load it later using the PRESET button on the Vehicle Setup page. Sweet!



THANKS

26

SOUNDTRACK

Mountains

Performed by Billy Ciro
Produced by Gargath, Billy Ciro
(P) 2008 14th Floor Records
Licensed courtesy of Warner Music UK Limited
Written by Simon Neil
Published by Universal Music Publishing Ltd

Blind Man

Performed by Black Stone Cherry
Produced and Mixed by Bob Marlette
Music and Lyrics by Black Stone Cherry,
Richard Young and Bob Marlette
Published by Them Young Boys Music (ASCAP),
administered by Bug Music Inc. and Black
Lava Music (ASCAP), administered by Kobalt
Music Publishing
(P) 2008 The All Blacks U.S.A. Inc.
From the *Reckoning* Records album, "Folklore
and Superstition", used by permission

Shout

Performed by Black Tide
Courtesy of Interscope Records
Under licence from Universal Music
Operations Ltd
Words & Music by Garcia and Suesco
(C) 2007, Zap TV Publishing, EMI April Music Inc.
EMI Music Publishing Ltd, London W8 5SW
(C) Jason Suesco administered by Kobalt Music
Publishing Limited

Jeremy Ryle is a Marked Man

Performed by Blackthorn
Under licence from Hassle Records
Written by Thomas Peckett, Sam Maxwell,
Robert Wiley, and MacFarlane, Gibson & Savidge
Published by Full Time Hobby Publishing
Administered by Bucks Music Group Ltd.

Helicopter

Performed by Bloc Party
Courtesy of Wichita Recordings /
Atlantic Recording Corp
By Arrangement with Mixtape Music /
Warner Music Group Film & TV Licensing
Words & Music by Okekeke, Lissack,
Moxies and Tong
(C) 2004, EMI Music Publishing Ltd,
London W8 5SW

Talons

Performed by Bloc Party
Courtesy of Wichita Recordings /
Atlantic Recording Corp
By Arrangement with Mixtape Music /
Warner Music Group Film & TV Licensing
Words & Music by Okekeke, Lissack,
Moxies and Tong
(C) 2008, EMI Music Publishing Ltd,
London W8 5SW

Fantastic Journey of the

Underground Map
Performed by De Staat
Courtesy of Excelor Records
Taken from the album 'Wait For Evolution'
Written by T. Janssen,
Published by Chrysalis Music Ltd. © 2009
Used by permission. All rights reserved

Ich Behaube Mich

Performed by Dielectric
Courtesy of Warner Music Germany
Under licence from Universal Music
Operations Ltd
Written by Philipp Gruetering, Bartosch, Jaznoch,
Sebastian Hackert and Sarah Walker
(C) 2006 Edition Deichkind (GmbH) / Universal
Music Publishing Ltd
All Rights On Behalf Of Edition Deichkind
Administered by Warner Chappell Overseas
Holdings Ltd

Sideways Here We Come

Performed by Die Die Die
Written by Wilson, Prais and Anderson
Used by permission. Copyright Control

All Around The World

Words & Music by Matthew Bignard
Performed by Dinosour Pie
www.dinosourpie.com
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London W8 5SW

Wannabe In L.A.

Performed by Eagles of Death Metal
Written by Jessie Ewell Hughes and
Josh Homme
Published by MAFRBO Beat Still Music and
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Grounds For Divorce

Performed by Elbow
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Written by Guy Edward John Garvey,
Craig Lee Potter, Mark Potter, Peter James Turner
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Ulysses

Performed by Franz Ferdinand
Recorded & Produced by Dan Carey &
Franz Ferdinand
Engineered by Paul Savage & Alexis Smith
Mixed by Mike Dezer & Tom Elmhurst
(P) 2009 Domino Recording Co. Ltd.
Written by Huntley, McCarthy, Hardy & Thompson
Published by Universal Music Publishing Ltd

In The Hospital

Performed by Friendly Fires
Courtesy of XL Recordings Limited
www.xlrecordings.com
Written by MacFarlane, Gibson & Savidge
Published by Universal Music Publishing Ltd

Lovesick

Performed by Friendly Fires
Courtesy of XL Recordings Limited
Produced by J. Hill, S. White, Switch
Published by RodeoMan Music (ASCAP),
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Little Jinx (ASCAP), EMI April Music
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A Hope In Hell

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Violent And Young

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Good Love

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Words & Music by Maher
Published by Sony/ATV Music Publishing

Edith

The Hot Melts
Written by Boyliss, Bignans, McCartney & Rothwell
Published by Sanctuary Music Publishing Ltd /
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My Delirium

Performed by Ladyhawke
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Never Take Us Alive

Performed by Madina Lake
Produced and Mixed by David Bendeth
Lyrics by Matthew Leone, Nathan Leone, Daniel
Dewell, Moxie Camargo and David Anderson
Music by Matthew Leone, Nathan Leone, Daniel
Dewell, Moxie Camargo
Published by Robot of the Century (BM) o/b/o
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Group Publishing and Imagem Music Publishing
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Work On You

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London W8 5SW

Treading Water

Performed by Procead
Song and Lyrics by Daniel Lancaster
Music by Daniel Lancaster, Tom Doyle
and Procead
Produced and engineered by Dan Lancaster
and Tom Doyle
Mixed and Mastered by Justin Hill and Dan
Weller at Timeless Studios, London
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Little Sister

Reformed by Queens Of The Stone Age
Courtesy of Interscope Records
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Written by Boname, Van Leeuwen & Castillo
Published by Universal Music Publishing Ltd

Injection

Performed by Rise Against
Courtesy of Geffen Records
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Words & Music by Barnes, Chase,
Wright and Squitieri
Published by Sony/ATV Music Publishing

Say Ahh

Performed by Santigold
Written by S. White, J. Hill,
Produced by J. Hill, S. White, Switch
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They Say

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Let's Talk About It

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Bumpin'

Performed by Steadshr!
Produced by Jeff Blue, Mixed by Jason Elgin
Lyrics by Dallas Anthony, Phillip Anthony, Daniel
Bruce, Thomas Gonzalez and Jeff Blue
Music by Phillip Anthony, Dallas Anthony,
Daniel Bruce, Thomas Gonzalez, Jeff Blue and
Jordan Leone
Published by Robot of the Century (BM) o/b/o
Itself and Fire and Eyeliner Music (BM)
and Imagem Music Publishing Ltd (BM)
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Jude Lemons (BM)
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Red Lights Flash

Performed by Temptation Pk
Written by David Mitchell, Greg Green and
Simon Barford
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Steve McQueen

Performed by The Automatic
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Publishing Ltd, London W8 5SW

Men's Needs

Performed by The Cibs
Courtesy of Wichita Recordings / Warner Bros.
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Written by G. Jarman, R. Jarman, R. Jarman
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Radio Heart

Track written and performed by The Futureheads
Produced by Youth
Published by Big Music Life Ltd

There's No Secrets This Year

Performed by Silverstein
Written by Brian Aubert, Christopher Gurnio,
Joseph Lester and Nicole Monninger
Published by Silverstein Pickups Music (ASCAP)
London Music Publishing (BM)
Courtesy of Dangerbird Records
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Warriors Dance

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Last Weekend

Performed by The Geminis
Ninjab Tunes 2008
Written by The Geminis and Mike Perton
Produced by David Sardy
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From the album 'Bows + Arrows'
Written by Leithcauser, Martin, Karkic,
Bruer, Maroon
Published by EP Music Limited

This Is The One

Performed by The Stone Roses
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Entertainment UK Ltd
Written by Squitieri, Boname
Published by Imagem Music



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Performed by Triggerfinger
Courtesy of Excelor Recordings
From the album 'What Grabs Ya?'
Words & Music by Bob. Gossens and
Van Brupelogen
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Restless

Performed by UNKLE featuring Josh Homme
Written by B. Brown, R. Aickin, J. Homme,
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