



NBA 2K12



MICHAEL **23** JORDAN



⚠ WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

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; 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.

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Xbox 360 CONTROLLER



	BASIC OFFENSE	BASIC DEFENSE
	Move Player	Move Player
	Shot Stick	Hands up / Deny ball
	N/A	Cutoff
	N/A	Intentional / Hard foul
	N/A	Wrap foul
	Dribble / Shot Modifier	Intense D
	Sprint	Sprint
	Positional Plays / Pick Control	Double Team
	Icon Pass	Icon Swap
	Pass / Touch Pass (press prior to catch)	Player Swap (closest to ball)
	Fake Pass	Take Charge
	Alley-Oop	N/A
	Pump Fake (tap) / Shoot (press)	Steal
	Post Up on / off	Block / Rebound
	Change Camera	Change Camera
	OTFC Quick Plays	OTFC Defensive Sets

	BASIC OFFENSE (continued)	BASIC DEFENSE (continued)
	OTFC Offense Strategy	OTFC Defense Strategy
	OTFC Substitutions	OTFC Substitutions
	Timeout	Intentional Foul
	Pause	Pause

ADVANCED OFFENSE

Positional Playcall	Tap , tap desired teammate's player icon, choose play from menu
Send Teammate on Cut	Tap , tap desired teammate's player icon, move in direction you want him to cut
Pick Control	Hold and release to call for a Pick & Roll (press again to have the screener slip); hold until screener gets set for a Pick & Pop
Icon Pick Control	Tap , hold player icon of desired screener: release early for Pick & Roll, hold longer for Pick & Pop
Alley-Oop	+
Off-Glass Alley-Oop	+ , with trailing teammate
Give & Go	+
Putback Dunk or Layup	+
Pass Stick	Tap or hold , move to pass
Total Control Passing	Tap , hold player icon of desired receiver, move receiver with , release player icon to pass (Total Control Passing option must be enabled in the Controller Settings menu)
Offball Player Lock	Tap , press player icon of teammate you want to control, then tap

SHOT STICK

Jump Shot	Move and hold to begin shot, release to shoot
Fadeaway	Move away from basket + move while standing
Dribble Pull-Up	From a moving dribble, center and move in any direction
Escape Dribble Pull-Up	From Triple Threat or Stand dribble, hold and move in any direction
Spin Jumper	From a moving dribble, rotate in a circular motion
Stepback Jumper	While dribbling across basket, move away from basket

SHOT STICK (continued)

Side Hop Jumper	While driving toward basket, center  , hold  , + move  back left / right
Runner	While dribbling toward basket, keep  held, hold  , + move  away from basket
Layup Left / Right	While driving, move  forward left / right toward basket
Layup Reverse	While driving along the baseline, move  toward baseline
Eurostep Layup	While driving, hold  + move  toward basket
Hopstep Layup	While driving, hold  + move  left / right
Spin Layup	While driving, hold  + rotate  in a circular motion
Normal / Signature Dunk	While dribbling toward basket, hold  + move  toward basket
Reverse Dunk	While dribbling toward basket, hold  + move  away from basket
Spin Dunk	While dribbling toward basket, hold  and rotate  in a circular motion+
Mid-Air Change Shot	Start any dunk or layup, center  , then move  again in the direction you want to finish
Pump Fake	Start one of the shots or layups listed above, then immediately move  back to center
Up & Under / Stepthrough Shot	Perform a Pump Fake, then move  again before the Pump Fake finishes

ISOMOTION™

Sizeup	From a Stand dribble, hold  + move  toward basket
Sizeup Cross	From a Stand dribble, hold  + move  from ball hand to off hand
Sizeup Inside Out	From a Stand dribble, hold  + move  toward ball hand
Sizeup Escape	From a Stand dribble, hold  + move  away from basket
Hesitation	From a Stand dribble, tap 
Crossover	Hold  + move  toward non-ball hand
Double Cross	Hold  + move  toward non-ball hand, then back toward ball hand rhythmically

ISOMOTION™ (continued)

In and Out	Hold  + move  toward non-ball hand, then immediately back to ball hand
Spin	Hold  + rotate  in a circular motion
Half Spin	From a moving dribble, tap 
Behind Back	Rotate  in a circular motion from ball hand to opposite hand (going around player's back)
Stepback	While driving, press and hold  + move  away from player's movement direction

PASSING

Alley-Oop	 + 
Off-Glass Alley-Oop	 +  , with a trailing teammate
Give & Go	 + 
Rolling Inbound	 +  , during baseline inbounds
Fake Pass	 while standing
Right Stick Passing	Press and hold Icon Pass Activate control; move  to pass; "Directional" selects receiver in direction  is deflected (default option); "Zone" passes to general location of court (enable this option in the Controller Settings menu)
Total Control Passing	Tap  , hold player icon of desired receiver, move receiver with  , release player icon to pass (Total Control Passing option must be enabled in the Controller Settings menu)
Icon Lead Passing	Tap  , move  in direction you want to lead receiver, then press his corresponding action button
Disengage Post Catch	Tap  , move  away from post defender guarding desired receiver, then press action button of desired receiver to disengage him from his post position

ON-BALL DEFENSE

Aggressive Block	Hold  + press 
Steal	Press 
Hands Up	Move  in any direction when near ball handler
Deny Ball	Move  in any direction when near an opponent without the ball
Cutoff Move	Hold  + move  in direction you want to hop to

ON-BALL DEFENSE (continued)

Hard Foul	Hold RT + move R toward shooter
Wrap Foul	Click R when near an opponent in a shooting motion
Quick Shuffle Movement	Hold LB + RT to move quickly laterally
Intentional Foul	Hold RT + move R toward ball handler
Double Team	Tap LB to bring up player icons, press icon of teammate you want to double with (normal press of LB auto-selects double teamer)

TRIPLE THREAT

Jabstep / Stepover	Hold LB and move L toward player's left or right side
Jab & Go / Cross	Perform a Jabstep, then immediately release LB + move L left / right
Protect Ball	Hold LB and move L away from basket
Protect to Drive	From Protect Ball stance, roll L toward player's facing direction + quickly release LB
Protect Spin Out	From the Protect Ball stance, roll L opposite player's facing direction + quickly release LB
Escape from Protect	From the Protect Ball stance, hold L away from basket and release LB

POST MOVES

Enter & Leave Post	Press Y
Post Movement	While posted up, move L any direction
Inside Faceup	While holding ball in the post, press Y
Outside Faceup	While holding ball in the post, move L away from basket + press Y
Dribble Disengage	While posted up with an active dribble, move L away from basket + press Y
Stepback	While posted up with a live dribble, move L away from basket + press RT
Drive to Basket	While posted up with a live dribble, move L toward basket + press Y
Aggressive Backdown	While posted up with a live dribble, move L toward basket + press RT
Quick Spin	While posted up with a live dribble, move L toward baseline + press Y

POST MOVES (continued)

Drive to Spin	While posted up with a live dribble, move L toward baseline and press RT
Drive to Key	While posted up with a live dribble, move L toward key + press Y
Aggressive Drive to Key	While posted up with a live dribble, move L toward key + press RT
Drive Fake	While posted up with a live dribble, hold LB + move L toward key
Spin Fake	While posted up with a live dribble, hold LB + move L toward baseline
Shoulder Fake	While posted up with a live dribble, hold LB + move L toward basket
Lean Back	While holding the ball in the post, hold LB + move L toward basket
Create Space	While holding ball in the post, hold LB + move L away from basket
Shimmy Left / Right	While holding ball in the post, quickly move R toward player's left or right side, then quickly to opposite side
Double Shimmy Shot Left / Right	While posted up, quickly move R to player's left or right, to the opposite side, then back again
Post Hook Left / Right	While posted up close to basket, move + hold R left / right
Post Fade Left / Right	While posted up mid to far range, move + hold R left / right
Post Hop Shot Left / Right	While posted up with a live dribble, hold LB + move R away left / right from basket
Post Stepback Shot	While posted up with a live dribble, hold LB + move R away from the basket
Dropstep Layup	While posted up with a live dribble, hold LB + move R forward left / right toward the basket
Dropstep Dunk	While posted up with a live dribble close to basket, hold LB + move R forward left / right toward the basket + RT
Running Hook	After facing up, drive across paint + move R in same direction as player's movement
Running Fade	After facing up, drive across paint + move R away from basket
Running Spin Shot	After facing up, drive across paint + rotate R in a circular motion
Running Floater	After facing up, drive across paint + move R toward basket

POST PLAY – DEFENSE (ON-BALL)

Neutralize Move	While engaged in the post and offensive player executes a move, attempt to neutralize the move by moving  into offensive player
Post Steals	While engaged in the post or during a post move, press 
Pull Chair or Flop	While engaged in the post and being aggressively backed down, move  away from ball handler

OFF-BALL – OFFENSE

Call for Ball	
Set Screen	Hold 
Call for Screen	Hold 
Offball Cut	Move  in direction of desired cut
Post Engage	With player's back to defender, press + hold 
Post Spin Out for Lob	While engaged in the post, release  + move  to left or right side of defender
Post Battle for Position	Hold  + move  into defender to push him out of his current position on court
Counter Deny / Front in Post	While engaged in an offball post battle, hold  + move  to navigate to a better position around defender

OFF-BALL – DEFENSE

Post Engage	While next to an offensive player, press 
Deny Ball	While next to an offensive player, move  toward player
Fight for Position in Post	While engaged in the post, hold  + move  into defender to push him in desired direction
Deny / Front Post	While engaged in offball post battle, hold  + move  to navigate to a better position around offensive player
Steal Post Entry Pass	While engaged in the post, press  when ball handler starts to pass into the post

SHOOTING THE BALL

Shot Release Prompt

The Shot Release Prompt flashes at the ball handler's feet to help you release a shot at the perfect moment. Begin the shot by holding  or . Complete the shot by releasing the button at the moment the green prompt flashes.

Note: Training Camp can help you with shot timing.

Shot Accuracy Meter

View the Shot Accuracy Meter to judge your player's chances of sinking a shot from his on-court position. The more bars, the better the chance of a field goal. The Shot Accuracy Meter is specific to each ball handler's real-world attributes.

ON THE FLY COACHING (OTFC)

Basketball is a fast moving game and you need to deploy your strategies in real time. Use  to bring up the On The Fly Coaching menu and get your team ready to go.

Quick Games & QG Player Lock

	OFFENSE	DEFENSE
	Change Camera	Change Camera
	OTF Quick Plays	OTF Defensive Sets
	OTF Freelance Strategy	OTF Defensive Strategy
	OTF Substitutions	OTF Substitutions
	Timeout	Intentional Foul
	Pause	Pause

Team-Up

	OFFENSE	DEFENSE
	OTF Camera Change	OTF Camera Change
	OTF Quick Plays	N/A
	OTF Substitutions	OTF Substitutions
	Timeout	Intentional Foul
	Quit / Quick Stats	Quit / Quick Stats

- Point Guards call plays, regardless of captain status.
- Individuals can only sub in a player for themselves during regular gameplay.
- Only Camera Changes are available to players who are not Point Guards or Captains.

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

3D SETTINGS

To benefit from 3D in NBA 2K12, select the 3D Settings from the game Options menu.

IMPORTANT: Full HD 3D television with compatible 3D active glasses and high speed HDMI cable required for 3D features. Consult your television's documentation for 3D capability and safety information.

CAUTION: Some people may experience discomfort (including eye strain, eye fatigue, or nausea) while watching 3D video images or playing 3D games on 3D televisions. If you experience such discomfort, you should immediately discontinue viewing and/or playing the game until the discomfort subsides. We recommend that viewers take regular breaks while watching 3D video, or playing 3D games. The length and frequency of necessary breaks may vary from person to person. Take breaks that are long enough to allow any feelings of discomfort to subside. If you experience serious discomfort or pain or if symptoms persist, stop gameplay immediately and consult your doctor. Be sure to review and comply with safety warnings and instructions supplied with your 3D television and 3D glasses.

NEW FOR NBA 2K12

- **Total Shot Stick Control**
Perform all IsoMotion™ offensive moves with the right stick, providing for more intuitive control and split-second shot adjustments.
- **New Post Play System**
 - Press **Y** to enter / leave the post.
 - Execute full 360-degree player movement.
 - Use the defensive counter system and moves such as drives, Stepbacks and Backdowns.
 - Combine moves, and queue moves ahead of time.
- **New Play Branching System**
Offensive plays evolve instantly. Change plays on the fly to counter the defense.

- **NBA's Greatest**
Join 15 NBA legends to relive the epic showdowns that helped define each as a superstar. MJ, Bird, Magic Johnson, Kareem Abdul-Jabbar and 11 other NBA greats play classic, historically accurate game recreations. The players, the teams, the venues—they're all real. Even go "way back" to the days before 3-pointers—and play with black and white TV coverage! Unlock these classic teams for Quick Games against modern NBA teams. Those endless "who's the greatest" arguments could be settled once and for all.
- **Enhanced My Player Mode**
Create and manage your dream basketball player's career: hear Commissioner Stern call your name on draft night, play in the all-new Rookie Showcase, and negotiate contracts while raking in fresh new endorsement deals.
- **The Association: Online**
Form your own online NBA league with up to 29 other gamers, and make GM decisions from your computer or console. Make trades and schedule games online. Your season progresses in real-time; scheduled games are simulated when you can't be present. Receive regular email updates that keep you connected to your team 24/7/365.
- **Dynamic Shoe Updates**
Want to play in Kobe's new shoes on Christmas Day? Or see D-Wade in the Air Jordan 2012 All-Star colorways? Now when the pros wear it on the court, they'll wear it in NBA 2K12, because when new Nike and Jordan brand shoes release in real life, they will also be downloaded to the game!
 - Use NIKEiD to trick out your shoes with custom designs.
 - Super-charge shoes with skill points to enhance specific player attributes.
- **NBA: Creating a Legend**
In this high-powered version of My Player, select an established pro and create his future as a superstar *your way* while directing the remaining seasons of his legendary career.
- **NBA 2K Online**
Create a My2K account for access to NBA 2K Online and a more powerful online experience. The more you interact, the faster you rank up.
 - Find online friends more quickly.
 - Play quick 5-on-5 online games.
 - Using HP Media Zone, post highlight reels to YouTube and Facebook, and tweet about your latest victory.
 - Your ranking is constantly updated on the Home screen.

- **NBA Training Camp**
NBA legends from present and past teach the game of basketball by example while providing instant feedback as you practice. Training is organized by specific skill sets.
- **Improved Game Accuracy**
As the NBA changes, so does **NBA 2K12**. Game graphic detail is updated dynamically, including player and venue details. Broadcast improvements include quick player displays promoting their upcoming games, and dynamic pre-game highlight reels set to 2K Beats music.
- **2K Beats Soundtrack**
New soundtrack music includes artists Travis Barker, Busta Rhymes, Lil Jon, Twista, CeeLo, Q-Tip, Freddie Gibbs, Friendly Fires, Chiddy Bang, Hudson Mohawke, Bassnectar, Middle Class Rut, Jamaica, Shinobi Ninja and Cyhi da Prince.

QUICK GAME

1. **Start the Game**
On the Title Screen, press .
2. **Create a Profile the First Time You Play**
The first time you play the game, you will be prompted to create a profile for tracking game progress, statistics and achievements. Create a name using the virtual keyboard and press .
3. **Set Up Your Game**
 - On the Home Screen, select Quick Game.
 - Use  to select Home or Away for the team controlled by your controller.
 - Use  /  to select your team.
 - Use  /  to select team jerseys.
 - Press .

MAIN MENU

From the Home Screen, move  to display the Main Menu.

MAIN MENU OPTIONS

- **Home**
Select this to close the Main Menu and display the Home Screen.
- **NBA's Greatest**
15 legendary NBA players, 15 real games that defined each as a superstar. Take the court as any player and experience his hallmark game. Win a game to unlock both of its teams. You can even unlock additional bonus teams. Unlocked teams become available for Quick Games.

The 15 basketball greats are:

• Bill Russell	Center
• Oscar Robertson	Point Guard
• Wilt Chamberlain	Center
• Julius Erving	Forward
• Larry Bird	Small Forward
• Kareem Abdul-Jabbar	Center
• Isiah Thomas	Small Guard
• Earvin "Magic" Johnson	Point Guard
• Michael Jordan	Shooting Guard / Small Forward
• Jerry West	Guard
• Patrick Ewing	Center
• Hakeem Olajuwon	Center
• Scottie Pippen	Small Forward
• John Stockton	Point Guard
• Karl Malone	Power Forward

- **My Player**
Create a custom NBA rookie and make him a legendary NBA superstar. Build his skill points by completing game objectives and drills. The player is graded on his talent and teamwork as he rises up through the organization. Start from nothing and reach the pinnacle of NBA greatness.
- **Game Modes**
Choose your gameplay mode. Game modes are explained on page 14.
- **Online**
Go online for Quick Match team play or Vs games with friends. Compare Stats and check out Virgin Gaming.
- **Features**
Enjoy old and new features that expand your **NBA 2K12** experience. Features are listed on page 14.
- **Manage Rosters**
View or change Rosters, Rotations, Situationals, Tendencies by player and team, and Playbooks. Use Create Player and Create Team to develop custom players. Load, edit or create a new Draft Class.

To edit players: select a player from Rosters, press , select Edit Player, and then select a player feature to change. Move sliders to change settings.
- **Options**
Adjust game options settings to customize your gameplay. Options are explained on page 15.

GAME MODES

- **The Association: Online**
Custom create and run every detail of your own online organization with up to 29 other players.
- **NBA: Creating a Legend**
This supercharged alternative to creating a Rookie via My Player lets you start out with the NBA pro player of your choice. Your Superstar can increase his already pro-level skill points and attributes by meeting gameplay objectives and drills.
- **The Association**
Create, customize and run your own NBA Team.
- **Season**
Play one season.
- **Playoffs**
Cut to the chase and play it the way you want.
- **NBA Blacktop**
Get back to the asphalt. The best players in the world never forget where they came from.
- **Training Camp**
Practice your skills while an NBA mentor shows you just how to do it. Press the SELECT button to have your mentor demonstrate a move or shot. Training covers Dribble Moves, Shooting, Post Game, Offball Offense, Defense, Passing and Offense.
 - For shooting, a green icon appears on-screen when your shot release was good. A red icon appears when your release was less than optimal. These icons appear during Training Mode only.
- **Practice**
Perform freestyle play or drills designed to improve specific game talents.

NBA 2K12 FEATURES

- **2K Shoes**
 - **My Shoes**
Suit up any player with cool major-label footwear. These shoes pump up skill points to dial in specific on-court talents—not only jumping and hustle but passing, 3-pointers, stealing, low post skills and more. Shop the skill number improvement for each shoe before selecting a pair. More shoes become unlocked as gamplay progresses.
 - **NIKEiD**
Fire up your color style to create a custom shoe that fits existing and created players.

- **HP Media Zone**
 - Create, view and share Reelmaker videos.
 - Use 2K Beats to control in-game music.
 - Use Arena Music Manager.
- **My2K**
 - Create an online My2K profile including a customized player.
 - Stay connected to the NBA 2K12 network plus other social networking sites including Facebook, Twitter and YouTube.
 - View your 2KRank in real time on the Home Screen.
- **NBA2K.com**
 - View your Online Association standings, stats and leaderboards.
 - See your My Player milestones, and compare personal stats and Hall of Fame progress.
 - Watch highlight videos and interact directly with the NBA 2K12 development team.
- **2K Insider**
Get late-breaking news from the 2K Insider Blog and check out the biggest movers.
- **2KShare**
Share created players, rosters, teams, draft classes and slider settings.
- **VIP Viewer**
View detailed stats and tendencies including performance by category.
- **Extras**
Enter Codes and view NBA 2K12 game credits.

OPTIONS

Access Options from either the Main Menu or the Pause Menu.

- **My NBA Settings**
 - **Gameplay** — Set Game Difficulty and Game Speed.
 - **3D Settings** — Set 3D Type, Adjust 3D Intensity and Depth.
 - **Presentation** — Set Audio Settings, Ball Handler Text, Help and Play Quality Feedback.
 - **Coach Settings** — Turn Coach Mode on / off and adjust settings.
 - **Sliders** — Adjust User and CPU settings.
 - **Coach Profiles** — Adjust coaching priorities.
 - **NBA Rules** — Turn rules on / off or set to default.
- **Load/Save**
Adjust User Profiles, Settings, Sliders, and Rosters. Turn Autosave and Loading Rosters on/off.

- **User Profile**
Load a saved user profile, set controller options for that profile or create a new profile.
- **Reset Roster**
Reset your roster to the default lineup.
- **My Controller**
 - Choose from 3 alternates to the default control scheme.
 - Change controller settings.
 - View Advanced Controls.
- **Choose Side** (available from in-game Pause Menu Options only)
Switch sides during a game.

PAUSE MENU

- **Resume**
Return to gameplay.
- **Performance** (My Player and NBA: Creating a Legend only)
Check out the current performance of your player, including teammate grade and objectives met.
- **Director's Cut Replay**
Review the previous play. Edit and create a video of the replay for viewing or sharing in HP Media Zone.
- **Coaching**
 - Call in subs, view player match-up, call for double teams and pressure D, and review playbook.
 - Be a full-time coach: select Options> My NBA> Coach Setting and set Coach Mode to on.
- **Game Stats**
View Stats, Box Score, Gametrack and Injuries.
- **Options**
Customize gameplay, rules, presentation settings and controller setup.
- **Quit**
End current play and return to the Main Menu.

Please note that NBA 2K12 online features are scheduled to be available until November 2012, though we reserve the right to modify or discontinue online features on 30-days' notice. Check www.2ksports.com/serverstatus for details.

NBA 2K12 GAME CREDITS (NBA 2K12 遊戲製作人員名單)

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UI Art Lead

Herman Fok

User Interface

David Lee

Justin Cook

Carrie Dinitz

Chris Darroca

Myra Lim

Quinn Kaneko

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Nathan Frigard

Technical Art

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Don Bhatarakamol

Special Thanks

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Sideline Reporter
Doris Burke

Studio Announcer
Damon Bruce

PA Announcer
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2K SPORTS THEME MUSIC:
The Contest and Network Sports Tonight
Written, Engineered, and Produced by
Bill Kole

The Comeback, The Rivalry, and The Breakdown
Written by

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Arena Organ, Beats, & Music
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Special Thanks
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Additional Special Thanks
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Fast Lane

Performed by Eminem & Royce Da 5'9". (P) 2011 Shady Records/Interscope Records. Courtesy of Interscope Records under license from Universal Music Enterprises

Let's Go

Performed by Travis Barker feat. Yelowolf, Busta Rhymes, Lil Jon, & Twista. Written by Michael Wayne Atha, Carl Terrell Mitchell, Trevor Tahelm Smith Jr. Published by EMI Music Publishing, Universal Music Publishing Group, Kobalt Music Publishing America, Bug Music Publishing. Courtesy Interscope Records.

Awesome

Performed by XV. Written by Donovan Johnson, Terrence Thornton, Michael Summers. Published by: Donovan Johnson, Neighborhood Pusha Publishing (BMI) c/o Sony /ATV, ASCAP Man, I Need My Publishing. Courtesy Warner Brothers Records.

Skeleton Boy

Performed by Friendly Fires. Written by John Frederick Gibson, David MacFarlane, Barnaby Savidge. Published by Universal Music Publishing Group. 2008 XL Recordings.

Let It (Edit Remix) feat. Melo

Performed by Machine Drum. Written by Travis Stewart (Boulder Heave BMI), Sean Rhoden (Meloxtra Publishing BMI). Published by Stones Throw Records.

Sideways (2K Remix)

Performed by Cydel Young. Composer/Lyrics only: Cydel Young aka "Cyhi da Prince." Song Composed and Produced by ENSAYNE Wayne for ENSAYNE Music Group.

We're Through

Performed by James Pants. Written by James Singleton (Boulder Heave BMI). Published by Stones Throw Records

Thunder Bay

Performed by Hudson Mohawk. Written by Ross Birchard. Published by Kobalt Music Publishing. Courtesy of Warp Records

Still A Soldier

Performed by Ancient Astronauts. Written by Tom Strauch, Ingo Moell. Published by Bug Music Publishing. Courtesy ESL Recordings.

Rock Hood

Performed by Shinobi Ninja. Written by: Michael Machinist, David Machinist, David Aaron Gerberer, Edara Johnson, Marcus Hrdina, Jonathan Nunes-Simone. Published by: Shinobi Ninja LLC.

Cozza Frenzy

Performed by Bassnectar. Written by: Lorin Ashton. Published by Blue Mountain Music. Courtesy OM Records.

The Shuffle (instrumental)

Performed by The Freeze Tag. Written by J. Drake (Kid Lucci Music SESAC), B. Smith (Ivve Sessions SESAC). Published by Ivve Sessions. Courtesy Dope Lotus Records.

By The Numbers

Performed by Jamsica. Written by: Antoine Hilaire, Florent Lyonnet, Xavier De Rosnay, Peter Franco. Published by: 2009 Warner Chappell Music France & Control Freak. Courtesy Downtown Records.

It's Another Day

Performed by The Death Set. Written by Johnny Sierakowski (APRA), Daniel Walker (APRA), Japhet Landis (ASCAP). Published by Just Isn't Music Ltd. Courtesy of NINJA TUNE, 2011.

Make Your Move

Performed by Thunderball. Written by: Sidney Barcelona, Stephen Raskin. Published by Bug Music Publishing. Courtesy ESL Recordings.

Workin' Man Blues

Performed by Aceyalone feat. CeeLo. Written by Eddie Hayes, Stefan Taylor, Thomas Dicarito Callaway. Published by That Kind of Music (ASCAP), Stefan Taylor Publishing (ASCAP), BMG Chrysalis. (P) + © 2011 Decon Records. CeeLo appears courtesy of Atlantic Records.

Hear You Calling

Performed by Kid Mac feat. Mat McHugh. Written by Nicholas Audino, Lewis Hughes, Mat. McHugh, Macario De Souza. Produced by Twice As Nice. C&P 2011 Move The Crowd Records.

Shapeshift

Performed by DELS. Written by Kieren Dickens (PRS) and Joe Goddard. Published by Just Isn't Music Ltd/ Warner Chappell Music Publishing. Courtesy of NINJA TUNE, 2010.

Haterz

Performed by See-I. Written by: Archie Steels, Salem Steele, Rob Meyers. Published by: See Eye Music (BMI)

Many Stylez

Performed by Zion I feat. Rebelution. Written by A. Anderson, S. Gaines, B. Yonas. Published by Crystal House Music (ASCAP), Gaines For Anja Blue Music (ASCAP), Yonas For Atzwhatimtalkinabout Music (ASCAP). © 2010 Gold Dust Media Part of the Ik7Label Group.

They Come Back

Performed by Project Lionheart. Written by: C. Cunningham, T. Berry, J. Keith (ASCAP). Published by: CC Lionheart Publishing (ASCAP).

New Low

Performed by Middle Class Rut. Written by Zack Lopez, Sean Stockham. Published by EMI Music Publishing. © 2010 Bright Antenna Records.

Here We Go

Performed by Chiddy Bang feat. Q-Tip. Written by: James Patterson Jr III, Benjamin Ruttner, Chidera Anamege, Noah Beresin, Kamaal Ibn John Fareed. Published by: EMI Music Publishing, Song Music, Warner Chappell (P) 2010 EMI Records Ltd.

Look Easy

Performed by Freddie Gibbs. Written by Fredrick Tipton, Sidney Miller. Produced by: Speakerbomb. Published by: Willie Watts Music/Sony Music ATV (ASCAP). Stewart Music/Universal Music Publishing Group (ASCAP). Freddie Gibbs appears courtesy CTE World.

Shout The Winners Out (Duck Down All-Stars 2)

Performed by Skyzoo, Smif N Wessun & Pharoahe Monch. Produced by Illmind. Writers: R. Ibanga Jr, G. Taylor, D. Yates Jr, T. Williams, T. Jamerson. Publishing: Little Trouble Big China (ASCAP), Rudy For Real Publishing (BMI), Bucktown USA (ASCAP), Boot Camp Klik (ASCAP), Trescadecaphobia Music (BMI) Songs of Kobalt Music Publishing.

Now's My Time

Performed by D.J.I.G. Produced by Alex Kresovich. Writers: Alex Kresovich, Isaac DuPree. Publishing: Alexander Kresovich ASCAP

Intermezzo 2 (instrumental)

Performed by Mr. Chop. Written by Corin Littler (Boulder Heave BMI). Published by Stones Throw Records.