

# THE WARRIORS



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**

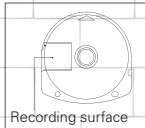
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

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 benzene, 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.



#### **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**

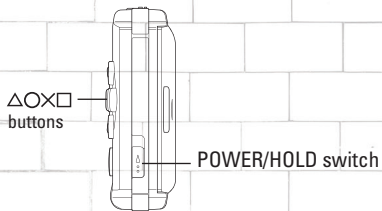
Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result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



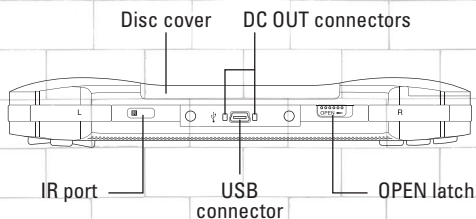
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## RIGHT SIDE VIEW



## FRONT VIEW



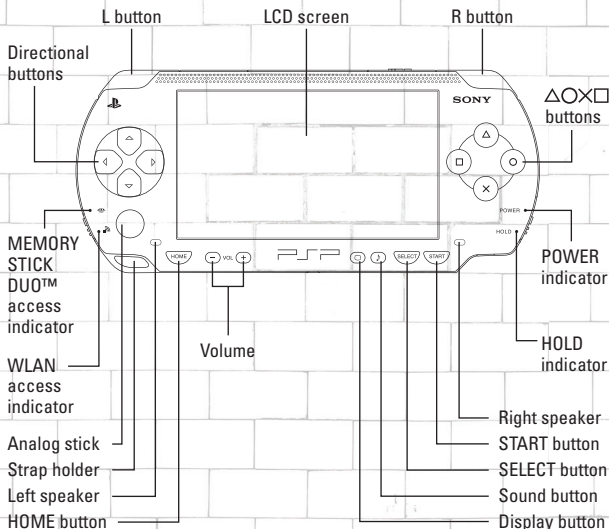
Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT The Warriors disc with the label facing away 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 **X** button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** 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 slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

## PSP® (PlayStation®Portable) system configuration



- ▲ Climb Fence/Jump/Action**  
**Pick Up/Drop Item**
- ⊗ Heavy Attack/**  
**Attack When Grabbed**  
(+ L button) Shoulder Charge
- (Press Again To Tackle When**  
**Already Grabbed)**  
**/Escape Grapple**  
(Tap Repeatedly)  
**Grab/Throw Opponent**
- Light Attack/**  
**Struggle When Grabbed**  
(+ L button) Cross Body Drive

- Analog stick**..... Movement/Rotate Camera  
(+ L button)
- L button**..... Sprint/Release Enemy/  
Rotate Camera (+Analog stick)
- R button**..... Manual Lock On/Aim Projectile
- Start button**..... Pause Menu
- Select button**..... Select Warrior Commands
- ↑ button**..... Tap To Center Camera/  
Hold To Toggle Camera Distance
- ↓ button**..... Block/Reverse Hold/Reverse Grapple

## Camera Controls

Toggle camera view by pressing on the **↑ button**. While holding the **L button** and standing still, move the **Analog stick** left or right to rotate the camera horizontally. While holding the **L button**, push up or down on the **Analog stick** to adjust the camera's vertical pitch. In some levels, the camera will be fixed.

## Walk, Run and Sprint

Slightly push the **Analog stick** = walk. Strong push on the **Analog stick** = run. While moving the **Analog stick**, hold down **L button** to sprint. Prolonged sprinting will deplete the character's stamina.



## Action Button

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

## Basic Combat

Press **□** for light attacks.  
 Press **×** and **□** simultaneously to perform a strong attack.  
 Press **×** for heavy attacks.  
 Press **△** + **○** to perform a special paint attack (If player has paint in their inventory, uses one charge).  
 Press the **↓ button** to block.  
 Press the **↓ button** repeatedly while grabbed.  
 By pressing and holding the **R button** the player will lock-on to the nearest target. Let go of the **R button** to break the manual lock.

## Grappling and Tackling

Press **○** to grapple an opponent.  
 To perform a dive tackle hold down **○**.  
 Press **×** and **○** to perform a strong grapple.  
 Press the **↓ button** to turn around a grabbed enemy.  
 To throw the grappled enemy, push the **Analog Stick** in the direction you want and press **○** to execute.  
 If you're near a wall, aim your opponent at it and press **○** to smash their face into it.  
 Press **×** to perform a knee smash attack on grappled opponents.  
 Press **□** to perform a gut or face punch attack on grappled opponents.  
 Press **×** + **□** to perform a power move.

## Ground Level Attacks

Press **○** to mount a downed opponent. Press **○** again to pick your opponent back up. Press **○** or **×** to execute ground level attacks. Press **×** + **□** to perform a power move.



## Moving Attacks

To perform a moving attack, use the left analog stick and press **○** or **×**. For a more powerful moving attack, move towards the enemy while holding down the **L button** (sprinting) and press **○** to do a cross body attack or press **×** for a shoulder charge attack.



## Snap Attacks

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



## Tandem Moves

If a Warrior has an enemy in a hold from behind, stand in front of the enemy and hit **×** or **○** to execute a tandem move. Your Warriors can also perform a tandem attack if you are holding an enemy from behind.



## Weapons

Almost any object can be used as a weapon. Press **△** to pick up or drop weapons and items. If the item is a projectile, press **×** to throw it. Hold down the **R button** to manually aim any projectile weapon. If the item is a melee weapon, press **□** for a sweep attack and **×** for a heavy attack. All melee weapons can be thrown at opponents. To throw a melee weapon, press **□** and **×** at the same time.

## Counterattacks and Reversals

By repeatedly pressing the **↓ button** the player may be able to reverse an opponent's grab. The player may also press **⊗** or **⊠** to attack and struggle. Counterattacks can be performed in two situations. If the player is about to be grabbed or tackled, press the **⊗** or **⊠** button at the exact time to break the attack. Players are also able to counter-attack from a block.

## Getting Busted and Cuffing Characters

In some missions, the cops will try to bust you (and your Warriors) via cuffing. If a fellow Warrior is busted, walk over to them and press **△** to initiate the mini-game. The player will then need to press the **L button** and **R button** alternately in order to break the cuffs. This is displayed by an on-screen meter that will fill up based on the player's progress. If the player is busted, then other Warriors will come to their aid.

The player may also find handcuffs and cuff keys on fallen cops. To use the handcuffs on an enemy, the player must mount them and press the **↓ button**. To use the cuff keys press **△** to instantly free your Warriors.

## Rage Mode

Build up your Rage Meter by pulling off a variety of combos and "style" moves (wall smashes, tossing enemies through windows/off rooftops/into breakable objects). In Rage Mode you will be temporarily invincible. **Press the L button and R button simultaneously** to enter Rage Mode once your Rage Meter has filled. In Rage Mode the basic attacks **⊗** or **⊠**, cause more damage and pressing **⊗** and **⊠** simultaneously will now perform a full 360 degree clearing move. If you grab or mount someone and press **⊗ + ⊠** then **⊗ ⊗** you will perform a finishing move. A finishing move will do serious damage to an opponent and is usually lethal.

## Combo Attack Button Sequences

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

Combos started with a light attack:

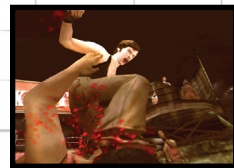
- ⊠ ⊠ ⊗ (stun or knockdown)
- ⊠ ⊠ ⊠ (stun or knockback)
- ⊠ ⊠ ⊗ (knockback or knockdown)

Combos started with a heavy attack:

- ⊗ ⊗ (heavier damage)
- ⊗ ⊠ (knockback or knockdown)

## Power Move Combos

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



## Warchief Commands

The player at anytime can give up to 6 commands to their fellow Warriors. To initiate Warchief commands, hold the **SELECT button**. Once it is pressed the 6 commands will appear in a ring on the bottom part of the screen. Hold the **SELECT button** to scroll through the commands or tap it to move more quickly through the commands. Select a command and then release the **SELECT button**.

### WRECK 'EM ALL:

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

### MAYHEM:

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

### LET'S GO:

Warriors will follow the player.

### SCATTER:

Warriors will split up and look for hiding areas when chased by cops.

### WATCH MY BACK:

Warriors will defend the area where the player is standing.

### HOLD UP:

Warriors will stand their ground.

## Mugging

Grab your victim by pressing **○** and to initiate mugging, press **△**. Once initiated, two status bars will appear: the player's mugging progress (top bar) and the victim's struggle progress (bottom bar). In order to complete the mugging, the player's bar must be filled before the victim's. By rotating the **Analog Stick**, the player must find and hold the red indicator in place to complete the mugging process.



## Breaking and Entering

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



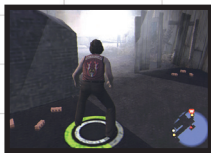
## Stealing Car Radios

The player can steal car radios, which are visible through the windows of parked cars. To steal a car radio, break the window then press **△** to begin unscrewing the screws of the car radio. Rotate the **Analog stick** in a counterclockwise motion and once all four screws are removed the radio will be acquired.



## Hide Areas

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



## Stealth Maneuvers

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



## Weapons and Lures

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

## Money, Items, Dealers

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

## Health and Reviving

If your Warrior is low on health, use Flash to revive your health by pressing the **→ button**. Flash can be purchased from dealers, found in stores or picked up as a power-up. If a fellow Warrior is down, stand next to him and press the **← button** to revive him. If the player is knocked out, a conscious Warrior will come to the player's aid and revive the character. Note: this will only work if the player has Flash in their inventory.

## Tagging

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

## GAME MODES

### Story Mode

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

### Rumble Mode

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

### Two-Player Game

Two players can play Story Mode or Rumble Mode together on the PSP Network. One player must host and another join as a client.

To initiate 2-player Story Mode as a host, load a profile, then select "Story", then "2 Player". You will be taken to a "Multiplayer Lobby" where a client must join before you can begin. To host 2-player Rumble Mode, select "Quick Rumble", then a Game Mode with either "Co-Op" or "Vs." available as an option. Once you have selected game type and either Co-Op or Vs., you will be taken to the Multiplayer Lobby to wait for a client. Once a client has joined, you may start the game.

To join a multiplayer game as the client, load a profile, then select "Join Multiplayer Game". You will be taken to a list of games available to join (if at least one person nearby is hosting a game). Select your choice from the list and the host will be able to begin your game once you are connected.

### Armies Of The Night

Armies of the Night is the homage to the old school 2D brawlers. To initiate this game mode, approach the Armies of the Night arcade, located in the hangout. Simply approach the arcade and you will be prompted to start this game mode.

### Autosave

Warriors uses an Autosave feature. Progress will be saved to your Memory Stick Duo™ periodically and automatically—when finishing or starting a level, for instance. You will see "Autosaving" on your screen whenever this happens.

Note that upon deleting a profile in the profile manager, the deleted profile can be recovered using "Reload Profile" until any point where the game automatically saves your progress. At that point, the deleted profile is permanently gone.

## THE WARRIORS CONEY ISLAND, BROOKLYN

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



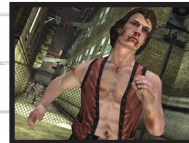
### Clean

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



### Cowboy

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



### Swan

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



### Snow

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



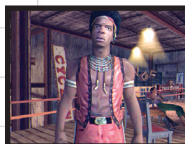
### Ajax

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



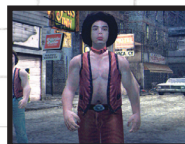
### Vermin

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



### Cochise

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



### Rembrandt

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



### Fox

The Memory Man. Street smart and quick witted; a perfect scout.

## THE DESTROYERS CONEY ISLAND, BROOKLYN



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



## JONES STREET BOYS BENSONHURST, BROOKLYN



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



## PUNKS BOWERY, MANHATTAN



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



## BOPPERS HARLEM, MANHATTAN



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



## SAVAGE HUNS CHINATOWN, MANHATTAN



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



## TURNBULL AC'S PELHAM, THE BRONX



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



## THE LIZZIES UNION SQUARE, MANHATTAN



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



## HI-HATS SOHO, MANHATTAN



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





## HURRICANES

SPANISH HARLEM, MANHATTAN



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

## ROGUES

HELL'S KITCHEN, MANHATTAN



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

## ORPHANS

TREMONT, THE BRONX



## ORPHANS

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

## SATAN'S MOTHERS

SHEEPSHEAD BAY, BROOKLYN



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

## MOONRUNNERS

PELHAM, THE BRONX



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

## RIFFS

GRAMERCY, MANHATTAN



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

## BASEBALL FURIES

RIVERSIDE PARK, MANHATTAN



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

## SARACENS

BENSONHURST, BROOKLYN



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

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**Cowboy** Kurt Bauccio  
**Fox** Tom Waites  
**Rembrandt** Andy Senor  
**Snow** Sekou Campbell  
**Swan** Michael Beck  
**Vermin** Joe Lotruglio

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**Beansie** Omar Scroggins  
**Big Moe** Billy Griffith  
**Birdie** Joe Lotruglio  
**Chatterbox** Jordan Gelber  
**Crackerjack** Adam Seitz  
**Cyrus** Michael Potts  
**Diego** Lloyd Floyd  
**Edge** El-P  
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**Harrison** John Torney  
**Jesse** Nelson Vasquez  
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## Sully

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## Starr

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 DePaula, Berto Colon, Beth  
 Lyons, Burch Wang, Camille  
 Gaston, Cesar de Leon, Chris  
 'Mums' Grant, Clem Cheung,  
 Colin Morris, Datwon Thomas,  
 David Jung, Dennis White,  
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Kevin Lynch, Khalipa Oldjohn,  
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 Floyd, DJ Mister Cee, Navid  
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 Will McCall

## PEOPLE OF NEW YORK

**Charlie** Kurt Rhodes  
**Skinny Pete** Karl Weibel  
**Stefano** Rocco Sisto  
**The DJ** Pat Floyd  
**Twiggy** Jack Luceno

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 Andrew Lee, Armando Riesco,  
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 Mike Zoccano, Natalie Belcon,  
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 gomery, Peter Appel, Roy Woo,  
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 Radcliffe, Tom Vergow, Valencia  
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 Chad Coleman

Larry Fleischman

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 Keith Murphy Matt McCarthy  
 Mike Arkin David Brown  
 Robert Larkin Seth Abrams  
 Tom Zurhellen Tron

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 Lance Williams Scott Kelly  
 Styles P Matthew Pozzi  
 Oliver Vaquer Ron Simons  
 Sean Eden Shawn Andrew  
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 Ty Jones Wilhelm Lewis  
 Lou Carbonneau  
 Dan Mastrogiorgio

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 John Zurhellen Kevin Freitas  
 Rob Nelson Robert Jason  
 Jackson Jeff Ward  
 Willy Carpenter

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 Chandler Parker  
 Chris Tardio  
 Daniel Hall  
 Ephraim Benton  
 Jama Williamson  
 Jeff Ward  
 Jeffrey Hawkins  
 Joe Lotruglio  
 Kiki Goins  
 Kurt Bauccio  
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Perspective Studio

## BRONX CONCLAVE MOVIE

Cosgrove Hall Films  
(Manchester, UK)

## SPECIAL THANKS TO SSUR FOR COMMISSIONING THE FOLLOWING NYC GRAFFITI ARTISTS:

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MALA HURST  
ELHADJ FLINT 707  
SEEN CAP / CAP ONE  
KANO STAY HIGH 149  
CEY (Cey Adams)  
JAMESTOP / JEE 2 / AFROMAN  
CRIME / CRIMEWAVE / CRIME

## ADDITIONAL GRAFFITI ARTISTS

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MIN  
IZ THE WJZ  
ERIN ZIMMERMAN

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

## THE WARRIORS SOUNDTRACK SONGS:

### "Theme From 'The Warriors'"

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

### "Nowhere to Run"

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

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

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

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

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

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

Johnny Vastano  
Written by E. Mercury, W. Smith  
Published by Salamani Music/  
Famous Music  
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### "Last Of An Ancient Breed"

Desmond Child  
Written by D. Child  
Published by Famous Music  
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## LICENSED SONGS:

### "Don't Hold Back"

Chanson  
Written by J. Jamerson, Jr., D. Williams  
Published by Jamerson Music, Inc.  
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Courtesy of Jamerson Music, Inc.

# CREDITS

## "Here Comes That Sound Again"

### Love De-Luxe

Written by Alan Hawkshaw  
Published by Hawkshaw Music  
© 1979 Warner Bros. Records  
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Interactive UK and  
Hawkshaw Music

## "I Love Livin' In The City"

### Fear

Written by Lee Ving  
Published by Toxic Tunes/  
Range War Music  
© 1978 Slash Records  
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Warner Strategic Marketing

## "Knock On Wood"

### Ami Stewart

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

## "Pueblo Latino"

### Spanish Harlem Orchestra

Written by C. Curet Alonso  
Published by FAP Publishing  
© 2002 Rope-A-Dope Records  
Courtesy of Artemis Records

## "Remember"

### Vivien Vee

Written by C. Simonetti, G. Meo  
Published by Market Srl.  
© 1979 Banana Records  
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## "Shake It"

### Ian Matthews

Written by Terence Boylan  
Published by Steamed  
Clam Music  
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## "Traigo De Todo"

### Alberto Alberto

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

## "When You're In Love With A Beautiful Woman"

### Dr. Hook

Written by Even Stevens  
Published by EMI  
Music Publishing  
© 1978 Capital Records  
Courtesy of EMI Music

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
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