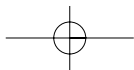
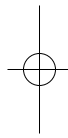


PC MANUAL FRONT COVER



*****DISCLAIMER*****

Defacing or vandalizing public, commercial or private property is a crime in most jurisdictions. This game and its instruction manual, strategy guide and marketing materials are provided for the purposes of entertainment only. Atari, Inc., Ecko Unltd. Games and The Collective do not encourage or condone defacing, destroying, or vandalizing public or private property. This game is intended only to provide a fictional environment in which players can view a depiction of the graffiti culture and can act virtually without breaking any laws or affecting the rights of others in any adverse manner.

**DEDICATED TO ALL THE GRAF WRITERS
WHOSE ART WAS DISMISSED AS FILTH.**

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SETUP AND INSTALLATION

THE README FILE

Marc Eckō's Getting Up®: Contents Under Pressure has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the Marc Eckō's Getting Up®: Contents Under Pressure directory found on your hard drive (usually C:\Program Files\Atari\TBD). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on TBD, and then on the ReadMe file.

SYSTEM REQUIREMENTS

Operating System:	Windows® 2000/XP
Processor:	Pentium 4 1.8 GHz or AMD Athlon 1.8 GHz or higher
Memory:	512 MB RAM
Hard Disk Space:	3 GB free
DVD-ROM Drive:	6X speed or faster
Video:	64MB Hardware T&L compatible video card*
Sound:	DirectX® version 9.0c-compatible sound card
DirectX®:	DirectX® version 9.0c (included) or higher

* Hardware T&L video cards that do not support shaders, such as the GeForce 4 MX or Intel Extreme Graphics family, are not supported.

INSTALLATION INSTRUCTIONS

1. Start Windows® 2000/XP.
2. Insert the Marc Eckō's Getting Up®: Contents Under Pressure disc into your DVD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. Note: If your DVD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing Marc Eckō's Getting Up®: Contents Under Pressure.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/PRODUCT FOLDER NAME/EXECUTABLE NAME to start the game.

Note: You must have the Marc Eckō's Getting Up®: Contents Under Pressure game disc in your DVD-ROM drive to play.

Installation of DirectX®

Marc Eckō's Getting Up®: Contents Under Pressure requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed on your computer, click "Yes" when asked if you would like to install it.

SAVING AND LOADING

Marc Eckō's Getting Up®: Contents Under Pressure has an autosave feature. Once you start a new game, the game automatically saves after each level.

To load a previously saved game, select Load Game from the Main Menu and choose the profile name you want to load.

THE STORY



You are Trane, a "toy" graffiti artist with the street smarts, athletic prowess and vision to become an "All City King" -- the most reputable of all graffiti artists. Along your quest, uncover the mayor's deep, dark secret...and use your fighting talents and high-wire graf to expose the city's leader as a corrupt tyrant.

As you struggle to save a neighborhood from an oppressive government, one question stands out: What if graffiti could change the world? Risk your life battling city authorities and rival graf gangs-- mere obstacles in your attempt to get your tag up. And in this city, not just any tag will do. You'll have to "Get IN, Get UP and Get OUT".

CONTINENTAL POST OFFICE

16 KNEW

BY MATA AFP/GETTY IMAGES
rested teen.



TRANE



TRANE (TALIB KWELI)

Sometimes the least likely hero emerges in the face of extreme adversity. An outcast and a rebel, Coltrane "Trane" Crowley begins his journey as a Toy – a novice writer concerned only about getting his name up all over the city of New Radius. But this is no ordinary city, ruled by the tyrannical Mayor Sung and his battalion of goon enforcers. And, as Trane soon discovers, it's a city filled with dark secrets that threaten not only graf writers, but the entire population. Soon, with his own Still Free crew covering his back and the tools and techniques of various graf legends in his arsenal, he's ready to rise to the rank of All City King and take on the Mayor one message at a time. A natural born athlete, he's got enough muscle and street smarts to navigate this ultimate urban jungle gym while causing some serious damage to rival crew members, the roving Vandal Squad, or the heavily armed militia known as the CCK. Even the best graf writer in town knows, you're only as good as your last tag so make sure it's unforgettable.



GABE #33 (MICHAEL BERRIN, AKA MC SERCH)

Gabe is the leader of the Vandals of New Radius (VaNR). He's a diehard New Radius Stunners fan and has adopted the jersey of his favorite player; number 33, Vance "Vandal" Dallister. Gabe has a reputation as a badass and is ready to cause problems for any Toy trying to get up on VaNR turf. He's rarely without his girlfriend, Tina, and you can always spot his pieces by the royal blue, orange and white paint. One more thing – Gabe's got a fear of heights so he has his crew hit the heaven spots for him. Not a good look for someone trying to maintain his rep.



TINA (ROSARIO DAWSON)

Talented AND hot, Tina would give even an All City King the shakes. Beneath all that buff goodness rests an easygoing, down-to-earth kind of girl. She's got intelligence and a fist full of dreams, working at "Scrapyard" to save enough money to eventually break out of New Radius. But for now she's happy building her blackbook and spreading her good nature (and a little free paint) around. Tina loves Gabe – but he's always putting her down for hanging out with other writers at the store. If Gabe doesn't watch it, he might lose more than just bragging rights to Trane.





Photo starting from the left: White Mike, KRY-1

**KRY-1
(GIOVANNI RIBISI)**

Kry-1 is a trust fund kid whose only ambition is to roll with the big boys. At first, Trane thinks this kid's wack, but without him there would be no Still Free crew. It's not his tagging skills that keep him at Trane's side; it's his uncanny ability to find a way into the hardest to reach spots of New Radius and to navigate the underground as if it's his second home.

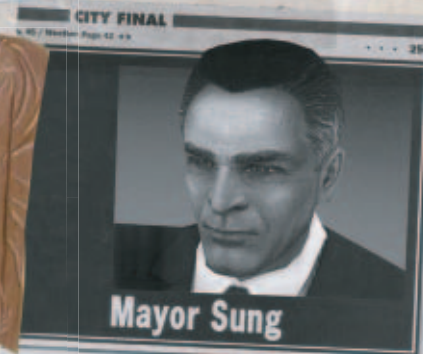
**WHITE MIKE
(CHARLIE MURPHY)**

Don't be fooled by the nickname. He's been known as White Mike since he was four and if it didn't make such a great graf name, he'd probably beat you senseless for using it. This giant's got a punch like the backend of a mule and a deep-seeded desire to share it any and every chance he gets. He isn't really much of a writer - but he digs the scene and can always be found hanging with his crew. Bottom line: White Mike is easy to bug and hard to miss.



**KAREN LIGHT
(BRITTANY MURPHY)**

Look to the light and you'll find the truth. The face of Network New Radius Channel 6's "E-NNR-GY," Karen Light has always loved the spotlight and wants nothing more than to be a star. She knows a good story when she hears one, and the underground graf campaign against Mayor Sung is a surefire ratings puller. Are you ready for your close-up, Trane?



MAYOR SUNG (GEORGE HAMILTON)

They say power corrupts - but not Mayor Miguel Sung. A former DA who ran for Mayor on promises to rid the city of juvenile delinquents and "make the streets shine like sterling silver," Sung's risen through the ranks of New Radius with the smile of an angel and the soul of a serial killer. The media loves his savvy charm, off-the-cuff humor and his knack for delivering the perfect sound bite. But remember, you can fool some of the people some of the time, but you can't fool all of the people all of the time.



AUNT BETH (ANDY DICK)

To the casual passerby, she's nothing more than a crazy bag lady roaming the streets of New Radius. In reality, Aunt Beth is a graf writer's worst nightmare – the infamous big boss of the CCK's undercover unit known as the Vandal Squad. A behemoth battle axe, Aunt Beth gives no mercy to any writer who crosses her path. She uses her smarts to start beefs between rival crews, and because she used to be a writer, "Aunt B" knows exactly how to find them. Like she always says, "Let the little rats kill themselves; save the big rats for me."



CHIEF HUNT (ADAM WEST)

He's the top cop and he's strictly old school. Chief William Hunt is Mayor Sung's right hand man, but that doesn't mean he's all bad. 25 years on the job and a working class Cuban upbringing means he understands the streets and has a certain respect for the smart perp – as long as he's dragging them through the precinct doors. His credo? "Stomp out the rats!"



CCK Guard

The beat cop of New Radius. A low level grunt that doesn't see past his paycheck, but enjoys cracking a few heads along the way. Their weapon of choice is a PR24, and there's a few graf artists that can tell you what that feels like. One-on-one with the Orange Light and a writer's got a good chance – any more than that and running starts looking good.

CCK Gunman

Well-trained. Aggressive. Deadly. Orange Heavy pack an SMG and aren't afraid to use it if you're breaking the laws of New Radius. Which you are. So keep it stealthy when these guys are around.

CCK Silver Gunman

Trane does not want to tangle with Silver Gunmen unless he has a clear exit strategy.

CCK Silver Guard

The next level of law enforcement within the CCK. The Mayor creates this elite guard to safeguard his pride and joy – the new, improved, 'graffiti proof' Silver Trains. With well advanced combat skills, the Silver Light are not to be messed with.

TERRIBLE
TKID

TERRIBLE
TKID



>170
>170th
>170
70
170

Photo starting from the left: Tkid, Smith

TKID LEGEND

T-kid 170 (Terrible Kid) began by writing on trains in 1974 and continues his art today by painting many murals in his hometown of the Bronx. Regarded by his peers as a highly influential master for his graffiti style and design. Teaches Trane how to paint murals.

SMITH LEGEND

From Washington Heights, Smith was one of the most notorious writers ever and defined a new culture of graffiti by going above ground and sneaking his way into heaven spots to place his tag. Smith has since been commissioned to do murals for business of all types. He provides Trane with sneaking and stealth techniques.



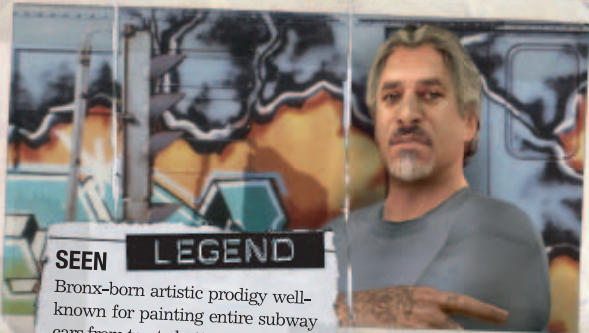
SMITH
"170"



LEGEND

FUTURA

A presence since the early 1970s, FUTURA has gone on to become involved in creating a vehicle for writers to pursue careers as professional artists at Esses Studios. Introduces Trane to a graffiti artist's black book.



SEEN LEGEND

Bronx-born artistic prodigy well-known for painting entire subway cars from top to bottom, and one of the first artists to put his work on canvas. He is widely regarded as a leader of the school of graffiti art, and his works can be found in private collections and museums. Shows Trane how to bomb entire subway cars.



LEGEND

COPE

The notorious 'Bronx bomber and destroyer' who began by tagging New York City subway cars and by 1983, was the king of the 2, 4 and 5 subway lines. Shows Trane the skills needed to successfully tag the subway system.



LEGEND

OBEY

Shepard Fairey - was a student at the Rhode Island School of Design when he created the now famous sticker of Andre the Giant with the words OBEY. This experiment in phenomenology demonstrates the impact and influence a street artist can wield. Opens Trane up to the world of wheatpasting.



MARC ECKO'S getting up

CONTENTS UNDER PRESSURE

VANDAL SQUAD COPS



The undercover unit of the CCK. Fat, balding thugs that often pose as vagrants to blend into the urban sprawl, haunting the underground subway tunnels and roundabout spots.

They love to get the drop on unsuspecting writers in action and introduce them to the pleasures of the stainless steel shock baton.



CONTROLS

NAVIGATION AND COMBAT

W	Move forward
A	Move left
S	Move backward
D	Move right
Mouse	Move camera
Left Shift	Strafe / Sneak
Left mouse button (LMB)	Punch
A button	Spacebar
Right mouse button (RMB)	Kick / throw weapon
E	Special action (pickup / push-pull / climb down / evade)
TBD	iPod (Main Menu only)
TBD	Crouch when not detected by an enemy / Block / Dodge when in combat

Center mouse button (CMB) Graffiti Mode

F	Intuition
Tab	Inventory
Enter	Pause Menu

FREEFORM GRAFFITI (STENCILS, MARKERS, SPRAY PAINT, STICKERS, POSTERS)

CMB	Enter Freeform Graffiti Mode (Press and hold when standing next to or facing a wall)
TBD	Select wall position (High/Medium/Low)
1 or 3	Select color
2 or 4	Select style
CMB + LMB	Place graffiti

PAINTING/ROLLER

CMB	Enter Paint Mode (Press and hold the when standing in front of a Throw Up/Mural template)
1 or 3	Select size
2 or 4	Select style
CMB + LMB	Paint (normal flow)
CMB + RMB	Paint (fast flow – unlockable)
TBD	Move spray can or roller up/down / Move Trane left/right
TBD	Move camera

WHEAT PASTE

CMB	Enter Wheat Paste Mode (Press and hold the when standing in front of a Wheat Paste template)
TBD	Select style
CMB + LMB	Apply Paste
CMB + RMB	Apply Poster
TBD	Move roller up/down / Move Trane left/right
TBD	Move camera

WELCOME TO NEW RADIUS

In a world where graffiti has been banned and justice is outlawed, an unlikely hero rises to save his neighborhood and become an urban legend. You play as Trane, a talented graffiti artist with urban street smarts, crazy athletic abilities and a drive to make your mark. You live the sport of graffiti, risking it all to reach the city's dangerous sweet spots, where a well-placed graf piece will bring respect and reputation.

In *Marc Ecko's Getting Up®: Contents Under Pressure*, you must prove your worth as a graf writer from subterranean subway lay-ups, to above ground bombing as the trains go "silver," to tagging the vertical heights of New Radius. Build your skills from a toy with stickers and markers, to all city king with an arsenal of wildstyles, rollups, stencils and wheatpastes. But you'll need more than graffiti skills to survive the corrupt police state that wants to stamp you out and what you stand for.

MENUS

NEWSSTAND



The Newsstand is home to the Getting Up Browser Mode. In this mode, you can choose to go to any of the levels in the game except for levels 9, 10 and 11. The only way to open these levels is to play through to them in the Story Mode. (Note: You cannot save your game in Browse Mode).

STAIRCASE



The Staircase leads to Story Mode, an 11-mission tour of New Radius. New Game brings you to the profile creation screen section of the Memory Kiosk machine, while Load Game lets you continue existing profiles. Press Enter to select either option.

MEMORY KIOSK MACHINE

There are two options in the Staircase that bring you to separate areas of the Memory Kiosk Machine.

New Game brings you to the create a new profile section of the Memory Kiosk Machine. Create a name and then select a save slot and press the Enter key to continue. Press the Esc key to return to the previous menu.



Load Game brings you to the profile selection screen, where you can continue a Story Mode game already in progress. Select a saved game and press the Enter key to continue. Press the Esc key to return to the previous menu.

GAME INFORMATION MENU



At the Game Information Menu you can select a mission, change option settings, view current statistics, read your Black Book and access unlocked content.

MISSION SELECT

Head toward the Subway Car where you can select your destination.

BLACK BOOK

Select the pieces and tags for your next mission, and browse Graffiti Legends art and info (see Black Book on page 26).

UNLOCKS

Once you've earned enough Rep, check out this area, where you can find concept art, movies and Beat Down® content.

OPTIONS

Adjust game options (see next page).

STATISTICS

View the statistics for the current profile, including Total Rep, completed Graffiti Bonus objectives, Freeform Challenges completed, Legend Photos taken and Secrets Found. Press the Esc key to return to the Game Information Menu.

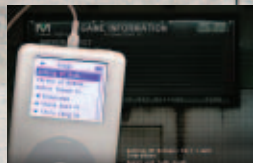
EXIT

Quit current game and return to the Main Menu.

Apple® iPod

Press the Y key at the Game Information Menu to open your Apple® iPod, where you can select the music you want to hear. Press the W key or the S key to select a song and press the Enter key to play it. Press the Esc key to return to the Game

Information Menu. Only a few songs are available in the Apple® iPod when you start the game. Keep a lookout for Apple® iPods scattered throughout the game to increase Trane's playlist.

**OPTIONS MENU****Controls**

Choose between 3 controller configurations.

Camera

Invert the vertical or horizontal camera controls.

Audio

Adjust music, sound effects and voice volume.

Gameplay

Toggle autosave ON/OFF, turn subtitles ON/OFF, turn tips ON/OFF, turn Vibration ON/OFF and set game difficulty level (easy, normal, hard).

Codes

Enter cheat codes.

Restore Defaults

Return all options to default settings.

**SUBWAY CAR**

Use the movement keys (A & D) or the arrow keys to select a Mission, press **Enter**, then select a level within the mission by using the movement keys (A & D) or arrow keys and pressing **Enter**. As you earn new graffiti you can revisit older levels and place new pieces of graf art.

Press the Y key to open Trane's Black Book (see page 26). This is where you selects the graffiti that Trane will use on the upcoming mission. If you do not choose graffiti, Trane will enter the level with the default graf pieces.

Press the **Delete** key to view a mission summary for any unlocked level. The summary includes Trane's total earnings for Rep, Bonus Graffiti, Freeform Graffiti, Legend Photos, and Secrets Found.

Press **Esc** to go back to the Game Information Menu.

When you finish a mission, you return to the Subway Car, where you can see a list all of the content you unlocked during that mission.

PAUSE MENU

Press **Enter** while playing to pause the game and display the following:

**Resume**

Resume gameplay.

Objectives

View current objectives.

Options

Adjust game options (see Options Menu on previous page).

Restart

Restart the current level.

Quit

Quit to the Main Menu.



IN-GAME INTERFACE



As the story unfolds, you'll receive Mission Objectives, which are required to complete a level. These might include graffiti-under-pressure scenarios, navigational challenges or stealth-based objectives. As you explore each level, you will also find Bonus Tags, Legend Tags and Hidden Challenges. These additional elements are not required to finish the level, but earn you Rep points (see Reputation on page 22).

HEALTH

The Health Bar represents Trane's current health level. You can replenish Trane's health by grabbing Health Pickups (see Pickups on page 25). You can increase Trane's Health permanently by finding Health Max Increase pickups stashed throughout the city. When Trane's health is fully depleted, you will fail the mission and can choose to start over at the most recent save point.

SKILLS

The Skills meter shows Trane's current Power Level. You'll need your Skills to be charged if you want to land a Power Move (see Power Moves on page XX). You can increase Trane's Skills permanently by finding Skills Max Increase pickups stashed throughout the city.

REP

The Rep Meter shows Trane's reputation score for the current level (see Reputation on page 22).

INTUITION

Trane has an instinctive ability to zero in on graffiti "sweet spots," Legendary Pieces and other important objects in the environment. When you use Trane's Intuition, the following important locations and items are represented:



Graffiti "sweet spots" are marked with glowing Xs. Color is also important: Filled Orange Xs indicate Required Mission Objectives; Hollow blue Xs indicate Bonus Tag locations. Interactive objects flash to indicate that Trane can use them. Intuition also reveals security cameras, allowing Trane to avoid their attention.

USING INTUITION

There are two ways that you can activate Trane's Intuition: Press the **F** key once or press and hold the **F** key.

Pressing the **F** key once allows Trane to quickly look for visual clues while he is still moving. For several seconds, Trane's field of vision will glow. You can move the mouse to shift Trane's field of vision.

When you press and hold the **F** key, Trane immediately stops moving and the camera switches to first-person view. Trane will stay in this mode for as long as you hold down on the **F** key, and Intuition clues within Trane's field of view will glow. Move the mouse to shift Trane's field of vision. Release the **F** key to exit Intuition mode.

Warning: While Trane is in Intuition mode, his movement is halted but the game world is not. You must remain aware of Trane's surroundings.



GRAFFITI

Trane uses his Intuition (“street smarts”) to locate prime graffiti sweet spots. Well-painted pieces earn you Rep Points, which translate into improved Skills. There are a maximum number of Rep Points you can earn on any level, indicated by the Rep Meter (see Reputation on page 22).

Trane will have the following tools at his disposal:

- Aerosol
- Marker Pen Tags
- Stickers
- Stencils
- Posters
- Rollers

Trane’s graffiti style will evolve as his Rep improves. As Trane discovers the works of Graffiti Legends and captures them with his Digital Camera (see Graffiti Legends on page 28), his knowledge will grow and his own methods for expression will mature. As Trane’s Rep improves, he will unlock additional tagging tools.

Trane will also learn to create larger, more artistic pieces such as Burners, Murals, Top-To-Bottoms and Wheat Pastes.

APPLYING GRAFFITI

There are two kinds of graffiti in Marc Eckō’s Getting Up®: Contents Under Pressure: Freeform Tags that Trane can put on almost any surface using the tools in his inventory, and Prime Pieces, which go in the sweet spots marked as glowing Xs when Trane uses his Intuition.

Inventory Wheel



Before Trane can apply a Freeform Tag, you must first choose a graffiti tool. Press and hold the **Tab** key to display Trane’s inventory and then move the mouse to highlight the tool you want Trane to use. Release the **Tab** key to select the highlighted tool. You can also roll the mouse wheel up or down to change graffiti tools. Trane will use this tool for all Freeform tags until you choose another.



Freeform Tags

Press and hold the **center mouse button (CMB)** when Trane is facing a wall or other paintable surface, and a ghost image of the art will appear. While holding the **CMB**, press the **RMB** or the **LMB** and Trane will apply the art.



Trane can apply tags in three positions. To apply a high tag press **W** to apply low tag press **S**.

To change the Freeform graffiti style, press the **2** key or **4** key. To change the color of a Freeform graffiti style, press the **1** key or **3** key.

Pieces



There are prime spots in New Radius where a well-placed tag will earn Trane massive Rep Points. Use Trane’s Intuition (**F** key) to spot them.

Once Trane has located a prime spot, move him in front of it and press and hold the **CMB**. Then press the **LMB** or **RMB** while moving the mouse to make Trane paint.

While Trane is tagging, you can move to make Trane look around for threats.

GRAFFITI SCORING

Trane earns Rep points for tags based on five qualities: Go Big, Go Over, Heaven Spot, Time, and No Drips.

Go Big: Completing a larger piece. Press **1** and **3** to cycle between big and small tags. Big pieces don’t fit in all locations.

Go Over: Complete a piece over a rival tag.

Heaven Spot: Complete a piece high above ground level.

Time: Complete a piece quickly and without interruption.

No Drips: Complete a piece without drips.



REPUTATION

Reputation is how Trane's progress is measured. Each time Trane completes a mission objective, his Reputation score increases (indicated by the Rep meter). Rep Points convert into Unlocks, including new Graffiti Tools and Styles, Combat Abilities, Fight Arenas and concept artwork.

OBJECTIVES

In each mission, Trane only needs to complete the required mission objectives to advance to the next, however, completing other elements hidden in each level earns more Rep points.

Intermittently, Trane will find Freeform challenges, which provide extra Rep when completed. Freeform challenges are monitored by Timer coverage, and ingenuity.



Press the Enter key to display the Pause Menu, and select Statistics, where you can check the total number of potential and completed objectives for the current mission.

REP SCORE

Trane's Rep score is displayed as a horizontal bar beneath the Skill Bar in the upper-left corner of the screen. The filled-in portion represents how many Rep points Trane has earned on the mission so far.

The number of Rep points earned is based on the difficulty of the objective and, for some graffiti pieces, the quality of Trane's work (see Graffiti Scoring on page 21).

Unlocks you earn are available once you return to the Main Menu. Select Unlocks at the Main Menu. The Unlocks Menu also shows the next item to unlock and the amount of Rep you will need to unlock it.

COMBAT GRAPPLE



When Trane's hands are free, he can grab an opponent by pressing the **LMB** and the **RMB** simultaneously. Once Trane grabs an opponent, he will need to win the grapple. To do this, rapidly press the **LMB** and the **RMB** to overwhelm your opponent. Follow through by tapping the **LMB** and Trane will perform an elbow attack; tap the **RMB** to make Trane perform a knee attack. Push the movement keys to make Trane toss the opponent. Try aiming opponents at walls or ledges!

STUNNING

STUN COMBOS

→ + → + LMB

→ + → + RMB

INSULTING

These are special moves where Trane can insult rivals by openly shaming them. Be careful though, nobody likes to be humiliated! You can only insult a stunned opponent. Experiment with different keys to find the best insult combinations. There are a total of seven insult moves.



FIGHTING COMBOS

PUNCH COMBOS

LMB + LMB + LMB (near on-ground opponent)

LMB + LMB + LMB

LMB + LMB

LMB + RMB

RMB + LMB

RMB + RMB

SPACEBAR (facing wall) + LMB

SPACEBAR (facing wall) + RMB

KICK COMBOS

RMB (near on-ground opponent)

RMB + RMB + RMB

RMB + RMB

RMB + LMB

LMB + RMB

LMB + LMB

POWER MOVE COMBOS

RMB + RMB + (hold) RMB

RMB + LMB + (hold) RMB

LMB + RMB + (hold) RMB

LMB + LMB + (hold) RMB

LMB + LMB + (hold) LMB

LMB + RMB + (hold) LMB

RMB + LMB + (hold) LMB

RMB + RMB + (hold) LMB

REVERSALS

Rapidly press the LMB or RMB when an opponent has Trane in their hold; he can perform several different types of reversal moves depending on the opponent.

WEAPONS



The streets of New Radius are littered with potential weapons, such as crow bars, baseball bats, trashcan lids, 2x4s and car batteries. To pick up a weapon, press the E key. To swing a weapon, press the LMB.

THROWING WEAPONS

Trane can throw a weapon to inflict damage from a distance. To throw, press and hold the TBD. The longer you hold the button, the further Trane will throw the weapon. You can aim the throw by moving the mouse [TBD].

WEAPON COMBOS

WEAPON COMBOS

LMB + LMB + LMB (while a weapon is equipped)



SPECIAL ATTACKS

These are combat moves where Trane can attack an enemy while on ladders and ledges.

SPECIAL ATTACKS

Y or X (while hanging on a ledge)

Y (while standing above an enemy who's hanging on a ledge)

Y or X (while on a ladder)

SNEAK ATTACK



Press and hold the LMB to make Trane sneak up behind an opponent undetected, then press the LMB and Left Shift simultaneously or press the RMB to make Trane take the opponent down.



DODGING AN ATTACK

To make Trane dodge an opponent's attack, press and hold Left Shift, and tap a movement key (W A S D) and Spacebar at the same time. Trane will dodge to the direction of the movement keys.

PICKUPS

In addition to weapons, Trane will find a variety of pick-ups in the environment.

- 25% Health
- 100% Health
- Gold Montana Spray Paint Can – Gives you extra spray paint can pressure until the end of the level.
- Apple® iPod – Unlocks new song
- Health Max Increase – Permanently extends Trane's health bar.
- Skills Max Increase – Permanently extends Trane's health bar.
- Tall Can Pressure Booster – Extends the time that Trane can spray without having to shake by 50% (current level only).
- Eckō Rhinos – Find these for extra rep. Find all eleven for a special unlock.
- Tools – Crowbars and blot cutters get you past locked doors.



BLACK BOOK



Trane's Black Book contains Graffiti Legends, Mission Graffiti, and Credits. This book is a Graffiti Artist's life and is located at the Main Menu.

Use the movement keys or arrow keys to move the cursor to highlight an item and press **Enter** to select it. Press **Esc** to return to the previous menu.

You can also access the Black Book at the Mission Select screen just before starting a mission.

MISSION GRAFFITI PAGE

Before you begin a level, select graffiti pieces and Freeform Tags you want Trane to use in the next mission in the Mission Graffiti pages.

The game selects four default pieces in each category for each mission. To change the default art, press the movement keys to highlight a category and press **Enter** to go to that category. (If a category is grayed-out, it means you haven't unlocked that type of graffiti yet.)

Pieces Graffiti

At the Pieces page, you can choose pieces that Trane will use on a mission, or use the pieces already assigned on the train ticket. These are the pieces that Trane uses to bomb "sweet spots" (see Intuition on page 19). You can select any of the graffiti pieces you've unlocked and carry up to four styles and/or colors.

To change a piece, use the move forward and back keys (**W** and **S**) or arrow keys to select a piece slot and press the **Enter** key, then choose the type of graffiti you wish to use (Mural, Roll-Ups, Throw-Ups, Wheat Paste, Wildstyle) by moving the selector with the arrow keys and pressing **Enter**. Use the up and down arrow keys or the **W** and **S** keys to select a piece, and the left and right arrow keys or the **A** and **D** keys to change the color. Once satisfied with the piece and color, press **Enter** to use the selected piece. Repeat until all four graffiti slots are filled (Note that in some levels a graffiti slot may be

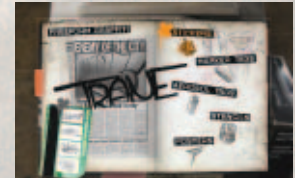


locked, disallowing any changes to the piece selected in that slot.) Press **Esc** to return to the previous menu.

Freeform Graffiti

At the Freeform page, you choose the Freeform art that Trane will use on the next mission. These are the pieces you use to complete Freeform Challenges (see Intuition on page 19). There are five Freeform categories:

- Stickers
- Aerosol
- Marker
- Stencils
- Posters



To change a Freeform Tag on the train ticket, use the arrow keys or the move forward and back keys (**W** and **S**) to highlight a graffiti slot to change, and press **Enter**. Select a type of Freeform to use (Stickers, Marker Tags, Aerosol Tags, Stencils, Posters), highlight a piece to use, and press **Enter** to select it. Repeat until all four graffiti slots are filled.

As you earn Rep points, you will unlock new pieces and Freeform Tags.

GRAFFITI LEGENDS

Review the unlocked Graffiti Legends pages.

CREDITS

View the game credits.





GRAFFITI LEGENDS

When you spot a camera icon, move Trane to that location, then press the E key; Trane will take a picture with his Digital Camera. Capturing a Graffiti Legend piece in the game unlocks it in your Black Book.

Select Graffiti Legends in the Black Book Main Page to check out info and art of all unlocked Graffiti Legends. There are 56 Graffiti Legends whose art you can find and photograph in the game:

Airborn	Freedom	Phase 2
Ban2	Fuzz	Pink
Blue	Ghost	Psycho
CES	Iz the Wiz	Quik
Charlie TDK	JA	Reas
Chino	Jest	Skuf
Crash	Kaves	Sonic
Cycle	Kaws	SP One
Dash	Kel	Tat's Cru
Daze	KET	Trim
Delta	Mare 139	Veefer
Dero	Know/Wane	Ven
Duel	Min	Wen
Duro	Mode2	West
Ease	Noxer	YMI
Ewok	Os Gemeos	Zebster
Frame	Peak Diva	

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Chino
Cope2
Crash
CRO
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Dash
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Dero
DIVA
DOC TC5
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Duro
Ease
Ewok
Ezo
Frame
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Futura
Fuzz
Ghost
Iz the Wiz
JA
Jest
Kaves
Kaws
Kel
Ket
Klor 123 klan
Know
Min
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Mare139
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Nic One
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Noxer
Obey/Shepard Fairey
Os Gemeos
Peak
Persue
Phase 2
Pink
Quik
Reas
Scien 123 klan
Seen
SENTO
Skuf
Smith
Stak
Sub

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"TOO COLD"

Roots Manuva
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Rodney Lamb / Andrew Ross
Published by Chrysalis Songs
(BMI)
(R. Smith/R. Lamb/A. Ross)
Produced by Roots Manuva/Easy
Access Orchestra
Additional production and
arrangement by Steve Dub and
Roots Manuva
Backing vocals: Hazel Sim
Bass: Limmie Snell
Cuts: DJ MK
All other instruments: Ralph
Lamb
Published by Chrysalis Music
© Big Dada 2005
taken from the album 'Awfully
Deep' (BD072/CD072)

"VERSION 78 STYLE"

Artist Glen Brown
Written by Glenmore Brown
Published by Red Hills Music
Limited
Produced by Glen Brown
Licensed Courtesy of Blood and
Fire Limited

**"BOXCUTTER EMPORIUM
PART 2"**

by Sixtoo:
(R. Squire)
Produced by Sixtoo
Published by Just Isn't Music
© Ninja Tune 2004
taken from the album 'Chewing
On Glass & Other Miracle Cures'
(ZEN 86/CD86)

"AURAL PROSTITUTION"

by DJ Vadim
(V. Peare)
Produced by DJ Vadim
Published by Just Isn't Music
© Ninja 1995
taken from the album 'USSR
Repertoire' (ZEN 25/CD25)
"Helicopter"
By Bloc Party ISRC:
GBDNH0400364 Time: 00:03:42
Written by Bloc Party. Published
by EMI Music Publishing Ltd
Produced by Paul Epworth.
Additional production by Eliot
James. Mixed by Rich Costey. ©
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By Kele Okereke, Russell
Lissack, Gordon Moakes and
Matt Tong
Published by EMI Blackwood
Music Inc.

"MOTION 2000"

by Polyrhythm Addicts
Master Usage Licensor: Nervous, Inc.

Synch Usage Licensor: MJJN LLC
Writers: Corey Roberts/Apani Smith/Marcus Vialva/Vincent Williams, Jr.

Publishers: Illmental Music, Synistas Voicez Music, ABMC Muzik International, Core Cords Music, all administered by MJJN LLC d/b/a Two Twenty Four Music
Motion 2000 by Polyrhythm Addicts used courtesy of Nervous Inc.

"Follow The Leader"
(samples "Nautilus")

Words and Music by Bob James, Eric Barrier and William Griffin
Published by Spirit Two Music, Inc. o/b/o Remidi Music (ASCAP) and EMI Blackwood Music, Inc. (BMI)

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FOLLOW THE LEADER

"MOUNTAIN SONG"

by Jane's Addiction
Courtesy of Warner Bros. Records Inc.

By arrangement with Warner Strategic Marketing
© 1988 Warner Bros. Records Inc.

By Eric Avery, Perry Farrell, Dave Navarro and Stephen Perkins
Published by EMI BLACKWOOD MUSIC INC.

"CATCH A BAD ONE"

Performed by Del Tha Funkee Homosapien
Courtesy of Elektra Entertainment Group

By arrangement with Warner Strategic Marketing
© 1993 Elektra Entertainment Group

(Jones, Owens)
50% Zomba Songs, Inc. (BMI)
o/b/o Eighty Second Sounds©

"CLUB FOOT"

Performed by Kasabian
Written by Sergio Pizzorno and Christopher Karloff
Published by EMI BLACKWOOD MUSIC INC.

Courtesy of the RCA Records Label
By Arrangement with SONY BMG MUSIC ENTERTAINMENT

"BOOK OF JUDGES"

performed by Pharoahe Monch
By Troy Jamerson and Will Fulton
Published by EMI BLACKWOOD MUSIC INC.

Lyrics: Pharoahe Monch
Produced by: ILL Will Fulton & Shiner Massive
(T. Jamerson, W. Fulton)
Trescadecaphobia Music, EMI Music Publishing (BMI); Shiner Massive Music(ASCAP)
Pharoahe Monch appears courtesy of Geffen Records

"MY PEOPLE HOLD ON"

By Leonard Caston and Anita Poree
Published by STONE AGATE MUSIC (A DIVISION OF JOBETE MUSIC CO., INC.)
Performed by Eddie Kendricks
© 1972 Motown Records, a Division of UMG Recordings, Inc.
Courtesy of Motown Records under license from Universal Music Enterprises

"WHO SHOT YA"

By Sean Combs, Christopher Wallace, Nasheim Myrick, Allie Wrubel and Herb Magidson
Published by EMI APRIL MUSIC INC.

Constructed, remixed, and produced by Serj Tankian from System of a Down
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"SUBWAY THEME"

from the Wild Style soundtrack
Scratch Mixed by Grand Wizard Theodore
written by Fred Brathwaite
published by Mad Monkey Music
courtesy of Pow Wow Productions

"WANTED"

performed by Rhymefest featuring Samantha Ronson
Written by M. Ronson, S. Ronson, C. Smith
INOUEY (BMI), Black Hand Entertainment/BMG Songs (ASCAP), Samantha Ronson (ASCAP)
Produced by Mark Ronson for Allido Sound
Rhymefest appears courtesy of J-Records
45% BMG Songs, Inc. (ASCAP)
o/b/o Solomon Ink

"CLIK, CLAK, AND SPRAY"

performed by PackFM
Written by O. Tull, W. Polk
QN5 Music (ASCAP), FMania Inc (ASCAP)
Produced by Deacon the Villain of CunninLynguists

"GETTING UP ANTHEM: PART 1"

performed by Rakim and Talib Kweli
Written by TK Green, W. Griffith, H. Charlemagne
Penskills Music administered by Songs of Windswept Pacific/BMI, Notting Hill Music (BMI) obo Johnny Handsome Music (BMI)
Produced by Charlemagne of Johnny Handsome Entertainment, Inc./Relentless Management featuring TagYerit Talib Kweli appears courtesy of Blacksmith Music/Warner Music

"SINNERMAN"

Performed by Nina Simone
Courtesy of The Verve Music Group under license from Universal Music Enterprises (Trad. Adapt by Nina Simone)
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"SHOOK ONES PT. 1"

Performed by Mobb Deep (Muchita, Johnson)
100% BMG Songs, Inc. (ASCAP) o/b/o Juvenile Hell Publishing, Careers - BMG Music Publishing, Inc., Noid Publishing
Courtesy of the RCA Records Label
By Arrangement with SONY BMG MUSIC ENTERTAINMENT

"SURVIVAL OF THE FITTEST"

Performed by Mobb Deep (Muchita, Johnson)
100% BMG Songs, Inc. (ASCAP) o/b/o Juvenile Hell Publishing, Careers - BMG Music Publishing, Inc., Noid Publishing
Courtesy of the RCA Records Label
By Arrangement with SONY BMG MUSIC ENTERTAINMENT

"I SMELL A RAT"

performed by Big Mama Thornton
Courtesy of Geffen Records under license from Universal Music Enterprises
Published by Songs of Universal, Inc. (BMI)

"SAVE THEIR SOULS"

by Bohannon
written by Hamilton Bohannon
Published by Ponte Verde Music

"CAVERN"

by Liquid Liquid
Written by Hartley, McGuire, Principato, Young
Published by Liquid Liquid Publishing
Performed by Liquid Liquid
© 1995 A&M Records Ltd.
Courtesy of Universal-Island Records Ltd. under license from Universal Music Enterprises and Liquid Liquid

"THERE THEY GO"

By Fort Minor
All music by Mike Shinoda.
Kenji Kobayashi Music/Zomba songs Inc. BMI.
Lyrics by Mike Shinoda. Kenji Kobayashi Music/Zomba songs Inc. BMI. and Sixx John 913 Music ASCAP

"CHIN HIGH"

Roots Manuva
Written by Rodney Smith / Rodney Lamb / Andrew Ross
Published by Chrysalis Songs (BMI)
(R. Smith/R. Lamb/A. Ross)
Produced by Roots Manuva/Easy Access Orchestra
Additional production and arrangement by Steve Dub and Roots Manuva
Published by Chrysalis Music
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"DULCE'S THEME"

by DJ Nature featuring Tek One and Velcro
Published by Ghetto Arc Publishing

"BOMBA'S THEME"

by DJ Nature featuring Tek One and Velcro
Published by Ghetto Arc Publishing

"WALK ON BY"

by Isaac Hayes
written by Hal David and Burt Bacharach
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"AULD LANG SYNE"

Public Domain, Q Department
Thomas Rusiak - Song title: Throne of Redemption - INSTRUMENTAL ONLY
Artist: Thomas Rusiak
Written, produced and arranged by Thomas Rusiak.
Published by LED Songs / Universal Music Publishing Scandinavia.
Track time: 03:42

MARK ECKO'S SPECIAL THANKS

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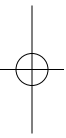
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