

SPIDER-MAN 2™



ACTIVISION®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

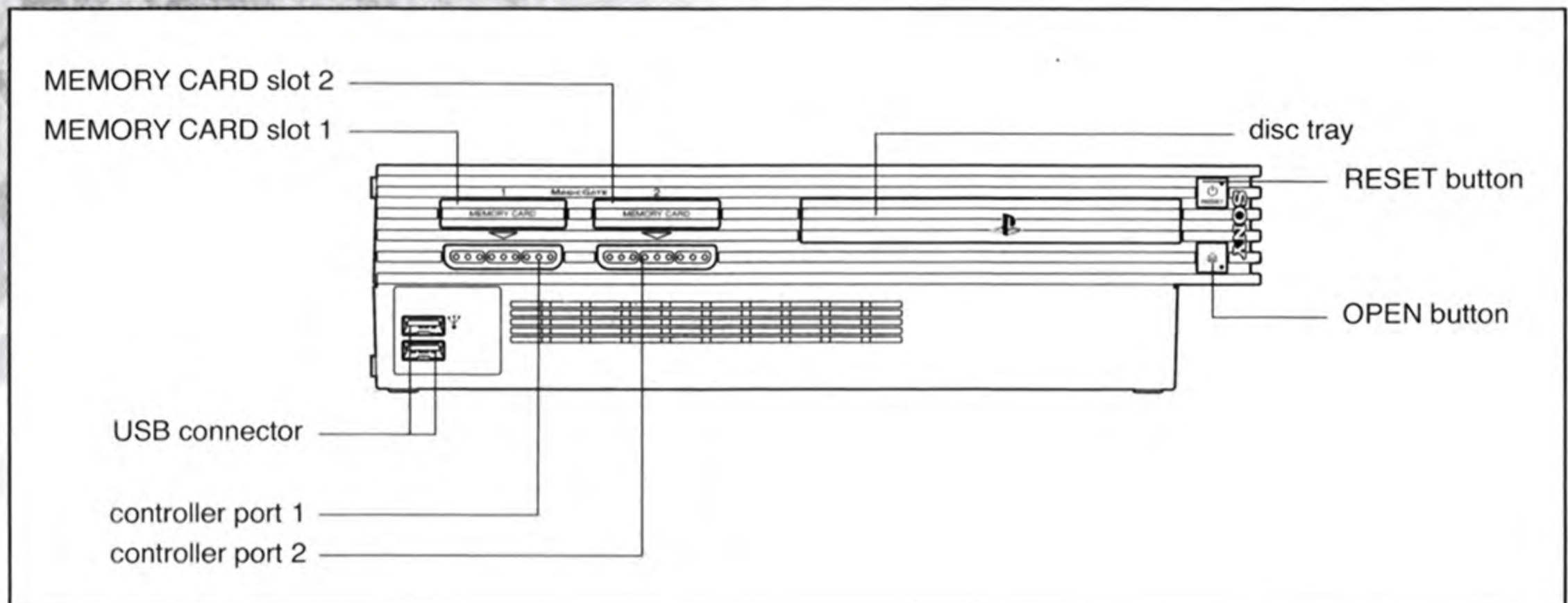
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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STARTING UP



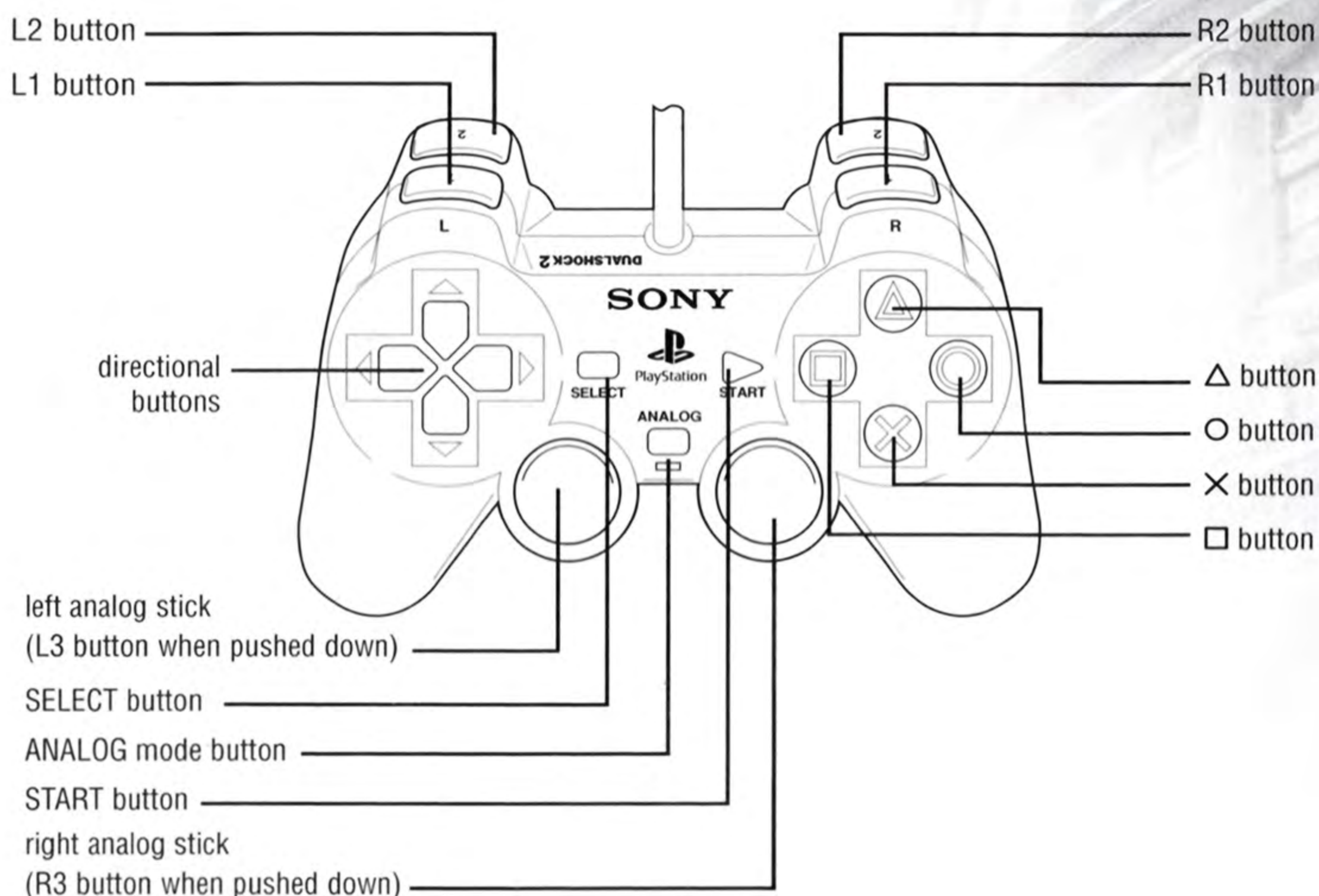
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the **Open** button and the disc tray will open. Place the *Spider-Man 2*™ disc on the disc tray with the label side facing up. Press the **Open** button again and the disc tray will close. Press the **RESET** button to reset the game. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card

Spider-Man 2™ requires a memory card (8MB) (for PlayStation®2) to save your games. A saved game's data takes up 200KB. You can obtain a memory card (8MB) (for PlayStation®2) through the retailer where you purchased your PlayStation®2 computer entertainment system or this game.

GETTING STARTED

DUALSHOCK®2 analog controller



To select menu options, use the ↑ and ↓ directional buttons to navigate the menu options. Highlight the desired option and press the × button to accept. To select a menu option, follow the on-screen button prompts and press the × button to accept and the Δ button to go back. *Spider-Man 2*[™] supports the DUALSHOCK®2 analog controller. When the MODE INDICATOR is on, the left analog stick works the same as the directional buttons.

Note: *Spider-Man 2*[™] only supports controller port 1.

GO WHEREVER A SPIDER CAN

This time around, you get to go everywhere. Climb to the top of skyscrapers or dive down to the busy streets. Swing around Times Square or run inside the buildings of Manhattan. You and Spider-Man® have free rein over the city.

CREATE A PROFILE



Login Screen

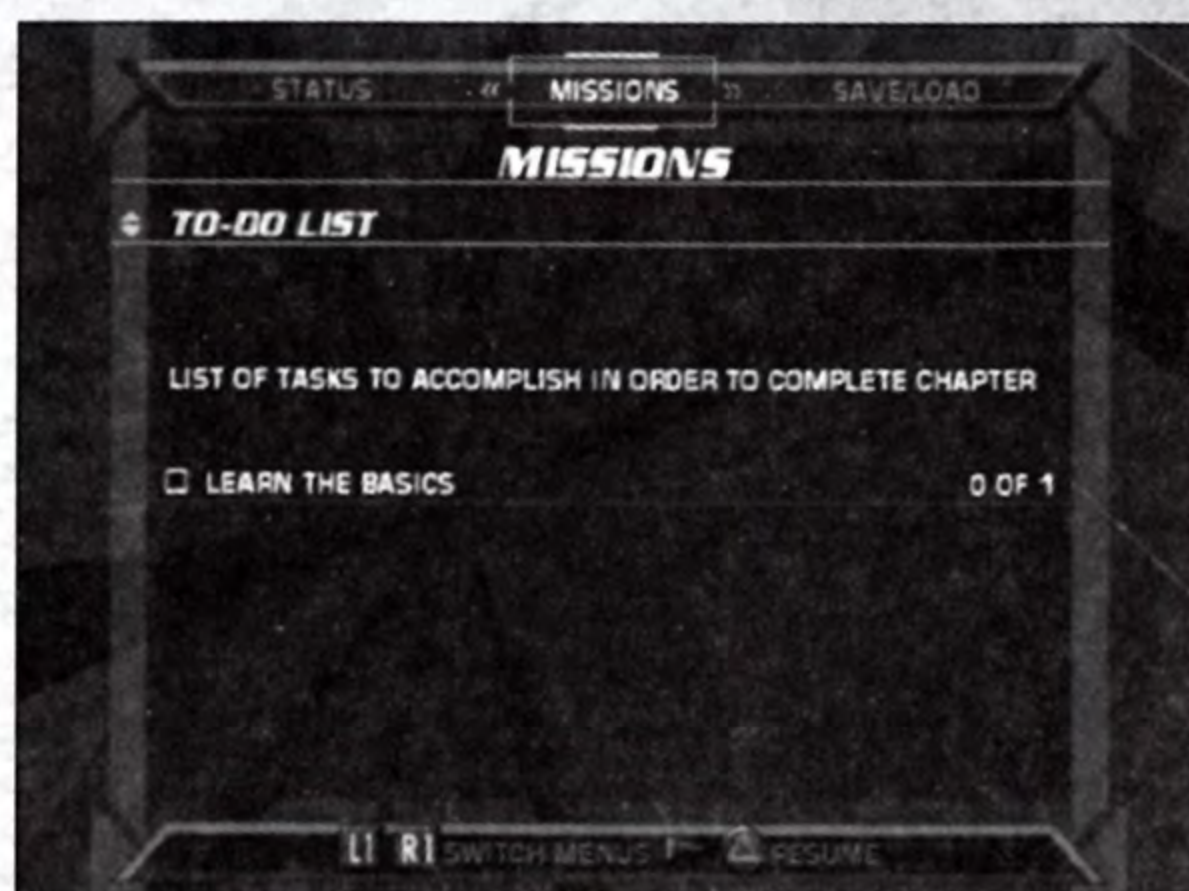
Start by creating a user profile to save your game progress. Enter a name using the directional buttons to navigate and press the **X** button to select letters. Choose **Enter** on the keyboard to start the game.

PAUSE MENU SCREENS

Use the Pause Menu to access all game screens during play. Use the **L1** and **R1** buttons to cycle through the Pause Menu screens. Use the directional buttons and the **X** button to highlight and select options. Press the **START** button to return to your game. From the Pause Menu you can access the following screens:

Missions

Go to the Missions screen to check the To Do List to stay up to date on what you've done and what you have to do next.

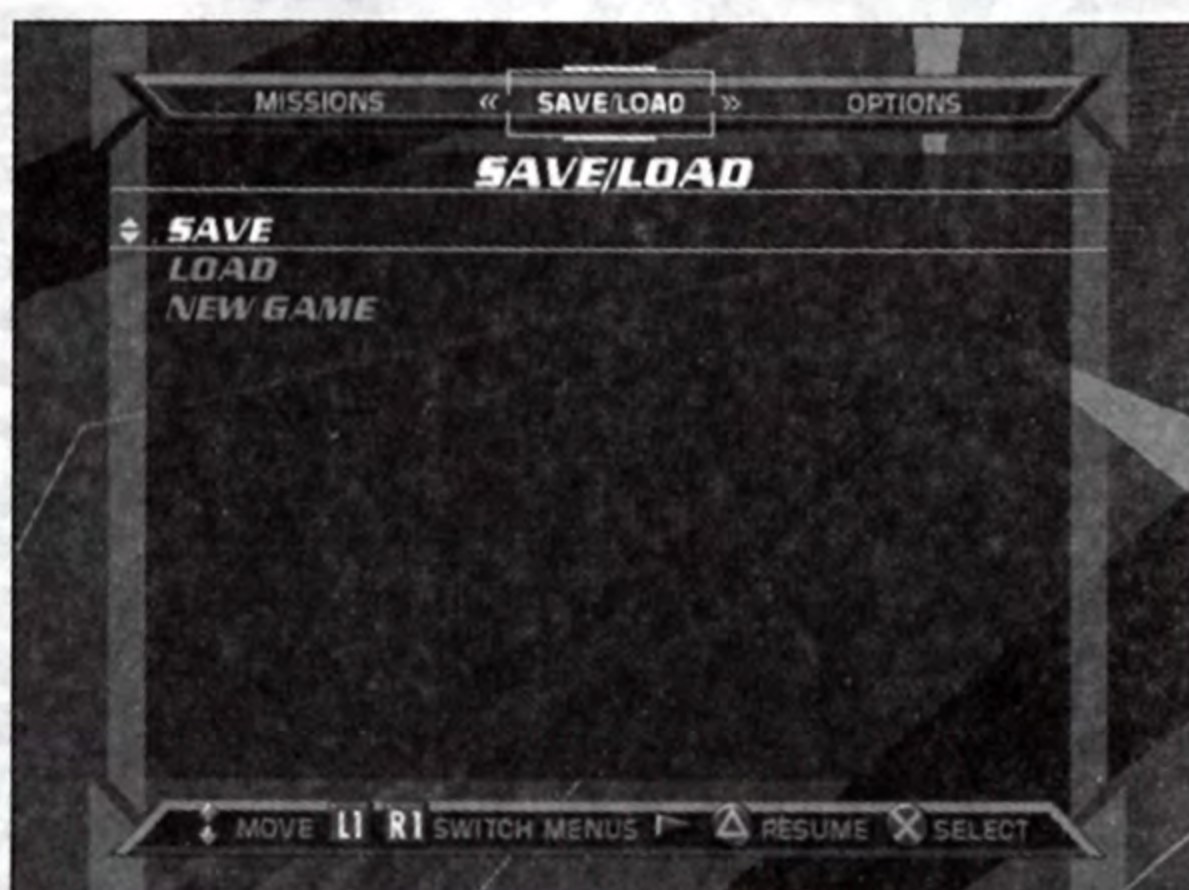


Save/Load

Save, load or start a new game.

To save your game, press **START** to access the Pause Menu. Press the **R1** button to get to the Options Menu and then choose **Save**.

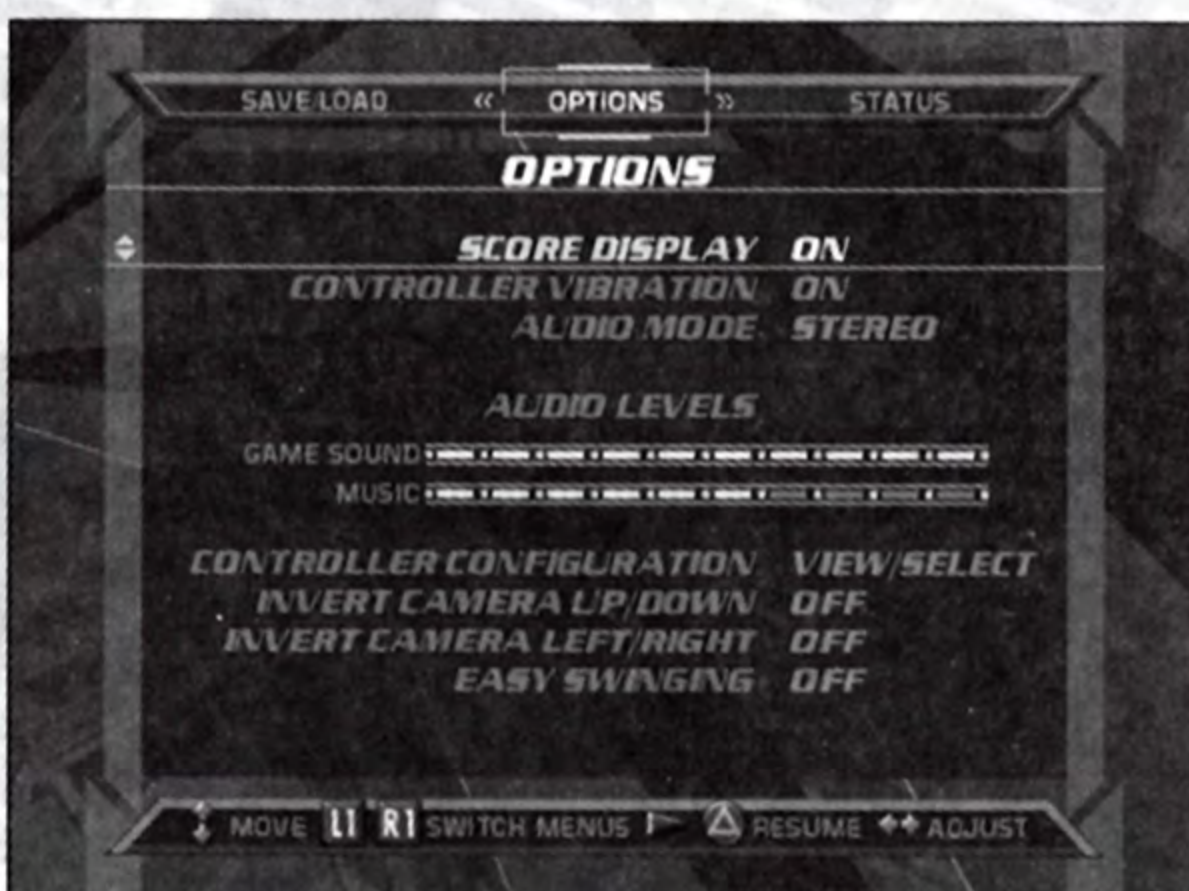
You can choose to save your game in 1 of 3 slots.



You can save your game whenever you want. When you load the game the next time, you'll get all your stuff back. Good times to save are whenever you finish a chapter, do well at a challenge or find a hard-to-reach secret token.

Options

Here you can turn the Score Display, Controller Vibration and Easy Swinging mode on and off; change the sound settings; view or change the controller configuration; and invert the right analog stick's camera controls.



Status

Check on your Combat upgrades, Locomotion upgrades, Awards and Game Stats on this screen.



DO WHATEVER A SPIDER CAN

Controls

Action	Control	Notes
Attack/Action	□ button	Press to perform different punches and kicks. Press to activate switches.
Evade/ Attach to Wall	○ button	Press when Spider-Man's head flashes to dodge attacks. When you're near a wall, press and hold to attach to the wall and start crawling. Press and hold when you're near street lamps and flagpoles to grab on to them.
Web	△ button	Hold down the △ button to tie up an enemy with webbing. Tap the △ button to blind or disarm an enemy with webbing.
Jump	× button	Tap to jump. Tap again to perform a double jump. Hold down the × button to charge your jump meter and then release the × button to perform a charged jump.

Action	Control	Notes
Web Swing	R2 button	Press to begin swinging. (See Swinging on page 8 and Gameplay Tips on page 16 for swinging tips.)
Sprint	L2 button	Press and hold while running, crawling, swinging and web attacking to turbo charge your action.
Grapple/ Pick Up	Δ button for hurt civilians Δ + O buttons for thugs	Hold the Δ button to web tie and reel in civilians that are in trouble. Hold the O button while web tying a thug to reel the thug into a grapple.
Movement	left analog stick	Push a little to walk or push all the way to run.
Rotate Camera	right analog stick	Move the right analog stick to rotate the camera. If you don't like the way the camera rotates, you can invert its movement on the Options screen of the Pause Menu.
Spider Reflexes	L1 button or ↑ on the directional buttons	Press the L1 button or up on the directional buttons to turn on Spider Reflexes Mode.
Re-Center Camera	R1 button	Press the R1 button to re-center the camera behind Spider-Man.
Web Zip (has to be purchased)	L2 button + R2 button	Press and hold the L2 button, then tap the R2 button.
Camera Lock-on Mode	↓ on the directional buttons	Press down on the directional buttons to enter Camera Lock-on Mode. Move the right analog stick left or right to toggle through the enemies.

Action	Control	Notes
Pause	START button	Press the START button to toggle the Pause Menu.
Map	SELECT button	Press the SELECT button to view a 3D top view map of the city.

SWINGING

If you picked **Easy Swinging** at the beginning of the game, just press the **R2** button to shoot a web, and hold on to the **R2** button as long as you want to swing. Let go of the **R2** button to release your web and sail through the air. Shoot another web by pressing the **R2** button again.

Normal Swinging gives you more precise control over Spider-Man. Tap the **R2** button to shoot a web and begin to swing. While swinging, you can tap the **R2** button again to immediately shoot another web. However, you can control your movement better if you first press the **X** button to jump off your web. After sailing through the air for a while, tap the **R2** button again to start another web. (See page 16 for more tips on Normal Swinging.)

For best results under Normal Swinging, you need to master swing jumping. First do a charged jump off the ground so you can get some air before you begin. Then tap the **R2** button to shoot a web and begin to swing. As soon as you begin swinging, press and hold the **X** button to charge your jump meter. When it's completely charged and you're moving in the direction you want to go, let go of the **X** button to do a charged jump off your web. Fly through the air for a second or two, steering with the **left analog stick**. Then tap the **R2** button again to shoot your next web, and repeat. You're swing jumping!

To swing jump even faster, tap the **L2** button at the bottom of your swing for a turbo boost forward!

In Normal Swinging, you can stop yourself in midair by shooting a second web and hanging from two web lines at once. Tap the **R2** button to swing, as usual. While swinging, press and hold the **R2** button to shoot a second web.

Whenever you press the **R2** button to swing, whether you're in Easy Swinging or Normal Swinging, you'll shoot a web at a good target in the direction that you're pointing the **left analog stick**. If you want your web to stick to the building ahead of you and to the left, just push the **left analog stick** forward and to the left while pressing the **R2** button.

If you want to change from Easy Swinging to Normal Swinging or vice versa, go to the Options screen of the Pause Menu.

WEB ATTACKS

As the amazing Spider-Man, you have a variety of web-based attacks at your disposal. See page 11 for a complete list of combos.

Web Tie: The classic Spider-Man action that allows you to tie up your foes. Hold down the Δ button to tie up enemies so they cannot attack Spidey. Enemies eventually work free of the webbing, so be sure to keep an eye out so you don't get surprised. Some powerful enemies can dodge out of the way of your webbing and some are completely invulnerable to it.

Impact Webbing: The web ball can be very helpful when fighting a group of enemies. Press and hold the **L2** button and press the Δ button to shoot a web ball at your enemy. They'll be momentarily entangled so you can take care of another enemy. Impact webbing is harder to dodge than a web tie.

Web Yank: Need to deal with an enemy who wants to stay at long range? Try the Δ button + back on the **left analog stick** to bring an opponent up close and personal where Spidey can deal with them properly. Press the Δ button and move the **left analog stick** in different directions to try different yanks.

See pages 11 and 12 for examples of Web Attacks.

COMBAT SYSTEM

Combos

Spider-Man 2™ has an open-ended combat system that lets you press Attack, Web and Jump commands in different sequences to perform combos that capitalize on Spider-Man's agility and quickness.

Dodge Button: This button comes in really handy when Spidey is being shot at or attacked by a bunch of thugs. When attacked, your Spidey sense tingles and Spidey's head flashes. Press the $\bigcirc$ button when Spidey's head lights up and he will dodge the attack. From the evade you can start a counter attack.

Purchase New Combos: There are multiple Upgrade Stores in the city where Spider-Man can go to upgrade his special abilities like swinging, combat and web attacks.

Air Juggle Combat: You'll often knock enemies up into the air. To Air Juggle a bad guy, just launch one of them into the air and then charge jump (hold down the $\times$ button to charge up and then release) to catch up to the enemy. While in the air, you can begin to punch. Skilled players can use punches, kicks, jumps and web yanks to stay in the air while defeating all the bad guys.

Combat Combos

Some of these combos will work right from the beginning of the game, and others you have to purchase from the Spidey Stores in the city. Make sure to rack up those Hero Points so you can get more combos—including special combos not listed here!

Control	Action
□ button	Right Hook
□ button, □ button	Left Hook
□ button, × button	Hop-over Head Punch (escape)
□ button, △ button	Web Trip
□ button, □ button, □ button	Knockdown Punch
□ button, □ button, × button	Jump-off Kick
□ button, □ button, △ button	Web Hammer
□ button, □ button, △ button, 360° left analog stick rotation	Link to Web Rodeo (hold the △ button, rotate the left analog stick) (clearing, knock away)
□ button, × button, □ button	Air Kick (launches enemy)
□ button, △ button, □ button	Double Fist Uppercut (launches enemy)
△ button	Web Trap/Blind/Disarm (tap to blind/disarm, hold to trap)

Control	Action
△ button, ↑ on left analog stick	Yank Up (launches enemy)
△ button, ↓ on left analog stick	Yank Toward Self (homing, launches enemy, range)
△ button, ← on left analog stick	Yank Left (distance)
△ button, → on left analog stick	Yank Right (distance)
△ button, 360° left analog stick rotation	Web Rodeo (hold the △ button, rotate the left analog stick) (clearing, knock away)
△ button, □ button	Yank Kick
△ button, □ button, □ button	Thrust Kick
△ button, □ button, △ button	Web Blast (knock away)
□ button	Roundhouse Kick (must be in Spider Reflexes)
□ button, □ button	Drop Kick (must be in Spider Reflexes)
□ button, □ button, □ button	Mule Kick (must be in Spider Reflexes)
L2 button + □ button	Rising Uppercut (hold button to rise with target) (launches enemy, escape)
○ button + ↑ on left analog stick	Dodge Back (when head flash appears)
○ button + ↓ on left analog stick	Dodge Back (when head flash appears)

Control	Action
○ button, □ button	Counter Flip Kick (dodge was successful)
○ button, ← on left analog stick + □ button	Counter Elbow (dodge was successful)
○ button, → on left analog stick + □ button	Counter Uppercut (dodge was successful)

Note: Some attacks are different and enhanced when Spider Reflexes are active.

GENERAL INFO

- Meters*



The *Health Meter* decreases when you get hurt. To increase your health, pick up the health icon that appears after stopping various crimes in the city.

The *Hero Meter* shows how long you can keep Spider Reflexes going (press ↑ on the directional buttons). You can fill up the Hero meter by doing stylish Spider-Man moves like acrobatic swinging moves or dodging attacks.

The *Jump Meter* shows how much you have charged your jump. It increases as long as you press and hold the X button, indicating how high you'll jump when you let go.

- Jump While You Swing*

While swinging, hold down the X button to charge up your jump meter. At the end of your swing, release the X button. This allows Spider-Man to get higher and gain momentum. See pages 8 and 16 for more swinging tips.

- *Swing Boost*

When swinging, press the **L2** button to get a swing speed boost. If you press the **L2** button at the bottom of your swing, you'll get the maximum boost.

- *Citizens in Distress Missions*

While swinging through the city you'll see civilians with a green **?** icon over their heads. You can choose to approach them and begin a mission. First, walk up to the civilian, face them and press the **□** button. They'll tell you that someone's being attacked, robbed or just needs help. Completing these missions earns Hero Points that you can spend in one of the Upgrade Stores.

- *Random Crimes*

Sometimes while swinging around the city you'll notice random crimes occurring. You can choose to intervene and stop the crime or continue on your way if you're too busy. It's not mandatory, but stopping these crimes earns Hero Points.

- *Zoom Map*

If you're outdoors, you can press the **SELECT** button to show the zoom map. (The game will remain paused for as long as you want to look at the map.) Then use the following controls:

Control	Action
directional buttons or left analog stick	Move the map around
O button	Zoom out so you can see more area
X button	Zoom in so you can see more detail
L1 and R1 buttons key	Show challenges, hint markers or locations nearby.
Δ or the SELECT button	Leave the zoom map

- *Hero Points*

Spider-Man can earn Hero Points by doing a number of heroic things: stopping petty crimes, saving helpless civilians, beating up the super villains and many more... Use the Hero Points you earn to upgrade Spider-Man's combat, webbing and swinging abilities in one of the Upgrade Stores in the city.

Icons in the Game



Story Mission Objective
(Blue)

Civilian Offering Information
(Green)

Petty Crimes (Purple)



Objective for To Do List

Camera Icon (Yellow)
(used in Daily Bugle Missions)



Citizens in Distress
Mission Waypoint (Yellow)

Civilian Needing Help
(Yellow)

Enemy (Red)

Damaged Enemy
(Red and Yellow)



Go Here Icon

Special Place Icon

Daily Bugle Icon

Pizza Icon

MJ's Apartment Icon

Peter's Apartment Icon

Upgrade Store Icon

Movie Theatre Icon



Trick Icon

Hint Icon

GAMEPLAY TIPS

1. Normal Swinging: You can master swing jumping if you get the rhythm. While holding the **left analog stick** forward, press the **R2** button. Then hold the **X** button for about 2 seconds to charge your jump meter until you're about two-thirds of the way through your swing and moving forward quickly. Let go of the **X** button to do a charged jump. Sail through the air for a couple seconds, then repeat.
2. Normal Swinging: If you're having trouble gaining altitude, do the above steps for swing jumping, but wait an extra second before you let go of the **X** button to do your charged jump. Spider-Man will leap higher in the air, but not as far forward. Then after a second, press the **R2** button again to keep swinging.
3. Whenever you press the **R2** button, Spider-Man tries to shoot a web at whatever object you're pointing at with the **left analog stick**. This might be a building or a helicopter. So if you're swinging and you want to take a left turn, try shooting a web at the building on your left so your momentum will carry you in that direction. If you keep hitting the ground right after you start to swing, try doing a charged jump from the ground before you press the **R2** button to swing for the first time.
4. For fast swinging, master the speed boost. Press the **L2** button at the bottom of your swing, then do a charged jump and go straight. Feel the burn.
5. Visit the Upgrade Stores often for upgrades to your swing speed and more combos for combat.
6. Try not to get hit. Dodge incoming attacks and, if your timing is right, counter-attack!

7. Many enemies have defenses against some of your attacks. If thugs are blocking all your normal attacks, try web-tying them (hold down the Δ button), or start a combo with the web button (the Δ button). If they're dodging your webbing, try out some aerial combos or impact webbing. And don't forget, there's always Spider Reflexes!
8. If you get hurled through the air by an explosion or a hard hit, rapidly tap any button to shake it off and regain control.
9. If a mission seems too hard, choose **Restart Chapter**, save up some Hero Points, buy upgrades from the Upgrade Store and try it again!
10. Not sure what to do? Check your To Do list in the Pause Menu by pressing the **START** button.
11. Press the **SELECT** button to view the zoom-out map to plan your route when you need to get through the city quickly. It lets you see where you need to go. You can take your sweet time and the best part is you can zoom all the way out to over a mile above the city!
12. Master web zipping, wall-running and springing off buildings to take the swinging experience to another level.
13. Be sure to save the game before you turn off your console or you'll lose your progress. Press the **START** button, then press the **R1** button to get to the Save/Load screen, then choose **Save Game**.
14. Have fun!

Starring
Peter Parker™/Spider-Man®
Tobey Maguire

Dr. Otto Octavius™/Doctor Octopus™
Alfred Molina

Mary Jane Watson™
Kirsten Dunst

Tour Guide
Bruce Campbell

**SPIDER-MAN 2
DEVELOPED BY
TREYARCH**

Creative Director
Tomo Moriwaki

**Technical Director/
Designer**
Jamie Fristrom

Art Directors
Alexandre Bortoluzzi
James Chao

Technical Director
Michael Vance

Lead Game Designer
Aki Akaike

Chief Engineer
Jason Bare

Chief Animator
James Zachary

Chief Texture Artist
Chris Erdman

Chief Modelers
Arnold Agraviador
Cameron Petty

CREDITS

Audio Director
Tom Hays

Producers
Jeremiah Maza
Jonathan Zamkoff

Senior Producer
Gregory John

Executive Producer
Bill Dugan

**Design
Designer**
Andrew "Rook" Bains

Designer
Richard Bisso

Designer
Jason M. Bryant

Designer
Joel Burgess

Designer
Brent Kollmansberger

Senior Designer
Mark Nau

Senior Designer
Eric Pavone

Designer
Chad Proctor

Writer/Designer
Matthew B. Rhoades

Designer
Rey Samonte

Designer
Hans Wakelin

Art

Interface Artist
Zenta Aki

Special Effects
Mike Bambino

Modeler
Tong Chen

Character Modeler
Erik Drageset

Animator
Ryan Duffin

Special Effects
Darwin Dumlao

Modeler
Travis Eastepp

Texture Artist
Karine Fortin

Modeler
Douglas Guanlao

Modeler
Anthony Han

**Concept Artist/
Texture Artist**
Ian Peter Diesen Hosfeld

Modeler
Chad "Machine" Jones

Modeler
Barbara Krug

**Character
Texture Artist**
Michael McMahan

Modeler/Texture Artist
Quinn Nguyen

Character Modeler
Kevin Pasko

Animator
Adam Rosas

Technical Art Director
Pascal Sahuc

Texture Artist
Manuel Salazar

Modeler
Jake Santa Ana

Texture Artist
Greg "Craola" Simkins

Animator
Tim Smilovitch

Modeler
Erik Stone

Modeler
Johnny Van Zelm

Code
Chief Technical Officer
Dr. Peter T. Akemann

Programmers
David Cook
Beth Cutler
Martin Donolon
Toby Lael
Bryan McNett
Evan Olson

Programmer/Designer
Jeremy Parker

Programmer
Bob Parkinson Jr.

Programmer
Andrei Pokrovsky

Programmer
Eduardo Poyart

Programmer
Chris Strickland

Programmer
Greg Taylor

Programmer
Joseph I. Valenzuela

Programmer
Leonardo Zide

Production
Associate Producer
John M. DeHart

Producer
Nick Doran

Associate Producer
Roberto Sanchez

Associate Producer
Kevin Tomatani

Sound
Sound Editing and Design
Christopher Alba
Brian Fredrickson
Kris Giampa
Charles Maynes

Additional Sound Effects
Richard Adrian

Lead Dialog Editor
Stephanie Brown

Dialog Editing and Mastering
Scott Purvis
Michael Vangen

Foley Supervisor
John Morris

Foley Artists
John Roesch
Alyson Moore

Foley Mixer
Marilyn Graf

Foley Recordist
Scott Morgan

Sound Assistant
Peter Beal

Audio Director/Producer
Sergio Bustamante II

Tools & Libraries
Lead Programmer
Wade Brainerd

Programmer
John Allensworth

Programmer
Shawn Baird

Programmer
Andy Chien

Programmer
Christian Diefenbach

Senior Programmer
Paul Edelstein

Programmer
Florent "GFS" Gluck

Programmer
Joey Headen

Technical Director
Vladimir Kravtchenko

Programmer
Jason McKesson

Programmer
Michael Montague

Programmer
Joe Nugent

Senior Programmer
Dimitar "Malkia" Stanev

Programmer
Craig Stewart

Senior Programmer

Krassimir Touevsky

Quality Assurance**Lead Tester**

Adrian Balanon

Production Testers

Jim Call

Heath Cecere

Ismael Garcia

Elliot Jackson

Russell Johnson

Gavin Locke

Keith McClellan

Dave Padilla

Jason Ralya

Anthony Saunders

Aaron Smith

Additional Design

Christopher A. Busse

Thomas Henderson

Steve McNally

Brian Reed

David C. Sum

Additional Art

Sukru Gilman

Brad Grace

Jeff Hayes

Brian Morrisroe

Chuck Wadey

Michael Zimmerman

Additional Code

Dmitry Belay

Ryan Broner

James Jenista

David Johnston

John Lydon

Tim Probst

Charles Tolman

Additional Production

Susan M. Long

Carlos Monroy

Additional Cinematics

Jonathan Lauf

Information**Technology****Director Of Operations**

Rose Villasenor

IT Engineer

John Andrunas

Administration**President,****Treyarch**

Dogan Koslu

Office Manager

Cory Chappell

Office Manager

Doris Argoud

Technicolor Sound**Services****Cinematics Mixer**

Phillip Kovats

**PUBLISHED BY
ACTIVISION
PUBLISHING,
INC.****President,****World Wide Studios**

Kathy Vrabeck

Production**Producer**

Matt Powers

Associate Producers

Juan Valdes

Irwin Chen

**Production
Coordinators**

Alex Garcia

John Sweeney

Casey Keefe

Sony Pictures Liaisons

Kelly Byrd

Jeffrey Chen

Executive Producer

Chris Archer

**Vice President,
North American
Studios**

Dave Stohl

Senior Producer

Marc Turndorf

**Vice President, North
American Studios**

Murali Tegulapalle

Marketing and PR**Brand Manager**

Michael Chiang

**Associate Brand
Manager**

Roy Alojado

**Vice President
of Marketing**

Will Kassoy

**Vice President,
Corporate
Communications**

Maryanne Lataif

**Director, Corporate
Communications**

Michelle Nino Schroder

**Manager, Corporate
Communications**

Ryh-Ming C. Poon

**Publicist, Corporate
Communications**

Aaron Grant

**Vice President
of Technology**

Steve Pearce

Art Director

David Dalzell

Additional ArtPaul Lee
James Mayeda**Additional Design**

Trey Watkins

Legal**Director, Business
and Legal Affairs**

Greg Deutsch

Senior Paralegal

Mike Larson

Paralegal

David Kay

**Legal Administrative
Assistant**

Danielle Kim

Special ThanksPhilip Terzian
Jay Komars**Creative Services****V.P., Creative Services
and Operations**

Denise Walsh

Marketing**Creative Director**

Matthew Stainer

Creative Services**Manager**

Jill Barry

**Creative Services
Assistant Manager**

Shelby Yates

**Packaging and
Manual Design**

Ignited Minds LLC

Music Department**Worldwide Executive
of Music**

Tim Riley

**Music Supervisor and
Licensing Coordinator**

Brandon Young

**Music Department
Thanks**The Distillers
Stu Sobol
Josh Brooks
Andie Brokaw
Alain Johannes
Natasha Shneider
Brian Bumbery
MTV
Rolling Stone**Quality Assurance/
Customer Support****Project Lead**

Ian Moreno

Senior Project Lead

John Rosser

Night Shift Lead

Frank So

Third Shift Lead

Baro Jung

QA Manager

Joe Favazza

TEST TEAM**Floor Lead**

Keefe Kwan

Floor Lead (Night Shift)

Kop Tavornmas

**Database Coordinator
(Day Shift)**

Max Martin

**Database Coordinator
(Night Shift)**

Hadar Silverman

Console CoordinatorsLee Cheramie
Aaron Justman
George Ngo**City Coordinator
(Day Shift)**

Brian Morrison

**City Coordinators
(Night Shift)**John MacMillan
Judd Hollander**Testers**Gus Amador
Ron Avila
Hugh Bach
Seth Belber
John Berry
Jonathan Bishop
Tony Black
Byron Brazil
Anthony Broadnax
Kyle Carey
Ricky Castaneda
James Cha
Josh Chandler
Hubert Cheng
David Cherney
Brandon Clark
Michael Clarke
Alex Coleman
Peter Cornforth
Clifton Crotts
Brian Crowder
Leviticus Davis
Kai Derebey
David Dimov
Brian Douglas
John Durishan
Matt Eagleson
Ryan Ellis
Derek Faraci
Vince Fennel
Ryan Ford
Dave Garcia-Gomez
Randy Guillote
John Harvey
Sasan Helmi

Alex Hirsch
 Kieran Teak Holly
 Bryan Jury
 Paul La Motte
 Laura Landolf
 Jason Lewis
 Rashad Lewis
 Andrew Linstrom
 Michael Liu
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THE DISTILLERS



Beat Your Heart Out

Song and Lyrics by Brody Dalle

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Published by Chrysalis Songs/Distilla Nation Music (BMI)

Theme from Spider-Man

Performed by The Distillers

Written by Bob Harris and Paul Webster

Published by Hillcrest Music and Webster Music

www.wbr.com

The Distillers are:

Andy Granelli (Drums)

Brody Dalle (Guitar/Vocals)

Ryan Sinn (Bass/Vocals)

Tony Bradley (Guitars/Vocals)

Percussion

Tom Raney
Wade Culbreath

Timpani

Peter Limonick

Harp

Katie Kirkpatrick

Piano

Mike Lang

Electric Guitar

Greg Herzenach

ADDITIONAL MUSIC

"Beat Your Heart Out"

Songs & Lyrics by
Brody Dalle

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"Theme from Spider-Man"

Performed by
The Distillers

Written by Bob Harris
and Paul Webster

Published By Hillcrest
Music & Webster Music

The Distillers are:

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Brody Dalle
(Guitar/Vocals),
Ryan Sinn (Bass/Vocals),
Tony Bradley
(Guitars/Vocals)

Recorded By

Jamie Kahn
at
Function 8

Bass

Monte Vallier

Guitar

Nico Wenner

Organ

Marc Capelle

Drums

Jon Weiss

Additional Music

Red-Eye
Christopher Alba

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Eric Steinmann

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Neversoft

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Stan Lee

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See? in the credits

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Cathy Pascual
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Michael
Barbara & Robin Pavone
Alexandra Rosas for her
amazing support
Catherine Grace K. Santa
Ana (my little inspiration)
Pam Santa Ana
(understanding wife
& mother)
Santa Ana Family
(those who believed in me)
The Shirley Family for
their infinite support
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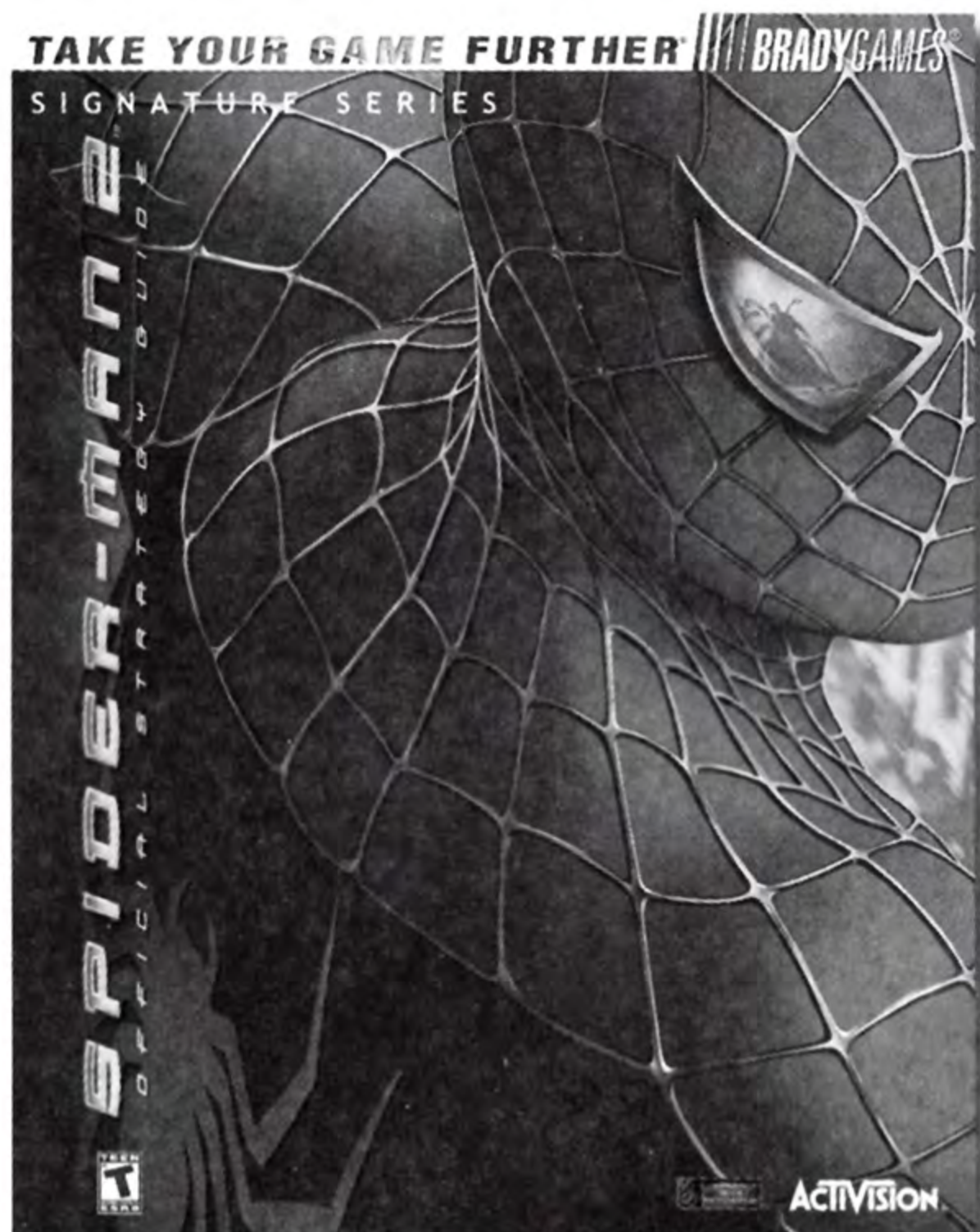
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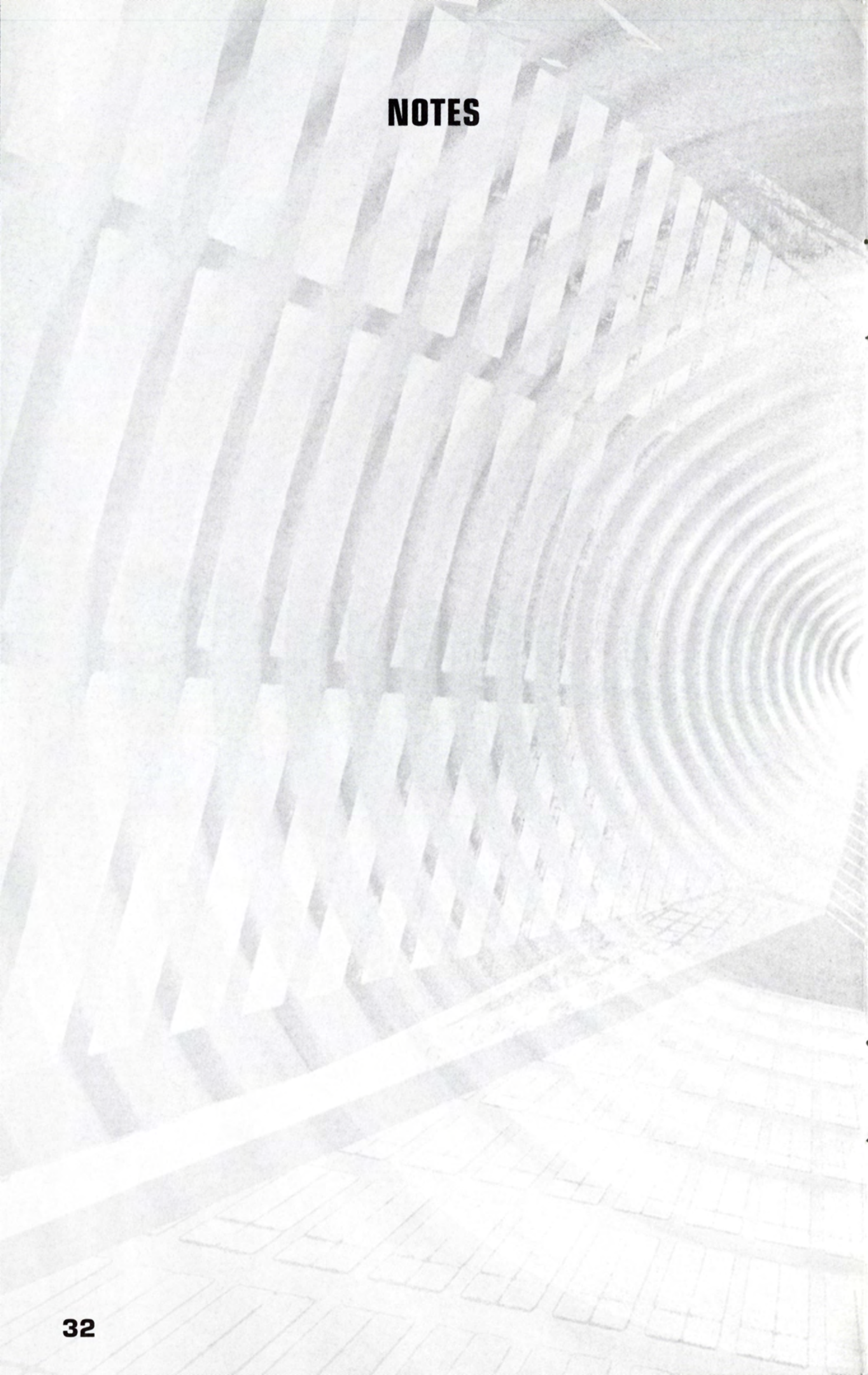
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NOTES



NOTES

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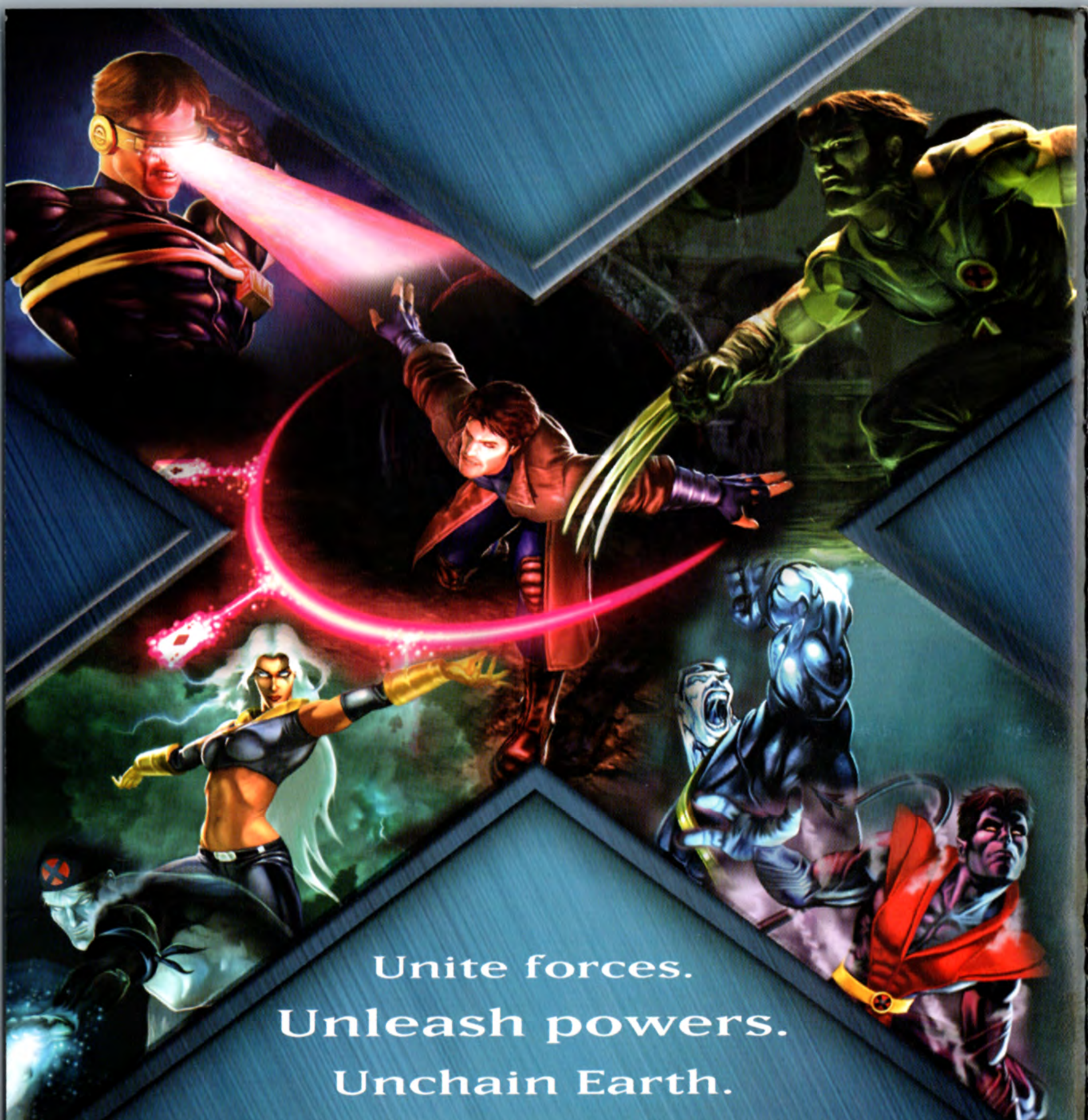
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