

DEFAULT CONTROLS

Steer Left	Left Arrow, Mouse Move Left
Steer Right	Right Arrow, Mouse Move Right
Steer Up (Duck, Nosies)	W, Mouse Move Up (Optional, not default)
Steer Down (Wheelie)	S, Mouse Move Down (Optional, not default)
Gas	Up Arrow, Mouse Button 1
Brake/Reverse	Down Arrow, Mouse Button 2
Shift Up	A
Shift Down	Z
Handbrake	Space, Mouse Wheel Click
Weight Transfer	Shift
Nitro/SST	X
Lookback	Num Pad 0
Camera Up	C
Camera Down	V
Map	M
Zoom Map In	>
Zoom Map Out	<
Headlights (Flash), Powerups	F
Horn	H
Pause	Esc
Network Talk	Tab



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WWW.ROCKSTARGAMES.COM/MIDNIGHTCLUB2

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湾岸 *MIDNIGHT CLUB II*

System Requirements

Minimum Hardware Requirements:

800 MHz Intel Pentium III or 800 MHz AMD Athlon or 1.2GHz Intel Celeron or 1.2 GHz AMD Duron
processor 128 MB of RAM
4 speed CD / DVD drive
1600 MB of free hard disk space
32 MB video card with DirectX 9.0 drivers ("GeForce2" or better)
Sound Card
Keyboard
Mouse

Recommended Hardware Requirements:

Intel Pentium IV 1.8 GHz or AMD Athlon XP processor
256(+) MB of RAM
16 speed CD / DVD drive
1600 MB of free hard disk space
64(+) MB video card with DirectX 9.0 drivers ("GeForce 3" / "Radeon 8500" or better)
DirectX compatible soundcard with surround sound
DirectX compatible joypad, joystick or wheel
Keyboard
Mouse

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Getting Started

Quit all other applications and insert the Midnight Club 2 Install disc into your CD-Rom drive.

Midnight Club 2 will automatically display its installation screen within a few seconds. If Autoplay is disabled, you will need to start the installation manually. This is done by double-clicking the 'My Computer' icon, then double-clicking the CD-Rom icon in the window that opens. Double-click on the 'Setup.exe' file to begin the installation.

Follow the on-screen instructions to install the game.

TECH SUPPORT

Having a problem getting your game to run? Problems with DirectX? Sound kind of non-existent? Please check out the file 'README.TXT' on the Midnight Club 2 play CD for information and answers to frequently asked questions. Do you want to ask a specific technical question? E-mail us directly at support@rockstargames.com

If you would prefer to talk to someone in person, you can reach our tech support staff at (410) 933-9191. Our hours of operation are Monday - Friday from 9 AM to 5 PM Eastern Standard Time.

Controls

Steer Left	Left Arrow, Mouse Move Left
Steer Right	Right Arrow, Mouse Move Right
Steer Up (Duck, Nosies)	W, Mouse Move Up (Optional, not default)
Steer Down (Wheelie)	S, Mouse Move Down (Optional, not default)
Gas	Up Arrow, Mouse Button 1
Brake/Reverse	Down Arrow, Mouse Button 2
Shift Up	A
Shift Down	Z
Handbrake	Space, Mouse Wheel Click
Weight Transfer	Shift
Nitro/SST	X
Lookback	Num Pad 0
Camera Up	C
Camera Down	V
Map	M
Zoom Map In	>
Zoom Map Out	<
Headlights (Flash), Powerups	F
Horn	H
Pause	Esc
Network Talk	Tab

湾岸 MIDNIGHT CLUB III

The History of The Midnight Club

In secret gatherings around the world a mysterious group of urban street racers - known as the Midnight Club - race for pride, power and glory in sleekly customized tricked-out sports cars. Racing through crowded streets, running red lights, terrorizing pedestrians, driving on sidewalks and outrunning the cops are just the basics for the Midnight Club.

Or so you've heard.

While you're cruising through the dark streets, you spot a tricked out low-rider speeding and weaving through traffic. Intrigued and looking for thrills, you make your presence known to him with a few of your own daring maneuvers. After introducing himself with a sneer, he throws down the gauntlet and speeds off. Determined to get in the club, you race off after him with reckless abandon. Once you've followed and matched your new adversary move for move on a mad chase through the city, finally he pulls over. He dares you to meet him and his friends at midnight. You've got your shot. Victory will earn you membership in the club, which comes with pride, thrills and glory.

You're on your way...





灣岸 MIDNIGHT CLUB II

Heads-Up Display / HUD



1. **Arrow:** The arrow directs you to the nearest checkpoint / Hookman.
2. **Current Lap:** Time for your current lap, number of laps and current race position.
3. **Rearview Mirror:** Shows the position and distance of the players behind you. Bigger, brighter headlights mean a closer opponent.

4. MAP:

- Yellow Triangle - Player
- Red Triangle - Main Character
- Green Triangle - Other Opponents
- Light Blue Circle - Immediate Checkpoint
- Dark Blue Circle - Secondary Checkpoint
- N - North
- Flashing Perimeter - Police Attention

5. **Turbo Gauge:** Measures the level of boost you'll get from a slipstream turbo or burnout. Your turbo gauge must be full in order to turbo, but you may burnout with the gauge at any level above zero.
6. **Nitrous Gauge:** Displays the number of nitrous shots remaining in the tank.
7. **Gear:** Current gear.
8. **Tachometer/Speedometer:** RPM redline and vehicle speed in MPH.
9. **Damage:** Displays current vehicle damage.

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QUICK START



Scroll over to ARCADE in the menus and select CRUISE mode. For controls, refer to the back cover of this manual. Even though you don't have much of a car to work with yet, just the Cocotte, this is a great way to familiarize yourself with Los Angeles and get a feel for the game before you start your racing career.



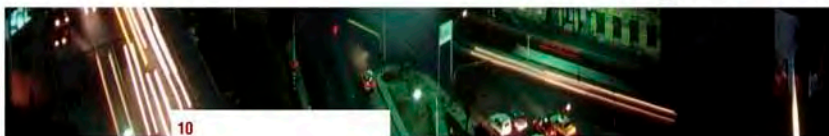
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CAREER MODE

Earning respect is why racers brave the Midnight Club, and winning races is the only way to claim it. More often than not, victory will also deliver your opponent's pink slip, and the only thing sweeter than dominating on the street is locking up a new ride.



Los Angeles



LOS ANGELES

STREET REPORT: A balance of remote winding hills, expansive open highways, and thoroughfares. Arid, drought-plagued climate results in optimal traction. Precipitation is a relatively null race variable.

TRAFFIC STUDY: Over-populated and with a poor mass-transit system, Los Angeles is notorious for its traffic congestion. Although such traffic is much less of a concern late at night, local nightlife restrictions result in above average recreational cruising.



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Los Angeles



TIPS

TAIL-SLIDING (spacebar / mouse wheel click + right arrow / move mouse right):
Maximize control time during races by tail-sliding through turns.

FLASHING HEADLIGHTS (F key):
Signal an opponent by flashing your headlights; if he/she wants to race, then it's on.

GAS STATION PUMPS:
Clip one of these while trimming the fat off that final curve and kiss your car goodbye. Nudge an opponent into a pump and watch them go up in flames.

POLICE COPTER:
LAPD's street crime unit has been relying on helicopter support for decades now. Be as wily and fast as possible to avoid detection from and subsequent capture on the ground.

THE FOLLOWING CONTROLS ARE ONLY AVAILABLE IN CAREER MODE AFTER THEY HAVE BEEN UNLOCKED.

SLIP STREAM TURBO (draft opponent + X key):
Line up in the wake of the car ahead of you, watching air streams and listening for draft noise. Stay in this sweet spot for a few moments until the meter fills with red then hit the turbo (X key) to slip ahead of your opponent with blinding speed.

BURNOUT (spacebar / mouse wheel click + up arrow / mouse button 1):
Pull and hold the handbrake (spacebar / mouse wheel click) and press the gas (up arrow / mouse button 1) at rest or low speeds. When the meter tops out and turns red, release the handbrake. You can also turn the car while burning out to turn in place. Keep an eye on the redline damage this causes.

IN-AIR CONTROLS (shift + arrow keys):
When in the air, push and hold weight transfer (shift). This by itself will self-adjust your roll. Continue to hold down the weight transfer button and you can use the arrow keys to level off.



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Paris



PARIS

STREET REPORT: Old-world cobblestone streets are well preserved, but still don't provide the traction afforded by modern day pavement. Like much of urban Europe, city streets are a network of avenues, circles, and narrow alleyways - helpful when in need of short-cuts.

TRAFFIC STUDY: Known for their etiquette and enduring nationalism, Parisians are resentful of reckless Yankee scofflaws. Commuter traffic is not at all accommodating to street racing. Congestion is mostly limited to daytime, however, nightlife crowds causing foot and vehicle traffic are a predictable constant.



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Paris



TIPS

REVERSE 180 (down arrow / mouse button 2 + spacebar / mouse wheel click + arrow keys / move mouse): Hold down reverse (down arrow / mouse button 2), apply the handbrake (spacebar / mouse wheel click), and turn (arrow keys / move mouse). The car will spin around.

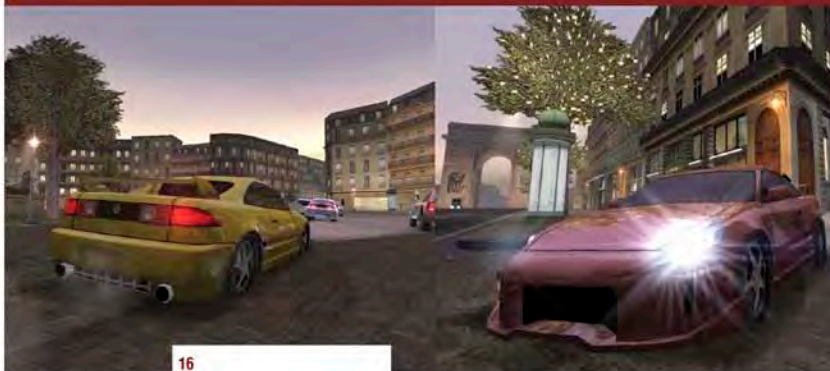
MOTORCYCLE LEAN-TURN (shift + arrow keys / move mouse): Hold down the weight transfer button (shift) and steer left or right. This will make a sharper turn. This is the preferred method for turning instead of handbrake 'drifting'.

TWO WHEEL DRIVING (shift + left arrow / right arrow): While driving a car, hold down the weight transfer button (shift) and turn with the arrow keys. Continue to hold the weight transfer button as you maneuver the car. Releasing the weight transfer button, breaking, slowing down too much, or a collision will bring the vehicle back down.

FRENCH 101: P's point the way to parking garages and alley shortcuts, C's highlight entrances to the underground catacombs, and T's let's you know there's a tunnel ahead.

MASSIVE JUMPS: With the right velocity and power virtually no distance is unattainable. Don't let otherwise dead-ends put an end to your performance.

FISH-TAILING - FRIEND OR FOE: Losing control in a critical moment can thwart an entire race; however, carefully executed collision tactics can force a fishtail on an opponent, possibly distinguishing a win from a loss in those last key moments.



湾岸 MIDNIGHT CLUB II

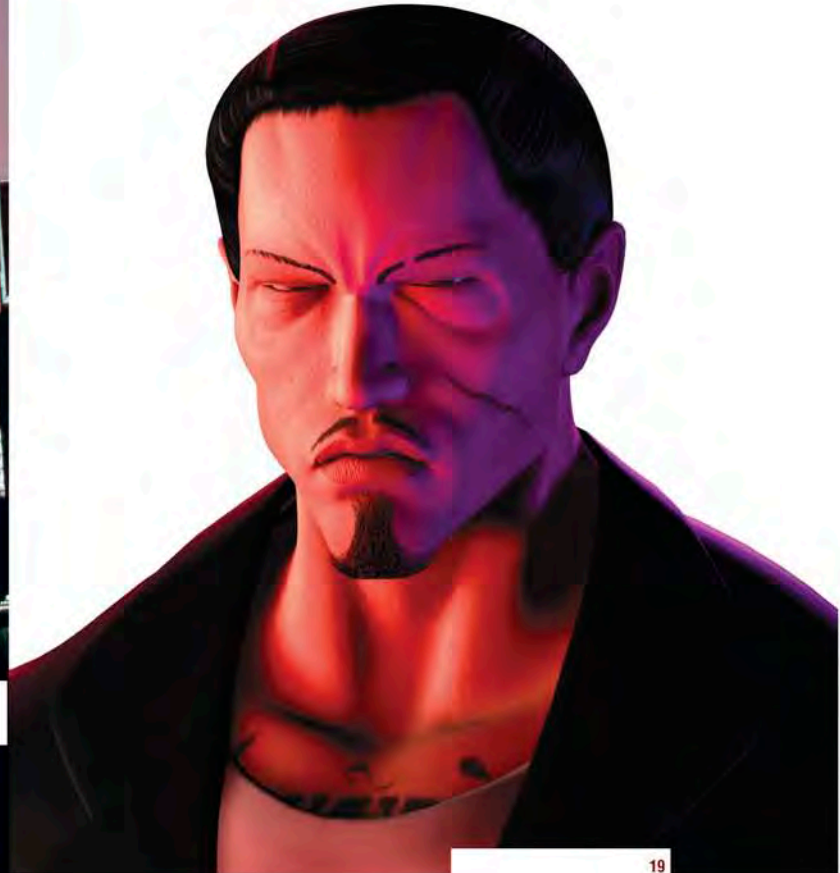


Tokyo

TOKYO

STREET REPORT: The silky black street twists and turns through Tokyo's neon canyons, perfect for laying down rubber and weaving between compacts. Take time adjusting to left-side drive and beware of aggressive local authorities.

TRAFFIC STUDY: Tightly packed downtown but the raised highways move quickly. Congestion vanishes at night when strict curfews send most wanna-be racers back to the suburbs.



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Tokyo



TIPS

DUCK (shift + W key):

While riding a motorcycle, pull and hold the weight transfer button (shift) and move up with the mouse. This will increase the top speed of the bike by reducing drag.

WHEELIE (shift + S key):

While riding a motorcycle, pull and hold the weight transfer button (shift) and move down with the mouse. Too much pull back will cause the rider to fall off. This applies a speed boost to the bike. Move up with the mouse, or release the weight transfer button to return the bike to normal.

NOSIE / ENDO / FRONT STAND (shift + W key + down arrow / mouse button 2):

While riding a motorcycle pull and hold the weight transfer button (shift) and move the mouse up. Apply the normal brake (down arrow / mouse button 2). The bike will balance on the front wheel.

TELEPHONE POLES:

Mowing down street lights can block a following opponent's line, but plowing into telephone poles will leave you struggling to find first gear.

TRAFFIC LIGHTS:

Hastily speeding through intersections against red traffic lights and risking high-speed collisions is a sure-fire way to jeopardize a win. Mastering the art of catching the green should be part of your repertoire.



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ARCADE MODES



CRUISE:

A great way to familiarize yourself with the cities and get a feel for the game before you start your racing career, CRUISE also gives you a risk free arena to test new cars out. Everything you've unlocked in career is available here.



CIRCUIT RACES:

Traditional lap races - tick through the checkpoints first and pick up the checkered flag. Like career racing, proper vehicle selection and shortcuts are key. Because there are usually multiple laps in Circuit Races, make sure your vehicle can take some serious punishment.



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BATTLE MODES

Car combat at its finest, play solo or go online. Play classic Capture the Flag mode as well as innovative Detonator mode, both all-out battles to survive on the streets.

DETONATE

Grab the detonator first, then make it to the trigger point in one piece to light your opponents up. Destroy the car with the detonator and a new round starts with new opponents.



SETTINGS:

Power Ups	On/Off
Capture Limit	0 - 10
Time Limit	0 - 30 minutes
Detonator	Light/Heavy (Heavy Detonators reduce the top speed of the vehicle carrying it)
Teams	On (red/blue), Off
Number of Vehicles	2 - 8

CAPTURE THE FLAG

Pick up the flag and race it back to the goal before your opponent. Take the flag by tagging the racer carrying it. Use the Power-ups to your advantage and assure victory.



SETTINGS:

Power Ups	On/Off
Capture Limit	0 - 10
Time Limit	0 - 30 minutes
Flag	Light/Heavy (Heavy flags reduce the top speed of the vehicle carrying it)
Teams	On (red/blue), Off
Number of Vehicles	2 - 8

BATTLE MODE ICONS

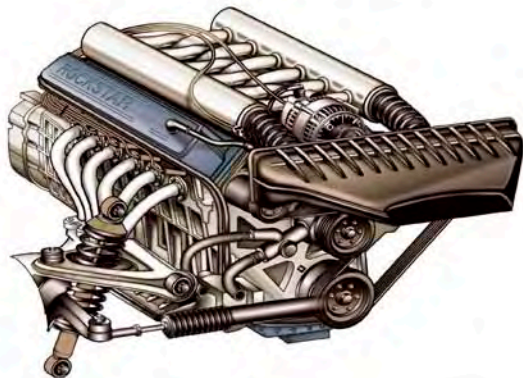
ICON:	NAME:	TARGET:	EFFECT:
	DISRUPTOR	Opponents	An opponent hit by this power-up will have a distorted view.
	GO	Opponents	An opponent hit by this power-up will accelerate, hitting the brake will not stop the acceleration. One of the opponent's available nitros will be used.
	ICE	Opponents	An opponent hit by this power-up will drive as if on ice.
	PULSE	Opponents	When the player activates this, opponents in the immediate vicinity will be pushed away. It's like an explosion force without the explosion.
	STEALTH	Player	The player becomes invisible for a few seconds.
	NITRO	Player	One nitro boost is added to the player's reservoir.
	QUAD	Player	The player inflicts four times the normal damage to opponents.
	SHIELD	Player	The player becomes immune to damage of any sort.
	STOP	Opponents	An opponent hit by this power-up will suddenly engage both the brake and the handbrake.
	REVERSE STEERING	Opponents	When an opponent is hit by this power-up the steering is reversed. Steering left turns right & vice versa.

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GAME OPTIONS

GAME (Change options for local players):

- Automatic / Manual Transmission settings
- Vibration: On / Off
- Rearview Mirror: On / Off / Auto (only on when useful)
- Mini Map: Rotate / Fixed
- Default Camera: Driver / Very Close / Close / Medium / Far



MP3 PLAYLISTS:

You can play your own music files by simply placing your MP3 files or .m3u playlists into the directory "userdata/MP3" located in the directory in which you installed Midnight Club 2. Your MP3's and playlists show up as new music selections in the pause audio menu.

AUDIO:

- Edit volumes of the various sounds in Midnight Club 2 including Music, Sound Effects and Voices.

SAVING:

Midnight Club 2 is an autosave game.



RACE EDITOR

Scroll over to Race Editor mode. Pick a city that you've unlocked in Career Mode. Choose one of the 15 available race slots to create a race. Press Enter to enter the Race Editor.

MAP SCREEN: Once on the Map Screen, move the cursor with the directional arrows on the keyboard or the mouse. The targeted intersection will turn yellow. Press Enter or the left mouse button to place or remove a checkpoint.

LAYING DOWN THE COURSE: The letter S will appear on the first checkpoint you place, indicating the starting point of your race. An F will appear on the second checkpoint, indicating the finish line. Every checkpoint you place after the first will become the finish line, and the previously placed checkpoint will change to a number 1, 2, 3... There is a maximum of 64 checkpoints for any given race. Races with more than one lap will have the letter L appear in place of the S, and the F will not appear.

RE-ARRANGING: When any of the checkpoints you have placed are targeted, you can switch around the checkpoint order by using the mouse wheel or the letters P and O.

ZOOM: Zoom in and out on the Zoom Window by pressing the letters L and K.

PLAYER ONLY CHECKPOINTS: Pressing the letter R accesses the Race Options menu. Scroll right or left to alter Opponent Options. When you change the number of CPU Players to None, and then return to the Map Screen, a host of Player Only Checkpoints will appear.

OPTIONS: Aside from changing the number of CPU players, you can also change the types of vehicles the CPU will be using, to vary the challenge level. Any vehicle you have unlocked is available. Aside from the Time of Day, Weather, and Pedestrian and Traffic Densities, you can also have the following Race and Time Options:

RACE:

- Ordered: Racers must race through all checkpoints in order
- Unordered: You must figure out the best route to clear all the checkpoints.

TIME:

- None: There is not time limit to get from one checkpoint to the next
- Reset Each Checkpoint: You only have a set amount of time to get to the next checkpoint. To change the time allowed to get from one checkpoint to the next, go to the Map Screen. Highlight any checkpoint except the last. Press the letters M and N to adjust the time.
- Added Each Checkpoint: Same as Reset, except any extra time will carry over to the next checkpoint.

EDITOR MENU: Press the letter E while on the Map Screen to get to the Editor Menu. Select Test Race to try out your race. In the Editor Menu you can also clear all checkpoints off of the map, edit another of the 15 race slots, change the name of your race, or exit to the front end, and begin racing for real on your masterpiece.

SAVING: Select Exit to Front End when on the Editor Menu screen.

湾岸 MIDNIGHT CLUB II

NETWORKING MODE (Online / LAN Multiplayer)

NOTE: By joining an online session you must leave the Rockstar controlled environment provided within Midnight Club 2. While the game's content has been rated for Teen audiences, the content of the game may change due to interactive exchanges. Rockstar takes no responsibility for content external to the game itself.

Ready to go online and play against opponents around the world? To play online with Midnight Club 2, you'll need a Broadband Internet connection and Service Provider. See <http://www.take2games.com/support> if you need more information.

Choose LAN or Internet play and decide whether to host your own game, or join an existing game. If you join an existing game, select your vehicle (**IMPORTANT:** only vehicles and races you've unlocked in CAREER mode will be available online) and wait for the host to start the game. If hosting, configure the options as you would for a local game and start when you have the requisite number of players.

INTERNET PLAY

In the Internet (Online) menu, you have the option to Create User Name. This is how you will be known to the other players Online. This is also where you set your name when playing a Local Area Network (LAN) game if you want to. If not set, then your Player name in LAN games will be the same as your selected save game's name.

Once Internet (Online) or Local Area Network (LAN) has been selected, you have the choice of Join Game or Host Game.



湾岸 MIDNIGHT CLUB II

ONLINE PLAY

JOINING A HOSTED GAME



About to join a game

Joining a game is as simple as making a choice from the list available (if there is more than one) and joining it.

The connection quality indicator shows you which games are likely to have a faster connection and may influence your choice of connection.

You will not be able to see any games that include cities you have not yet unlocked. You will also only have access to cars that you have unlocked in Career mode, so get in some practice and open up those cars and cities.



Hosting a game.

HOSTING YOUR OWN GAME

Hosting a game allows you to set the conditions of the race; the location, the number of cars, the weather and many more options. People will then join your game. Or you can limit the invitations to just your friends with a password being required to join your game, which you could perhaps email to them. This allows you to practice fairly privately until you feel confident at taking on a world-wide audience.



Customising Weather and other settings for your clients.

Note: You will only be given the option to host games in cities that you have previously played. Initially only Los Angeles will be available to you, but as you progress through your Career, you will be able to host Paris and Tokyo tracks.

Also, as a Host, be aware that even if you have played all the cities, your potential Competitors may not have. Therefore, initially, if you want to encourage people to join your games, hosting Los Angeles will attract more people to your game. If you host a game in Tokyo you will ensure that the players will have played the game more and will certainly give you more of a challenge.

Other Options available to you as a host are:

- Hosting Private games that require a password to join,
- Booting undesirable players out of your game,
- Limiting the types of cars available in your game to ensure a fair playing experience,
- Length of game time, number of 'Flag drops' and whether the player carrying the flag drives slower to make it easier to catch him and many more can all be set to you and your friends' preferred settings.

The many options in Midnight Club 2 are there to be found, experimented with and enjoyed. Try the variety of combinations available and make your hosted game a unique and satisfying experience for yourself and those who join you.

湾岸 MIDNIGHT CLUB II

CREDITS

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Associate Producer: Eric T. Smith
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ROCKSTAR SAN DIEGO SPECIAL THANKS

Karen Wilder, Phil Scott, Glen Hernandez, Darci Morales, Luis Gigliotti, Michael Limber, Brad Hunt, Julie Liss, Kristen Sinclair, Jo Kilburn, Marie Alexander, Jennifer Sole, Shannon Haynes, Rob Bacon, Ted Vargas, Tony Vargas, Wing Cho, Carlos Hernandez, Eli Enigenburg, Josh Bass, Jennifer Terry, Sean Carson, Todd Davis, M. Louis Thibaut, Dominic Craig, Josh Needleman, Keith Ta, Nate Morgan, Jason Collier, Scott Balderas, Kevin Moore, Freddy Martinez, Joe Butler, Aaron Marks, Courtney Chu, Michael Genco, Jason Burke, Colin Rummion, Fletcher Walker, Anthony Dyb, Werner Funk, Mark Hahn, Kelsey McNair, Christina Meeks, Bryant Wells, Koud Vongsikao, Judy Henderson, Fred Markus, M. Christopher Shioya, Nasko Feja, Erika Kioke

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To everyone here at Rockstar San Diego, especially to the friends and families who have been so supportive of the team through all the long hours and hard work.

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Digital Design Work: Charlex

Rockstar Games Intro Animation by: Brian Shelton

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湾岸 MIDNIGHT CLUB II

SOUNDTRACK

ART OF TRANCE

"Blue Owl"
(written by Simon Berry)
Published by Pineapple Music
Copyright 1996

Art of Trance appear courtesy of Platipus Records
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KANSAI

"Rococco"
(written by Tony Rapacioli)
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ART OF TRANCE

"Stealth"
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BLUMARTEN

"Simon and Lisa"
(written by Leo Wyndham, Chris Marigold)
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BLUMARTEN

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AXUS

"When I Fall In Love" (Strike Acid Dub)
(written by Austin Bascom)
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"Escaping Sao Paulo"
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"Round About Midnight"
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SUBTECH

"Timeshift"
(written by Matthew Jackson and Matthew Dunning)
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Watch for Subtech's new album, out this summer

NOKTERNAL

"Aurora"
(written and produced by Justin Spier)
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ACM

"Elements of Trance - DJ Kim's Remold Mix"
(written by M. Mix, B.N. Magix)
Published by Webster Hall Publishing
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DJ ROBERT & MARTINEZ BROTHERS

"Electrified"
(written by Robert Gitelman, Jaron Martinez)
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"Syntrax"
(written by Eric del Mar, Ray Clarke)
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MICHAEL DA BRAIN

Brain 35 "Only A Illusion" Non Vocal Cut
(written by Michael da Brain)
Produced by Michael da Brain
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D-NOISER

Brain 29 "Demon of the Church" Mix 1
(written by Frank D. Noise)
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MICHAEL DA BRAIN

Brain 2 "Something For Your Mind" Kaylab Remix
(written Michael Baur)
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Brain 30 "Brain Train Psycho" 1b 303 mix
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D-Noiser

Brain 26 "Question" Non Vocal Mix
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MOOGROOVE

"Mirage"
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FELIX DA HOUSECAT

"Silver Screen (Shower Scene)"
(written by Felix Stallings Jr., Bobby Orlando, David Jenevsky, Tommie Lorella)
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FELIX DA HOUSECAT

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湾岸 MIDNIGHT CLUB II

SOUNDTRACK

GOLDEN BOY

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(written by Stefan Altenburger)
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GOLDEN BOY

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(written by Stefan Altenburger)
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"Outrun"
(written by Thomas Bangalter)
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KINNDER

"Space Station"
(written by David Trusz)
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"Never Could Have Your Heart"
(written by B Bonfiglio @ Energia Studio Montreal)© 2002
Misstress Barbara appears courtesy of Relentless Records
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patientzero

"Live 135"
(written by Jim Crowley)
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8-OFF AGALLAH

"Midnight Club Theme"
(written by A. Aguilar)
Produced by 8-Off Agallah
Published by Assassin Music
© 2002
From Agallah's forthcoming Game Recordings LP
IMAGINE YOUR LIFE coming 2003
8-Off Agallah appears courtesy of Game Recordings
www.8offagallah.com

BLU WARTA

"Midnight Club II"
(written by D. Blue, A. Aguilar)
Produced by 8-Off Agallah
Published by Assassin Music / N-Tense Music
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"Let's Go"
(written by T. Dotson, A. Thelusma)
Produced by Red Spyd
Published by Synda / Tracey Dotson
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Tre Little appears courtesy of Game Recordings
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album ROCK CITY VERSION 2.0 and on GAME TIGHT:
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TRE LITTLE

"Put Your Top Down"
(written by T. Dotson, E. Rhea)
Produced by Ric Riggler
Published by Eric Rhea Music / Tracey Dotson
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Tre Little appears courtesy of Game Recordings
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album ROCK CITY VERSION 2.0 and on GAME TIGHT:
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(written by A. Aguilar)
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Recordings
From Agallah's forthcoming Game Recordings LP
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www.8offagallah.com

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"G'z Up"
(written by J. Hernandez, R. Gonzales)
Produced by Tony Touch
Published by Bouncemaster Music / Melaza Music
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From the Tony Touch Mix CD THE LAST OF THE PRO
RICANS in stores now on Sequence Records.
www.sequencerecords.com www.tonytouch.com

TOMMY TEE FEATURING MASTA ACE

"What Is It"
(written by T. Flaaten, D. Clear)
Produced by Tommy Tee
Published by Damasta Music / 1-2-1-2 Publishing
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From Tommy Tee's new LP coming in 2004
www.teeproductions.com.
New Masta Ace LP coming 2003
Tommy Tee appears courtesy of Tee Productions. Masta
Ace appears courtesy of Yosumi Records / MacMil
Entertainment
www.mastaace.com

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"Jump Jet"
(written by Richard Woolgar and Glyn Thomas)
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NOTES



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