

BOY



TEEN
T
CONTENT RATED BY
ESRB

EVOLVED
games

⚠️ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

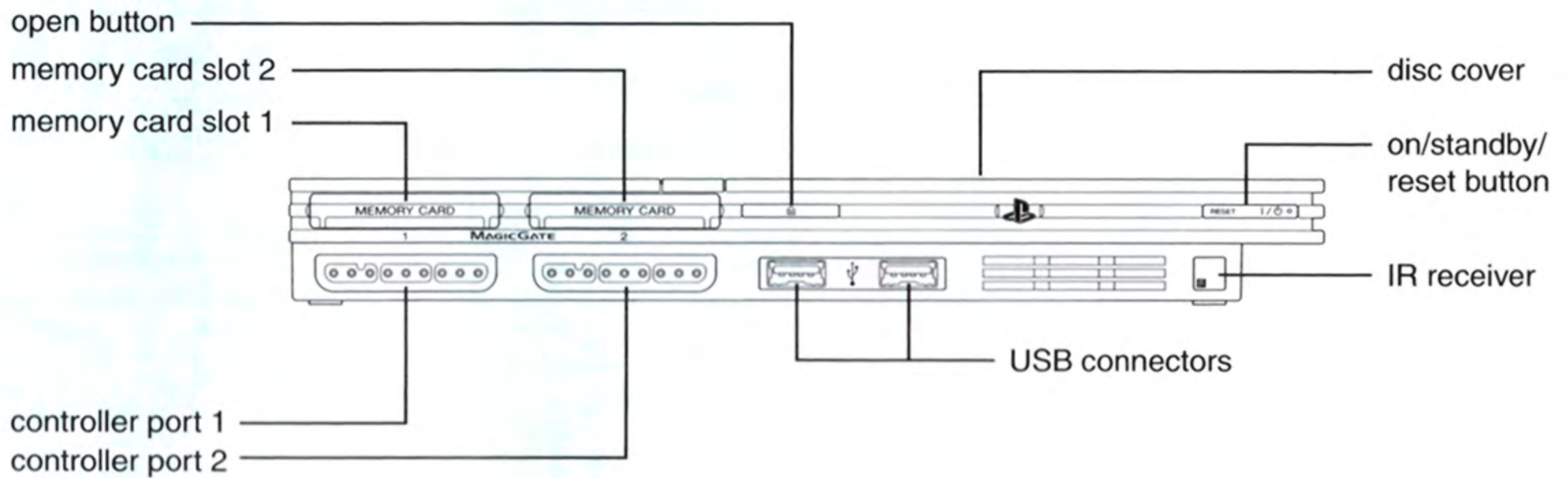
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- 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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GETTING STARTED

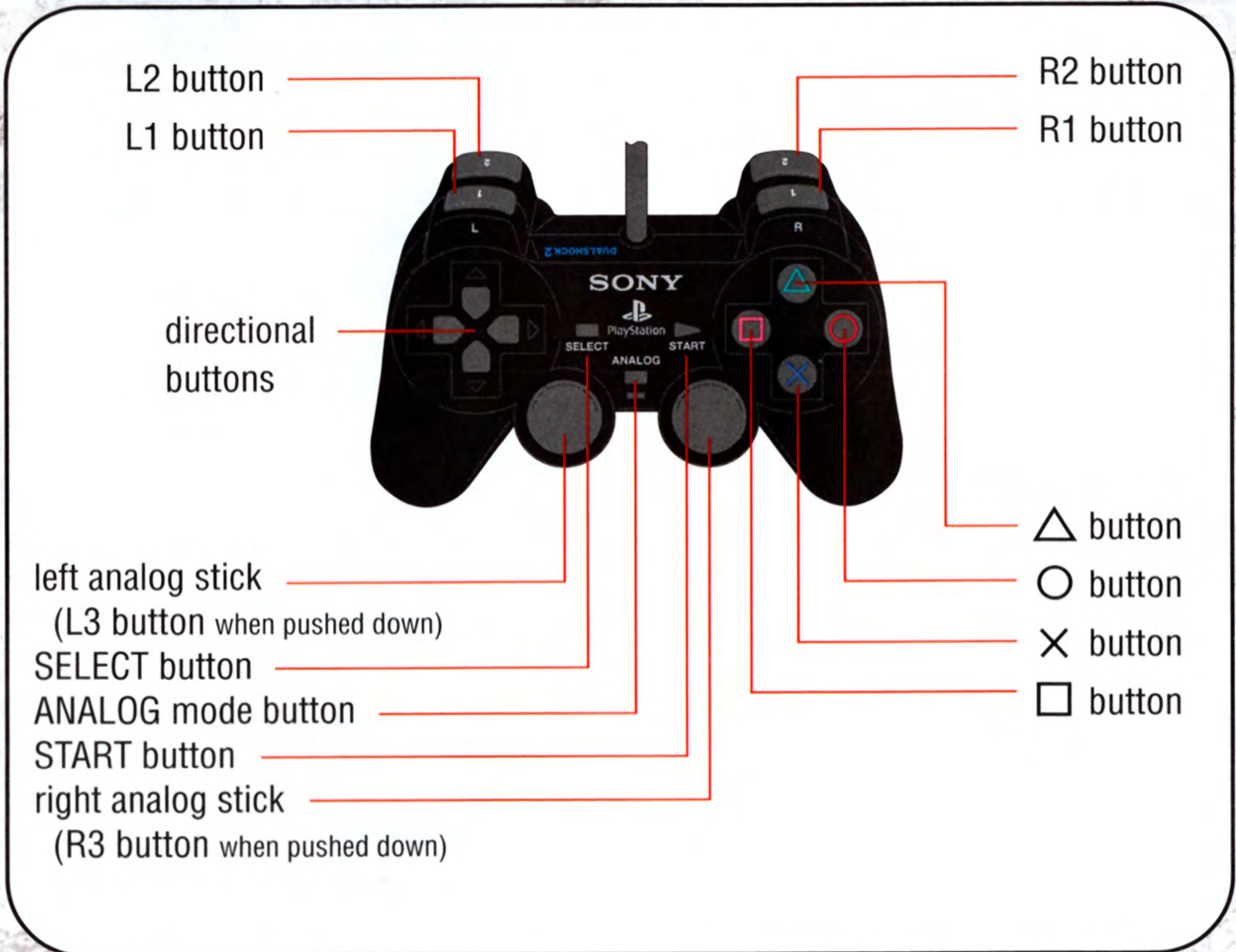


Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the B-Boy disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

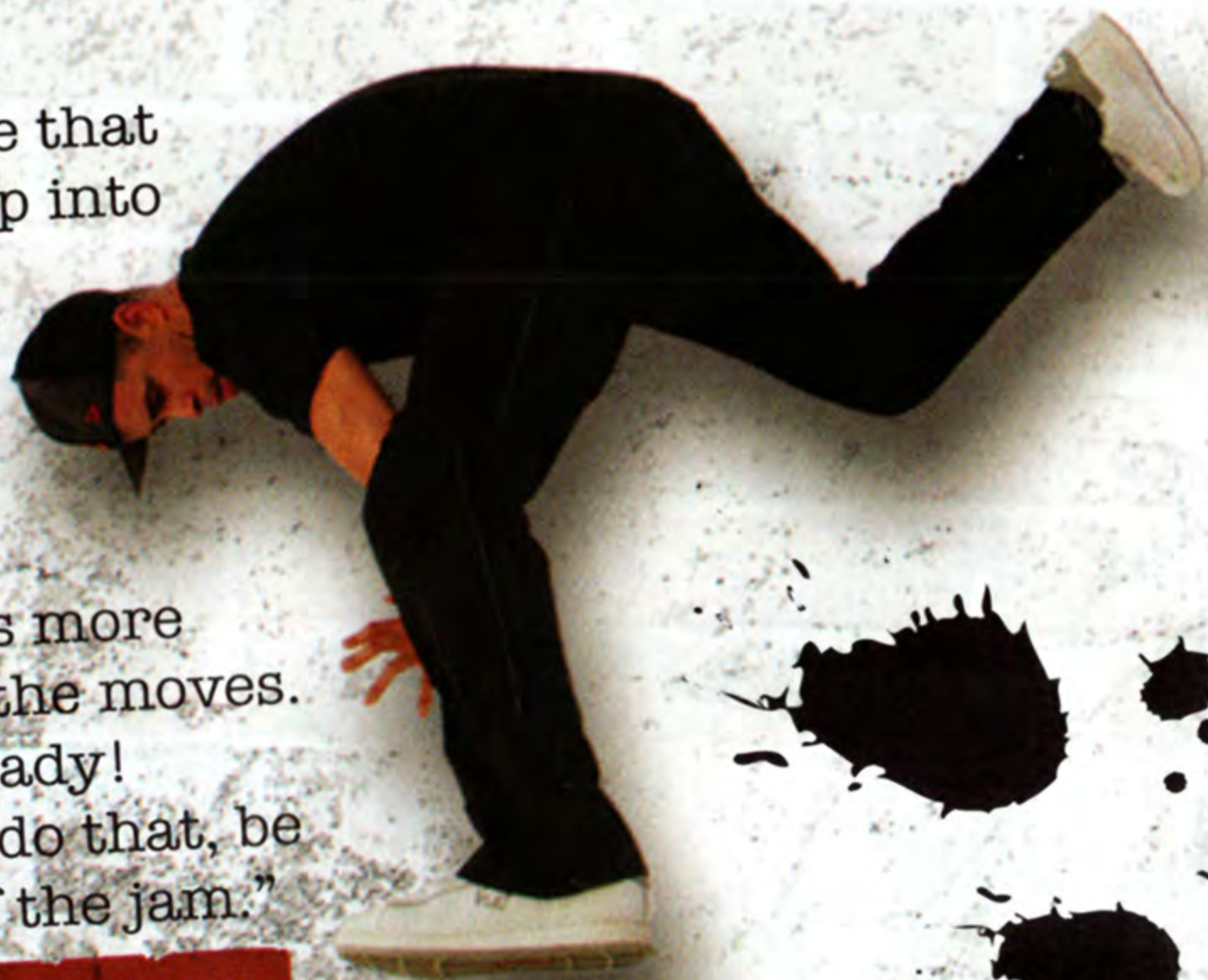
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP



"B-boys, B-girls and everyone that always wished they could jump into a heated battle and leave a winner, The wait is over and now it's time to take on or become the warrior you've always admired at the jams. But keep in mind that it takes more than just knowing how to do the moves. You better be able to rock steady! When you've learned how to do that, be ready to see me at the end of the jam."

CRAZY LEGS



BREAKS, BEATS AND BATTLES...

Have you got what it takes to make it as a B-Boy? See yourself as the next Crazy Legs?

Embrace the B-Boy lifestyle and prove you've got the skill, rhythm and creativity to take the scene by storm.



Begin as a novice, defeat local rivals and build up your rep, image and repertoire of moves until you are ready to battle the best.


Earn respect from your B-Boy rivals - as your reputation grows, you'll be invited to bigger and more challenging tournaments.


Your opponents will become tougher and you will need all your talents to see them off in a B-Boy battle.

Make the floor burn with flamboyant, spectacular routines to make your opponent's jaw drop and blow the judge's minds.

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Check that the /STANDBY indicator on the front of the console is lit up red. Press the /STANDBY

/RESET button and the /STANDBY indicator will light up green.

Press the  button on the console front to open the disc cover and place the B-Boy™ disc in the disc holder with the label side facing upwards. Press lightly until the disc clicks into place. Close the disc cover by pressing firmly until you hear a click. B-Boy™ will then commence loading. Do not insert or remove accessories once the power is turned on.

Owners of SCPH-30000 and SCPH-50000 series PlayStation®2 consoles should refer to the setup instructions supplied with the console.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

PLEASE NOTE: Throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with PlayStation® (PS one®) format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1. Make sure there is enough free space on your Memory Card before commencing play. Any previously saved B-Boy™ game data will be auto-loaded upon start-up. B-Boy™ uses an autosave feature which means that progress will be automatically saved to Memory Card at certain points during the game.

DIRECTIONAL BUTTONS - MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of the directional buttons only unless stated otherwise. The Analog Controller (DUALSHOCK®2) will default to analog mode (indicator: red) upon start-up.

NOTE: B-Boy™ only supports the use of the Analog Controller (DUALSHOCK®2).

USING MENU SCREENS

Press the ↑, ↓, ← or → directional buttons to highlight an option, then press the ⊗ button to confirm. To return to the previous menu screen, press the △ button.

CONTROLS

L1 BUTTON - BALANCE/RHYTHM

R1 BUTTON - BALANCE/RHYTHM

↑, ↓, ←, → DIRECTIONAL
BUTTONS - MOVEMENT/
OPROCK MOVES

START BUTTON - PAUSE

LEFT ANALOG STICK -
DISS/SPECIAL ENTRIES/
FINISHING MOVES

△ BUTTON -
TOP ROCK MOVES

○ BUTTON - POWER MOVES

⊗ BUTTON - FOOTWORK MOVES

⊙ BUTTON - FREEZE MOVES


NOTE: While your B-Boy is passive, watching an opponent, you can perform dance steps by pressing the directional buttons.

THE GAME SCREEN






- 1 PLAYER'S HYPE BAR
- 2 OPPONENT'S HYPE BAR
- 3 TIMER
- 4 MEDALS IN PLAY
- 5 MEDALS OWNED
- 6 MOVE BEING PERFORMED
- 7 PREVIOUS MOVE PERFORMED
- 8 BEAT WHEEL

GETTING STARTED

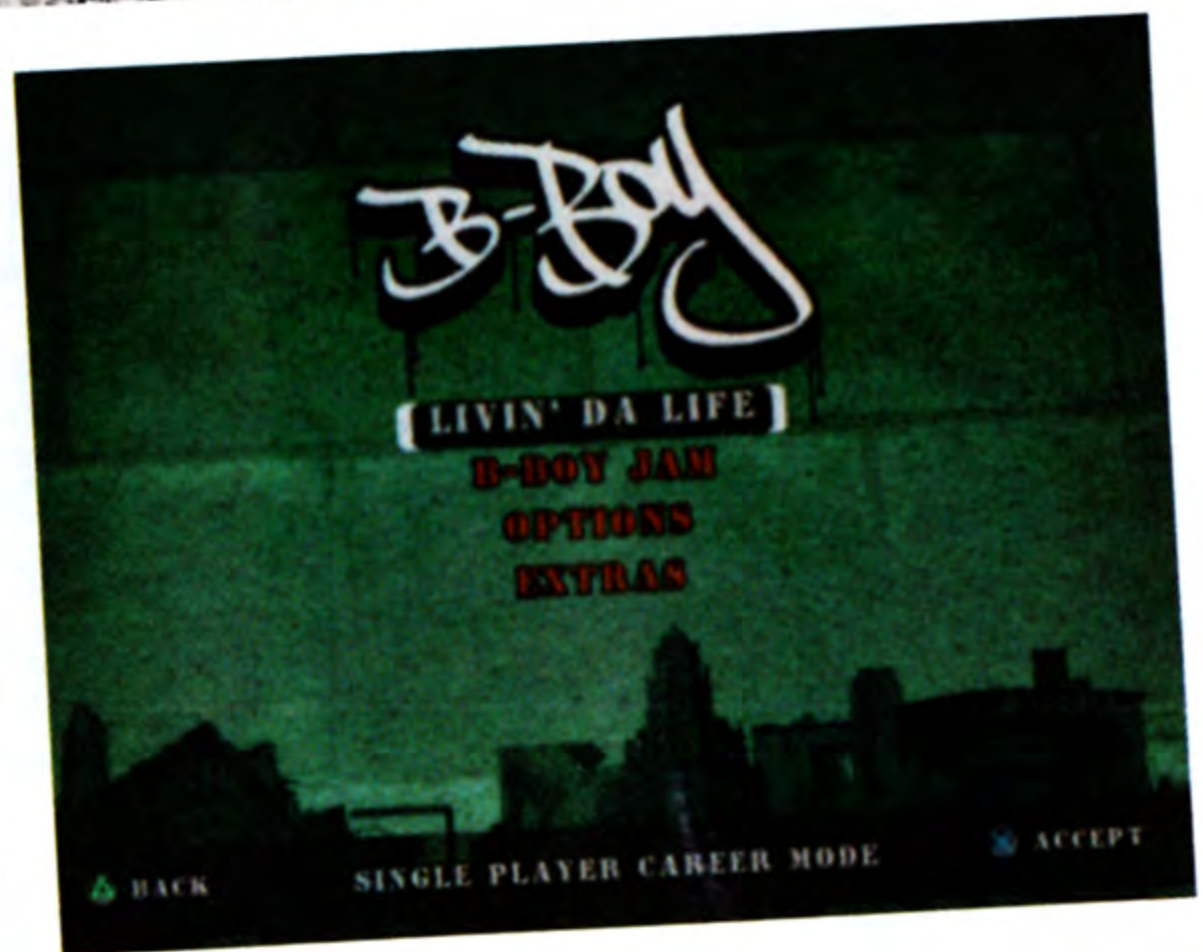
Following a short cinematic sequence, the Title Screen will be displayed. Press the  button to access the Main Menu.

MAIN MENU

Press  or  to highlight one of the following options and press the  button to confirm.

Livin' Da Life
B-Boy Jam
Options
Extras

NOTE: Details on each of the Main Menu options can be found later in this manual.



LIVIN' DA LIFE

This single player mode is your opportunity to give it your all as a B-Boy. Start at the bottom with no moves and little knowledge and use your desire and determination to fight your way to the top of the worldwide B-Boy scene. Success is achieved by learning moves, winning battles and looking good.

STARTING A GAME

After selecting Livin' Da Life from the Main Menu, choose New Game to start the game from the beginning or Continue to load a game previously saved to Memory Card.

CREATING A CHARACTER

If you are playing for the first time you'll need to create a B-Boy character. Select a Gender for your character by pressing ← or → followed by the ⊗ button. Press ← or → to view the different preset characters and press the ⊗ button to select the one you want to play as. You can adjust various character attributes from the Customise list - press ↑ or ↓ to highlight the feature you want to change and press ← or → to toggle through the available options. Select Done and press the ⊗ button when you are happy with your character's appearance. During the game, you can change your character's clothes at any time by selecting Change Character Clothing in The Lab.

GAME FLOW

Livin' Da Life mode revolves around The Lab, the base from which your quest for global B-Boy domination begins. You can use The Lab to practice and organise your moves, to accept challenges and enter tournaments.

When you accept challenges or enter a tournament you will head off to other locations for bouts with a variety of different B-Boys and B-Girls, from relative beginners like yourself, all the way up to the worldwide superstars. After deciding who goes first, you'll get the chance to 'throwdown' your best moves.

By achieving a level of proficiency with the moves at your disposal you'll be able to learn additional moves and win challenges. These challenges, or 'battles', vary depending on a range of predetermined rules and requirements. During a battle, judges award a series of 'medals' to contestants to determine who will be victorious; depending on the type of battle, these medals may relate to creativity, rhythm, flair, competence at pulling off the basics and skill at piecing together routines - if you possess all those characteristics, you'll go a long way!

NOTE: See the 'How to be a B-Boy' section of this manual for further details on moves and battles.

THE LAB

This is your hangout. When at home, you can practice your moves, change your clothes or embark on B-Boy missions. You've got a laptop, a Jukebox and a Movebook for storing all your moves and B-Boy knowledge.



JUMP ON THE COMPUTER

Fire up your PC and keep tabs on what's coming up. There are four options available on your computer screen, scroll through them by pressing ← or → or the **L1** and **R1** buttons. Select particular items by pressing ↑ or ↓ and open them by pressing the **X** button.

Messageboard

Read messages from your fellow B-Boys and B-Girls and take the Tutorial to get you started

Schedule

Battle challenges received by email are logged in the Schedule. Scroll through the challenges and select one to take it on. Occasionally, you will also find tournaments to enter here. As you progress through the game you will unlock new tournaments

Wall of Fame

Check out your B-Boy ranking here. Climb the rankings by gaining points in B-Boy battles

Jukebox

This is where you keep your tunes. Unlock more tracks as you progress through the game

TUTORIAL

Select Tutorial when in The Lab to head down to Graffiti Beach for some hands-on lessons in the art of B-Boying. This is a great way to learn the essentials and gain an appreciation of the 'base moves', the moves on which your B-Boy routines are founded. You'll also learn some basic footwork, benefit from an introduction to crowd-pleasing 'power moves' and learn how to link all the different moves together.

CHECK OUT YOUR MOVEBOOK

Essential reading. This is the bible of B-Boy moves.

Base Moves	See a summary of controls for the 'building block' moves in a B-Boy's repertoire
Moves	A more intensive list of B-Boy moves which can be added to and customised as you pick up new tricks
Disses	Controls for any Disses you've learned
General Movement	The basics every B-Boy should know
Special Entries	Controls for any Special Entries you've learned
Opponent	Controls for moves you can perform during an opponent's throwdown

Whenever you learn a new move, it will become accessible in the Moves section of the Movebook. You can then link that move to a set of 'command buttons', ready to be used in a battle.

In the Moves section of the Movebook, any new move learned will fall into one of the following categories: Footwork, Freeze, Power or Toprock. Press the **L1** and **R1** buttons to scroll through these categories.

NOTE: You can also unlock Special Entries and Finishing Moves.

When you have learned a new move, you can choose a set of command buttons to link that move to. You can only assign the move to one of four sets of command buttons, which relate to the move type (Footwork, Freeze, Power or Toprock) and the 'tier' (difficulty) of the move. To assign a move go to the relevant tier in the Movebook and press the **X** button.

For example: an advanced Power move might be set up using the following command buttons - **↑, ↑, ↑, ○**.

NOTE: See the 'How to be a B-Boy' section later in this manual for more information on moves and techniques.





WARDROBE

A good B-Boy needs to look the business so don't forget to take some time choosing your wardrobe. Choose Change Character Clothing to access the Wardrobe and change your character's clothes, hair and footwear whenever you like. New outfits can also be unlocked as you battle through the game and climb the B-Boy Wall of Fame.

PRACTICE YOUR MOVES

Practice makes perfect, and it's vital if you want to defeat rival B-Boys and become the best on the scene. Choose Freestyle Practice to get straight down to it, or Check out your Movebook to brush up on what you've learnt so far.

LIVIN' DA LIFE PAUSE MENU

Press the  button during a battle to pause the game. Press  or  to highlight an option from the Pause Menu and press the  button to confirm.

Select Continue Battle to resume the game, choose Restart Battle to start the battle again from the beginning, Quit Battle to return to the Title Screen, Move List to check out your available moves, or Options to alter in-game options.

B-BOY JAM

B-Boy Jam offers a quickfire 'arcade' experience. In this mode, you can undertake one-on-one or two-on-two battles. Simply select from a range of Battle Types, choose the number of contestants, choose an environment, set your parameters and go into battle!

BATTLE TYPES

DOMINATION (TIMED BATTLE)

A Domination battle has no fixed length of time but there are restrictions on the number of throwdowns (turns) per B-Boy. Maximising floor time is the way to win.

ROUND FOR ROUND (THROWDOWN BATTLE)

In this battle, there's a fixed number of throwdowns across an odd number of rounds. There are no throwdown time limits. One-on-one battles feature a single throwdown per round. Two-on-two battles feature two throwdowns per round. At the end of each round the winner of the round is declared and the status of medals awarded is reset. Any of the medals can be awarded during this type of battle.


SHOWCASE (TIMED THROWDOWN)

A Showcase has a predetermined number of throwdowns, each of a fixed length. All five medals can be in play. This is the format used for a lot of the big B-Boy tournaments.

OPEN CIRCLE

This is for three or four competitors and has no time limit. Each player takes it in turns to throwdown in a fixed order, defined before the battle begins. Only a single medal is in play for each Open Circle battle. The B-Boy with the lowest score for the medal in play at the end of each round of throwdowns loses a life. If a player loses all their lives then they are out.

PRACTICE

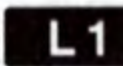
An opportunity to get your moves in tiptop shape before showing them off in a real battle. The dance floor is all yours; when you've done enough training simply press the  button to access the Pause Menu and select Quit Practice.

SURVIVOR (SUDDEN DEATH ROUND FOR ROUND)





The ultimate battle - test your skills against some of the best B-Boys around, and ultimately the man himself: Crazy Legs. There are a predetermined number of rounds, each against a different B-Boy and for a different medal. Each round consists of a single throwdown per B-Boy.

NOTE: See the 'How to be a B-Boy' section of this manual for further information on the various types of medal.

CREW SWITCHING

If your B-Boy is inactive during a two-on-two battle, you can switch the spotlight to your character at an appropriate time by pressing the  button. You cannot switch B-Boys once you have taken the floor in a throwdown.

B-BOY JAM PAUSE MENU

Press the  button during a battle to pause the game. Press  or  to highlight an option from the Pause Menu and press the  button to confirm.

Select Continue Battle to resume the game, choose Restart Battle to start the battle again from the beginning, Quit Battle to return to the Title Screen, or Options to alter in-game options.

OPTIONS

Choose Options from the Main Menu to adjust the following setup options:

MC Language

Set the language used by the MC. Choose from English, French, German, Spanish and Italian

Cheats

Enter a Cheat Code to unlock Cheats within B-Boy™

Autosave

Choose to either Enable or Disable the Autosave function

Controller Vibration

Enable or Disable the vibration function of the Analog Controller (DUALSHOCK®2)

EXTRAS

Press **↑** or **↓** followed by the **⊗** button to enjoy one of the following extra features:

Promo Movie

Play the B-Boy™ Promo Movie

Sync Via USB

Transfer your save file from your PlayStation®2 console to your PSP® (PlayStation®Portable) system or vice versa

Credits

View the credits for B-Boy™

SYNC VIA USB

NOTE: Before transferring data, make sure a USB cable with a Mini-B connector is linked from a PSP® system to one of the USB connectors on the front of the PlayStation®2 computer entertainment system.

In B-Boy™ it is possible to transfer a profile from a PlayStation®2 console (known as the “host”) to a PSP® system (known as the “receiver”) that has a copy of B-Boy™ (sold separately). You can also transfer a profile from a PSP® system to a PlayStation®2 console.

Choose Sync Via USB from the Extras menu screen and follow the on-screen instructions.

HOW TO BE A B-BOY

So you think you're up to the challenge? Then it's time to go into a bit more detail about what makes a B-Boy's world go round.

Check back to this section whilst playing B-Boy™, especially if you need help performing moves or winning battles. Remember also to Jump on the Computer to make use of the in-game Tutorial and How to Play movie.

BATTLE BASICS

These encounters are what every B-Boy lives for; after hours of dedicated practice, a battle is their chance to show the world exactly what they can do.

Each battle consists of one or more throwdowns for each contestant. A throwdown is the B-Boy's chance to burn up the floor and impress the judges and the crowd with their moves.

In a battle, five judges will assess your performance. Each one is looking for different aspects of a routine. At any time during the battle, a judge will either be voting for you (or your crew), your opponent(s), or they may decide that you are pretty evenly matched.

At the end of a battle, the winner will be the B-Boy (or crew) with the most judges voting for them.

Each judge's vote is represented onscreen with a medal. The judges' criteria are:

Blow Up



Show off your most spectacular moves to win the crowd over. Special entries, hard moves and finishing moves all count towards the Blow Up medal.

Rhythm



Hit as many beats as possible to prove you've got rhythm. Select your moves on the blue beats and keep your moves going to all the beats to gain maximum points. Perform freezes in the yellow zones for bonus rhythm points.

Creativity



Keep your moves and transitions fresh and avoid repeating them. Make sure you use as many moves as possible. If you want to repeat a move, try to go into it through a different transition to still score for creativity.

Flow



Chain as many moves together into a routine as possible to prove you've got flow. Keep moves going for longer to extend the routine and impress the judge.


Foundation







Perform as many of the base, easy and medium moves you have in your arsenal to prove to this judge you have mastered the foundations of B-Boying.

NOTE: Before you start a battle, the medals you are competing for will be displayed.

WHO GOES FIRST

Before a battle begins, you need to decide who goes first. While the clock counts down, each B-Boy will be given the chance to place a marker on the target. When the arrow spins, press the  button to place your marker. When the arrow stops spinning, whoever's marker is closest to their character's point on the target will go first and they will be awarded extra Hype.

MOVING AROUND

Press , ,  or  to move around the dance floor, towards, away or around your opponent(s).



MOVES

There are four move groups that can be combined to create amazing combos that will make your opponent's jaw drop. As you progress you will learn more moves and become skilled in combining them to produce flamboyant move sequences.

BASE MOVES

For each of the four move groups there is a base move which can be performed by simply pressing the relevant button for that move group.

Footwork	⊗ button
Power	⊙ button
Toprock	⊕ button
Freeze	⊞ button

Base moves are the key foundation moves that each B-Boy has. Many B-Boys will use the same generic base moves, while some will have developed their own unique styles.

Many of the other moves a B-Boy has at his disposal can be performed following on from a base move. Likewise, a base move can be performed in conjunction with most other moves.

NOTE: Refer back to the 'Check out Your Movebook' section of this manual for details on how to organise your moves.

EASY MOVES

Easy moves are performed by pressing one of the directional buttons followed immediately by a move group button. For example: ↑, ⊗.

Each B-Boy can have up to four easy moves per move group.

MEDIUM MOVES

Medium moves are performed by double pressing one of the directional buttons followed immediately by a move group button.

For example: ↑, ↑, ⊗.

Each B-Boy can have up to four medium moves per move group.

HARD MOVES

Hard moves are performed by triple pressing one of the directional buttons followed immediately by a move group button.

For example: ↑, ↑, ↑, ⊗.

Each B-Boy can have up to four hard moves per move group.

NEW MOVES

In Livin' Da Life Mode, your B-Boy begins with a limited move set consisting of four base moves. You can learn new moves by beating other B-Boys in challenges and battles.

If a new move is successfully earned, a confirmation message will be displayed when the battle ends. You will also receive an email from the defeated B-Boy.

LEVELLING UP MOVES

Each move has five levels, represented by stars. The more you perform a move the better you will get, up to a maximum rating of five stars. Every time you achieve a new star, a message will be displayed to let you know which move has been upgraded.

Each level reached will give you more transitions, variations and more points the more you perform that particular move.

PERFORMING ROUTINES

A B-Boy can link different moves together into a routine; this is known as 'transitioning'. Different B-Boys and B-Girls have different moves and different ways of transitioning. Some moves can not be linked together.

MOVE VARIATIONS

During a move, you can perform variations by pressing, double pressing or triple pressing one of the directional buttons.

For example: ↑ or ↓, ↓ or ↑, ↑, ↑, ↑.

There is no need to press a move group button to perform these moves. Not every move has variations. Some variations can be used to transition to other moves.

SHORTCUTS TO MOVE VARIATIONS

Some variations can be directly transitioned into using a shortcut control. A shortcut control is a directional button, followed by the opposite directional button, followed by either ⊗, △, ◻ or ⊙.

For example: ↑, ↓, ⊗

STARTING NEW MOVES

On all but the base moves you will need to perform the move initiation before it starts. This will determine how well you start that move.

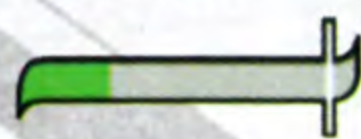
The different types of move initiation are:

Beat



Stop the initiation bar as it passes over the beat, or as close to the beat as possible.

Power



Stop the initiation bar close to the maximum power. Don't stop it in the red zone.

Balance



Stop the initiation bar as it disappears.

Power Balance



Stop the initiation bar close to the maximum power. Don't stop it in the red zone. This will affect both the balance and the power of the move.

KEEPING A MOVE GOING

Most moves can be kept going or repeated. Try to avoid finishing moves too early.

There are several different ways to keep particular moves going:

Balance Moves



During a balance move, press the **L1** and **R1** buttons to keep your character's balance as central as possible. If the Balance Bar goes into the red, it will become increasingly difficult to keep the move going. The longer you keep your balance, the more points you will earn.

Balance Momentum Moves

Some moves require balance and momentum to keep going. Press the **L1** and **R1** buttons to keep your balance as central as possible, the more you correct the balance the harder it will become - better balance equals less resistance, so the better balanced you are the more spins you will produce.

Rhythm Moves

In a rhythm move tap either the **R1** button or the **L1** button in time with the rhythm. Each music track has a different rhythm to learn.

HYPE



Hype is a measure of a B-Boy's adrenaline and confidence during a throwdown, represented by the Hype Bar. Once your Hype Bar is above 50 per cent you can perform a Special Entry move, or if you have a full Hype bar you can execute a Finishing Move during your throwdown.

EARNING AND LOSING HYPE

Fill your Hype Bar by dissing an opponent when they make a mistake or performing Oprock moves in time to the beat by pushing **↑**, **↓**, **←** or **→** on the left analog stick during an opponent's throwdown. You can also earn Hype by pulling off unique moves and making the crowd go wild during your own throwdown.

Hype can be lost if you're dissed by an opponent, if you diss an opponent at the wrong time or if your moves fail to impress the crowd and judges.

SPECIAL ENTRIES AND FINISHING MOVES

Once your Hype Bar is above 50 per cent you can perform Special Entries at the start of your throwdown. Once your Hype Bar is full you can perform a Finishing Move at the end of your throwdown. Check out your Movebook to see Special Entries and Finishing Moves that you learn as you progress through the game.

CREDITS

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FreeStyleGames: Adrian Hague, Alex Darby, Alex Zoro, Chris Lee, Darren Vine, Daniel Horbury, Andy Bastable, David Osbourn, Elaine Duffy, Ewan Brown, Gareth Glover, Gordon Champ, Gareth Morrison, Jamie Jackson, Jeremy Franklin, Jonny Ambrose, Pete Nicholson, Paul Norris, Andrew Pallister, Mark Flanagan, Nathan Coppard, Neil Wigfield, Nigel Brown, Nik Love-Gittins, Nikki Cooper, Patrik McCormack, Phil Hindle, Richard Morgan, Rob Dutton, Rob Nash, Steve Crocker, Simon Papp, Shane Mitchell, Will Lau www.freestylegames.com

FreeStyleGames would like to thank everyone who helped us make this game. Without the support and dedication of the following people and companies this game could not have been possible **Chief Consultants:** DJ Hooch (Hooch Events) and Crazy Legs (Rock Steady Crew) B-Boys who's moves feature in the game: Crazy Legs, Kazuhiro, Hong-10, Physicx, Darkness, Ruen, Lilou, Sonic, Benny, Crumbs, Ivan, Kamel, Mouse, Freeze, ATA, Chico, Michi, Reveal, Flex, Frankie Flav, Rodolphe, The Flipping Monk From the B-Boy scene we would also like to thank: DJ Hooch, Takeo, Charlie, Cros1, Michael Kim, Tic & Tac, Peter Rabbit, Owen Lamb, www.bboychampionships.com

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Broomhall Projects Ltd: John Broomhall, Paul Smith **Air Studios:** Chris Nuttall, Paul Langwade **DopeAmmo SFX Music Production Team:** Anil 'Coco' Shah, Juan Corbi, David Loggin, **SoundsPeace Productions:** Andrew James Miller aka ap ripvansmizzle, Rodney Pride Junior aka da mad musician irieeyes **Suppliers of Hip Hop beats for the cut-scenes:** **Soundelux Design Music Group:** Chip Beaman, Jamie Mortellaro **Impromptu Software Limited:** Nigel James Brown, James Robert Brown **Audiomotion Studios Ltd:** Mick Morris, James Witt, Brian Mitchell, Tim Doubleday, Matt Rank **DevLove:** Dave Nottingham, Dan Lish **Intuitiv:** Mat Parker **Natural Motion:** Richard Craig-McFeely **Business Wizards:** Tim O'Connell **BlueGfx:** Neil Palmer **Lincoln Beasley:** Alison Beasley **Weightmans:** John Schorah, Sean Crotty **IGA:** Ed Bartlett, Rob Precious, Rachel Norman, Julian Ireland **Criterion Software:** Will Eastcott, Stuart Radforth, Greg Whitfield, Jo Dray, Audrey Martin, Christophe Reyes **OC3 Entertainment:** Doug Perkowski **Redbull:** Ryan Fitzpatrik **Tribal:** Rusty Bobby **Adidas:** Silja Hertel, Nora Verbrugge **Big Smoke:** Harry Adams, Bethany Headley **Montana:** Ruediger Glatz **Armory:** CROS1, DJ Hooch **Battle of the Year:** Thomas Hergenröther **IBE:** Tyrone van der Meer **Freestyle Sessions:** Cros1, Benson Lee, Charlie Shin **Urban Games:** DJ Hooch, Haymarket Group **FreeStyleGames has worked in collaboration with the following individuals:** Chippy, Etch, Lee Montgomery, Ben Digweed, Darren Bowen, Marcus Keilly

Special thanks to the following people: Pete Hawley, Ste Curran, Paul Newcombe, David Amor & Andy Eades at Relentless Software Trevor Williams & Julian Widows at Swordfish Studios, James Burrow, Simon Shirley- Rollinson Rob Hale, John Barnes, Suzie and Pauline from the Innovation Centre, Ollie Quinn, Ian Massingham

A special thanks goes out to our family and friends who have supported us during the making of this game: Alison Mann, Arabella Bastable, Becky Fussell, Brian Dugan, Claire Crocker, Debbie Walmsley, Fiona Darby, Gina McIlwraith, Gina Stevens, Harley May Buckland, Hayley Hindle, Kate Papp, Katie Howe, Kerry Sykes, Liz Ambrose, Louise Duff, Natasha Kerry, Rachel Evans, Rosie and Jim Zoro

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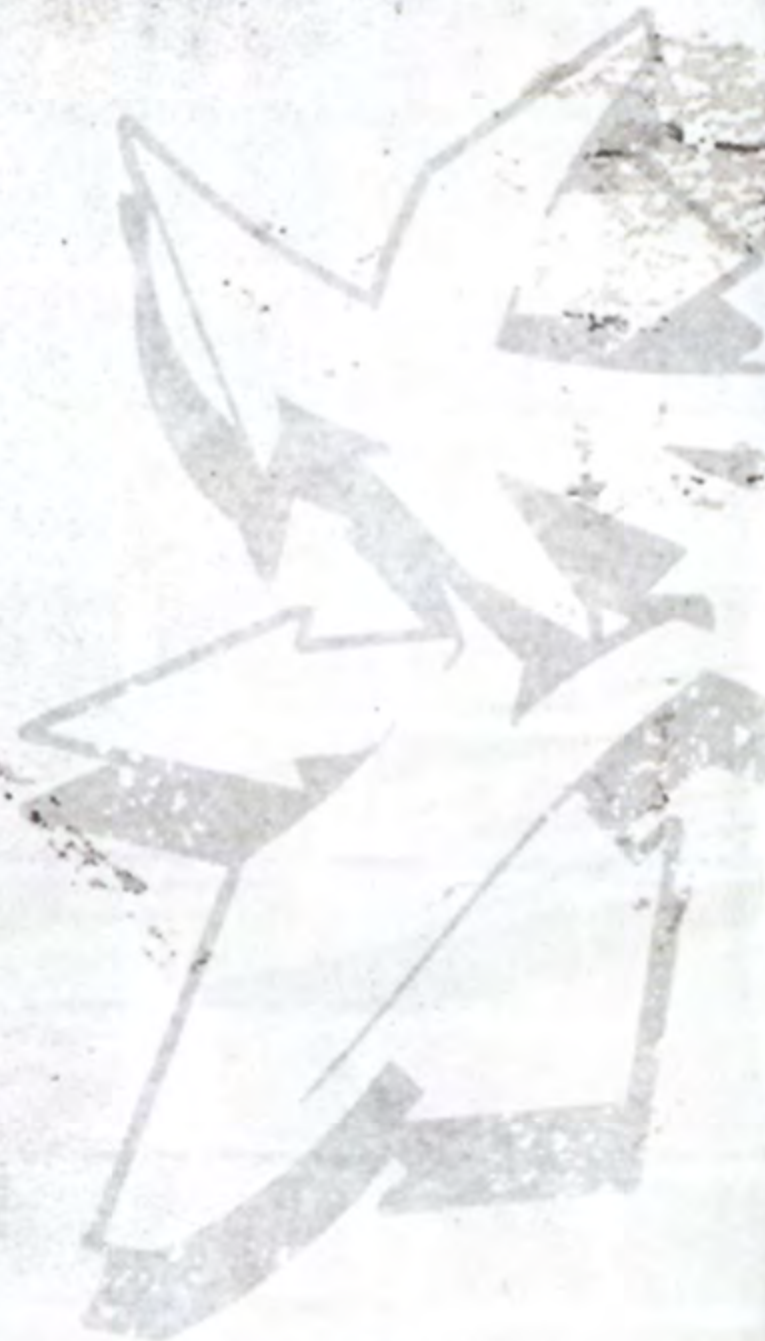
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