WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Contents

Controls ........................................ 4
HUD ............................................. 6
Up and Comers ................................ 8
Westside Rollers ................................ 8
3rd Street Saints ............................... 8
The Los Carnales .............................. 9
Vice Kings ...................................... 10
Wild Cards .................................... 12
Aisha ........................................... 12
Marshall Winslow ............................ 12
Alderman Hughes ............................ 12
The Trojan Horse ............................. 14
Where to be ................................... 16
Gangs Online ................................. 18
Multiplayer Controls ........................ 19
Credits .......................................... 20
Warranty ....................................... 37
Monroe - here's what I've been able to dig up this month... Keeping tabs on the crew I'm running with is hard enough, trying to monitor the activity of 3 other gangs on top of that is almost impossible. Hopefully these notes will be useful to you...sorry a lot of it's vague, but I can't risk blowing my cover.

Key gang HQ's are indicated on the map below.

Hey Chief, whaddya say about picking one of these up for the station?
Controls

On Foot Controls (Scheme A)

Standing Melee Attack

Running Melee Attack

Standing / Running Weapon Attack

Simultaneous (Hold) + Block

Click (Hold)

Select weapons when radial menu is active

Prime

Twice

Cancel out of activities/missions

Jump car (if hydraulics are active)

Jump / Climb

Jump / Gun melee, light toss of thrown weapons

Kick Attack

Recruit Gang Members

Dismiss Gang Members

Change songs (if playing music playlist)

Pause

Move Player

Move Camera

Move PC

Exit Vehicle

Look Right

Look Left

Action / Exit Cars

Radial Menu

Accelerate

Brake / Reverse

Driving Controls (Scheme A)

Handbrake

Look Left

Look Behind

Steer

Select weapons when radial menu is active

Hydraulics / Siren / Horn (In that order)

Recruit Gang Members (whistle is played)

Dismiss Gang Members

Prev/Next Radio Station

Swimming

Primary Attack

Move Player

Exit vehicle / Teleport to shore

Jump / Climb

Turret Controls (in mission)

Primary Attack

Move Player

Move Camera

Primary Attack

Turret Controls (in drug trafficking and freeform turret mode)

Primary Attack

Look Left / Indicate a turn

Look Behind

Move Player

Move Camera

Primary Attack

Look Right / Indicate a turn

Exit Vehicle
1. **Health** - This bar tracks your health. Your health decreases as you take damage. If the bar totally depletes, you are "smoked" and respawn at the nearest hospital. Your health refills in one of two ways:
   - **TIME:** As your health slowly regenerates over time.
   - **Food:** You can purchase food at the Freckle Bitch's drive through. Each time you eat food, your health increases.

2. **Stamina** - The stamina bar depletes whenever you are sprinting. Once you stop sprinting, the bar will begin to refill.

3. **Weapon Selection** - The current weapon you have selected is shown beneath the stamina bar.

4. **Ammo** - This shows how much ammo you have in your weapon clip and how much total ammo you have.

5. **Respect Bar** - This bar measures the amount of respect you have earned. Respect is a currency that you earn by completing activities or killing rival gang members, and is used to unlock missions or stronghold.

6. **Gang Notoriety** - Gang notoriety is a measure of how actively the gangs are trying to kill you. Whenever you kill a rival gang member or ram a gang vehicle your Gang Notoriety bar starts to fill up. Your Gang Notoriety slowly decreases over time if you do not attack gang members.

7. **Mini-Map** - The map displays the location of your allies, enemies, stores, navigation system directions, and mission and activity goals.
   - Allies appear in purple.
   - Enemies appear in red.
   - Stores each have a unique icon associated with them.
   - The navigation system directions are displayed by a series of moving green dots if you set the waypoint from the pause menu.
   - The navigation system direction will be displayed by a series of moving orange dots if the navigation system is activated during a mission or activity.
   - A goal that you need to protect is displayed in green.
   - A goal that you need to destroy is displayed in red.
   - A goal that you need to reach is displayed in blue.

8. **Player** - This arrow shows which direction you are currently facing.

9. **Police Notoriety** - Police notoriety is a measure of how actively the police are trying to stop you. Whenever you kill a pedestrian or ram a police vehicle your Police Notoriety bar starts to fill up. Your Police Notoriety slowly decreases over time if you do not commit any crime.

10. **Store Icon** - Each store has a unique icon that is associated with what that store sells (i.e., a gun icon for a weapon store, a t-shirt for a clothing store, etc.).

11. **Navigation System: Waypoint Direction** - In the pause menu you can set a waypoint (a destination you would like to reach). On your mini-map, a green or orange arrow will appear that will display the general direction you need to travel in to reach that destination.

12. **Mission Icon** - This icon indicates a story mission that you can begin.

13. **Navigation System: Current Path** - On your map, this is a series of moving green or orange dots that will highlight the nearest roads you can travel on to reach your waypoint destination. The navigation system will auto-update, which means if you veer off course, the navigation system will plot a new route for you.
Up and Comers

**WESTSIDE ROLLERZ —**

A bunch of speed freaks from the suburbs who saw one too many movies...
Normally I'd just write 'em off as a bunch of punks (what sort of gang that takes themselves seriously spells their name with a "z"), but someone is getting these kids organized.

**3RD STREET SAINTS —**

A guy named Julius is uniting the people of Saints Row. Right now he claims that all he wants is for the other gangs to leave his neighborhood alone...people say he's a reluctant leader, but I call bullshit, this guy knows exactly what he's doing.

**THE LOS CARNALES —**

Victor Rodriguez is the strongarm of the Lopez family...if you wanna know how scary this guy is, just look at his rap sheet and count up how many homicides he's suspected for.

The guy in the photo who looks like he walked off the set of an 80's cop show is Manuel Orejuela. Manuel is the liaison between the Columbians and the Carnales, so if he's in town either Hector fucked up badly, or there is a big deal about to go down...I'll keep you posted.

After their father died, the Lopez brothers have been running The Carnales. While Hector takes a more active side of the family business, Angelo is usually busy entertaining his high maintenance girlfriend by taking her shopping for shoes.
Warren Williams is a second rate rapper turned third rate gangster...right now all he does is run the Vice King record label, Kingdom Come Records, but he is dying to prove that he is as hard-core as he says he is...so far though, King has been keeping him on a tight leash.

The two in the back are Anthony Green and Tanya Winters...Green's an old friend of King's from back in the day, and is King's go-to guy. Tanya used to be a small time hooker until she caught Anthony's eye. Now that she's hooked up with Tony, she's managed to weasel her way into being put in charge of the VK brothel.

I would say I'd investigate the VK's more, but you and I both know you don't want me to do that...

Over the past year Ben King has gone from being a feared gang leader to becoming a public darling (hell, the Stilwater Post did a human interest story on him). Don't let his philanthropy fool you; this guy is the same banger he was in the 70's, he just traded in his bandana for a suit and tie.
Here’s a couple of people I think we should keep an eye on...

**AISHA** – She’s from Saints Row, but she’s signed on to a record label that’s owned by the Vice Kings. I know she was sleeping with a gang banger from the Row, so maybe she dumped him to hook up with Williams.

**MARSHALL WINSLOW** – No one is that idealistic in Stilwater...this guy is up to something, it’ll just take some work to find out what.

**ALDERMAN HUGHES** – All I know about this guy is that his campaign posters are everywhere and that he’s tough on crime...if he gets elected maybe we can finally get more of our budget approved.

(and you can finally start paying me that hazard pay I was promised)
Here's that damn interview you made me give... hope you're happy, that Silverman asshole turned my interview into a "how-to" guide for bangers.

The Trojan Horse

By Xavier Silverman

In an effort to learn more about the street gangs who are disrupting the peace, Chief Monroe has increased the use of undercover agents, giving the police a much needed edge in combating gang activity. The Stilwater Tribune was fortunate enough to get an interview with one such agent.

Stilwater Tribune: Thanks for agreeing to this interview.

Undercover Officer: Trust me, I wouldn’t be here unless Monroe ordered it. Being interviewed kinda goes against the whole "undercover" thing.

Stilwater Tribune: Well I assure you, your anonymity will be preserved.

Undercover Officer: Good. Well, I’m here, what do ya wanna know?

Stilwater Tribune: If you had to sum up the gang culture in one word what would it be?

Undercover Officer: Respect.

Stilwater Tribune: Absolutely, it’s the only currency worth a damn on the streets.

Undercover Officer: OK, fine, so it’s not the only type of currency on the streets but that doesn’t make it any less important. Out here, your crew is watchin’ everything you do, and if you ain’t buildin’ up their rep they ain’t goin’ to be happy.

Stilwater Tribune: How do they expect you to do that?

Undercover Officer: Shit man, it’s not like they hand you a manual on how to be a banger, they just watch and see what you do. How you dress, who you fight, what jobs you take on...it all matters.

Stilwater Tribune: Alright, let’s take this one at a time, what do you mean “how you dress”?

Undercover Officer: I mean how you dress. Your gang doesn’t give a shit that you saved ten bucks by shopping at Sloppy Seconds; they want to see their crew decked out with jewelry from On Thin Ice and wearin’ threads they bought at Branded.

Stilwater Tribune: So it’s an image thing...and if you’re projectin’ the right image you’re gonna get respect faster.

Undercover Officer: Yeah.

Stilwater Tribune: You also mentioned “who you fight”...I mean, you’re in a gang, aren’t you supposed to be fighting everybody?

Undercover Officer: [The officer lets out a sigh and takes a long drag on his quickly diminishing cigarette] It’s not like that...gangs have a code of ethics. These guys are looking for control, not chaos...shooting up some lady using a walker is only going to bring attention to the gang, and that’s just gonna piss people off. Now shooting up another gang, that’s different...not only are you taking out a rival, but as far as the cops are concerned the streets are cleaning up themselves, so they won’t get involved unless bystanders get hurt.

Stilwater Tribune: You call that ethics?

Undercover Officer: [The officer’s tone becomes colder] What’s your question.

Stilwater Tribune: If gang members have to do all those things you mentioned to earn respect...and of all the officers in the department, you’ve managed to rise the highest in the... Undercover Officer: [The officer quickly interrupts me] What’s your question.

Stilwater Tribune: What exactly did you have to do to prove yourself to these people?

Undercover Officer: This interview is over.
Where to be

Here are some of the places bangers go to spend their cash...might be worth sending a squad car by every now and then. I'll update you on more places as I become aware of them.

**Friendly Fire** - This place sells anything from knives to RPGs...we seriously gotta start looking at changing the gun laws in this town...

**Imagery as Designed** - As if Forgive and Forget wasn't giving us enough headaches, we got to deal with Imagery as Designed. This chain of plastic surgery clinics are constantly giving gang members new faces.

**Brown Baggers** - This is where all the crews go to buy 40's to pour on the curb...they don't just sell booze though, you ask nicely and they'll sell you other 'stuff' from behind the counter.

**Forgive and Forget** - I don't know how they do it, but if you pay these guys enough, they'll cover up everything...if we want to improve our arrest rate we're gonna have to make sure we bust people before they reach one of these places.

**Rim Jobs** - Anyone who wants to mod their car is going to have to go to Rim Jobs, these guys do everything from paint to Nitrous...I wonder what they could do for my cruiser...

**Sloppy Seconds** - They don't sell nothin' fancy, but if a wannabe is tryin' to buy some colors, they're probably gonna start by shopping here.
Gangs Online

Remember when the internet was just for porn? Nowadays gangs are organizing online. Not only are entire gangs being formed over the internet, they're issuing challenges over the web too. I've seen 'em coordinate gang wars, killing each other for chains to pawn off, assassinating other crew's pumps, and destroying tricked out rides. Hell, I've even heard of bangers from different gangs joining forces to fight the cops. If we wanna start keepin' up with these guys, we're gonna have to start paying attention to their online activity.

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your Gamer Card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

CONNECTING

Before you can use Xbox Live, connect your Xbox 360 to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com/live.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

Multiplayer Controls

On Foot Controls (Scheme A)

<table>
<thead>
<tr>
<th>Button</th>
<th>Function</th>
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</thead>
<tbody>
<tr>
<td>8</td>
<td>Secondary Attack or light toss thrown weapon.</td>
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<tr>
<td>8</td>
<td>Secondary Attack or light toss thrown weapon.</td>
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<td>1</td>
<td>Move Player</td>
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<td>1</td>
<td>Move Player</td>
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<td>2</td>
<td>Select weapons when radial menu is active</td>
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<td>2</td>
<td>Select weapons when radial menu is active</td>
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<tr>
<td>Hold 2</td>
<td>Scoreboard</td>
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<tr>
<td>4</td>
<td>Pause (Full Map - Options, etc.)</td>
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<td>4</td>
<td>Primary Attack or regular toss thrown weapon</td>
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<td>4</td>
<td>Primary Attack or regular toss thrown weapon</td>
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<td>7</td>
<td>Cycle through last 3 weapons used</td>
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<td>7</td>
<td>Cycle through last 3 weapons used</td>
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<td>9</td>
<td>Action / Enter / Exit Cars</td>
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<td>9</td>
<td>Action / Enter / Exit Cars</td>
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<td>3</td>
<td>Radial Menu</td>
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<td>Radial Menu</td>
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<td>Sprint</td>
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<td>0</td>
<td>Sprint</td>
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<tr>
<td>Hold 0</td>
<td>Scoreboard</td>
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<td>Hold 0</td>
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<td>q</td>
<td>Pause (Full Map - Options, etc.)</td>
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<td>2</td>
<td>Look Behind</td>
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<td>Look Behind</td>
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<td>3</td>
<td>Action / Enter / Exit Cars</td>
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Driving Controls (Scheme A)

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<th>Button</th>
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<td>8</td>
<td>Handbrake</td>
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<td>3</td>
<td>Look Left</td>
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<td>Steer</td>
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<td>1</td>
<td>Select weapons when radial menu is active</td>
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<td>1</td>
<td>Select weapons when radial menu is active</td>
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<td>Hold 1</td>
<td>Scoreboard</td>
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<tr>
<td>Hold 1</td>
<td>Scoreboard</td>
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<td>0</td>
<td>Pause (Full Map - Options, etc.)</td>
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<td>Pause (Full Map - Options, etc.)</td>
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<td>7</td>
<td>Primary Attack</td>
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<td>7</td>
<td>Primary Attack</td>
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<td>Look right</td>
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<td>Accelerate</td>
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<td>Action / Enter / Exit Cars</td>
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<td>8</td>
<td>Brake / Reverse</td>
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<tr>
<td>8</td>
<td>Brake / Reverse</td>
</tr>
</tbody>
</table>
**“Eine Kleine Nachtmusik”**
- 2nd movt. by Mozart, Wolfgang

- [www.goldenchild.com](http://www.goldenchild.com)

- © 2004 Hyperion Records

- *Eternity* & *The Eternal* by John Williams

- *Euthanize* by V. J. A.

- “Euthanize” by V. J. A.

- Published by Decca Music

- Performed by Nels Cline

- Conducted by Peter Kater

- *F.C.P.R.E.M.I.X* by Kid Koala

- © 2004 Arcade

- *Ferry To The Edge of America* by Will Oldham

- © 2004 Matador

- *Fishing The Tiger* by Various Artists

- © 2004 Matador

- *Fist & Heart* by Various Artists

- © 2004 Matador

- *Fist & Heart* by Various Artists

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<table>
<thead>
<tr>
<th>Song Title</th>
<th>Writer(s)/Performer(s)</th>
<th>Records and Publishing Information</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;1 Need A Co-Pilot&quot;</td>
<td>Written and performed by Temperaustin</td>
<td></td>
</tr>
<tr>
<td>&quot;2 Logic&quot;</td>
<td>Written by J.F.A., performed by Chaka Demus &amp; Fullpectrum</td>
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</tr>
<tr>
<td>&quot;3 &quot;The Problem&quot;</td>
<td>Written by Young American, produced by David Hodges</td>
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<tr>
<td>&quot;4 Inside The Globe&quot;</td>
<td>Written by Horace Andy, taken from &quot;Live in the City&quot; by Listz</td>
<td></td>
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<tr>
<td>&quot;5 International Herb&quot;</td>
<td>Written by Sugar Minott, performed by Sugar Minott &amp; Douglas Levy</td>
<td></td>
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<tr>
<td>&quot;6 Jamaicanese&quot;</td>
<td>Performed by DJ Earl</td>
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<tr>
<td>&quot;7 Love is a Battlefield&quot;</td>
<td>Written and performed by Queen of Sweden</td>
<td></td>
</tr>
<tr>
<td>&quot;8 Jimmy&quot;</td>
<td>Written by Eraser, performed by Eraser</td>
<td></td>
</tr>
<tr>
<td>&quot;9 In a Lifetime&quot;</td>
<td>Written by M.P. &amp; E.L.</td>
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<tr>
<td>&quot;10 Money Folder&quot;</td>
<td>Written by M.P. &amp; E.L.</td>
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<tr>
<td>&quot;11 Little Lion&quot;</td>
<td>Written by M.P. &amp; E.L.</td>
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<tr>
<td>&quot;12 Like A Lion&quot;</td>
<td>Written by M.P. &amp; E.L.</td>
<td></td>
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<tr>
<td>&quot;13 Make It - Warrior&quot;</td>
<td>Written by M.P. &amp; E.L.</td>
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<td>&quot;14 Mountain Song&quot;</td>
<td>Written by M.P. &amp; E.L.</td>
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<tr>
<td>&quot;15 My Little Pony&quot;</td>
<td>Written by M.P. &amp; E.L.</td>
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<tr>
<td>&quot;16 Nice Slowin&quot;</td>
<td>Written by Durst, performed by E.K.</td>
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<tr>
<td>&quot;17 Night On The Bare Mountain&quot;</td>
<td>Written by M.P. &amp; E.L.</td>
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<tr>
<td>&quot;18 No Easy Way Out&quot;</td>
<td>Written by E.K.</td>
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<td>&quot;19 Notorucker Suite&quot;</td>
<td>Written by M.P. &amp; E.L.</td>
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<tr>
<td>&quot;20 Ojo loco xan tamalas&quot;</td>
<td>Written by M.P. &amp; E.L.</td>
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<tr>
<td>&quot;21 Of All The Girls&quot;</td>
<td>Written by Fall Out Boy, performed by J.D.</td>
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<tr>
<td>&quot;22 Where Do My Friends Go?&quot;</td>
<td>Written by M.P. &amp; E.L.</td>
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<tr>
<td>&quot;23 Time Of My Life&quot;</td>
<td>Written by M.P. &amp; E.L.</td>
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<td>&quot;24 With All My Heart&quot;</td>
<td>Written by M.P. &amp; E.L.</td>
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<tr>
<td>&quot;25 You Are Not Alone&quot;</td>
<td>Written by M.P. &amp; E.L.</td>
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<tr>
<td>&quot;26 Young American&quot;</td>
<td>Written by Young American, performed by David Hodges</td>
<td></td>
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<tr>
<td>&quot;27 Young Love&quot;</td>
<td>Written by M.P. &amp; E.L.</td>
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Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc., ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 55002. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ’s ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold “as is,” without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ’s option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ’s satisfaction that the product was purchased within the last ninety (90) days.

To receive warranty service notify the THQ Customer Service Department of this problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product; at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Microsoft or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product’s serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

This warranty is in lieu of all other warranties and representations. No other warranties or representations are made, either expressed or implied, of merchantability or fitness for a particular purpose or otherwise. All other warranties or representations, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall THQ be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

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