

GETTING STARTED | CONTROLS | HOW TO ROCK | STAR POWER

# GUITAR HERO II™

magazine

A RARE INTERVIEW WITH  
**AXEL STEEL**

WORLD EXCLUSIVE!

# GUITAR HERO II™

INSTRUCTIONS



BE A GUITAR HERO  
WINNERS REVEALED!

**CLIVE WINSTON**  
RETROSPECTIVE

LETTERS | MAIN MENU



**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: D 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.





**01** GUITAR  
HERO II  
INTRODUCTION

**CONTENTS**

**02 | GETTING STARTED**

**03 | CONTROLS**

**06 | THE EDITOR**

**08 | MAIN MENU**

**10 | HOW TO ROCK**

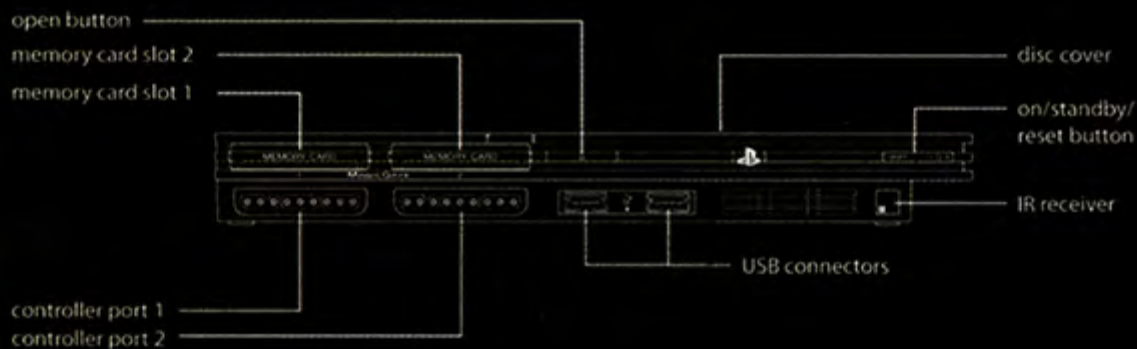
**14 | Q&A WITH AXEL STEEL**

**16 | CLIVE WINSTON RETROSPECTIVE**

**17 | BE A GUITAR HERO II WINNER**

**18 | CREDITS**

# GETTING STARTED



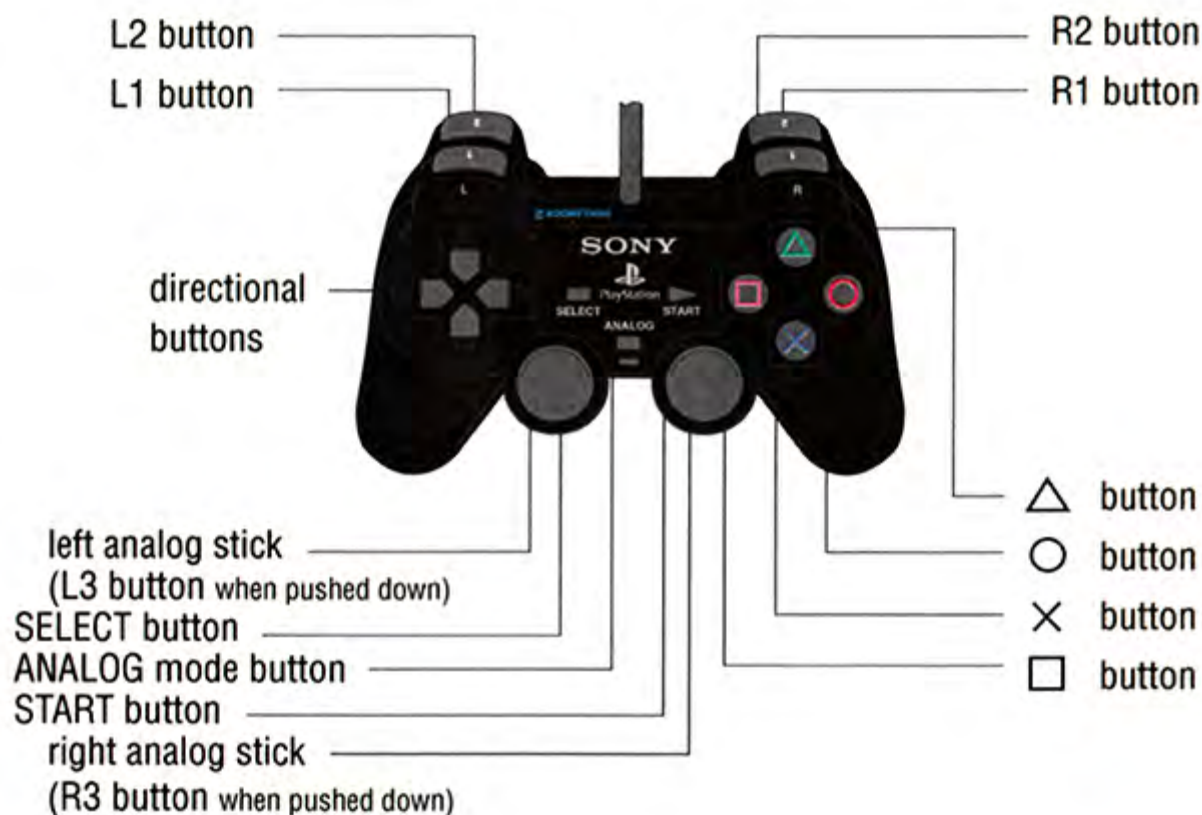
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the (Guitar Hero II) disc with the label side facing up in the disc holder, and then close the disc cover. 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.

# Controls

## DUALSHOCK<sup>2</sup> ANALOG CONTROLLER CONFIGURATIONS



directional buttons Press Up to activate Star Power  
left analog stick Move it up to activate the Whammy Bar

R1	Yellow Note
R2	Blue Note
L1	Red Note
L2	Green Note
X	Orange Note/ Confirm
△	Cancel
START	Confirm / Pause
SELECT	Activate Star Power

&gt;&gt;PLEASE READ BEFORE PLAYING&lt;&lt;

**Please Read the Following Before Using the Guitar Hero SG Controller.**

**WARNING:** If you have heart, respiratory, or other physical impairments that limit your physical activity, DO NOT use the Guitar Hero SG Controller. If you have any doubts, consult with a physician before using the Guitar Hero SG Controller.

- The Guitar Hero SG Controller must be used with care to avoid injury. RedOctane will not be liable from injuries resulting from improper use of the Guitar Hero SG Controller.
- The Guitar Hero SG Controller is for indoor use only and should be kept away from open flames or other heat sources.
- Do not leave the Guitar Hero SG Controller in a dusty or humid place.
- Small children should be monitored at all times when using the Guitar Hero SG Controller.
- The cord for the Guitar Hero SG Controller should be neatly stowed to avoid tripping anyone.
- Do not modify or disassemble the Guitar Hero SG Controller under any circumstances.
- When not in use, make sure the Guitar Hero SG Controller is removed from playing area and properly stored.
- Excessive use of the Whammy Bar can cause it to break.
- Never get the Guitar Hero SG Controller wet.
- Never stand on the Guitar Hero SG Controller.
- Use a dry cloth to clean the Guitar Hero SG Controller, never use chemicals to clean the product.

The Guitar Hero SG controller is designed specifically for the Guitar Hero game. It does not contain all of the functionality of the standard DUALSHOCK®2 Analog Controller. If you find that you are unable to navigate out of a screen, try unplugging the Guitar Controller and inserting a standard controller to navigate to the game.



**THE GUITAR HERO SG CONTROLLER**

**START BUTTON**

CONFIRM / PAUSE

**SELECT BUTTON**

ACTIVATES STAR POWER

**GREEN FRET BUTTON**

ACTIVATES THE GREEN NOTE / CONFIRM

**RED FRET BUTTON**

ACTIVATES THE RED NOTE / CANCEL

**YELLOW FRET BUTTON**

ACTIVATES THE YELLOW NOTE

**BLUE FRET BUTTON**

ACTIVATES THE BLUE NOTE

**ORANGE FRET BUTTON**

ACTIVATES THE ORANGE NOTE

**Strum Bar:** Press the Strum Bar UP or DOWN to activate the Fret Button(s) you have pressed. To navigate in menus press the Strum Bar UP or DOWN.

**Whammy Bar:** Press in and out on Long Notes to add your own style to each song.

**Tilt Sensor:** Tilt the Guitar Hero SG Controller up to activate Star Power.

# LETTERS TO THE EDITOR

IF IT DOESN'T ROCK  
THEN IT DOESN'T GET PRINTED!



Rock on Brothers and Sisters!

Welcome to premiere issue of Guitar Hero Magazine. Inside you'll find everything you need to know about Guitar Hero II. Instructions, tips, interviews... it's all here and in your face.

\* Last issue's article about Izzy Sparks was awesome! What was it like trying to interview him?

- Albert C, Bayside, California

\* You guys suck! I wrote in about 500 times and you guys still didn't put the song I requested in the game!

- Tony M, Miami, Florida

Needless to say, following Izzy around town was quite an ordeal. Between the parties, the break-in at the zoo, the pharmacy, the wax museum, the hospital and the parties again, it left our interviewer with severe exhaustion, dehydration, and a bizarre rash.

We didn't? I thought we did... huh... my bad. ♀

\* Have you guys ever met the Grim Ripper? And if you have, what's he like?

- Justin G, Chicago, Illinois

You don't meet the Grim Ripper... he meets you.

\* Your magazine talks a lot about rock. What is rock?

Philip F, New York, New York

Rock is a SAVAGE ANIMAL!!!







# MAIN MENU

## Career

Live the life of a true rock star! In Career mode you unlock new songs and new venues, and also earn cash that you can use to buy additional songs, characters, guitars, guitar finishes, equipment, and other items in the store!

### Character Select Screen

Pick your axe-wielding hero from this screen! Each rocker has a unique set of moves.

### Guitar and Guitar Finish Select Screens

Which guitar are you going to use to shred up the stage? Purchase different guitars and guitar finishes in the store.

### Career Status Screen

From this screen you can see your overall career status, change your character, change your guitar, or buy gear.

## Store

Time to spend the cash you earned with your blood, sweat and tears. Inside the Store you can buy new songs, new guitars, new guitar finishes, bonus videos and even new characters.

## Quick Play

Jump right in and start shredding! In Quick Play you're free to play any song you've currently earned or unlocked.





## Multiplayer

Get ready for dueling axes of distortion! In the Multiplayer mode there are three different ways to play:

**Face-Off:** Two players compete against each other while alternating play on the same note chart. Each player can adjust the difficulty to fit their skill level.

**Cooperative:** Two players work together to make it through a song and get the highest score possible! In this mode one player plays the lead guitar and the other player either plays the rhythm guitar or bass guitar. Each player can adjust the difficulty to fit their skill level.

If you want to succeed in cooperative mode you really need to work as a team. You share a rock meter with your co-player, and to activate star power you'll both need to tilt your Guitar Hero SG Controller at the same time. Unlike the other multiplayer modes, in this mode you can fail a song!

**Pro Face-Off:** This is the ultimate duel for guitar champions. Two players battle it out playing the same note chart at the same time on the same difficulty level. Finish any Career level to unlock this mode.



## Training

Kick out the jams like you mean it. Guitar Hero II offers two forms of training:

**Tutorials:** These interactive tutorials teach you everything you need to know about Guitar Hero II and are highly recommended for both beginners and experienced players.

**Practice:** You can take any song in the game that you've currently played and can practice any part of it. You can choose to play the song at the normal setting, or you can slow the song down to really help you out.

## Options Menu

Tune your settings here. You can access many of these options from the in-game pause menu as well as from the main screen.

**Audio Settings:** Change the volume of the band (background music in game), guitar (the part you're playing in game) and sound FX (crowd volume, background noises) in the game. You can also turn Stereo Sound on and off.

**Video Settings:**

**Lefty Flip (Player 1 and Player 2):** Flips the note locations around on the screen for players that like to hold to controller in their left hand.

**Widescreen Display:** Adjusts the picture to fit widescreen televisions.

**Progressive Scan:** If your television supports progressive scan (and you have the correct component cables), you can turn progressive mode on using this option.

**Calibrate Lag:** Some televisions have an audio visual lag that can make it difficult to play the game. Use this screen to calibrate your television's lag.

**Manage Bands:** Delete or rename the bands you've created.

**Data Settings:** Save your game progress, load a game from the memory card, or turn auto save on or off.

**Bonus Videos:** Watch the bonus videos you've purchased in The Store.

**Credits:** Check out all the hard-workin' people who helped make this game possible! 



**JOIN US**

[WWW.BEAGUITARHERO.COM](http://WWW.BEAGUITARHERO.COM)

**You NEED to see a show at the newly renovated RedOctane!  
This piece of rock history is back and ready to  
entertain a whole new generation of rock fans.**

**2 FOR 1 SUNDAYS  
ARE BACK!**

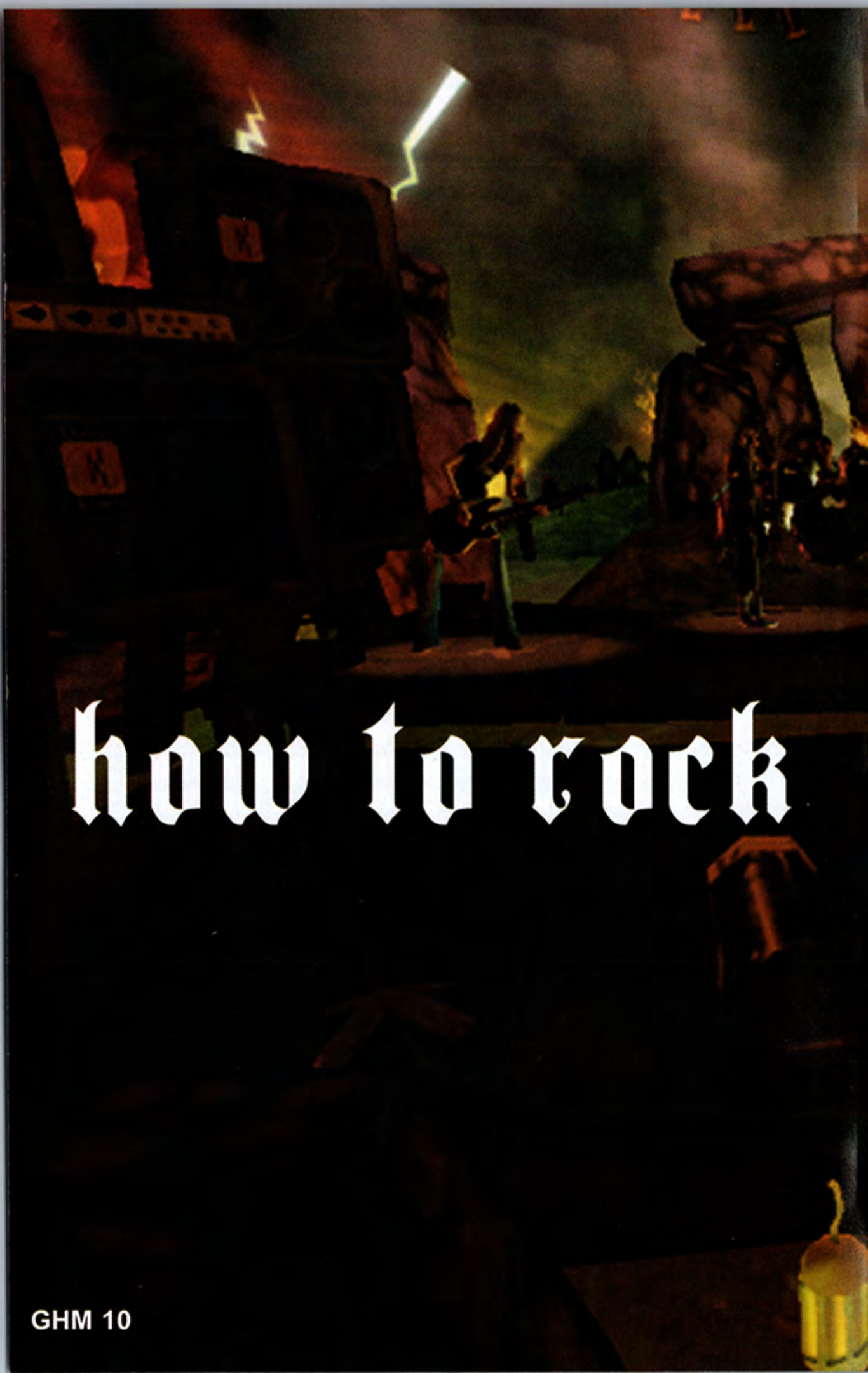
**Don't miss upcoming shows by:**

**Guitar Slayer- Xavier Stone  
Rock Goddess- Pandora  
Punk Legend- Johnny Napalm**

**....And a deadly special  
performance by the  
Grim Ripper himself!**



**REDOCTANE**  
BROOKLYN, NY



# how to rock



## NAMING YOUR PROFILE

Coming up with a cool band name is as important as deciding which post-concert party you're going to crash. This band name will serve as the name of your Guitar Hero II Profile. You can edit this name later in "Manage Band" located in the Options Menu.



Guitar Hero II's gameplay consists of pressing the Fret Buttons and strumming on the Strum Bar UP or DOWN in sync to the notes that are scrolling toward you on screen.

#### **Basic Notes:**

1. Hold the Fret Button that corresponds to the note on the screen.
2. Strum on the Strum Bar UP or DOWN to play the note. (note: If you see a string of the same notes you don't have to release the corresponding Fret Button for each note, You can keep it held down.)

#### **Long Notes (otherwise known as Sustains):**

1. Hold the Fret Button down
2. Strum
3. Keep the Fret Button down until the whole note has played.

#### **Chords:**

Chords are two or more notes played at the same time. These can come in the form of Basic Notes and Long Notes.

## the whammy bar

Press the Whammy Bar in and out on Long Notes to add your own style to each song. You'll notice that when you are playing Long Notes, the sound of the note will actually change and bend to reflect how much you're pressing on the Whammy Bar.

## the rock meter

The Rock Meter is the ultimate gauge for how much you're rocking in the game. This meter has four settings.

**Green:** Duuuude! There is no stopping you! You're hitting just about every note thrown at you.

**Yellow:** Keep on keepin' on! You're putting on an 'ok' show. The crowd likes your moves...but they're not scrambling to make a bootleg of your performance.

**Red:** Lame! At this rate you'll be lucky if you can get anyone to help you load your gear into the van after the show.

**Flashing Red:** Ouch! You're moments away from failing the song unless you get your act together. Keep this up and you'll be booted off stage and escorted from the venue.

## the score meter

Every note you hit scores you points. If you can nail a series of notes perfectly then you'll receive a handy 'Score Multiplier' which is 2-4X the value of each note you hit. Mess up and your score multiplier vanishes.

## the star power meter

Nothing blows an audience away like Star Power. Fill this meter up and you can unleash all the glory of Star Power and achieve scores you never thought possible. Star Power automatically doubles any score multiplier you currently have.

(The Star Power Meter needs to be at least half-full for Star Power to be available to use it.)

## difficulty settings

The first thing every budding rock star has to decide is what difficulty they'd like to play the game.

**Easy:** The perfect setting for beginner players. This difficulty setting only utilizes three fret buttons - the green, red, and yellow.

\* Note: Easy Difficulty does not give you access to the store.

**Medium:** This difficulty setting brings notes a little faster and utilizes four fret buttons- the green, red, yellow, and blue.

**Hard:** All five fret buttons are used, and some advanced skills are needed if you expect to rule in this difficulty setting.

**Expert:** This setting separates the champs from the chumps! This insane difficulty will have you frantically using all five fret buttons and pulling off lots of different chords.



“Expert: This setting separates the champs from the chumps!”

## song results screen

The whole music industry reads 'The Daily Dose' newspaper...from this screen you can check out your latest performance!

**Grade:** The scale goes from up to 5 Stars, with 5 being the best. Higher grade scores earn you more cash to spend in the store in Career mode.

**Score:** This is the overall score you received on your song.

**Note Streak:** Find out how long you went without making a mistake and missing a note.

**Notes Hit:** This tells you the percentage of notes you hit in the song.

(If that wasn't enough data for you... there's even more stats available by clicking on the 'More Stats' option) 🍷



## HOW DO I GET STAR POWER?!



Gain Star Power by nailing a series of star-shaped notes that glow. You have to nail the entire group, otherwise you're out of luck. You can gain even MORE Star Power by using the Whammy Bar on long Star Power notes. Press the Whammy Bar a bunch to get the most of those long Star Power Notes.

Once your Star Power Meter is at least half-full it'll flash and that means you're ready to tilt your Guitar Hero SG Controller! To tilt, hold the Guitar Hero SG Controller straight up! Once Star Power is activated you can lower your Guitar Hero SG Controller back down and continue jamming. Star Power will stay activated until the Star Power meter runs out.

(In no position to tilt the controller up? You can activate Star Power by pressing the SELECT button.)



Askin' Q's and Kickin' A's With

# AXEL STEEL

An exclusive interview with Guitar Hero II's metal monster

We had a chance to sit down with hard-rocking Axel Steel, one of the stars of Guitar Hero II and ask him a bunch of questions! We were able to meet up with Axel at an all-night diner after one of his shows.

**GH Magazine:** Thanks for taking the time to do this; I know how busy you are.

**Axel Steel:** No problem, the smells from that tour bus were starting to get to me.

**GHM:** What kind of music are you listening to now?

**AS:** There's this new type of metal out of Norway which, like takes metal and smothers it with a gooey layer of more metal, sprinkles it with bits of metal with and roasts it on an open fire until it's cooked all the way through.

**GHM:** Sweet. So when did you first pick up a guitar?

**AS:** I can't remember the exact age, but I was young. I remember seeing this rock band play down the road. They were so loud, they had so many chicks, and they wore so much denim that I was instantly hooked.

**GHM:** When's your new album coming out?


**AS:** Well, we decided to do things a bit different this time. We had the cover art done first, and now we're going back and writing songs based on it... it's going slower than we thought it would.

**GHM:** So what's the album cover look like?

**AS:** It involves a snake somehow holding a machine gun... and he's shooting all these monsters, but the monsters are like smiling...like they like it... yeaahhhh!

At that point in the interview Axel saw his tour bus taking off down the street and he took off chasing after it. ♪





"They were so loud,  
they had so many chicks,  
they wore so much denim  
that I was instantly hooked."

# CLIVE WINSTON

Few rock stars have led a life as diverse as Clive Winston. He's one of the shining stars of Guitar Hero II and just a glimpse at his accomplishments and you'll know why.

At the age of 17, Clive left his boarding school in the middle of the night and formed his first band in London.

Broke big with his first single "Everyone is Everyone's Acquaintance"

Put out a string of #1 albums and toured the world to sold-out venues.

Organized "Sideburn Aid", a charity concert for people unable to grow even sideburns.

Tired of trying to find the secrets of the Far East, Clive took off in search of the mystical secrets of the Midwest. He gave up outside of Toledo, Ohio.

After a brief hiatus, Clive returned with his hit "Clive Alive" album and tour.

Once played 12 different solos on 12 guitars simultaneously in front of the Queen of England.

Most recently released a hugely successful rock opera based on the game air hockey. 🏒

# be a GUITAR HERO

## CONTEST WINNERS



# THE LAST VEGAS

[www.thelastvegas.com](http://www.thelastvegas.com)

The Last Vegas execute a melodic 70's, energetic rock steeped heavily in a guitar driven base with a garage rock style, paying homage to the sleazy underbelly of punk rock, while unapologetically mixing in heavy doses of hard rock.

Check out the winning song, "Raw Dog" in the game and in their album, "Seal The Deal"!



**'SEAL THE DEAL'**  
CD/LP Out Now!

[www.beaguitarhero.com](http://www.beaguitarhero.com)

GHM 17

## GUITAR HERO II SONG CREDITS:

"LAST CHILD" Written by Tyler Whittford © 1977 Music of Stage Three (BMI) ALL RIGHTS RESERVED. USED BY PERMISSION I "PSYCHOBILLY FREAKOUT" Written by James C Heath, Published by Horton House Enterprises / BMI ALL RIGHTS RESERVED. USED BY PERMISSION I "SHOUT AT THE DEVIL" Written by Nikki Sixx (c) 1993 WB MUSIC CORP. (ASCAP), MARS MOUNTAIN MUSIC (ASCAP), SIXX GUNNER MUSIC (ASCAP) AND TOMMYLAND MUSIC (ASCAP) ALL RIGHTS ON BEHALF OF ITSELF, MARS MOUNTAIN MUSIC AND SIXX GUNNER MUSIC ADMINISTERED BY WB MUSIC CORP. ALL RIGHTS RESERVED. USED BY PERMISSION. I "JESSICA" Written by Forrest Richard Betts (c) 1973 (RENEWED) UNICHAPPELL MUSIC INC. (BMI) & FORREST RICHARD BETTS MUSIC (BMI) ALL RIGHTS ADMINISTERED BY UNICHAPPELL MUSIC INC. ALL RIGHTS RESERVED. USED BY PERMISSION. I "CRAZY ON YOU" Written by Ann Wilson, Nancy Wilson, Roger Fisher © Andorra Music. ASCAP. © 1976 Sony/ATV Tunes LLC (ASCAP) ALL RIGHTS RESERVED. USED BY PERMISSION I "MOTHER" Written by Glen Danzig © 1984 Sony/ATV Tunes LLC (ASCAP) ©/b/e American Del Tunes, Inc. ALL RIGHTS RESERVED. USED BY PERMISSION I "LAID TO REST" Written by David Blythe, Mark Morlan, Will Adler, John Cambell, Chris Adler © 2004 Sony/ATV Songs LLC (BMI) ©/b/e Subtle Arts of Publishing ALL RIGHTS RESERVED. USED BY PERMISSION I "YOU REALLY GOT ME" Written by Ray Davies © 1984 Sony/ATV Songs LLC (BMI) ©/b/e Jayboy Music Corp. ALL RIGHTS RESERVED. USED BY PERMISSION I "WAR PIGS" Words and Music by Frank Ianni, John Oshourne, William Ward and Terence Butler © Copyright 1979 (Renew) and 1974 (Renew) Westminster Music Ltd., London, England TRG - Essex Music International, Inc., New York, controls all publication rights for the U.S.A. and Canada International Copyright Secured. Made in U.S.A. All Rights Reserved Including Public Performance For Profit. Used by Permission I "JOHN THE FISHERMAN" Written by Chayval LaLonde, and Alexander (C&P) Primus 1990. Published by Sturgeon (BMI) Performed by Primus ALL RIGHTS RESERVED. USED BY PERMISSION I "BEAST AND THE HARLOT" By Matthew Sanders, James Sullivan, Brian Haner, Jr. and Zachary Baker (c) 2005 EMI APRIL MUSIC INC. AND DARKNESS COATS US PUBLISHING All Rights Controlled and Administered by EMI APRIL MUSIC INC. (ASCAP) All Rights Reserved. International Copyright Secured. Used by Permission. I "SURRENDER" By Rick Nielsen (c) 1978 SCREEN GEMS-EMI MUSIC INC. AND ADULT MUSIC All Rights Controlled and Administered by SCREEN GEMS-EMI MUSIC INC. (BMI) All Rights Reserved. International Copyright Secured. Used by Permission. I "MISIRLOU" By Nicholas Rowlands (c) 1981, Renewed 1988 EMI GROVE PARK MUSIC INC. (BMI) All Rights Reserved. International Copyright Secured. Used by Permission. I "MONKEY WRENCH" Written by David Greif, Nate Mendel, Greg Kullberg and Pat Smear (c) 1997 EMI VIRGIN SONGS, INC.; M.J. TWELVE MUSIC, FLYING EARFORM MUSIC, and Ruthansmar Music / Administered by Bug All Rights for M.J. TWELVE MUSIC and FLYING EARFORM MUSIC Controlled And Administered by EMI VIRGIN SONGS, INC. (BMI) All Rights Reserved. Used by Permission. International Copyright Secured. I "SEARCH AND DESTROY" By James Osterberg and James Williamson (c) 1973 EMI Music Publishing Ltd., Straff James Music and James Osterberg Music. All Rights for EMI Music Publishing Ltd. Controlled and Administered by Screen Gems-EMI Music Inc. All Rights Reserved. International Copyright Secured. Used by Permission. Published by JAMES OSTERBERG MUSIC (BMI) / Administered by Bug. I "STOP" Written by Jane's Addiction Performed by Jane's Addiction (c) 1990 BUBBLY ORANGE STUFF MUSIC, FJI HA Yee Back Music, Embryonic Music and Stephen Perkins Publishing Designee All rights for BUBBLY ORANGE STUFF MUSIC Controlled and Administered by EMI BLACKWOOD MUSIC INC. (BMI) © I F I Hit You Back Music, Embryonic Music And Swiztstick Music. All rights administered by Irving Music, Inc. (BMI) All Rights Reserved. International Copyright Secured. Used by Permission. Courtesy of Warner Bros. Records Inc. by arrangement with Warner Music Group Video Game Licensing (P) 1999 Warner Bros. Records Inc. I "CARRY ON WAYWARD SON" By Kerry Livgren (c)1976 EMI BLACKWOOD MUSIC INC./DON KIRSNER MUSIC, INC. All Rights Controlled and Administered by EMI BLACKWOOD MUSIC INC. All Rights Reserved. International Copyright Secured. Used by Permission. I "GIRLFRIEND" Words and Music by Matthew Sweet (c) 1991 EMI BLACKWOOD MUSIC INC. AND CHARM TRAP MUSIC INC. (BMI) All Rights Controlled and Administered by EMI BLACKWOOD MUSIC INC. All Rights Reserved. International Copyright Secured. Used by Permission. I "HANGAR 16" By Dave Mustaine (c) 1990 MUSTAINE MUSIC & THEORY MUSIC. Rights for MUSTAINE MUSIC Controlled and Administered by EMI BLACKWOOD MUSIC INC. (BMI) All Rights Reserved. International Copyright Secured. Used by Permission. I "HEART SHAPED BOX" By Kurt Cobain (c) 1993 EMI VIRGIN SONGS, INC./THE END OF MUSIC All Rights Controlled and Administered by EMI VIRGIN SONGS, INC. All Rights Reserved. International Copyright Secured. Used by Permission. I "TONIGHT I'M GONNA ROCK YOU TONIGHT" By Michael Mc Kean, Christopher Guest, Rob Reiner and Harry Shearer (c) 1980, 1984 EMI BRILLI MUSIC, INC. (ASCAP) All Rights Reserved. International Copyright Secured. Used by Permission. I "TRIPPIN' ON A HOLE IN A PAPER HEART" Music by E. Kretz, Words by S. Weiland (c) 1996 EMI VIRGIN MUSIC, INC. AND FLOATED MUSIC All Rights (excluding Print) Controlled and Administered by EMI VIRGIN MUSIC, INC. (ASCAP) ©/Millikongs. All rights administered by Universal Music Corp. (ASCAP). All Rights Reserved. International Copyright Secured. Used by Permission. I "MESSAGE IN A BOTTLE" Music and Lyrics by Sting (c) 1979 C.M. Sumner Administered by EMI Music Publishing Limited All Rights Reserved. International Copyright Secured. Used by Permission. I "TATTOOED LOVE BOYS" by Christie Nyde (c) 1986 EMI MUSIC PUBLISHING LTD. All Rights in the U.S. & Canada Controlled and Administered by EMI APRIL MUSIC INC. (ASCAP) All Rights Reserved. International Copyright Secured. Used by Permission. I "ROCK THIS TOWN" by Brian Setzer (c) 1981 EMI LONGITUDE MUSIC AND ROCKIN' BONES MUSIC All Rights for ROCKIN' BONES MUSIC Controlled and Administered by EMI LONGITUDE MUSIC (BMI) All Rights Reserved. International Copyright Secured. Used by Permission. I "CHERRY PIE" Words and Music by Joel Lane (c) 1990 EMI VIRGIN SONGS, INC., DICK DRAGON MUSIC All Rights Controlled and Administered by EMI VIRGIN SONGS, INC. (BMI) All Rights Reserved. International Copyright Secured. Used by Permission. I "SWEET CHILD 'O MINE" Written by W. Axl Rose, Saul Hudson, Michael McKagan, Jeffrey Labell, Steven Adler © 1987 Guns N' Roses Music (ASCAP) All Rights Reserved. Used by Permission, International Copyright Secured. I "INSTITUTIONALIZED" Written by Mike Muir and Louiche Mayorga Published by YOU'LL BE SORRY MUSIC, AMERICAN LESBION MUSIC AND BUG MUSIC (BMI) / Administered by Bug. I "WOMAN" Written by Myles Kerslett, Chris Ross and Andrew Slackdale Published by Wollmather P/L (BMI) Produced by D Serky. I "WHO WAS IN MY ROOM LAST NIGHT" Written by: Sullivan Surfes Publishing by Lillian Buggerevell (ASCAP) All Rights Reserved. Used by Permission. I "STRUTTER" Written by Paul Stanley, Gene Simmons ©/Havi Productions America, Inc., Cafe Americana And Gladwyn Music Publishing Corporation Administered by Universal / Polygram International Publishing, Inc. ASCAP All Rights Reserved. International Copyright Secured. Used by Permission. I "MADHOUSE" Written by Dan Spitz, Joseph Bellardini, Frank Bello, Charles Brando, Scott Ian Rosenfeld ©1985 Zomba Enterprises, Inc. (ASCAP)/NFP Music (ASCAP) All rights for the World on behalf of NFP Music (ASCAP) administered by Zomba Enterprises, Inc. (ASCAP). I "FREEBIRD" Written by Ronnie Van Zant, Allen Collins ©/Sons Of Universal, Inc. and Longitude Music Co. All rights administered by Songs of Universal, Inc. BMI All Rights Reserved. International Copyright Secured. Used by Permission. I "KILLING IN THE NAME OF" Written by T. Morella, Z. De La Rocha, T. Commerford, B. Wilk Courtesy of Wlan Publishing ©/b/e of Retribution Music All Rights Reserved. International Copyright Secured. Used by Permission. I "FREYA" Written by JD Cronise Courtesy of Bique of King Music All Rights Reserved. International Copyright Secured. Used by Permission. I "BAD REPUTATION" Written by Philip Parris Lynott, Brian Michael Downey, William Scott Graham © Pippin The Friendly Ranger Music Co. Ltd. All rights administered by Universal / Polygram International Publishing, Inc. ASCAP All Rights Reserved. International Copyright Secured. Used by Permission. I "THEM BONES" Written by Jerry Cantrell Published by Budnagget Publishing, Philombt Music, Jack Lord Music and Lungstam Music. All Rights Reserved. International Copyright Secured. Used by Permission. I "YYZ" Written by Getty Lee and Neil Peart © 1981 Core Music. All Rights Reserved. International Copyright Secured. Used by Permission. I "CAN'T YOU HEAR ME KNOCKIN'" Written by M. Jagger & K.Richards Published by Adco Music, Inc. All Rights Reserved. International Copyright Secured. Used by Permission. I "CARRY ME HOME" By Chris Cheney, Scott Owen and Travis Demsey (c) 2001 EMI APRIL MUSIC INC. AND THE LIVING END PTY LTD. All Rights Reserved and Administered by EMI APRIL MUSIC INC. (ASCAP) All Rights Reserved. International Copyright Secured. Used by Permission. I "COLLUDE" (Adam Butler (BMI) and Keith Smith (BMI)) © 2006 Anarchy Club (BMI) All Rights Reserved. Used by Permission Performed by Anarchy Club. I "ELEPHANT BONES" (C. Dppet - J, Page Future Jenk ASCAP) © 2006 Stardust Records All Rights Reserved. Used by Permission. Performed by That Handsome Devil Vocals: Christian Ogel Guitars: Martin Rodriguez Background Vocals: Neko Takamets All Other Instrumentation: Jeremy Page Production: Jeremy Page. I "FTK" (Helen McWilliams) © 2006 VAGIANT All Rights Reserved. Used by Permission. Performed by VAGIANT Guitars, Lead Vocals: Helen "The Hellion" McWilliams Guitars, Vocals: Elena Siegmans Bass: Leanne Williams Drums: Lauren "LoWreck" Recchia Guest Guitars: Christian Wissmuller Guest Bass, Guitar: Daniel Sussman I "LAUGHTRACK" (C. Wissmuller (BMI), D. Sussman (BMI)) © 2006 The Acro-brate (BMI) All Rights Reserved. Used by Permission. Performed by The Acro-brate Guitars, Lead Vocals: Christian Wissmuller Guitars, Vocals: Daniel Sussman Bass: Michael "Swild" Swiderek Drums: Eliaba Sussman I "LESS TALK, MORE ROCK" (K. Crocker (BMI) / J. Gamache (BMI)) © 2006 Freeze2000 All Rights Reserved. Used by Permission. Performed by Freeze2000. I "MR. FIX IT" (Kendall, Burgess, Hanlon, Williams) © 1999 Time Bomb Recordings Published by Mr. Fix It Publishing Performed by The Amazing Crowns Guitars: Greg Burgess String Bass: Jack Hanlon Drums: Judd Williams Vocals: Jason "King" Kendall I "ONE FOR THE ROAD" (J. Allen, D. Rony) © 2006 Artillery All Rights Reserved. Used by Permission. Performed by Artillery Guitars, Vocals: Dan Rony Bass: Jason O' Duinn Drums: Jeff Allen I "PARASITE" (David Minehan (BMI)) © 2006 Minimum Music (BMI) All Rights Reserved. Used by Permission. Performed by The Neighborhoods 2006 Lead Vocals: Guitars: David Minehan Bass: Lee Harrington Drums: Backing Vocals: John Lynch I "PUSH PUSH" (Alex Neveches, Bryn Bennell, Dave Riley, Maclaine Diemer, Andy Dole) © 2006 Bang Camaro All Rights Reserved. Used by Permission. Performed by Bang Camaro Lead Guitars: Alex Neveches, Bryn Bennell, Maclaine Diemer Duffin Guitars Solo: John BrneWhouse Bass: Dave Riley Drums: Dylan Halacy Lead Vocals: Nick Diven, Keith Wales, Max Heinegg, Richie Hoss, Mike McKay, Jared Marsh, Graeme Hall, Rod Eymael, Robb Waters, Glen Fant, James Fant, Stu, Keith Smith, Jake, Ian Kennedy, Chris Pappas, Joe Seiders, Eli Scheer, Thom Moran, Christal, Nate Wallis, Dave Nagent, Maigan Brown, Maclaine Diemer, I "RADIUM EYES" (Peter Moore) © 2006 PineApplePond Publishing (ASCAP) All Rights Reserved. Used by Permission. Performed by Count Zero Vocals, Guitar: Peter Moore Banjo, Trombone: Peter Moore Guitars: Will Regane Bass: Izz Maxwell Drums: Eric Paul Keyboards: Joel Simches I "RED LOTTERY" (J. Lyons, D. Matheson, R. Lesser, J. Kendall) © 2008 Mezzos All Rights Reserved. Used by Permission. Performed by Mezzos Bass: Paul Lyons Drums: Dare Matheson Guitars: Ryan Lesser Vocals: Jason Kendall I "SOY BOMB" (Dan Schmidt) © 2006 Zero Down Entertainment, LLC. All Rights Reserved. Used by Permission. Performed by Ronast Bob and the Factory-to-Dealer Incentive: Drums: Bill Fessler Bass: Greg Huang Guitars: Chris Nigopoulos, Dan Schmidt. I "TROGDOR" Written and performed by the Brothers Chap and Y.O.U All Rights Reserved. Used by Permission. Vocals: Strong Bad I "YES WE CAN" (Jan Laper, Dare Matheson, Rebecca Mitchell, Jeff Schneider) © 2006 Made In Mexico (BMI) All Rights Reserved. Used by Permission Performed by Made In Mexico Vocals: Rebecca Mitchell Guitars: Jeff Schneider Bass: Jon Laper Drums: Dare Matheson I "THUNDERHORSE" Vocals: Nathan Exgleston Lead Guitar: Skwisgaar Skwisgaar Rhythm guitar (harmonies): Tuay Warfooth BASS: William MacGertrude Drums: Pixies written and played by Brendon Small ADULT SWIM, the logo (METALOGALYPSE, it used), and all related characters and elements are TM & © 2006 Cartoon Network. All rights reserved. A Time Warner Company. I "THE LIGHT THAT BLINDS" (Brian Fair, Matthew Bachand, Jonathan Donais, Paul Romanko, Jason Bittner) © 2004 In Your Pocket Publishing (SESAC) (p) 2006 Century Media Records All Rights Reserved. Used by Permission. Performed by Shadows Fall Vocals Brian Fair Guitar, Vocals Matthew Bachand Lead Guitar, Vocals Jonathan Donais Bass Paul Romanko Drums Jason Bittner I "FALL OF PANGAEA" Valient Thorr (B. Powell, H. Aernakthy, J. Aytward, T. Wolf, M. Maxwell ASCAP) from the album Legend of The World 2006 Volcom Entertainment Guitars: Dale Thorr & Eilan Thorr Vocals: Valient Hillsall Drums: Lucian Thorr Bass: Nitewolf I "GEMINI" Copyright 2004 Redman Music All right reserved used by permission. All Guitars: Brian Kahaneck Drums: Dustin Cunningham Bass: Chris Golden Produced by Brian Kahaneck I "RAW DOG" (Arline / Water / Arline) © 2006 More Rock Than a Crackhouse music. BMI All rights reserved. Used by permission. Performed by The Last Vegas Chad Cherry - Vocals John Watar - Guitar Nathan Aitkin - Drums Anthony Rubino - Bass Adam Arling - Guitar I "THE NEW BLACK" (Jordan Buckley, Keith Buckley, Michael Novack Jr., Andrew Williams) © 2006 Farret Music Publishing ©/b/e Ram Island Songs (ASCAP) © 2006 Farret Music, LLC All Rights Reserved. Used by Permission. Performed by Every Time I Die Vocals: Keith Buckley Drums: Michael Novack Jr. Guitar: Jordan Buckley Guitars: Andy Williams Bass: Kevin Falk I "ARTERIAL BLACK" WRITTEN AND PERFORMED BY ORIST AND MARCUS HENDERSON 2006 ORIST MUSIC ASCAP GUITARS: MARCUS HENDERSON VOCALS: TYSON YEN DRUMS: KYLE FRIEZE BASS: DAVE PEARL I "SIX" Written by Philo Labonte, Oli Herbert, Mike Marlin, Jeanne Sagan (all writers SESAC) Published by 800-Pound Gorilla Music (SESAC), administered by Paper Jam Music, Inc. (SESAC) (p) 2006 Razor & Tie Direct, LLC All Rights Reserved. Used by permission Phil Labonte -Vocals Mike Marlin - Guitars Oli Herbert - Guitars Shannon Lucas - Drums Jeanne Sagan - Bass I "JORDAN" Performed by Buckhead Written by Buckhead (c) 2006 Katella Music (BMI) I "The X-Stream" written and performed by Volvold (D'Amour, Langevin, ReAngier, Kewsted) From the album Katell available on The End Records, Nuclear Blast and JVC Records.

## HARMONIX MUSIC SYSTEMS, INC. CREDITS

### PROJECT MANAGEMENT

Project Lead Daniel Sussman  
Producers Elena Siegman, Tracy Rosemihal-Newsom  
Associate Producer Helen McWilliams

### PROGRAMMERS

Programming Lead & Character System James Fleming  
Engine Lead Eric Malafeev  
Asst. Programming Lead & Game Systems Elhan Fera  
Venue System Dan Ogles  
Game Shell Christine Legge Barrett, Yang Yang  
Beatmatch System Dan Schmidt  
Milo Jeff Somers  
Build System Marc Flary  
Additional Programming Dan Brakelsy, Matthew Moss

### AUDIO

Audio Lead Eric Brosius  
Sound Designers Izzy Maxwell, Jeff Allen, Devon Newsom, Peter Moore, Sachl Sato  
Tutorial Voice-over Jason Kendall

### DESIGN

Game Designer Chris Canfield  
Copywriters Helen McWilliams, Terri Brosius, Christian Wissmuller

### ARTISTS

Art Lead Dore Matheson  
Venue Lead Peter A. MacDonald  
Character Lead Matt Gilpin  
Art AP Jason Kendall  
Concept Artists Jennifer Hrabala Lesser, Matt Gilpin, Adolph Wong, Matt Perlot, Paul Lyons, Matt Moore, Steven Kimura, Peter A. MacDonald, Reiko Murakami, Aaron DeMuth, Adolph Wineg

### Character Tech

Character Animation Christopher Harpellus, Kelly Scott, Jeff Carroll, Reiko Murakami

Venue Modeling Peter A. MacDonald, Steven Kimura, Matt Perlot, Matt Moore

Venue Lighting Matt Moore, Gayle Robertson

FX David Baghdad, Brian Gibson

Game Shell Joe Kowalski

Cinematographer Aaron DeMuth

Track/HUD Elliot Clapp, Brian Gibson, Matt Perlot

Lip Sync Noah Berkeley, Reiko Murakami

Media Intern/HMX Video Editor Todd Robertson

Additional Artists Kevin McGinnis, Leanna Williams

Character Modeling Liquid Development, RedOctane Technologies, Andrew Hickenbottom

Guitar Models Liquid Development, Jason Kendall, Matt Gilpin

Intro Cutscene Ghostmix Studios, Steve Wilson, Arr. Slabovavitskus

### TECHNICAL ART

Senior Tech Artist Jason Warburg

Tech Artists Jason Booth, Sean Baptiste

Tech Art Intern Will Miller

### QUALITY ASSURANCE TESTING

QA Manager Luke Jacobs

QA Coordinator Bill Cook

Testers Arthur "M-Cue" Inasi, Keith "Anarkith" Smith, Rob Stott, Dan Meretky, Tim "Destroyer of Worlds" Cook, Alex Rossi, Boston Livingstone

### POSTER ARTISTS

Data Dialog Shepard Fairley

Main Screen DWIII

Career Difficulty Select DWIII

Career Home James Quigley

End Game Screen James Quigley

Quickplay Difficulty Select Little Friends of Printmaking

Co-op Part Select Steven Kimura

Multiplayer Difficulty Select Brian Ralph

Multiplayer Mode Select Jeremy Wabiszcrewicz

Training Select Jon Corace

Tutorial Select Jay Ryan

Practice Part Select Steven Kimura

Practice Difficulty Select Matt Perlot

Practice Section Select John Dee

Practice Speed Select Jeremy Fish

Options Jesse Letkowitz

Audio Settings Aaron DeMuth

Video Settings Dore Matheson

Calibrate Lag Shawn Witt

Data Settings Mark Dancyey

Video Select Paul Lyons

### HARMONIX MANAGEMENT

CEO/President Alex Rigopoulos

CTO Eran Egory

EVP & COO Mike Dornbrook

VP Product Development Greg LoPiccolo

VP Business Development Joe Brisbois

Creative Director Josh "Robotkid" Randall

Art Director Ryan Lesser

Audio Director Kaxxon Crooker

### SUPPORT

Seneschal Kris Fell  
IT Manager Greg Rich  
IT Intern Chris Welch  
Librarian/Administrative Assistant Heather Wilson  
Administrative Assistant/Music Jim "Jimster" McKenna  
The Interns Keith Emmenauer, Adrian Rigopoulos, Kevin Chudyk  
Accounting Services Melonie Newman

Special Thanks To The entire HMX crew, our awesome focus testers, Gene Landy, John Lanza, Candy Nguyen, Skamus Blackley, Jeff Light, Tien-Yi Lee, Line6, 1369 Collee House, Woolly Mammoth Studios, whoever invented throwing bars, Avril Lavigne and especially Leif Barrett.

Developed by Harmonix Music Systems.  
Protected by US Patent number 6,429,863.

## WAVEGROUP SOUND CREDITS

Music/Vocals Recorded & Produced at WaveGroup Sound (Fremont, CA; San Francisco, CA)  
Additional Music Recorded and Produced by Lance Taber (Sacramento, CA)  
Additional Music Recorded and Produced by Lyle Workman (Glendale, CA)

Lead Music Producer and Mixer Will Littlejohn  
Additional Mixing Nick Gallant  
Additional Production Services Scott Dugdale, Bill Frank, Nick Gallant, Lance Taber, David Dees Urrutia

Guitar Nick Gallant, Marcus Henderson, Lance Taber, Lyle Workman

Bass Darryl C. Anders, Nick Gallant, Will Littlejohn, Lyle Workman

Drums, Percussion Scott Dugdale, Joel Taylor, Mike Urbano

Keyboards, Piano, Organ Scott Dugdale

Sax Melecio Magdaluyo

Vocalists Leslie Barton, Lindsay Bauer, Brad Brooks, Dunning Butler, Moore Dickason, Scott Dugdale, Rich Elkertoo, Bill Frank, Nick Gallant, Marcus Henderson, Kid Beyond, Mark David Lee, Will Littlejohn, Brooks Lundy, Kimberly A. Nieve, Chris Perry, Andrew Rathwell, Casey Sealund, Danny Shorago, Ray J. Seltzer, David Dees Urrutia, Austin Willany

Engineers Scott Dugdale, Bill Frank, Nick Gallant, Mark David Lee, Will Littlejohn, Sue Peinulder, Lance Taber, David Dees Urrutia, Lyle Workman

Assistant Engineers Lindsay Bauer, Kimberly A. Nieve, Ray J. Seltzer

Programming Scott Dugdale

Casting Leslie Barton

## RedOctane Credits

### Software Production

**Executive Producer** John Tam  
**Associate Producer** Ted Lange  
**Rock-sultant** Marcus Henderson

**QA Lead** Daniyal Garcia  
**QA Analysts** Jordan Dodge, Mark Johnson, Raul Renteria, Casimiro Agustin, Amanda Amezcua, Barry Jackson, and James Hui

### Publishing

**VP of Marketing** Stacey Hirata  
**Brand Manager** Corey Fong  
**Licensing Associate** Chris Larkin  
**Marketing Assistant** Kylie Reschsteiner

**Sr. PR Specialist** Bryan Lam

**Creative Services Manager** Mike Doan  
**Graphic Designer** Molly Bun

**President** Kai Huang  
**Head of Publishing** Dusty Welch  
**COO** Charles Huang  
**Controller** Richard Santiago  
**Accounting** Tina Xu  
**Logistics Manager** Candy Lu  
**Logistics Specialist** Scott Yang

### The rest at RedOctane, specifically:

Jamie Yang, Kathryn Fernandez, Hana Kakinami, Trina Kratz, Lee Guinhard, Steve Withers, Jack McCauley, Henry Okamoto, Michael Pan, Michael Nguyen, Pally Simonelli, Dean Ku, James Doolwin, J.J. Pan, Kelly Sumner, Chris Deering, Dave Noble, Gerry Tucker, and Swami Venkat.

### All of the folks at Activision corporate, specifically:

Mike Griffith, Ron Doornick, Thomas Tippel, Brian Kelly, Bobby Kotick, Robin Kaminsky, Maria Stipp, Steve Young, Josh Tawb, Laura Hoegler, Jennifer Sullivan, Wade Pottinger, Sean Drexelmer, Dan Schaller, Molly Hinchey, George Rose, Greg Deutsch, Mary Tuck, Kap Kang, Dani Kim, Dave Anderson, Justin Berenbaum, Tina Kwon, Susan Rude, John Dillulio, Ami Sheth, Maryanna Lalait, Michelle Schroder, Chris Wilson, Steve Rosenthal, Justin Bennett, Jamie Bates, Phil Terzian, Jay Komar, Neil Armstrong, Peter Oey, Steve Woreb, Todd Szalla, Nikunj Datal, Activision APAC and Activision Europe.

### Music Consulting and Licensing by Eckhardt Consulting Inc

#### Reverb Communications inc

**VP of Business Development** Doug Kennedy  
**VP of Public Relations** Tracie Snitker  
**Retail Sales** Matt Krumwilde  
**Account Director** Matt Moss  
**Account Director** Mike Zildjian

#### Our wonderful "in game" Partners:

Gibson USA, and specifically Henry Juszkiewicz, David Berryman, Jim Rosenberg, Rob Senn, Caroline Galloway, Katey Twombly, Kayin Phillips, Jason Sanders, Eric Marlow, Cara Hogan, Alex Madrid, Don Piltz, Ellen Canas, Jon Grimson and Deborah Orsland

Ernie Ball and specifically Sterling Ball, Brian Ball, Casey Ball, and Dudley Gimpel  
Classical Musical Instruments and specifically Rob Olsen, and Tom Beletti

Mesa Boogie Ltd and specifically Randall Smith, and Doug West  
U.S. Music Corp. and specifically Kevin Lello, and Doug Reynolds  
Orange and specifically Jason Green, and Graham Gulden  
Krank and specifically Marlin Chan, Jody Dankberg, and Pat Flanagan  
VHT and specifically Marcus Schefer, and Steve Fryella  
Line 6 and specifically Erik Tarkkainen, Marcos Ryle, Krista Gariano Shue, and Ethan Tufts

Boss U.S. and specifically Paul Youngblood, Oclavio Padilla, and Tara Callahan  
Drum Workshop and specifically Scott Dennell  
Avedis Zildjian Co. and specifically Craigie Zildjian, John Sorenson, Brad Baker, and Annette R. Maccaust

Vans and specifically Kurt Solo and Doug Palladini  
Guitar Center and specifically Marty Albersson and Andy Meyneman  
EMC and specifically Jack Nau, and Scott Ferrara  
Consolidated Skateboards and specifically Leticia Ruano

#### An "Industry" Thanks to:

Kimi Malsoraki, Jessica Chobot, Tommy Tallarico, Ryan Higa, Daryle Tumacóder, James Guirao, Sandle Fitzgerald, Ricardo Torres, Ryan Davis, Rich Gallup, Jeff Gershman, Brad Shoemaker, Chris Roper, Tai Blevins, Aaron Boulding, Chris Carle, Andrew Prister, Patrick Klapek, Jennifer Tsao, Crispin Boyer, Michael Donahue, Randy Falk, Terry Smith, Ruby Lopez, Wil Wheaton, Kristeen Kennedy, Rich Amlower, Erik Peterson, Thomas Connery, Bratt Gow, Cam Le, Denise Garcia, Zoe Flower, Tina Wood, Laura Foy, Jamil Moleidina, Lori Solomon, Rey Jimenez, Robert Johnson, Robert Hamiter, Tony Pereira, Phil Navidad, Alethea Simonson, Geoff Keighley, Paul Rivera and family, Joe Barresi, Mike Novitski, Joanna Newmas, Ted Staloch, Elizabeth Howard, Chacko Sonny, Fargo, Sluggo, Mark Lamia, Lindsay Harris, Julianne Hintz, Michael Chan, and Matthew Peacock.

Sony Computer Entertainment America including Chris Clark, Nathan Bostia, Caroline Fabri, Amanda Cimlio, Mark Vitello, Jerry Jessup, Gerald Martia, Maimoona Block, and Ted Regulski

#### Our Personal Thanks to:

Cathy Chang Tam, Keith and Clark Tam, Ferd Hirata, Lillian Olan, The Huang family, Virginia Fong, Kalana Fong, Jaden Fong, Kaefex Fong, Manny Lorenzo, Snye Lange, Dream Lange, The Doans, The Larkin family, Melissa Harold, Luke Welch, Breaka Welch, The Block Family, The Santiago Family and Friends, Mark Lamia, Dave Stohl, Jeffrey Lee, Kim Donovan, Jim Govoni, Roman Kennedy, The Koo's Pils Pilsa, Chucky Digital, Nick Martinez, Don Schem, G.H.O.U.L. the GH myspace army, Jodita Wignall, Katy Dewitt, Penny Flame, the Brethren, Jeff Leung, Miko Garcia, Teri Nguyen, Jonas Juco, TG.FW.OB, The Arisquilla Family, Tony Jeler and Swift Signs, RockyPoint, Maty's Buns, and Kai's BBQ.

#### and lastly RedOctane Dogs...

Abby, Harley, Rolly, Mocha, Molly, Tanks, Snoop, and Messiah

## **Warranty**

RedOctane® warrants to the original purchaser of this RedOctane software shall be free from defects in materials and workmanship for a period of (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, RedOctane will repair or replace the defective software or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

## **LIMITATIONS ON WARRANTY**

Any applicable implied 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 RedOctane be liable for consequential or incidental damage resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States and Canada 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 or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

## **CUSTOMER SUPPORT**

If you are having problems or have questions about the title you have purchase please email your comments to the following address:  
[gamesupport@redoctane.com](mailto:gamesupport@redoctane.com)

IN CASE YOU MISSED THE FIRST...

# GUITAR HERO



PlayStation 2

HARMONIX



[www.guitarherogame.com](http://www.guitarherogame.com)



RedOctane® is a registered trademark of RedOctane, Inc. Guitar Hero™ is a trademark of RedOctane, Inc. Game engine code © 2005 Harmonix Music Systems, Inc. Developed by Harmonix Music Systems. Protected by US Patent number 6,429,863. © 2005 RedOctane, Inc. ALL RIGHTS RESERVED. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.

RedOctane 955 Benecia Ave. Sunnyvale, CA 94085

95023.226.US

Guitar Hero II TM & © 2006 RedOctane, Inc. RedOctane® is a registered trademark of RedOctane, Inc. and Activision is a registered trademark of Activision Publishing, Inc. Game code © 2005-2006 Harmonix Music Systems, Inc. Developed by Harmonix Music Systems. Protected by US Patent No. 6,429,863; patents pending. Gibson®, S.G.®, and the shapes and design elements of the SG Controller and the guitars are trademarks of Gibson Guitar Corp. under license by RedOctane, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners. All rights reserved.