ROCK BAND™

TEEN
T
CONTENT RATED BY ESRB

HARMONIX

MTV GAMES

EA

⚠ WARNING: PHOTOSENSITIVITY/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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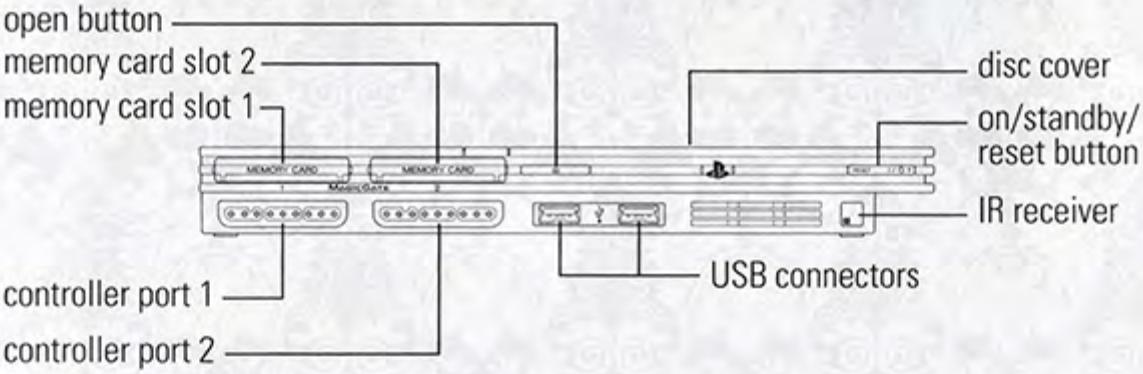
www.EA.com

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, please visit www.esrb.org.

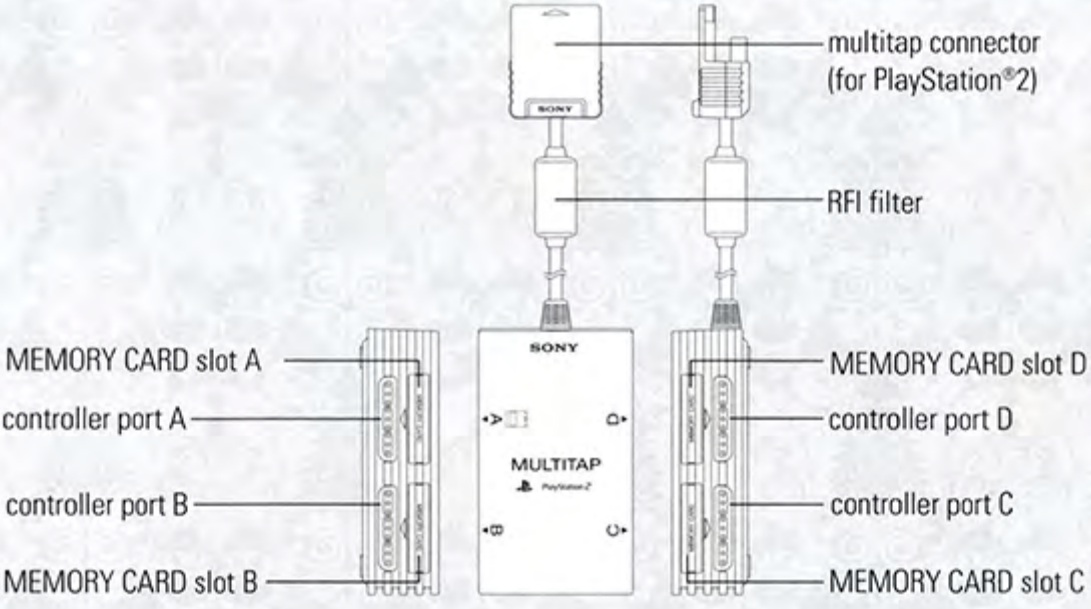
www.harmonixmusic.com
www.mtv.com
www.ROCKBAND.com

GETTING STARTED



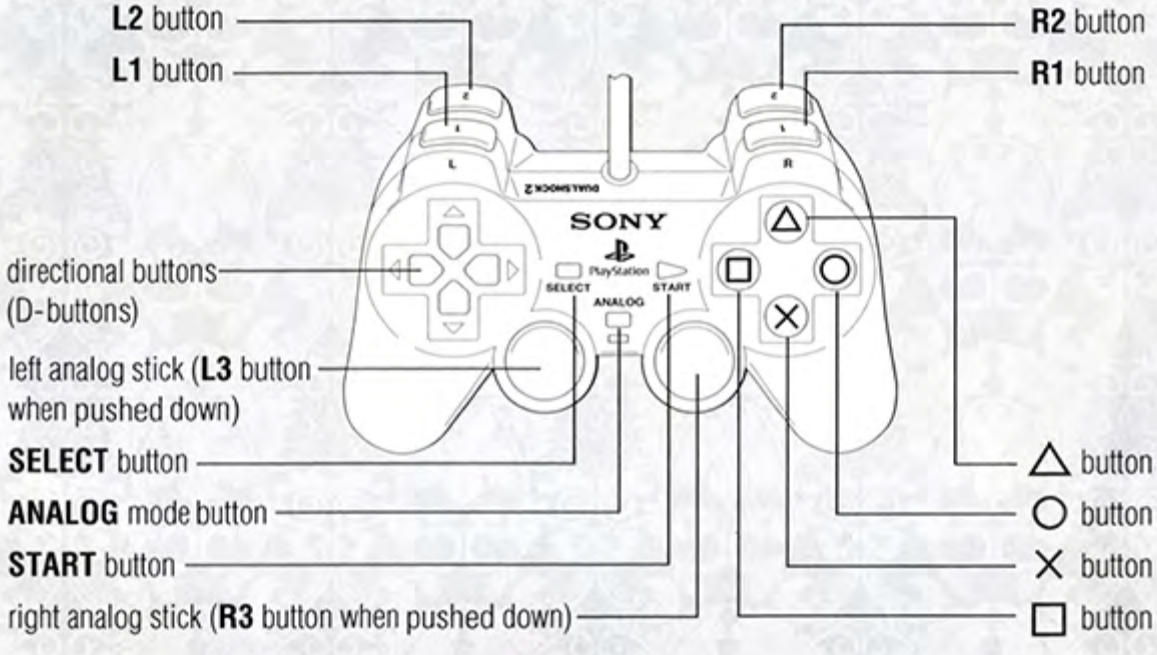
1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Insert the *Rock Band*™ disc in the system with the label side facing up.
4. Attach game controllers and other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

NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



INTRODUCTION

Now is not the time to be a wallflower. To be a Rock Star—a Rock God, even—it takes more than a killer song, a stage full of pyrotechnics, or a stadium's worth of screaming fans. It takes attitude.

It's time to unleash your inner superstar on the world once and for all.

STARTING TO ROCK

COMPLETE CONTROLS

MENU NAVIGATION

To navigate menus, move the left analog stick or press the D-button to highlight an option, press the ⊗ button to open its submenu (if applicable), press the D-button or move the left analog stick again to highlight a selection, then press the ⊗ button to confirm.

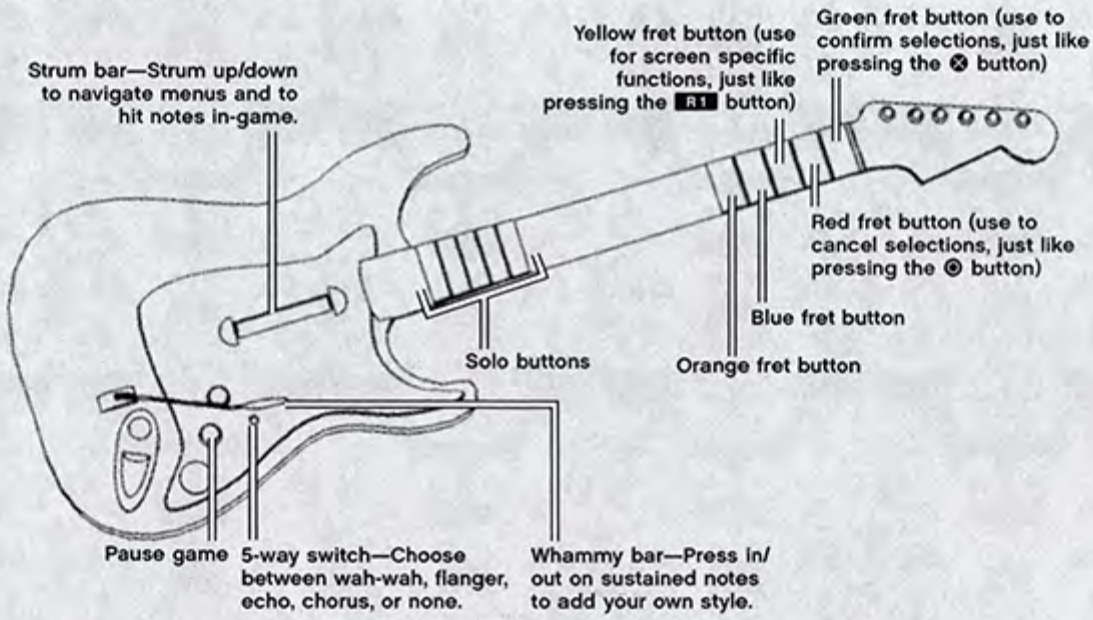
VOCALS

Adjust vocal track volume (when microphone is enabled)	◉ button
Adjust the volume of your vocals (when microphone is enabled)	△ button
Adjust mic sensitivity (when microphone is enabled)	▣ button
Pause game	**START** button

FENDER™ STRATOCASTER™ GUITAR CONTROLLER

To play guitar or bass, press and hold the fret buttons matching the notes you see coming down the track. When those notes cross the target at the bottom of the screen, press down on the strum bar to play the note.

- Don't forget, you can hold those fret buttons down in advance. Just like with a real guitar, it only makes noise if you strum.

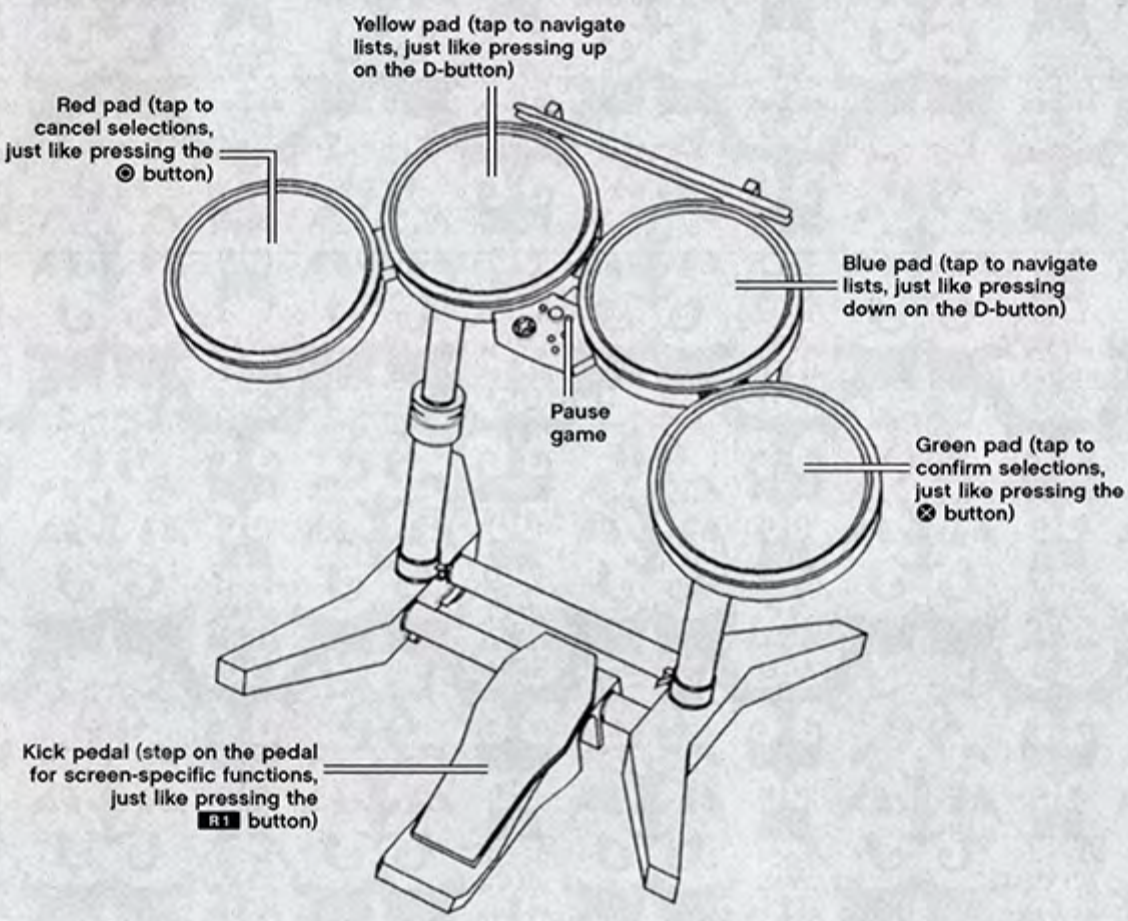


NOTE: Tilt the controller neck upwards to go into Overdrive.

For information on how to play the guitar in-game, see p. 8.

DRUMS

To play the drums, use your drumsticks to hit the pads that match the rhythm notes as they cross the target at the bottom of the track. Press your foot down on the kick pedal when you see wide, orange notes cross the target at the bottom of the track.



IMPORTANT NOTE: If you run out of USB ports while connecting *Rock Band*™ USB-compatible peripherals, you can use any USB hub for additional ports.

MAIN MENU

At the Title screen, press the **START** button to access the Main menu and start building your musical legacy.

SOLO Perform a song just for fun in Quickplay mode, or get out there on the road as a guitarist, singer, or drummer on your own Solo Tour.

MULTIPLAYER Play with your friends in Band Quickplay mode, hit the road to fame in Band World Tour mode, or if you have a score to settle, play against your friends in Tug of War or Score Duel modes.

TRAINING Learn tricks of the trade or just practice. From basic techniques to advanced maneuvers, improve your guitar playing, drumming, or singing here.

OPTIONS Adjust audio, gameplay, and data options, or calibrate your game for your television type.

EXTRAS Check out some special features by the creators of *Rock Band*.

OPTIONS

To adjust options, select OPTIONS from the Main menu.

- Select VIDEO to choose either Progressive Scan or Widescreen viewing modes.
- Select AUDIO SETTINGS to adjust Vocal Settings as well as Instrument, Background Music, Crowd, and Sound Effects volumes.
- Select GAMEPLAY SETTINGS to change to Lefty Mode or select a Vocal Style (Scrolling or Static).
- Select MANAGE DATA to rename or delete Character Data, Band Data, or save and load games.
- To calibrate your system, select CALIBRATE SYSTEM. For more information, see p. 7.

TV CALIBRATION

Do the notes on the screen seem out-of-sync with what you're hearing? Are you playing correctly, but still being booed off the stage? You may need to calibrate, especially if you have a fancy-pants HDTV, you lucky dog. (We're not jealous, really.)

Even the most novice musician should be able to pick up and play *Rock Band* right out of the box. In some cases, however, particularly with HDTV systems, the audio and video may play at different speeds, making it difficult to play the right note at the right time. If you are ready to blame your TV for your less-than-stellar musicianship, try calibrating your system.

AUTOMATIC CALIBRATION

1. Select OPTIONS from the Main menu, then select CALIBRATE SYSTEM to proceed to Step 1: Adjust Audio/Video Sync.
2. Select the type of TV you are playing on—STANDARD (CRT), PLASMA, LCD, REAR PROJECTION, or DLP®.
3. Press the ⊗ button. Your system is now calibrated. Test it out!

- Select MANUALLY SET if you do not know what type of TV you are playing on, or have previously chosen one of the above and it still didn't correct the problem.

MANUAL CALIBRATION

1. If you have selected MANUALLY SET, press the D-button ⬅/➡ to adjust the number such that the sound plays at the same time the note is over the target. When you are done, select OK to proceed to Step 2: Lag Compensation.
2. Perform lag compensation by strumming your guitar, hitting a drum pad, or pressing any button on your controller to the beat of the notes crossing the target.
3. Elect to enable or disable Video Overscan by checking or unchecking the box. Video Overscan can be enabled if you feel like there is empty space around the game image on your TV.
4. Press the ⊗ button. Your system is now calibrated. Test it out!

- Once you've gone through all the steps, you might try testing your work in Quickplay or Practice mode to see if you've gotten the calibration right. If it's still not perfect, try calibrating again.

If after all that you're *still* having trouble—or if you just want more information about calibration—please visit www.rockband.com and check out our page on calibrating *Rock Band*.

LEARNING TO ROCK

TRAINING

Practice makes perfect—even for the cockiest soon-to-be superstar.

TUTORIALS

Select TRAINING from the Main menu, then TUTORIALS to learn your craft. These tutorials are perfect for beginners or for those looking to learn a few advanced techniques.

PRACTICE MODE

In Practice mode, you aren't being scored, so it's a great way to try out advanced techniques or master a song without annoying your bandmates or the crowd. Select a song, then a difficulty level (EASY, MEDIUM, HARD, or EXPERT). Next, select the start and end sections of the song you want to play. Then select the speed that's most comfortable for your playing ability.

- In Practice mode, you aren't scored, which means you can try out your wildest styles or put your craziest playing to the test without fear of losing the crowd.

TIP: Tough songs are easier to tackle at half speed!

GUITARIST/BASSIST

Tear it up as a guitar god or a solid, in-the-pocket bass player.

- Plug in your Fender™ Stratocaster™ guitar controller (or any other compatible guitar peripheral) and get ready to soak up the spotlight.

BASICS

To shred like a pro (or, at least, an ambitious beginner), hold down the fret button that corresponds with the next note that will pass through the target. As it passes, strum up or down on the Strum Bar to play the note.

- To keep things simple, if you see several notes of the same color in a row, you can keep the correct fret button depressed and strum only when the note passes the target.
- When playing chords, you'll need to play more than one note at the same time. Don't panic, you'll be fine. Just press down the correct fret buttons simultaneously and strum when appropriate.
- Keep an eye on the Crowd Meter—it tells you how much the audience is digging your performance. Play too many wrong notes and the Crowd Meter slips into the red. When it's completely empty, you're kicked off the stage.

WHAMMY BAR

Customize your sound during long notes by reaching for that whammy bar.

- To use the whammy bar, press it in towards the guitar. This bends the notes you're playing and gives your tone some depth. But don't overdo it, you ain't Steve Vai, champ. (Unless, of course, you actually *are* Steve Vai, in which case, carry on.)

ENERGY

Whip the crowd into a frenzy, rack up some serious points, and even save yourself or a bandmate—all by going into Overdrive!

- **To build up your Energy, nail the special glowing note phrases to fill up your Energy Meter. When the meter is at least half-full, you can use your Energy to go into Overdrive by tilting your guitar towards the heavens. While your Energy is draining, the crowd will be all yours and your score will be climbing out of control.**

TIP: If you see a special long glowing note, whammy that sucker to fill up your Energy Meter at an even faster rate.

SOLOS

Come on, admit it; you only got into playing guitar for the solos. But who didn't?

- When you start your solo, the Solo Indicator appears. The Solo Indicator keeps track of how many notes you've landed so you can brag to your guitar techs about it later.
- If you have a Fender™ Stratocaster™ Guitar Controller, you can use the five special fret buttons high up on the neck near the body for soloing. When pressing these buttons, you don't need to strum, so you can finger tap that solo—or just showboat like crazy.

Big Rock Endings

Bring the house down at the end of a song with a big rock ending. Go wild and play whatever you want! This is the one time your bandmates aren't gonna yell at you for noodling, so you might as well live it up.

- **If you play a big rock ending, you'll get a major score bonus—but *only* if you land those last notes.**
- **Sorry, but not all songs have big rock endings. That's just how life goes, Ace.**

DRUMMER

If you believe you're the reason the term "drum solo" was invented, welcome to the band.

THE BASICS

Keep the beat like a human metronome by hitting the correct colored drum pad when the matching note crosses the target.

- Hit the drum pad that matches the rhythm note you see as it crosses the target at the bottom of the screen.
- The wide orange notes are for the kick pedal—stomp on that bad boy when these notes cross the target.
- Keep an eye on your Crowd Meter. If you miss too many notes—or hit too many of the wrong ones—you'll lose the crowd and get kicked off stage.

TIP: Before heading out onstage you might want to master the drums in the tutorials. Select TRAINING from the Main menu.

FOR THE PROS: The red drum is your snare, the green drum is your crash, and the yellow and blue drums are your cymbals (that turn into toms during fills).

ENERGY

If you see four solid color bars appear on the screen, that's your cue to bust out an awesome drum fill. Drum fills increase the level of energy in your Energy Meter, driving the crowd wild. Plus, they are just plain *awesome*.

- At the end of the drum fill, you'll see a green crash note appear. To use your Energy, nail that green crash. While your Energy Meter drains, the crowd will be going nuts and your points will skyrocket.
- If you choose, you can also wait to build your Energy further before using it. To wait, simply don't hit the green crash cymbal at the end of the fill.

Big Rock Endings

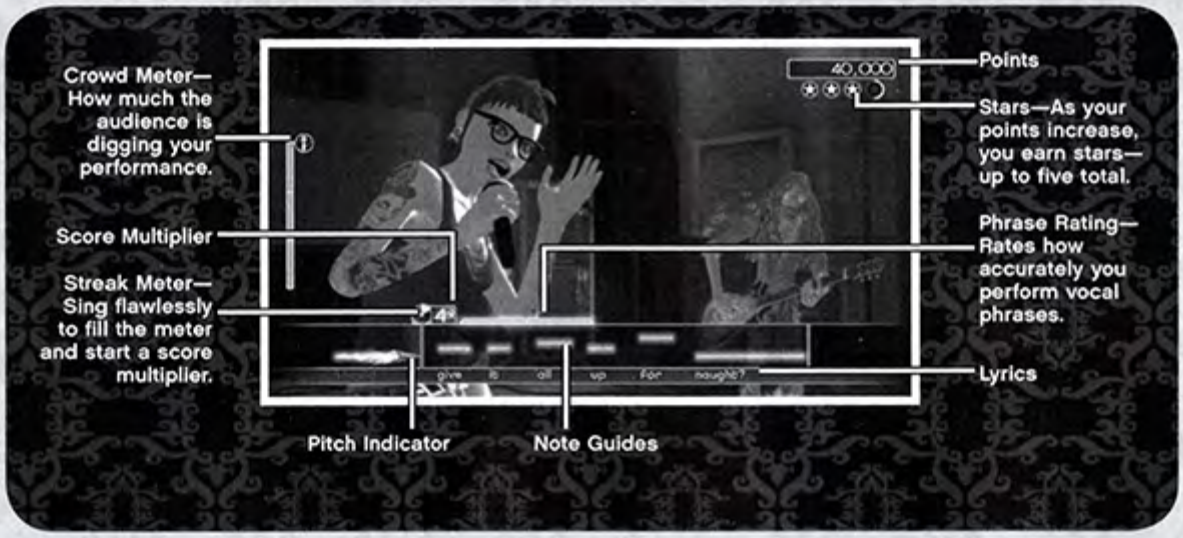
At the end of some songs, you'll have the opportunity for a big rock ending. Bang away like there's no tomorrow!

If you're playing as a band, big rock endings occur for all instruments. Bust out that crazy drum solo you've been dreaming up. Your bandmates won't even mind! (How often does that happen?)

- Don't forget, you have to land those final notes to rack up the points. Without them, all your work is wasted.
- Remember: not every song has a big rock ending, so when you get one, make it count!

LEAD SINGER

Think you're worthy of wielding the mic? Plug in your USB-compatible microphone and prove it as the lead vocalist.



NOTE: You must have a microphone to sing. Any USB-compatible mic should work.

LYRICS

Sing the words as they pass the bar on the left side of the screen. Follow along with the note guides.

PITCH

The Pitch Indicator shows you the pitch you're singing. If a song is out of your range you can always sing an octave higher or lower. As long as you're singing the right note, you're still on the money.

TIP: Watch the Pitch Indicator. If you don't know a song, you can try to wing it by guessing until the Pitch Indicator lines up with the note guide.

NOTE: If you see those special percussion notes scrolling on the screen, whack the microphone against your hand in time with the notes passing through the target. Percussion notes allow you to play a little tambourine—or, *ahem*, cowbell—while the other musicians are doing their thing.

ENERGY

Energy Phrases

When you see a special glowing phrase, sing those sections as accurately as you can and you'll gain Energy and fill your Energy Meter.

Freestyle Section

- **To use your Energy, look for special lit-up yellow sections without note guides—called Freestyle Sections—and just belt something out to go into Overdrive! You're the singer after all, so improvise something!**

VOLUME CONTROL

You can control how much—or how little—you hear yourself or the original artist during a song using the buttons on your controller.

- To adjust the vocal track (the master recording), press and hold the ◉ button, then press the D-button ⬅/➡.
- To adjust the volume of the singer's track (you), press and hold the △ button, then press the D-button ⬅/➡.
- To adjust the mic sensitivity, press and hold the ▣ button, then press the D-button ⬅/➡.

ROCKING OUT SOLO

Get ready to pick up your axe, drumsticks, or mic, and show the world what you've got.

- To begin, select SOLO from the Main menu. Choose to either do a simple one-shot QUICKPLAY performance or go on a SOLO TOUR.

SOLO TOUR

Start out playing gigs in little holes-in-the-wall and work up to stadium greatness across the globe—all on your own.

- To begin a Solo Tour, select SOLO from the Main menu, then choose SOLO TOUR.

QUICKPLAY

Select SOLO from the Main menu, then choose QUICKPLAY. Select a song, then a difficulty setting (EASY, MEDIUM, HARD, or EXPERT) and get ready to bring down the house.

ROCKING AS A BAND

So playing solo was fun, but now you're ready to play as a band. You're gonna have to deal with drama, power plays, and divided profits. But the pay-off can be pretty sweet ... plus you'll be able to take shifts driving the van. Read on, but remember: there is no "I" in band. You'll have to learn to work together.

- To play as a band, select MULTIPLAYER from the Main menu.

TIPS FOR PLAYING AS A BAND

SAVING BANDMATES WITH ENERGY

Got a bandmate who's having an off night? Go into Overdrive, get the crowd moving, and save your band's career—all at the same time.

- If a bandmate fails during a performance, you can bet the crowd is gonna notice—it'll bring down your Crowd Meter, which is no fun. But here's the good news: you can get them back by using your Energy.
- After you bring a bandmate back, remember: it's three strikes and they're out. After three failures, your bandmate gets kicked off stage for the rest of the song. And, yes, the crowd gets mad.

COMBINING ENERGY

Sure, you can use your Energy to bail out one of your less-talented bandmates, but that's no fun. What's really awesome is when you and your bandmates go into Overdrive all at the same time! Not only do you work the crowd into a frothing mass of hysteria, you earn a band multiplier of up to 8x! The multiplier affects everyone (not just those of you in Overdrive)—now that really racks up the points!

TIP: Going into Overdrive at the same time as your bandmates can be tricky! Keep an eye out for bandmates in Overdrive and then unleash your Energy!

MULTIPLAYER MODES

To play as a band, select MULTIPLAYER from the Main menu.

BAND WORLD TOUR

From dive bars to packed arenas, work your way to the top as a band. You can have up to four band members, and the more members you have, the more points you can earn … unless, of course, they suck.

- Select MULTIPLAYER from the Main menu, then BAND WORLD TOUR to start your path to glory as a band. In the Select Your Band screen, choose to either START A BAND (you are the band leader) or JOIN A BAND (someone else is the leader). In the Connect Controller screen, all band members must press the ⊗ button to join. Nice, you're in a band!

NOTE: The band leader must be connected in order for the band to play.

BAND QUICKPLAY

Select MULTIPLAYER from the Main menu, then BAND QUICKPLAY to pick up a gig as a band. All band members must press the ⊗ button to join. Select a song, then each player selects a difficulty level.

TUG OF WAR

In this mode it's just you versus another up-and-coming musician in a battle of skill. Trade off different sections of the chosen song to see who can play more perfectly and, ultimately, win over the crowd.

- To play, select MULTIPLAYER from the Main menu, then choose TUG OF WAR.

SCORE DUEL

In a Score Duel, you're competing against an opponent who is playing the same instrument as you at the same difficulty level. Whoever's got the better chops gets bragging rights for all eternity.

- To play, select MULTIPLAYER from the Main menu, then SCORE DUEL.

SAVING AND LOADING

You must have a memory card (8 MB) (for PlayStation®2) to save your game progress.

- Your Solo or Band World Tour mode progress is automatically saved at the end of a performance.

ROCK BAND™ CREDITS

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Tattoo Art

Sailor Jerry www.sailorjerry.com

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Mixers: Nick Gallant & Will Littlejohn

Additional Production Services: Scott Dugdale, Ric Fierabracci, Nick Gallant, Lance Taber, Joel Taylor

Guitar: Nick Gallant, George Nastos, Lance Taber

Bass: Darryl C. Anders, Kai Eckhardt, Ric Fierabracci, Nick Gallant

Drums, Percussion: Scott Dugdale, Joel Taylor

Keyboards, Piano, Organ: Scott Dugdale

Vocalists: Brandon Bayless, Mark Edwards, Nick Gallant, Brooks Lundy, Chris Perry

Engineers/Recordists: Paul Bessone, Lindsay Bauer, Stuart Dubey, Ric Fierabracci, Nick Gallant, John Honoré, Will Littlejohn, Bob Marshal, Sue Pelmulder, Ray J. Sutton, Lance Taber, Tearle Tomlin, David Dees Urrutia

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Casting: Leslie Barton

Production Coordinator: Kimberly A. Nieva

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