



ROCK BAND

TRACK PACK™

CLASSIC ROCK



HARMONIX



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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

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

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.



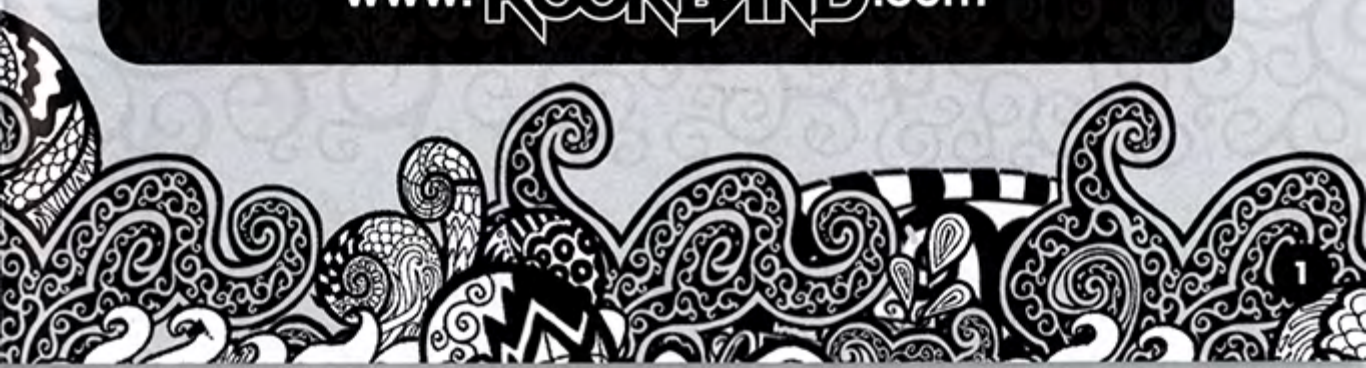
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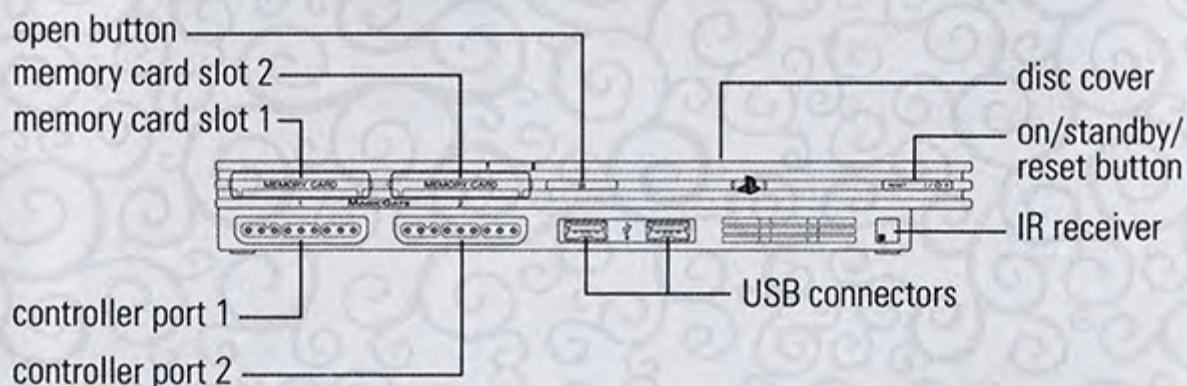
www.rockband.com

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

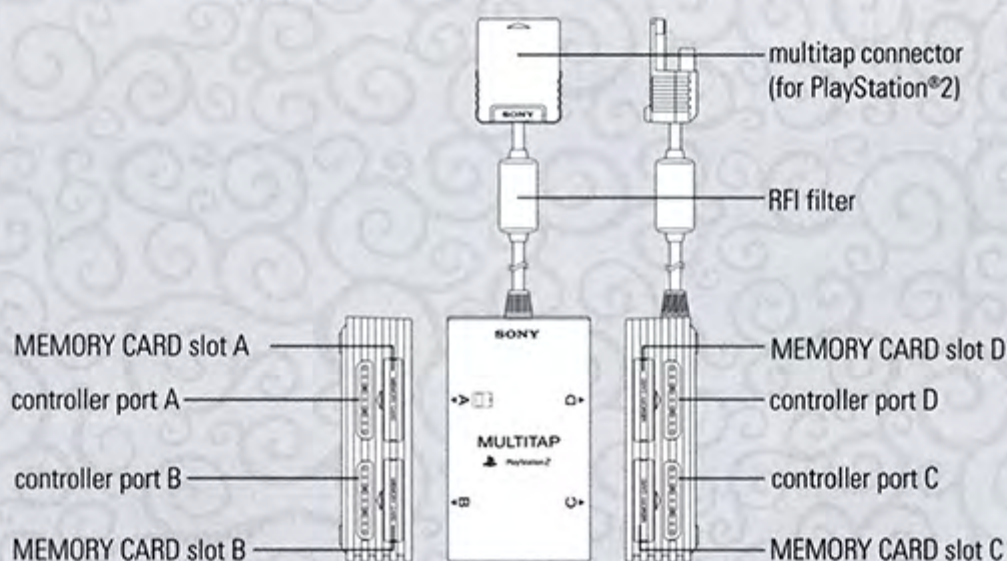


GETTING STARTED



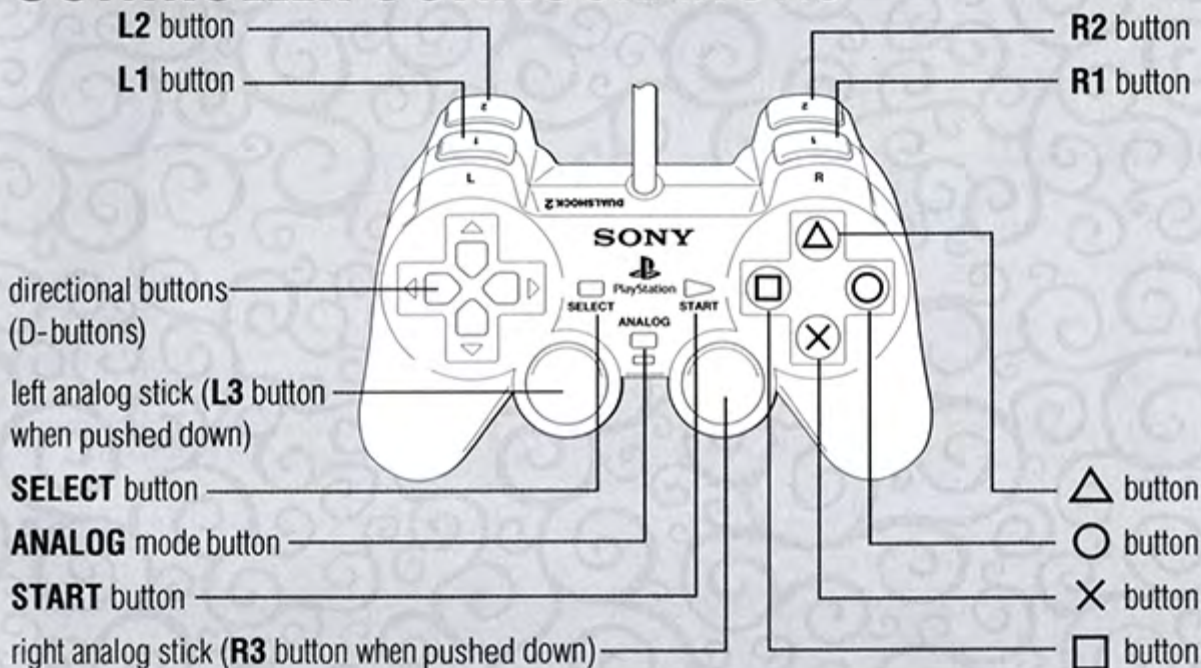
1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Insert the *Rock Band® Track Pack™ Classic Rock* disc in the system with the label side facing up.
4. Attach 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

Rock Band® Track Pack™ Classic Rock features a 20-song expansion pack for the award-winning, genre-defining rhythm game *Rock Band*. Using *Rock Band* peripherals, embark on solo or cooperative careers as a guitarist, drummer or singer, rocking out to some of the biggest classic rock songs of all time.



STARTING TO ROCK

COMPLETE CONTROLS

MENU NAVIGATION

To navigate menus, press the left analog stick or directional buttons to highlight an option, press the **X** button to open its submenu (if applicable), press the directional buttons or left analog stick again to highlight a selection, then press the **X** button to confirm.

VOCALS

Adjust vocal track volume (when microphone is enabled)

O button

Adjust the volume of your vocals (when microphone is enabled)

A button

Adjust mic sensitivity (when is enabled)

□ button

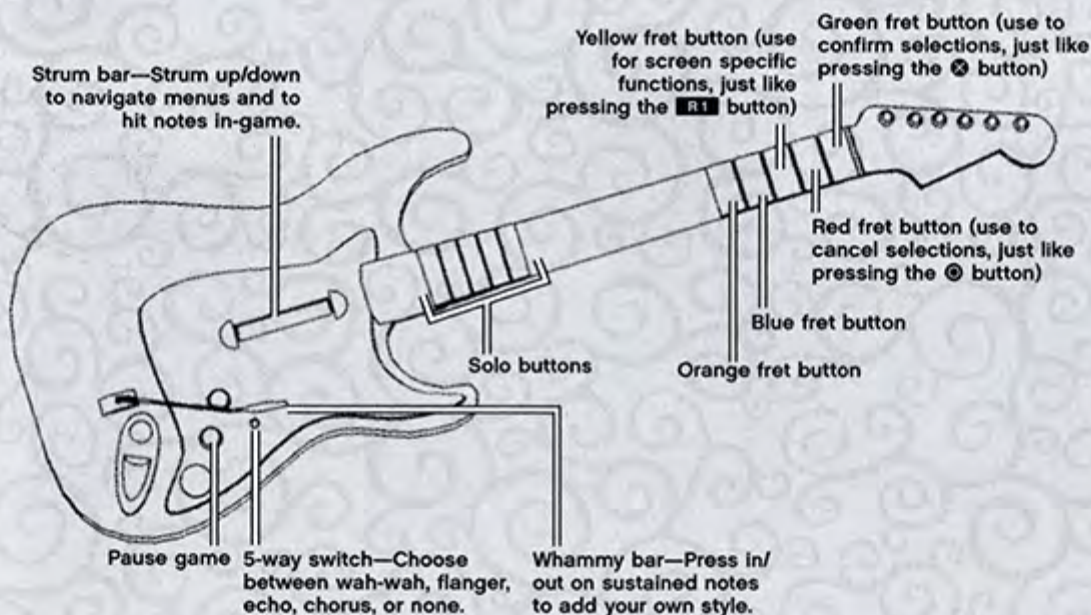
Pause game

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.

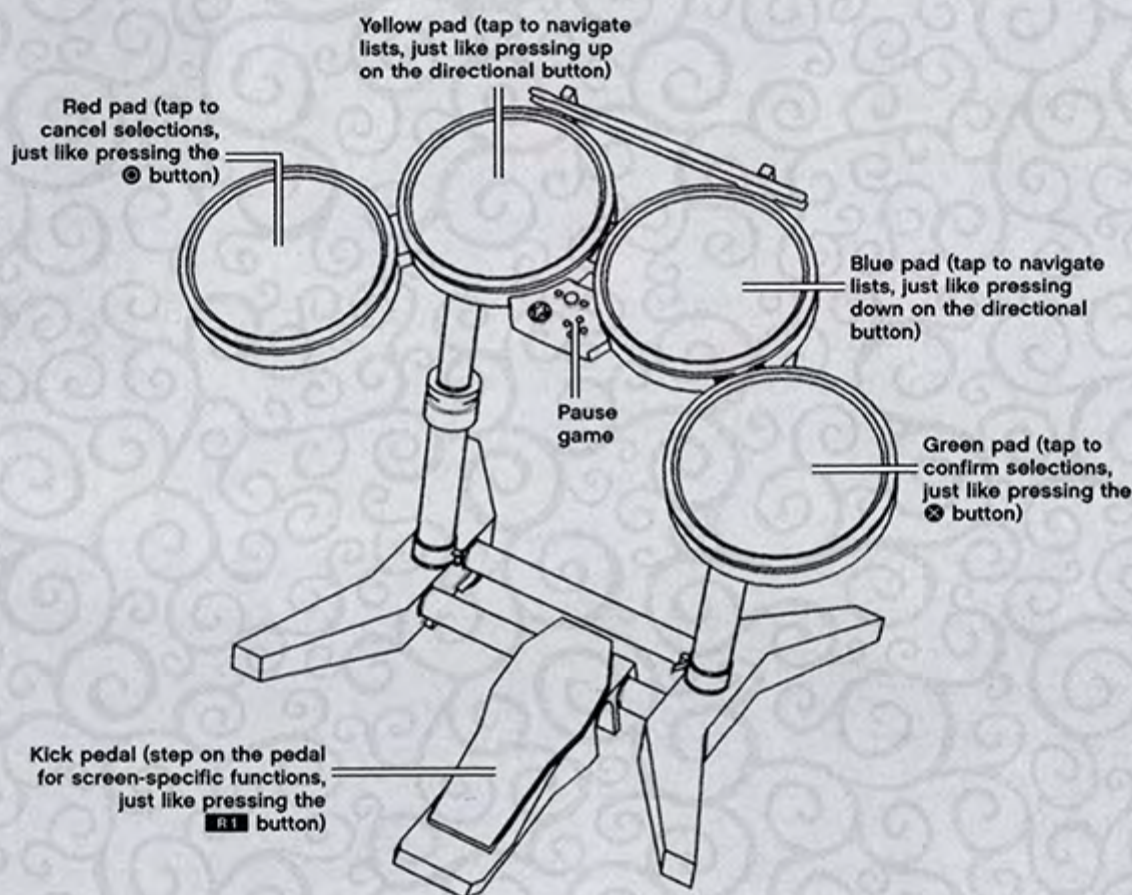
- Don't forget, you can hold those fret buttons down in advance. Just like with a real guitar, it only makes noise if you strum.



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® Track Pack™ Classic Rock* USB-compatible peripherals, you can use almost 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 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® Track Pack™ Classic Rock*.

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

Even the most novice musician should be able to pick up and play *Rock Band® Track Pack™ Classic Rock* right out of the box. In some cases, however, particularly with HDTV systems, the audio and video may play at different times, 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.

MANUAL CALIBRATION

1. Select **OPTIONS** from the main menu, then select **CALIBRATION SETTINGS** to proceed to Step 1: **AUDIO CALIBRATION**.
2. Each time you hear a drum beat, press the directional button ➡/strum/hit the green pad in time with the beat you hear.
3. Proceed to Step 2: **VIDEO CALIBRATION**. When you see the needle hit either side of the meter, press the directional button ➡/strum/hit the green pad in time with the needle.
4. Press the directional button ➡. Your system is now calibrated. Test it out!

MANUALLY SET NUMBERS

If you can't get an ideal calibration using Manual Calibration, try setting your calibration numbers by hand. Select **SET LAG MANUALLY** from the Audio Calibration and Video Calibration screens. 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.



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.





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.



Drum Fill

- 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.



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 directional button / .
- To adjust the volume of the singer's track (you), press and hold the  button, then press the directional button / .
- To adjust the mic sensitivity, press and hold the  button, then press the directional 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

Play through this electrifying concert setlist from start to finish to solidify your permanent place in rock 'n' roll history!

- 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 TOUR

Play through this electrifying concert setlist from start to finish to catapult your band into rock superstardom! 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 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, to begin.

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 Tour mode progress is automatically saved at the end of a performance.

ROCK BAND® TRACK PACK™ CLASSIC ROCK CREDITS

PI STUDIOS ROCK BAND® TRACK PACK™ CLASSIC ROCK TEAM

Lead Engineer: Daniel Casslary

Engineers: Matt Cratty, Darren Edgar, Andrew S. Giles, Richard "Glitch" Giliam, Harry Oliver Jones, Timothy Patterson

Lead Artist: Jason Suarez

Artists: Corey Grant, Cole Hopkins, Lasha Johnson

Producers: Todd Daniel, Kenn Hoekstra

Associate Producers: Graham Everett, Kristin "Router" Ritchie, Brandt Smith

QA Director: Matt Mirkovich

QA Lead: Mark Meza

QA Testers: Edward Barnett, Jim Cook, Ricky Diaz, Stephen Dodd, Michael Huddleston, Ryan Ireland, Miguel Rial, Hasan Tariq, Michael Taylor, Matt Walther

PI Studios is: Joey Alfiche, Emory J. Au IV, Ryan Austin, Rhett Baldwin, Wesley Barta, Edward Barnett, Jared T. Bialo, Brandon Biggs, Francisco Borecki, Nick Borrelli, Calvin Bryson, Brian Bugh, Joel Burke, Chuck Carson, Daniel Casslary, Roger Castro, Josh Causey, Jim Cook, Ryan Cortes, Joel Cotes, Matt Cratty, Ricky Diaz, Todd Daniel, Phillip Davis, Daniel Devorkin, Ben Donatelli, Matt Donatelli, Chris Dodd, Stephen Dodd, Christian Easterly, Darren Edgar, Will Edwards, Robert Erwin, Graham Everett, John Faulkenbury, Chris Foster, Joey Garcia, Andrew S. Giles, Richard "Glitch" Giliam, Adriel Goddard, Cary Gordon, Gavin Goslin, Christopher Hapner, Cody Hastings, Kevin Hebert, Michael Helms, Matthew Hemby, Kenn Hoekstra, Grace Holter, Cole Hopkins, Richard Hopper, Brian Hoss, Michael Huddleston, Shiny Hsu Imberman, Ryan Ireland, Lasha Johnson, Dirk Jones, Lisa Jones, Harry Oliver Jones, Travis Jones, Jon Jordan, Ally Kates, Dave King, Dan Kramer, Cameron Lamprecht, Jason Lederer, Peter Mack, Eric Malek, Rich Marble, Brittany Maxey, Scott McNutt, Brian Megarjee, David Mertz, Mark Meza, Matt Mirkovich, Louis Myers, Sharon Newton, John Nguyen, Joseph Novak, Chea O'Neill, Jessica Oyhenart, Mike Parkratz, Timothy Patterson, Seth Petersen, Steven Pierce, Mike Quinn, Miguel Rial, Lance Riggs, Kristin "Router" Ritchie, H. William Roeske III, Alex Sengsaury, Dan Sgranfetto, Brandt Smith, Derek Smith, Jason Spencer, Jeremy Statz, Chris Steiger, Jason Suarez, Hasan Tariq, Michael Taylor, Ole Thomassen, Joey Vento, Johnny Villarreal, Matt Walther, Christina Ward, Michael Walters, Obay Williams, Jesse Ziglar

PI Special Thanks: Jamie Eason, Brian Bartlett, Warehouse Live, Houston, TX

HARMONIX TRACK PACK TEAM

Producer: Shawn Green

Associate Producer: Tom Bartlett

Additional Production: Matt Kelly

Production Assistant: Robert Shepherd

Writers: Helen McWilliams, Brett Milano

Audio Director: Eric Brosius

Audio Producer: Heather Wilson

Audio Associate Producers: Anya Macmillan, Marc Riala, John Veneron

Audio Administrative Assistant: Sami Genstein

Senior Sound Designers: Jeff Allen, Patrick Balthrop, Arthur Inasi, Izzy Maxwell, Sachi Sato

Composer/Sound Designers: Robert Armaline, Adam Arrigo, Jeremy Bridge, Greg Capolino, Katy Cone, Dan Crisp, MacLaine Diemer, Caleb Epps, Joe Kelly, Kedar Kumar, Matthew Levitt, Chris Lynch, Rob Lynch, Devon Newsom, Jonathan Rubinger, Michael Veloso, Cindy Wang, William Whitney, Chris Wilson, Emeen Zarookian

Engineering Director: Eric Malafeew

Media Artist: Todd Robertson

Senior Lip Sync Artist: Kelly Scott

Lip Sync Animators: Tony Astone, Michael Georgeson, Kerry Roan, Anne Marie Ticaric, Erin Young

Lip Sync Intern: Kristin Palach

Cam/Lights Artists: Matt Durson, Michael Georgeson, Mallika Sundaramurthy, Jessica Taylor

QA Lead: Justin Stanizzi

Senior QA Tester: Keith Smith

QA Tester: Caleb Wheeler

QA Audio Leads: Matt Clement, Jay Magrisso

Senior Audio Testers: Tim Dwyer, Josh Myers, Chris Rando

Audio Testers: Tom Brown, Dan Bruno, Armen Casarjian, Matthew DiPierro, Jonathan Haught, Sean Jeffery, Nicholas F. Kallman, Drew Olsen, Jonathan Pardo, Dave Plante

This game would not be possible without the support of:

HARMONIX MUSIC SYSTEMS, INC

Harmonix Management

CEO: Alex Rigopoulos

CTO: Eran Egozy

COO: Mike Dornbrook

VP Product Development: Greg LoPiccolo

VP Business Development: Florian Hunziker

Administration Director: Kris Fell

Art Director: Ryan Lesser

Art Manager: Jason Arnone

Audio Director: Eric Brosius

Creative Director: Josh Randall

Director of Design: Chris Foster

Engineering Director: Eric Malafeew

Hardware Development Director: Daniel Sussman

IT Director: Greg Rich

Director of Production: Tracy Rosenthal-Newsom

QA Director: Luke Jacobs

Web Director: Jeff Chausse

Project Management

Senior Producers: Kasson Crocker, Jon Leslie, Matthew Nordhaus, Michael Verrette

Producers: Shawn Green, Matt Kelly, Jason Kendall, Pete Maguire, Alan Moore, Alex Rossi, Naoko Takamoto, Jason Warburg, DeVon Warner, Heather Wilson

Associate Producers: Tom Bartlett, Julie Benevides, Jon Carter, Gordon Fellows, Mark Grimm, Anya Macmillan, Aaron Price, Marc Raila, John Veneron

Production Assistant: Robert Shepherd

Engineering

Engineering Manager: Seth Goldstein

Senior Software Developers: Keith Costorf, John Eskew, James Fleming, Paul Gavazzi, Avida Michaud, Aurelio Ramos, Greg Seegert, Dan Schmidt, Brian Stephens

Software Developers: Ike Adams, Doug Applewhite, Bryn Bennett, Dan Brakeley, Ryan Challinor, Mike Fitzgerald, Marc Flury, Roger Hanna, Jim Otermat, Jeremy Parker, Geoff Pitsch, Jeff Rubin, Jessica Scott, Matthew Sharpe, Jeff Somers, Josh Stoddard, Rob Stott, Chris Welch

Release Engineer: Chris McCarthy

Technical Designer: Jason Booth

Live Operations Manager: Andy Shoemaker

Senior Database Developer: Brian Mesick

Design

Senior Designers: Sylvain Dubrofsky, Dan Teasdale

Designer: Casey Malone

Design Intern: Grace Williams

Playtest Coordinator: Chris Canfield

Playtest Assistant: Jyllian Thibodeau

Senior Writer: Helen McWilliams

Writer: Brett Milano

Art

Senior Artists: Ben Bathen, David Battilana, Anders Beer, Adam Camiolo, Jeff Carroll, Mitch Fletcher, Matt Gilpin, Steven Kimura, Peter MacDonald, Dare Matheson, Kevin McGinnis, Matt Moore, Brian Parnell, Kelly Scott, Jed Wahl, Adolph Wong Artists: Tony Astone, Brad Benedetti, Noah Berkley, David Boghdan, Nick Bright, John Dee, Aaron DeMuth, Matt Durso, Michael Georgeson, Brian Gibson, David Goodrich, Chris Hartelius, Riseon Kim, Mike Krentz, Paul Lyons, Eliot Min, Michael Monsalvatge, Reiko Murakami, Don Pan, Matt Perlot, Soe Lin Post, Kerry Roan, Mallika Sundaramurthy, Jessica Taylor, Anne Marie Ticanic, Leo Tolentino, Rob Weychert, Shawn Witt, Nathan Wright, Erin Young

Media Artists: Erica Henderson, Todd Robertson, Sherika Vitoreira

Audio

Senior Sound Designers: Jeff Allen, Patrick Balthrop, Arthur Inasi, Izzy Maxwell, Sach Sato

Composer/Sound Designers: Robert Armaline, Adam Arrigo, Jeremy Bridge, Greg Capolino, Katy Cone, Dan Crispin, MacLaine Diemer, Caleb Epps, Joe Kelly, Kedar Kumar, Matthew Levitt, Chris Lynch, Rob Lynch, Devon Newsom, Jonathan Rubinger, Michael Veloso, Cindy Wang, William Whitney, Chris Wilson, Emeen Zarookian

Quality Assurance

QA Manager: Daniel Krikorian

Senior QA Lead: Bill Cook

QA Leads: Matt Adams, Matt Clement, Tim Cook, Jay Magrisso, Joseph Pagliuca III, Colin Snyder, Justin Stanizzi, Simon Yan

Senior QA Testers: Steven Razlo Bailey, Adam Baptiste, Daniel Chase, Tim Dwyer, Chris Enright, Michael Lewis, Eric Pope, Bret Rouse, Keith Smith

QA Testers: Chuck Alessi, Tom Brown, Dan Bruno, Robert Butts, Jeff Cardin, Adam Cardoza, Armen Casarjian, Daniel Chace, Joshua Dieckmann, Jeff Dishman, Matthew DiPierro, Aaron Everett, Marissa Flabouris, Alex Gold, Josh Goldstein, Ryan Griffin, Jonathan Haight, Conrad Hollomon, Brian Imhausen, Sarah Javaheri, Sean Jeffrey, Dan Johnson, Nick Kallman, Sean Kearney, Michael Lattak, Pete Lynch, Bryan Marshall, Estevan Martinez, Josh Myers, Juliet Nuzzo, Maria O'Brien, Drew Olsen, Jonathan Pardo, Tom Peterson, David Plante, Chris Rando, Nathaniel Read, Ben Remignanti, Jason Silva, Matt Taylor, Caleb Wheeler, Emily Waddy, Frank Washburn, Austin White

QA Engineers: Bret Rouse, Jessica Smith, Whitney Sternberg

Web Community and Public Relations

Senior Web Developer: Colby Grenier, Allen Holt, Jim Krehl, Andy Otoo

Senior Web Designer: Rumsey Taylor

Senior Web Systems Administrator: Simon Kuhn

Flash Developer: Colby Grenier

User Experience Designer: Matt Derby

PHP Developer: Russen Guggemos

Associate Web Producer: Fish McGill

Web Production Assistant: Christine Jandreau

PR Coordinator: John Drake

PR Advisor: Spencer Steere

Manager of Community Development: Sean Baptiste

Community Moderators: Eric Chon, Alex Navarro, Aaron Trites

Support

HR Administrator: Janet Freed

Executive Assistant: Cheryl DalPozzal, Rachel Latta

Administrative Assistants: Melanie Bernier, Ben Carr, Casey Cross, Shari Eleftherion, Hillary Emmons, Emily Gabriani, Sami Genstein, Rachel Johnson, Carolyn Kelly, Kristy Lewis, Rebecca Potter

Accountant: Melonie Newman

IT Coordinator: Ben Weeks

IT Support Specialist: Chris Palmer

IT Support Assistants: Dan Conway, Brian Crombie

Systems Administrator: Jen Patrick

Senior Web Systems Administrator: Simon Kuhn

Office Manager: Kurt Davis

G & A Coordinator: Tim Zylicz

Operations Associate: Michael Flanagan, Philip Hunt

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Product Manager: Paul Gallo

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QC Coordinator: Nate Stoddard

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Instrument Asset Creation: Liquid Development

Motion Capture and Animation: Curious Pictures

Additional MoCap/Char Editing: Perspective Studios

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Original Force 3D Special thanks to: Harley Zhao, Jonathan Jiang, Kevin Wang, Daria Gu

Liquid Development Special thanks to: Stefan Henry-Biskup, Jane Dangola, Darren Bartlett, Josh Harvey, Heather Dyer

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Senior Director, QA North America: Dave Steele

Senior QA Manager: Matthew Brown

QA Project Manager: Robert Walton

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Test Lead: Raasahn Browder

Assistant Lead: Nathan J Karkins

QA Testers: Cenon Corpus Jr., Kip Ernst, Dawn Spencer, Elias Zoulas

QA Support Manager: Dave Koerner

QA Compliance Leadership: Steve Jenkins, Mark Johnson, Matt Landi, Josh Riemersma

QA Compliance Testers: Karlo Abajon, Michael Chan, Alvin Jean-Baptiste, Jonathan Olazabal, Theodore Serafica
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Senior Test Lead: Scott Ferguson
Test Lead: Phil Cappuccio, Trefor Moss
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