



# ROCK BAND

## COUNTRY TRACK PACK™



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
- 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.





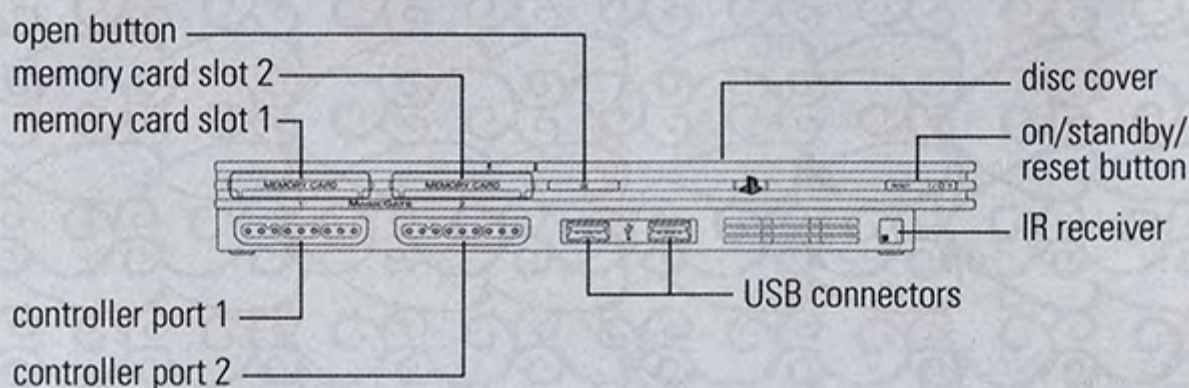
# CONTENTS

- 2 GETTING STARTED**
- 3 STARTING UP**
- 3 INTRODUCTION**
- 4 STARTING TO ROCK**
- 4 COMPLETE CONTROLS**
- 6 MAIN MENU**
- 7 TV CALIBRATION**
- 8 LEARNING TO ROCK**
- 8 TRAINING**
- 8 GUITARIST/BASSIST**  
- 10 DRUMMER** 
- 12 LEAD SINGER** 
- 14 ROCKING OUT SOLO**
- 14 SOLO TOUR**
- 14 ROCKING AS A BAND**
- 14 TIPS FOR PLAYING AS A BAND**
- 15 MULTIPLAYER MODES**
- 15 SAVING AND LOADING**
- 16 ROCK BAND® COUNTRY TRACK PACK™ CREDITS**
- 19 SONG CREDITS**
- 21 LIMITED WARRANTY**

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit [www.esrb.org](http://www.esrb.org).

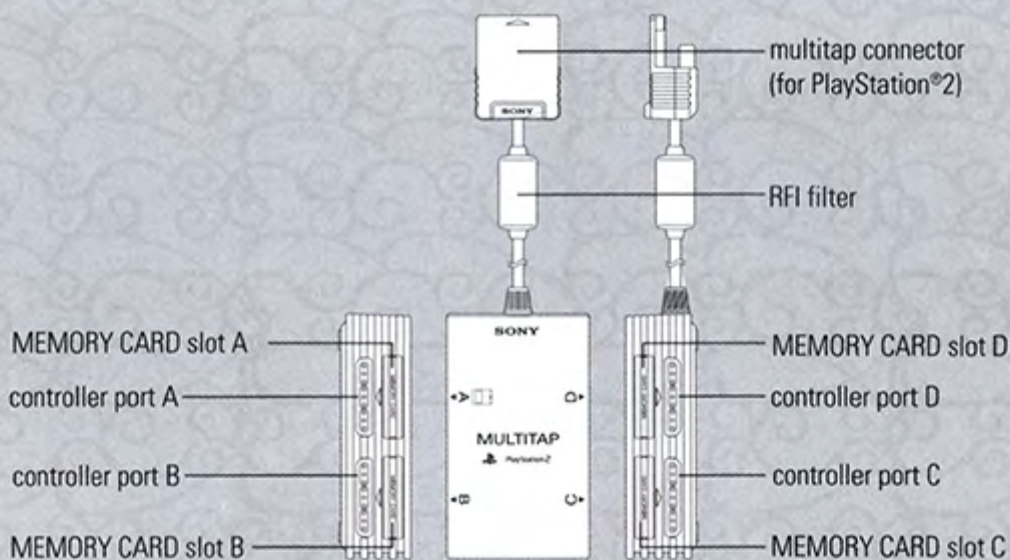


# GETTING STARTED



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® Country Track Pack™* 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.

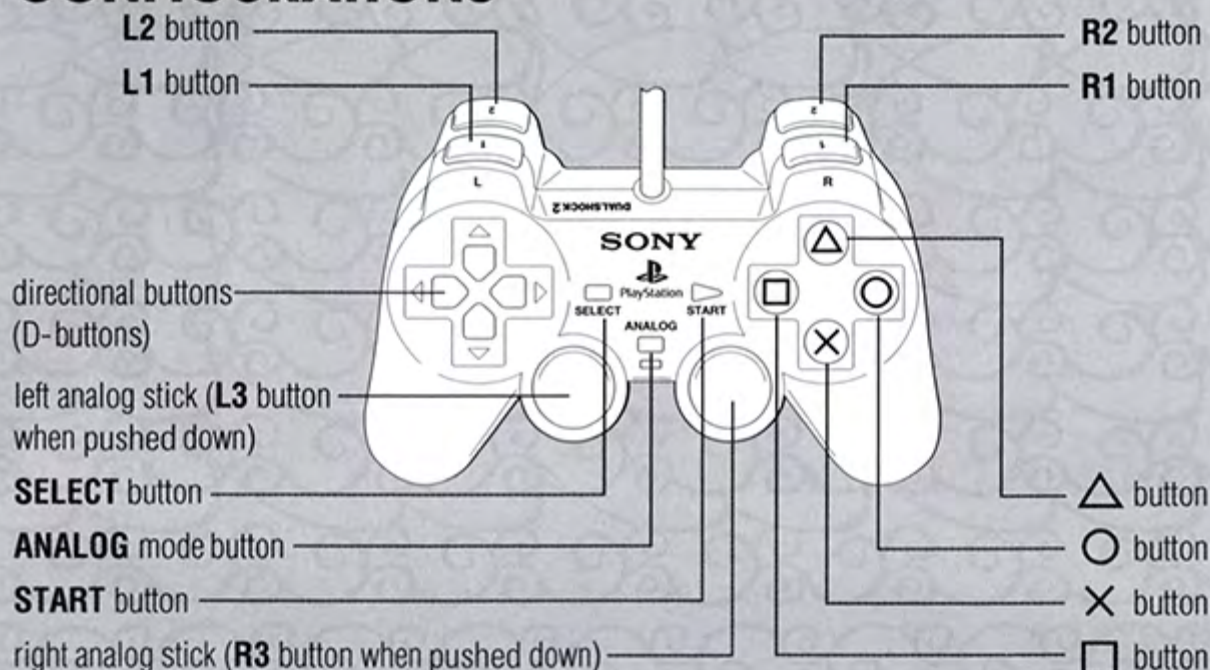
**NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.**





# STARTING UP

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



## INTRODUCTION

*Rock Band<sup>®</sup> Country Track Pack™* features a 21-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 country rock songs of all time.

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

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

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

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



# 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)

**○** button

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

**△** button

**Adjust mic sensitivity** (when microphone is enabled)

**□** button

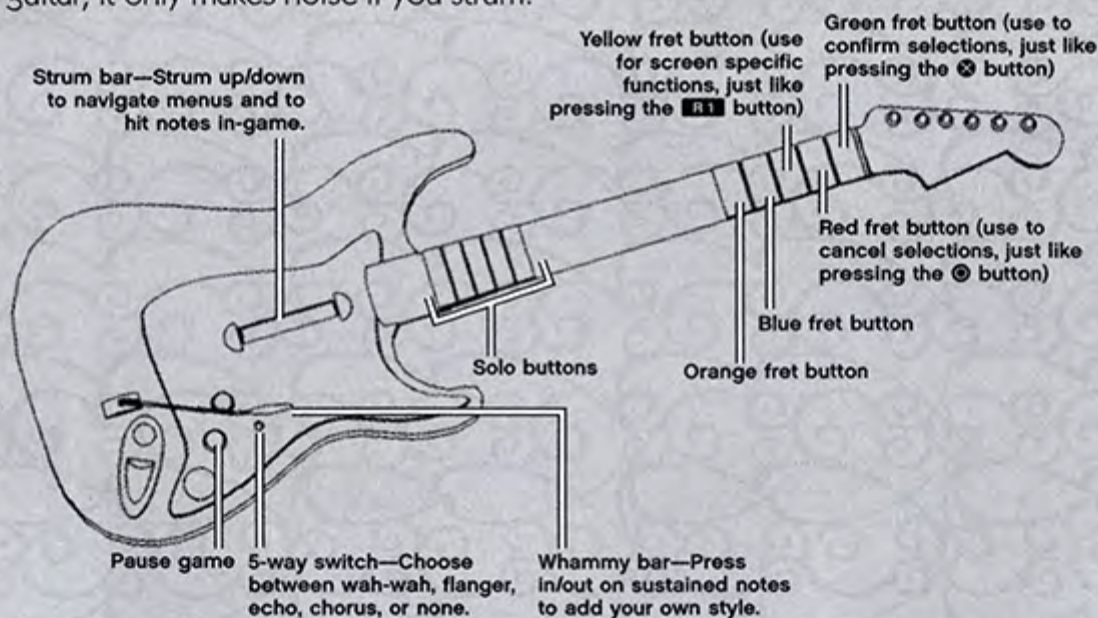
**Pause game**

**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.

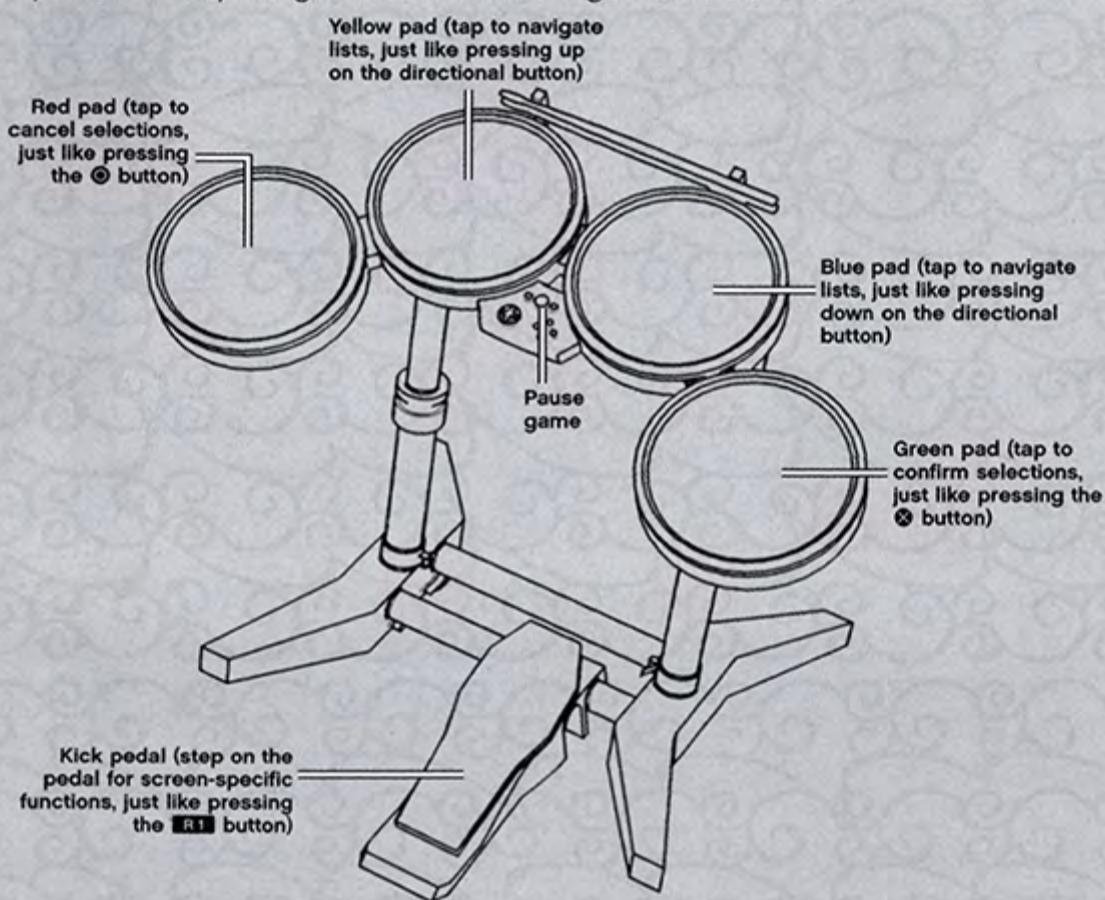


**NOTE:** Tilt the controller neck upwards to go into Overdrive. For information on how to play the guitar in-game, see p. 8.



## 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® Country Track Pack™* 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® Country Track Pack™*.

## 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® Country Track Pack™* 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.

**NOTE:** If after all that you're still having trouble—or if you just want more information about calibration—please visit [www.rockband.com](http://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 **X** 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 **X** 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® COUNTRY TRACK PACK™ CREDITS

## DEMIURGE STUDIOS TRACK PACK TEAM

**Engineering Lead:** Alex Rice

**Engineering:** Andrea Fonger, Mike Garon, Adam Rosenfield, Eddie Scholtz

**Production Lead:** Tom Lin

**Production:** Justin Lokoy, Harley Baldwin White-Wiedow

**Quality Assurance Lead:** Evan Nikolich

**Quality Assurance:** John Bannon, K. Paul Garrett, Jared Goldberg, Eric Gubata, Blake Hopkins, Will Jennings, Hilary Kamien, Eric Sutman, Andrew Ziegler

**Technical Art:** Dave Flamburis

**Demiurge Studios is:** Dan Chretien, Dave Elder, Josh Glavine, Liang Li, Chris Linder, Kwasi Mensah, Kristin Price, Albert Reed, Bill Reed, Kurt Reiner, Katie Stampf, Jimmy Storey, Kevin Teich

## HARMONIX TRACK PACK TEAM

**Producer:** Shawn Green

**Associate Producer:** Tom Bartlett

**Writers:** Helen McWilliams, Brett Milano

**Audio Director:** Eric Brosius

**Audio Producer:** Heather Wilson

**Audio Associate Producers:** Anya Macmillan, Marc Raila, 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 Crislip, Maclaine Diemer, Caleb Epps, Joe Kelly, Kedar Kumar, Matthew Levitt, Chris Lynch, Rob Lynch, Peter Moore, Devon Newsom, Steve Pardo, Chris Rando, 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 Tigaric, Erin Young

**Lip Sync Intern:** Kristin Palach

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

**QA Lead:** Justin Stanizzi

**Senior QA Tester:** Keith Smith

**QA Tester:** Caleb Wheeler

**QA Audio Leads:** Jay Magrissio

**Assistant QA Audio Lead:** Joshua Myers

**Senior Audio Testers:** Adam Baptiste, Tim Dwyer, Drew Olsen

**Audio Testers:** Tom Brown, Dan Bruno, Matthew DiPierro, Jonathan Haught, Sean Jeffery, Nick Foster Kallman, Jonathan Pardo, Dave Plante

**QA Ops Lead:** Robert Butts

**Assistant QA Ops Lead:** Maria O'Brien

**QA Ops Tester:** Michael Lattiak, Ben Remignanti, Matt Taylor

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

**VP Production:** Tracy Rosenthal-Newsom

**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:** Michael Verrette

**Project Director:** Kasson Crooker

**QA Director:** Luke Jacobs

**Web Director:** Jeff Chausse

### Project Management

**Executive Producer:** Jeff Marshall

**Senior Producers:** Jon Leslie, Matthew Nordhaus

**Producers:** Shawn Green, Matt Kelly, Jason Kendall, Pete Maguire, Alan Moore, Alex Rossi, Naoko Takamoto, Jason Warburg, DeVron 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, Michael Mandel, 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

**Engineering Consultant:** Doug Church



## 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 Bather, David Battilana, Anders Beer, Adam Carriolo, 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, Elliot Min, Michael Monsalvatge, Reiko Murakami, Don Pan, Matt Perlot, Soe Lin Post, Kerry Roan, Mallika Sundaramurthy, Jessica Taylor, Anne Marie Ticaric, Leo Tolentino, Rob Weychert, Shawn Witt, Nathan Wright, Erin Young

**Media Artists:** Erica Henderson, Todd Robertson, Sherika Viturera

## Audio

**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 Crislip, Maclaine Diemer, Caleb Epps, Joe Kelly, Kedar Kumar, Matthew Levitt, Chris Lynch, Rob Lynch, Peter Moore, Devon Newsom, Steve Pardo, Chris Rando, 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 Magrissio, Joseph Pagliuca III, Colin Snyder, Justin Stanizzi, Simon Yan

**Senior QA Testers:** Steven Razlo Bailey, Logan Benson, Adam Baptiste, Jeff Cardin, Daniel Chace, Tim Dwyer, Chris Enright, Eric Pope, Keith Smith

**QA Testers:** Chuck Alessi, Tom Brown, Dan Bruno, Robert Butts, Adam Carroza, Michael Carriere, Armen Casarjian, Daniel Chace, Joshua Dieckmann, Jeff Dishman, Matthew DiPierro, Aaron Everett, Gene Fontaine, Marissa Flabouris, Alex Gold, Josh Goldstein, Nicolas Gregoire, Ryan Griffin, Jonathan Haught, Conrad Hollomon, Mandie Holmes, Brian Imhausen, Dan Jarvinen, Sarah Javaheri, Sean Jeffrey, Dan Johnson, Nick Kallman, Sean Kearney, Michael Lattiak, Pete Lynch, Bryan Marshall, Estevan Martinez, Anthony Mauricia, Josh Myers, Juliet Nuzzo, Maria O'Brien, Drew Olsen, Jonathan Parco, Tom Peterson, David Plante, Jared Pruett, Chris Rando, Nathaniel Read, Ben Remignanti, Jason Silva, Will Spitz, Matt Taylor, David Theriault, Caleb Wheeler, Emily Waddy, Frank Washburn, Austin White, Elizabeth Witt

**QA Engineers:** Bret Rouse, Jessica Smith, Whitney Sternberg

## Web Community and Public Relations

**Web Producer:** David Beebe

**Senior Web Developer:** Colby Grenier, Allen Holt, Jim Krehl, Ady Otooile

**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, Allison Thresher, Aaron Trites

## Support

**HR Administrator:** Janet Freed

**Executive Assistant:** Cheryl DalPozzal, Rachel Latta

**Administrative Assistants:** Melanie Bernier, Ben Carr, Casey Cross, Shari Eleftherion, Hilary Emmons, Emily Gabrian, 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

**The Interns:** Keith Emmanuel, Eric McDonald

## Harmonix Manufacturing and Licensing

**Consultant Extraordinaire:** Jerry Wolosenko

**Manufacturing Analyst:** Ben Currier, Prashant Gupta

**Senior Producer of Hardware:** Todd Baker

**Product Manager:** Paul Gallo

**Creative Designer:** Matt Boch

**Industrial Designer:** Matthew Reineck

**Software Developer:** Jim Otermat

**Design Technician:** Derek Enos

**QC Coordinator:** Nate Stoddard

**QC Manager:** Jim Toepel

## OUTSOURCE ART

**Character Asset Creation:** Original Force 3D, Liquid Development

**Instrument Asset Creation:** Liquid Development

**Motion Capture and Animation:** Curious Pictures

**Additional MoCap/Char Editing:** Perspective Studios

**MoCap Performers:** Jeff Allen, Yula Yael Beeri, Craig Billmeier, Bryan Eck, Valerie Forgione, Emma Fyman, Natalja Kent, Joseph Letz, Chris Mascara, Jennifer Mauer, Izzy Maxwell, Sarah McClellan, Shinya Miyamoto, Stephanie Paynes, Paul Pisano, Lauren Recchia, Zoilo Ruiz, Elisa Seda, Emil John Schmidt, Gene Shteyn, Stephen Stancato, Mallika Sundaramurthy, Anne Marie Ticaric

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

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

**Curious Pictures Special thanks to:** Lewis Kofsky, Annie Moore, Mike Lang, Edward Chamy, Michele Matt, Cory Alderman



## Fonts

"ITC" and "Avant Garde" are trademarks of International Typeface Corporation, registered in the U.S. Patent and Trademark Office and may be registered in certain jurisdictions. "ITC Serif Gothic" is a trademark of International Typeface Corporation which may be registered in certain jurisdictions.

"Kabel" is a trademark of Linotype Corp., registered in the United States Patent and Trademark Office and may be registered in certain jurisdictions in the name of Linotype Corp. or its licensee Linotype GmbH.

Fakir is a trademark of Underware (Groenewegje 136, 2515 LR Den Haag, the Netherlands, [www.underware.nl](http://www.underware.nl)) and may be registered in certain jurisdictions.

Additional fonts provided by House Industries, Elsner+Flake and Veer Incorporated.

## Music Instrument Sponsors

The Avedis Zildjian Company, with special thanks to Brad Baker, Ann Marie Sanfilippo, Chris Frezza and Jason LaChapelle

Fender Musical Instruments Corporation, with special thanks to Bill Mendello, Mark Van Vleet, Brian Tedeschi, Ritchie Flegler, Del Breckenfeld, Jason Padgett, Clay Lyons, Richard McDonald, Bill Curmiskey, Justin Norvell, and Paul Herring

Ludwig Drum Company, a division of Steinway Musical Instruments, Inc., with special thanks to Rich Breske and Jim Catalano

## MTV GAMES

**Senior VP, Electronic Games and Music:** Paul DeGooyer

**Senior VP, Games:** Bob Picunko

**VP Integrations and Marketing:** Tony Calandra

**VP Digital Business & Legal Affairs:** Monty Sarhan

**Vice President, Financial Planning & Analysis:** Roger Chong

**Vice President, Controller:** John Giraldo

**Senior Counsel, Business & Legal Affairs:** Sue Perng Lee

**Senior Director, Product Management:** Rick Mehler

**Senior Director, MTV Communications:** Jeff Castaneda

**Manager, MTV Communications:** Mariana Agathoklis

**Senior Director, Music:** Cheryl Gehbauer

**Senior Director, Promotions:** Kelley Electa

**Director, Creative:** Stephanie D'Ambra

**Product Management:** Celine Willard

**Project Manager:** Meredith Fromkin

**Production Manager:** Pete DeGrazio

**Senior Producer:** Marc Nesbitt

**Special Thanks:**

Marianna Agathoklis, Sandy Alouete, Catherine Balsam-Schwaber, Lewis Bogach, Glenn Briffa, Bob Brown, Tom Calderone, Anita Chinkes, Angela Courtin, Nigel Cox-Hagan, Mary Beth Cunin, Tony DiBari, Tony DiSanto, Michele Dix, Amy Doyle, Rich Eigendorff, Sean Evans, Tina Exarhos, Chris Ficarra, Rob Forella, Kristin Frank, Stephen Friedman, Richard Gay, David George, Christina Glorioso, Brian Graden, Emilienne Gray, Liann Hagy, Tim Healy, Colin Helms, Stacey Herron, Andy Holeman, Courtney Holt, Pete Jacobs, Joanne Jacobson, Sam Judd, Deb Kadetsky, Hillary Kahn, Kevin Kay, Jeannie Kedas, Rick Krim, Evan Kroft, Robert Kusbit, Kerith Lemon, Marc Leonard, Jeffrey Light, Chris Linn, Mike Lopez, John Ma, Ocean MacAdams, John MacDonald, Ross Martin, Tony Maxwell, Chris McCarthy, Duncan Macdonald, Lori Megown, Suzanne Norman, Anne Oakley, Joe Ortiz, Amy Pascale, Casey Patterson, Brian Phillips, Shelly Powell, Courtney Powell, Lee Rolontz, Rosanne Russo, Dan Sacher, Niels Schuurmans, Bex Schwartz, David Seklir, John Shea, Lisa Sherman, Lisa Silfen, Dave Sirulnick, Jon Slusser, Deborah Sowray, Dario Spina, Shelly Tatro,

Van Toffler, Perry Turcotte, Kaitlyn Viater, Wendy Weatherford, Keshia Williams, Brad Winters, Jeff Yapp, Ben Zurier, the MTV/Viacom legal team of Michael Fricklas, Mark Morrill, George Cheeks, Andra Shapiro, Beth Matthews, Michelena Hallie, Heather Windt, Imani Garner and Jennifer Doehne and the legal team of Dan Schnapp, Bobby Schwartz, Matt Syrkin, Brian Berliner, Matt Kline and Jordan Raphael.

## ELECTRONIC ARTS

**Senior Vice President, General Manager, EA Partners:** David DeMartini

**Vice President, General Manager Rock Band, EA Partners:** Stephen D'Eredita

**Vice President of Production, EA Partners:** Jon Horsley

**Producer, EA Partners:** David Yee

**Associate Producer, EA Partners:** Steve Arnold

**Assistant Producer, EA Partners:** Craig Krstolic

**Vice President of Partner Management, EA Partners:** Nancy Fong

**Senior Partner Manager, EA Partners:** Raphael Ruland

**Program Manager:** Crystal Sanchez

**Senior Director of Business Development, EA Partners:** Dan Sherman

**Director of Finance, EA Partners:** Tom Little

**Vice President of Marketing:** Craig Rechenmacher

**Director of Marketing:** Erika Peterson

**PR Director:** Bryce Baer

**PR Manager:** Devin Bennett

**Operations:** Jeanette Balentine, Ian Brocklehurst, Anna Brown,

James Cherry, Justin Collins, Paul Murray

**Finance and Accounting:** Matthew Howell, Sayuri Ohno,

Rosemarie Poblete, Damian Butler, Dickson Gee

**Sales/Retail:** Tom Cipolla, Scott Forrest, Ryan James, Laura Miele,

Ben Tisdale, Jen Hunter

**Special Thanks:** Rich Cusolito, Dan Davis, Michael Deir,

Michael Doran, Chris Espiritu, Brendan Geraghty, Kim Hayuk,

Rick Helmer, Craig Hiland, Joe Kaiser, Mike Karol, Randy Marshall,

Marvin Pena, Michael Poley, Richard Rasmussen, Chris Serra,

Lauren Siegel, Elaine Singleton, Ben Smith, Marybel Vasaya,

Evelyn Walker, Michael Yasko

**EA Certification:** Dave Beck, Jason Collins, Steve Cook, Ben Crick,

Ricardo De Avila, Seferino Gallardo, Eron Garcia, Wes Hendrix,

Ryan Jacobson, Darryl Jenkins, Harry Kashouli, Mike Kushner,

Raymond Langford, Conrad Leiden, Dan Martell, Shaun McCourt,

Russell Medeiros, Garrett Muldoon, Ryan Roque,

Mary-Joyce Sacman, Chance Shiflett, Richard Silva

**Senior Director, QA North America:** Dave Steele

**Senior QA Manager:** Matthew Brown

**QA Project Manager:** Robert Walton

**QA Project Lead:** Daniel Allender

**Test Lead:** Tren Sparks

**Assistant Lead:** Tom Paton

**QA Shared Services Manager:** Dave Koerner

**QA Compliance Project Managers:** Mark Johnson, Brian Yip

**QA Compliance Leadership:** Steve Jenkins, Matt Landi,

Josh Riemersma

**QA Compliance Testers:** Michael Chan, Alvin Jean-Baptiste,

Michael Meier, Jonathan Olazabal

**QA Hardware Support:** Matt Kile, Brian Battistini

**QA Administrative Assistant:** Ericka Sykes

**Senior HR Generalist:** Chad Peshak



**QA Testers (Globant):** Santiago Antonelli, Federico Gonzalo Acosta, Damian Nicolas Castelli, Yesica Aciar, Matias Echeverria, Diego Alejandro Narambuena, Jorge Luis Crespo, Nicolas Fuertes, Maite Morici, Facundo Manuel, Dario Cesar Masmur, Julian Rodriguez, Gregorio José Orbegoza, Lucas Delucchi, Martin Botto, Johana Bolivar, Yesica Aciar, Valentin Raymondo Brega, Daniel Jorge Borrajo, Alejandro Spampinato, Pilar Aguerre, Nicolas Paparella  
Facial animation software provided by FaceFX. © 2002-2006, OC3 Entertainment, Inc. and its licensors. All rights reserved.  
Voiceln™ Game Solutions SDK

All FENDER and JACKSON electric guitars and basses, FENDER and SWR amplifiers, logos, trade dress, and production configuration, Instruments Corporation and used herein under license. All rights reserved. All GRETSCHE electric guitars and basses contained in this game are the trademarks of Fred W. Gretsch Enterprises, Ltd. and used herein under license. All rights reserved.

LUDWIG and any other LUDWIG-related marks are the property of Conn-Selmer, Inc. All rights reserved.

Zildjian and all related marks and logos are the property of The Avedis Zildjian Company Inc. All rights reserved.

# SONG CREDITS

**"Good Time"** as performed by Alan Jackson, courtesy of Sony Music Entertainment, Written by Alan Jackson, Published by EMI APRIL MUSIC INC. (ASCAP) All Rights Reserved. Used by Permission.

**"Mud on the Tires"** as performed by Brad Paisley, courtesy of Sony Music Entertainment, By Chris Dubois and Brad Paisley, Published by EMI APRIL MUSIC INC. (ASCAP) All Rights Reserved. Used by Permission.

**"Hillbilly Deluxe"** as performed by Brooks & Dunn, courtesy of Sony Music Entertainment, Written by Craig Wiseman and Brad Crisler. © 2005 Big Loud Shirt/ASCAP (admin. by Big Loud Bucks), FSMGI (IMRO), All rights controlled and administered by State One Songs America (ASCAP) All Rights Reserved. Used by Permission.

**"Cry Lonely"** as performed by Cross Canadian Ragweed, courtesy of Universal Music Enterprises, Written by Chris Knight and Gary Nicholson, Published by UNIVERSAL MUSIC CORP. on behalf of itself and BRETON CROSSING MUSIC and Sony/ATV Cross Keys Publishing / Gary Nicholson Music (ASCAP). All Rights Reserved. Used by Permission.

**"Free And Easy (Down The Road I Go)"** as performed by Dierks Bentley, Courtesy of Capitol Records Nashville, Under license from EMI Film & Television Music, Written by Brett Beavers, Robbie Harrington, Dierks Bentley and Rod Janzen ©2006 Home With The Armadillo Music (BMI), Set the Hook Music (BMI), Big White Tracks (ASCAP). All Rights Reserved. Used by Permission. International Copyright Secured.

**"Sin Wagon"** as performed by Dixie Chicks, courtesy of Sony Music Entertainment, Written by Emily Robison, Natalie Maines and Stephony Smith. ©1999 Woolly Puddin' Music (BMI), Scrapin' Toast Music (ASCAP), EMI Blackwood Music, Inc. (BMI), Singles Only Music (BMI) All Rights Reserved. Used by Permission. International Copyright secured.

**"3 Dimes Down"** as performed by Drive-By Truckers, courtesy of New West, Written by Cooley, Hood, Morgan, Neff, Tucker Published by Razor & Tie Music Publishing o/b/o Wayward Johnson's Music (BMI).

**"She's Country"** as performed by Jason Aldean, courtesy of Broken Bow, Written by Bridgette Tatum, Root 49 Music/Cackalacki Twang (BMI) and Danny Myrick/Soulride (BMI). All rights reserved. Used by Permission.

**"I Told You So"** as performed by Keith Urban, courtesy of EMI, Written by Keith Urban, Published by Babble On Songs (BMI) (Administered by Third Tier Music, LLC). All rights reserved. Used by Permission.

**"She Thinks My Tractor's Sexy"** as performed by Kenny Chesney, courtesy of Sony Music Entertainment, By Jim Collins and Paul Overstreet, Published by EMI Blackwood Music, Inc. (BMI) and Scarlet Moon Music, Inc. All Rights Reserved. Used by Permission.

**"The Gambler"** as performed by Kenny Rogers, courtesy of EMI, Written by Don Schlitz (ASCAP) 100%, Published by Sony/ATV Cross Keys Publishing (ASCAP) 100%. All rights reserved. Used by Permission.

**"Can't Let Go"** as performed by Lucinda Williams, courtesy of Universal Music Enterprises, Written by Randy Weeks, Published by ANGRY DESERT MUSIC (BMI), administered by Bug. All rights reserved. Used by Permission.

**"This One's for the Girls"** as performed by Martina McBride, courtesy of Sony Music Entertainment, Written by Chris Lindsey, Hillary Lindsey, and Aimee Mayo, Published by UNIVERSAL MUSIC - CAREERS on behalf of itself and SILVERKISS MUSIC, Sony/ATV Harmony / Animal Fair (ASCAP), and Monkey Feet Music (ASCAP) and FSMGI (IMRO), All rights controlled and administered by State One Songs America (ASCAP) All rights reserved. Used by Permission.

**"Gunpowder & Lead"** as performed by Miranda Lambert, courtesy of Sony Music Entertainment, Written by Heather Little and Miranda Lambert Published by Tiltawhirl Music (BMI) a division of Carnival Music Group and Sony/ATV Tree Publishing / Nashville Star Music (BMI). All rights reserved. Used by Permission.

**"Gone"** as performed by Montgomery Gentry, courtesy of Sony Music Entertainment, Written by Bob DiPiero (BMI) Jeffrey Steele, Published by Gottahaveable Music (BMI) (adm. by BPJ Administration), Songs of Windswept Pacific (BMI), Love Monkey Music / Sony/ATV Tree (BMI). All rights reserved. Used by Permission.

**"Me and My Gang"** as performed by Rascal Flatts, courtesy of Hollywood Records, Written by Tony Mullins, Jeffrey Steele, and Jon Stone, Published by ALMO MUSIC CORP. on behalf of itself and MULLINTONE MUSIC Ownership, Breaking New Ground Publishing (BMI) (administered by Sony/ATV Tree Publishing) (BMI), and Jeffrey Steele Music (BMI) (Adm. by BPJ Administration). All rights reserved. Used by Permission.



**"Suds in the Bucket"** as performed by Sara Evans, courtesy of Sony Music Entertainment, by Billy Montana & Tammy Wagoner Mike Curb Music (BMI) / Songs Of Estes (BMI) (admin. by Mike Curb Music) / Curb Songs (ASCAP) / Moraine Music, Inc. (ASCAP) (admin. by Curb Songs). All rights reserved. Used by Permission.

**"Any Man of Mine"** as performed by Shania Twain, courtesy of Universal Music Enterprises, Written by Shania Twain and Mutt Lange, Published by Universal Music - Z Songs on behalf of Loon Echo Ltd. / Universal Music Corp. on behalf of Out Of Pocket Prod. Ltd. All rights reserved. Used by Permission.

**"Satellite Radio"** as performed by Steve Earle. Courtesy of New West. Published by Exile on Jones Street Music (ASCAP). All right administered by Wixen Music Publishing, Inc. as agent for Primary Wave Music Publishing, LLC. Used by Permission.

**"Swing"** as performed by Trace Adkins, courtesy of EMI, By Frank Rogers and Chris Stapleton  
Published by EMI APRIL MUSIC INC. (ASCAP)  
All Rights Reserved. Used by Permission.

**"On the Road Again"** as performed by Willie Nelson, courtesy of Sony Music Entertainment  
Written by Willie Nelson  
Published by EMI VIRGIN SONGS, INC. d/b/a EMI LONGITUDE MUSIC (BMI)  
All Rights Reserved. Used by Permission.

**"29 Fingers"** as performed by The Konks Courtesy Of Bomp Records  
Jon Porth, Bob Wilson, Kurt Davis  
2005 God Says Music. All rights reserved. Used by permission.

**"Can't Let Go"** as performed by Death of the Cool  
Izzy Maxwell  
2007 Izzy Maxwell. All rights reserved. Used by permission.

**"Seven"** as performed by VAGIANT  
Helen McWilliams  
2007 VAGIANT. All rights reserved. Used by permission.

**"E.D.G."** as performed by Emeen Zarookian  
Emeen Zarookian  
© Emeen Zarookian 2007  
Published by Omninox Music  
Omninox Entertainment.

**"Instrumental"** as performed by The Main Drag  
Adam Arrigo, Matt Boch, Jon Carter, John Drake, Matt Levitt  
© Main Drag 2008  
Reasonable People's League.

**"The Episode"** as performed by Death of the Cool  
Izzy Maxwell  
© Izzy Maxwell 2008.

**"Sinner"** as performed by Breaking Wheel  
Jeff Allen, Dan Rony, Dave Levin  
© Breaking Wheel 2008.

EA and the EA logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries.

Demiurge Studios is a registered trademark of Demiurge Studios, Inc. All rights reserved.

Harmonix, Rock Band, Rock Band Track Packs and all related titles and logos are trademarks of Harmonix Music Systems, Inc., an MTV Networks company. MTV: Music Television, MTV Games and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc.

All other trademarks are the property of their respective owners.

© 2009 Harmonix Music Systems, Inc. All Rights Reserved.  
Harmonix, Rock Band, Rock Band 2, Rock Band Track Pack and all related titles and logos are trademarks or registered trademarks of Harmonix Music Systems, Inc., an MTV Networks company. Rock Band and Rock Band Track Packs developed by Harmonix Music Systems, Inc. MTV: Music Television, MTV Games and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc. This product and its use may be covered by one or more of the following U.S. Patents: 6,429,863, 6,482,087, 7,164,076, and 7,459,624. Other domestic and foreign patent applications pending. EA and the EA logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. All FENDER and JACKSON electric guitars and basses, FENDER and SWR amplifiers, logos, trade dress, and production configuration, including the distinctive guitar and bass headstock and body designs, contained in this game are the trademarks of Fender Musical Instruments Corporation and used herein under license. All rights reserved. All GRETSCHE electric guitars and basses contained in this game are the trademarks of Fred W. Gretsch Enterprises, Ltd. and used herein under license. All rights reserved. ROLAND® and BOSS® are trademarks of Roland Corporation, registered in the United States and other countries, and used by Harmonix Music Systems, Inc. under license. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. All other trademarks are the property of their respective owners.



# LIMITED WARRANTY

## Limited 60-Day Hardware Warranty

Electronic Arts and its licensors warrant to the original purchaser of any Rock Band hardware peripheral, including a guitar, a drum, or a microphone, (the "Peripheral") that the Peripheral is free from defects in materials and workmanship for a period of 60 days from the date of original purchase. If the Peripheral is found to be defective within 60 days from the date of original purchase, Electronic Arts will replace the Peripheral free of charge by following the instructions below. This warranty is applicable to the original purchaser for the normal intended use of the Peripheral in accordance with the instructions provided with the Peripheral. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect or damage has arisen through modification, abuse, improper use, mistreatment, neglect or accident.

Please **DO NOT** return any Rock Band Peripheral (including guitars, drums, and microphones) to retail stores, even if that is where you originally purchased the Peripheral. Retailers are NOT part of our authorized Peripheral warranty support program. In the unlikely event that you encounter a problem with Rock Band or any of its Peripherals, please visit <http://support.ea.com/rockband>. This website contains detailed instructions on how to take advantage of our warranty support program.

## Limited 90-Day Software Warranty

Electronic Arts warrants to the original purchaser of this product that the physical recording medium on which the Rock Band software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of original purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of original purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, proper postage prepaid, along with proof of original purchase. This warranty is limited to the Recording Medium and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect or damage has arisen through modification, abuse, improper use, mistreatment, neglect or accident.

Please return the defective Recording Medium or Manual along with (1) a copy of the original sales receipt showing the date of original purchase, (2) a brief description of the difficulty you are experiencing or the defect encountered, and (3) your name, address and phone number to the mail address below, postmarked before the expiration of the warranty period, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you.

## Disclaimer of Other Warranties/Remedies

If the Peripheral, Recording Medium or Manual were damaged through modification, abuse, improper use, mistreatment, neglect or accident, any applicable warranty is rendered void and you will need to follow the instructions that apply for returns after the warranty period.

EXCEPT FOR THE EXPRESS LIMITED WARRANTIES SET FORTH ABOVE, ELECTRONIC ARTS AND ITS LICENSORS HEREBY DISCLAIM ALL WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR WARRANTY OF ANY NATURE OR KIND SHALL APPLY OR SHALL BE BINDING UPON OR OBLIGATE ELECTRONIC ARTS OR ITS LICENSORS.

If any such warranties are incapable of being disclaimed, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the warranty period(s) described above. In no event will Electronic Arts or its licensors be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of Rock Band, any Peripheral, Recording Medium, Manual or other product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts or its licensors have been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, Electronic Arts' and/or its licensors' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

## EA Contact Information

**Online:** <http://support.ea.com/rockband>

**Phone:** You can contact our automated phone system 24 hours a day for any and all warranty questions:  
US 1 (650) 628-1001

**Mail:** Electronic Arts Customer Warranty, 9001 N I-35 Suite 110, Austin, TX 78753



EA and its licensors reserve the right to make improvements in the product described in the manual at any time and without notice. © 2009 Harmonix Music Systems, Inc. All rights reserved.

**Proof of Purchase**  
*Rock Band® Country Track Pack™*  
1938905

