



HUR DERWIN

magazine

A CLOSER LOOK AT THE X-PLORER CONTROLLER

CULTAP HERO I

INSTRUCTIONS

HOW/TO ROCK

HOW DO LOET STAR POWER?

CAREER QUICK PLAY, MULTIPLAYER, TRAINING

LETTERS | CONTROLS

ROCKTOBER 6 ISSUE 1

ACTIVISION

A WARNING

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

Important Health Warning About Playing Video Games

Photosensitive Seizures

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

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

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

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

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

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LECTERS TO THE EDITOR

IF IT DOESN'T ROCK THEN IT DOESN'T GET PRINTED! Rock on Brothers and Sisters!

Welcome to the premiere issue of Guitar Hero Magazine, Inside you'll find everything you nee

Magazine. Inside you'll find everything you need to know about Guitar Hero II.

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

 Albert C, Bayside, California

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

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

- Justin G, Chicago, Illinois

You don't meet the Grim Ripper ... he meets you. Your magazine talks a lot about rock. What is rock?

Philip F, New York, New York

Rock is a SAVAGE

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

- Tony M, Miami, Florida

We didn't? I thought we did... huh... my bed. \$\frac{9}{2}\$



CONTROLLER SCHEME







USING THE GUITAR CONTROLLER



>>PLEASE READ BEFORE PLAYING <<

Please Read the Following Before Using the Guitar Hero X-Plorer Controller.

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

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

The Guitar Hero X-Plorer controller is designed specifically for the Guitar Hero game. It does not contain all of the functionality of the standard Xbox 360 Controller. If you find that you are unable to navigate out of a screen, try unplugging the Guitar Controller and inserting a standard controller to navigate to the game.



THE GUITAR HERO X-PLORER CONTROLLER

START BUTTON

AL JES

10

mit

er

CONFIRM / PAUSE

BACK BUTTON

BACK

D-PAD

NAVIGATES THE MENUS

XBOX GUIDE BUTTON

ACTIVATES THE XBOX 360 DASHBOARD

GREEN FRET BUTTON

ACTIVATES THE GREEN NOTE / CONFIRM

RED FRET BUTTON

ACTIVATES THE RED NOTE / CANCEL

YELLOW FRET BUTTON

ACTIVATES THE YELLOW NOTE

BLUE FRET BUTTON

ACTIVATES THE BLUE NOTE

ORANGE FRET BUTTON

ACTIVATES THE ORANGE NOTE

Strum Bar:

Press the Strum Bar UP or DOWN to activate the Fret Button(s) you have

pressed. To navigate in menus press the Strum Bar UP or DOWN.

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

Tilt Sensor: Tilt the Guitar Hero X-Plorer Controller up to activate Star Power. \$\end{array}



XBOX LIVE Play anyone and everyone, anytime, anywhere on Xbox Live®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution. CONNECTING Before you can use Xbox Live, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com/live. **FAMILY SETTINGS** These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox. com/familysettings.



ARE BACK!



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

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

REDOCTANE BROOKLYN, NY

6 GHM



Career

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

Character Select Screen

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

Guitar and Guitar Finish Select Screens

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

Career Status Screen

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

Store

Time to spend the cash you earned with your blood, sweat and tears. Inside the Store you can buy new songs, new guitars, new guitar finishes, bonus videos and even new characters. From The Store you can also downloadable songs using Microsoft Points via Xbox Live. The downloaded songs appear under the unlock songs on the song list.

Quick Play

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

Multiplayer

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

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



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

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



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

Training

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

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

* Note: You will not be able to access the Tutorials without attaching a Guitar Hero X-Plorer Controller. The option will be greyed out until a Guitar Hero X-Plorer Controller is plugged in.

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

Leaderboards

Check out how you stack up against fellow shredders from your friends list and from around the globe via Xbox Live.

Options Menu

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

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

Video Settings:

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

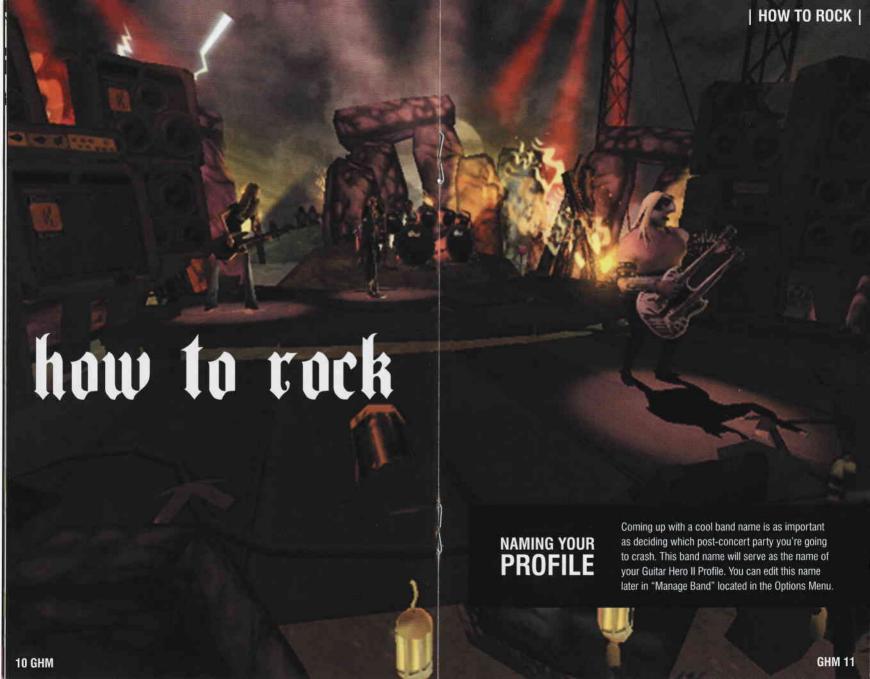
Calibrate Lag: Some televisions have an audio visual lag that can make it difficult to play the game. Use this screen to calibrate your television's lag.

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

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

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

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





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

Basic Notes:

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

Long Notes (otherwise known as Sustains):

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

Chords:

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

the whammy bar

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

the rock meter

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

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

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

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

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

the score meter

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

the star power meter

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

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

difficulty settings

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

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

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

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

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

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



"Expert: This setting separates the champs from the chumps!"

song results screen

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

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

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

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

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

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

HOW DO I GET STAR POWER?!



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

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

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



GUITAR HERO II SONG CREDITS: RESERVED, USED BY PERMASSION. | "PSYCHOBILLY FREAKOUT" WITHIN BY ...
SEGN. | "SHOUT AT THE DEVIL" Within by Walk Sign of THES WE MINIST CORRE LAID TO REST" ION | "YOU REALLY GOT ME" | "WAR PIGS" I JOHN THE "BEAST AND THE HARLOT" SURRENDER' B "MISIRLOU" d. | "SEARCH AND DESTROY" Hy James Co "CARRY ON WAYWARD SON" Permission | "GIALFRIEND" Wor nal Copyright Secured. Used by Permission. | "HANGAR 18" By "HEART SHAPED BOX" | "TONIGHT I'M GONNA ROCK YOU TONIGHT" II TACHUE Michael Chestapher Guill | International Copyright Decement Used by Premission | "TRIPPIN" ON A HOLE IN A PAPER HEART* nmasson | "MESSAGE IN A BOTTLE" leed fly Permiculoit | "TATTOOED PRESIDE | "ROCK THIS TOWN" by Brian Se "CHERRY PIE" Worth ed by Parmission. | "SWEET CHILD 'D MINE" Written by I "INSTITUTIONALIZED" William b WHO WAS IN MY ROOM LAST NIGHT?" | "STRUTTER" y Paramata | "MADHOUSE" Water by *FREEBIRD* PROTESSION | *KILLING IN THE NAME OF* | "FREYA" II | "BAD REPUTATION" ind by Farmerson | "THEM BONES" William by a mid by Farmerson | "YYZ" of Euconed, Used by Promoseur | "CAN'T YOU HEAR ME KNOCKIN" of land by Permission | "CARRY ME HOME" by China Chemisty, Scott Owen BONES, C. 1 -COLLIDE. amentation; Jeremy Page Production: Jeremy Page: | "FIK" (Helen & STREET | "LAUGHTRACK" |C MISSION IN THE STACK, THE SHAPE MORE ROKK* () "ONE FOR THE ROAD" () "PARASITE" (David I) John Lynch: | "PUSH PUSH" "RADIUM EYES" RED LOTTERY | "SOY BOMB" (Dan Schmid roog East | "YES WE CAN" m | "THUNDERHORSE" WICKE THE LIGHT THAT BLINDS" (# Illner: | "FALL OF PANGEA" "THE NEW BLACK" "AFTERIAL BLACK" Assis (RMI). | "The X-stream" written and purint mus-JORDAN" WED | "KICKED TO THE CURB" (Note:

In James | *DEAD!* Serlained by My Chemical DOLLAR BARES'
"THE TROOPER"

"THE TROOPER"

"ROCK AND ROLL HOOCHE KOO"

"SALVATION" Advictions, Inc., 1 "LIFE WASTED" Written by Stone Guscott an mocond Bystander & King, Holenes, Patricia & Serbert, LLP

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Very Special Thanks to the Real Guitar Heroes Willing

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

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All of the folks at Activision corporate, specifically

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Our wonderful "in game" Partners

and lastly the RedOctane Dogs...

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Ogg Vorbis Software

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