

XBOX 360

XBOX  
LIVE



# GUITAR HERO III™

## LEGENDS of ROCK

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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](http://www.xbox.com/support) or call Xbox Customer Support.

### Important Health Warning About Playing Video Games

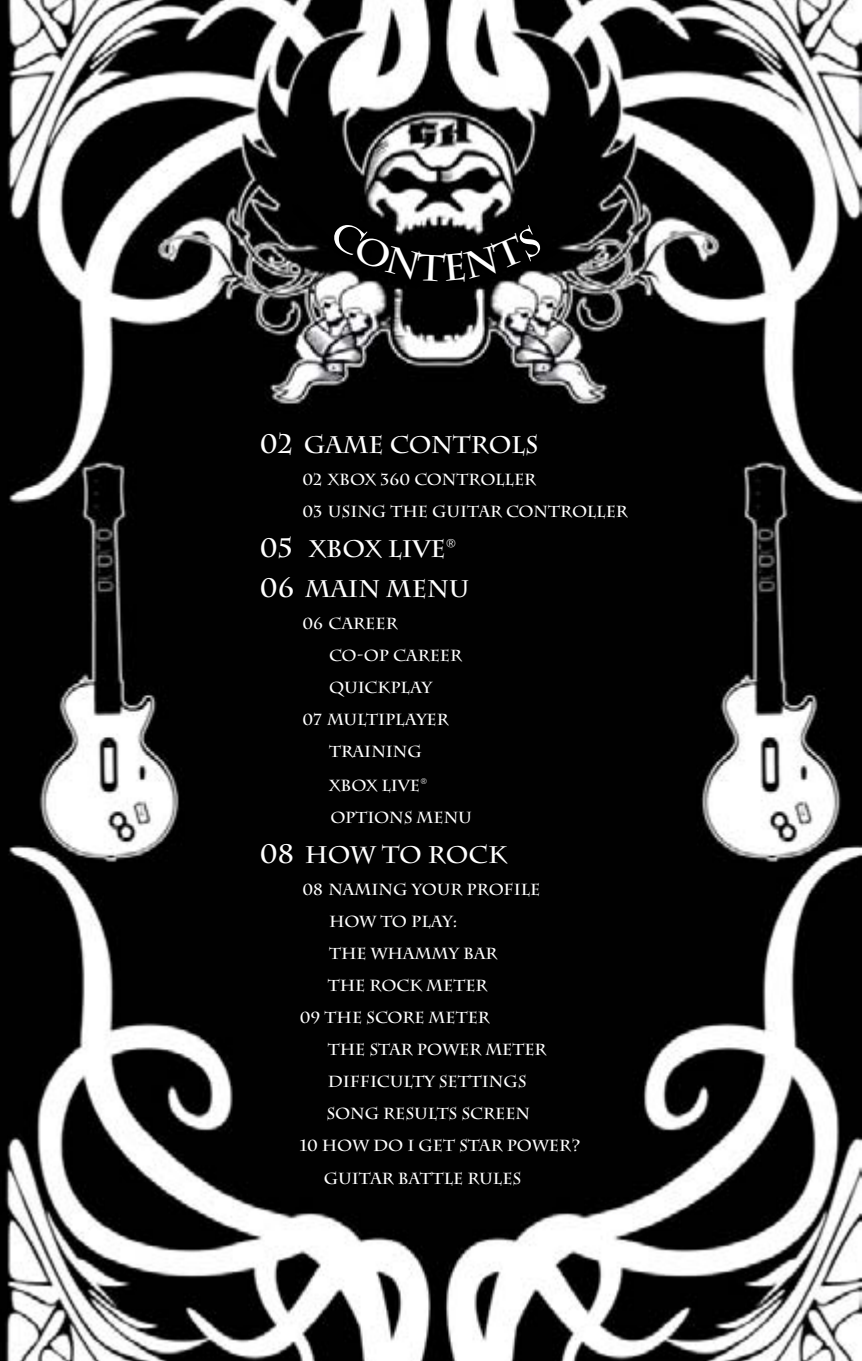
#### Photosensitive Seizures

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 screen; use a smaller screen; play in a well-lit room; and 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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# USING THE GUITAR CONTROLLER PLEASE READ BEFORE PLAYING

Please Read the Following Before Using the Guitar Hero Les Paul Controller.

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

- The Guitar Hero Les Paul Controller must be used with care to avoid injury. RedOctane will not be liable from injuries resulting from improper use of the Guitar Hero Les Paul Controller.
- The Guitar Hero Les Paul Controller is for indoor use only and should be kept away from open flames or other heat sources.
- Do not leave the Guitar Hero Les Paul Controller in a dusty or humid place.
- Small children should be monitored at all times when using the Guitar Hero Les Paul Controller.
- Do not modify or disassemble the Guitar Hero Les Paul Controller under any circumstances.
- When not in use, make sure the Guitar Hero Les Paul 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 Les Paul Controller wet.
- Never stand on the Guitar Hero Les Paul Controller.
- Use a dry cloth to clean the Guitar Hero Les Paul Controller, never use chemicals to clean the product.

The Guitar Hero Les Paul 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 inserting a standard controller to navigate to the game.

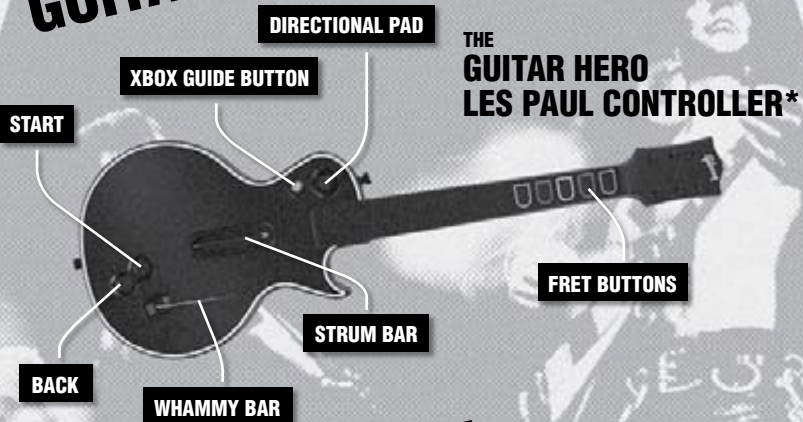
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## GAME CONTROLS

### XBOX 360™ Controller CONTROLLER SCHEME



# USING THE GUITAR HERO LES PAUL CONTROLLER\*



START BUTTON

BACK BUTTON

DIRECTIONAL PAD

XBOX GUIDE BUTTON

GREEN FRET BUTTON

RED FRET BUTTON

YELLOW FRET BUTTON

BLUE FRET BUTTON

ORANGE FRET BUTTON

CONFIRM / PAUSE

BACK / ACTIVATES STAR POWER

NAVIGATES THE MENUS

ACTIVATES THE Xbox 360™ DASHBOARD

ACTIVATES THE GREEN NOTE / CONFIRM

ACTIVATES THE RED NOTE / CANCEL

ACTIVATES THE YELLOW NOTE

ACTIVATES THE BLUE NOTE

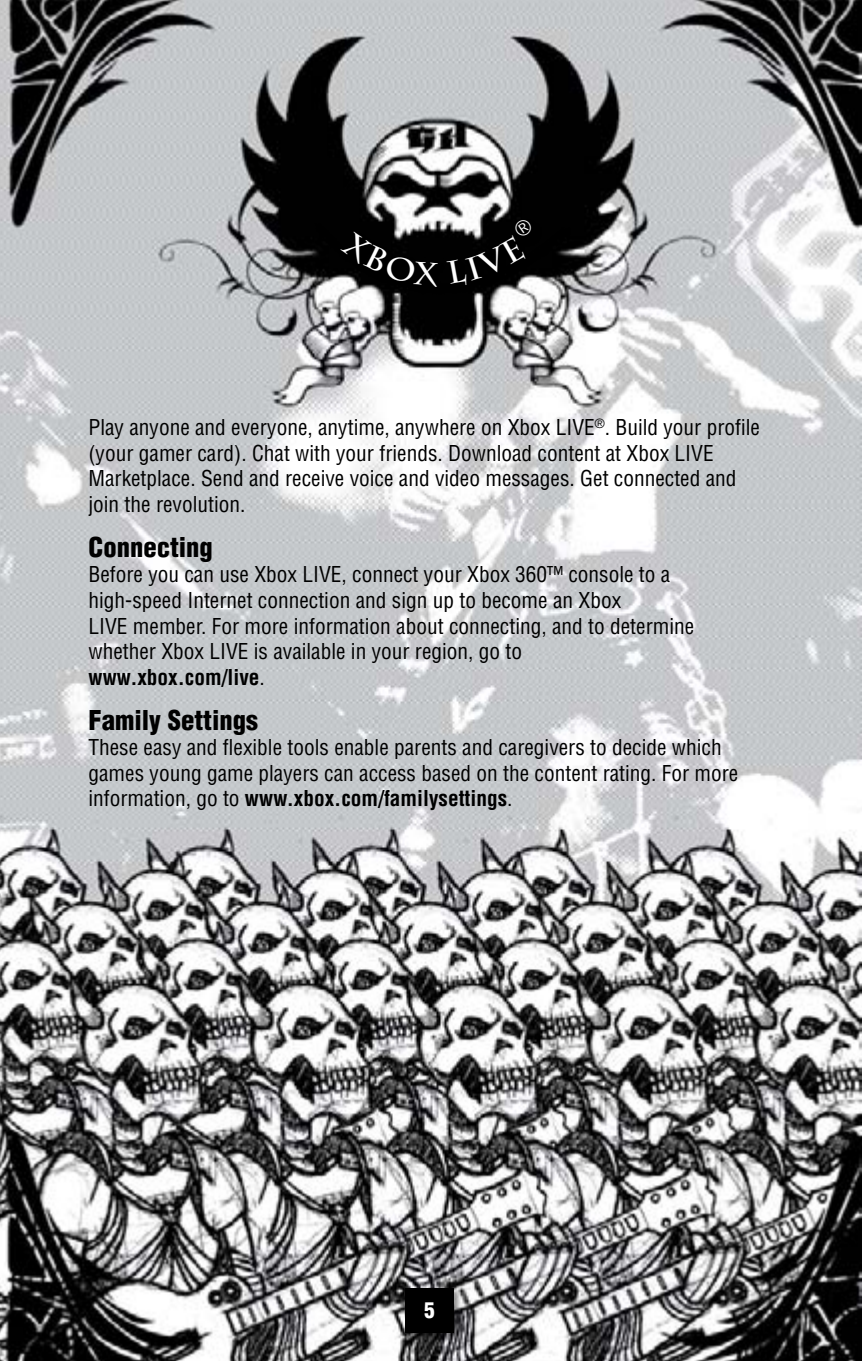
ACTIVATES THE ORANGE NOTE

**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 Les Paul Controller up to activate Star Power.

\* Controller type may vary.



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 360™ 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](http://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](http://www.xbox.com/familysettings).





## 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 download songs using Microsoft® Points via Xbox LIVE®. The downloaded songs appear under the downloads tab.

## Co-op Career

Grab a friend and play through the co-op career mode! You'll need to work together in order to progress. Watch out for certain songs that aren't available in the single-player career mode!

### Cooperative Gameplay

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 gets the rhythm or bass guitar. Each player can adjust the difficulty to fit their skill level.

If you want to succeed in Cooperative Career 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 Controller at the same time.

## Quick Play

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

## Multiplayer

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

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

**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.

**Battle:** Challenge a friend to a guitar shred-off with Battle mode! By performing well you'll get series of power-ups that you can use to disrupt your opponent. To activate the Battle mode attacks you'll need to raise your guitar like you would when activating Star Power.

## Training

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

**Tutorials:** These interactive tutorials teach you everything you need to know about Guitar Hero III: Legends of Rock 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 Les Paul Controller. The option will be grayed out until a Guitar Hero Les Paul Controller is activated.

**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.

## Xbox LIVE®

With an active Xbox LIVE membership jump online and play with friends from across the globe! From here you'll also be able to view the Guitar Hero Leaderboards and download new content!

## Options Menu

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

**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.

### Controller:

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

**Calibrate Whammy:** This feature will allow you to calibrate the sensitivity of the whammy bar.

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

**Save/Load:** Save your game progress, load a game, or turn auto save on or off.

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

**The Store:** From here you can access the Store and purchase items with the money you've earned from Career Mode.

**Top Rockers:** Check out your high scores!

**Cheats:** From here you can enter codes that can unlock additional items in the game.





## Naming Your Profile

It's time to name your band! A good name can mean the difference between opening up at the local youth center and selling out a huge stadium. This band name will serve as the name of your Guitar Hero III: Legends of Rock Profile. You can edit this name later in "Manage Band" located in the Options Menu.

## HOW TO PLAY

Guitar Hero III: Legends of Rock'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.

**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.

## Song Results Screen

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

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

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

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

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

## HOW TO ROCK

### 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 Les Paul Controller! To tilt, hold the Guitar Hero Les Paul Controller straight up! Once Star Power is activated you can lower your Guitar Hero Les Paul 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 Battle Rules

Instead of Star Power, you get Battle Power. Hit the Battle Gems to get a Power-Up. Tilt your guitar upward to attack the other player and make them miss. You have to make your opponent fail before the end of the song or else you go to Sudden Death. In Sudden Death all the power-ups become the devastating Death Drain.

#### Guitar Battle Attacks

**Broken String:** Use this attack to break one of your opponent's strings. The button on the guitar controller won't work until they fix it by rapidly tapping that button until it is repaired.

**Difficulty Up:** This attack will increase the difficulty on your opponent's note chart.

**Amp Overload:** This attack causes the scrolling fret board on your opponent's screen to shake and blur, making it extremely difficult to read which notes are approaching.

**Whammy Bar:** Use this attack on your opponent to force them to move the whammy bar fast before they can play notes again.

**Power-Up Steal:** This attack steals your opponent's attack before they can use it. If they don't have one to steal and you activate this power, you'll lose it.

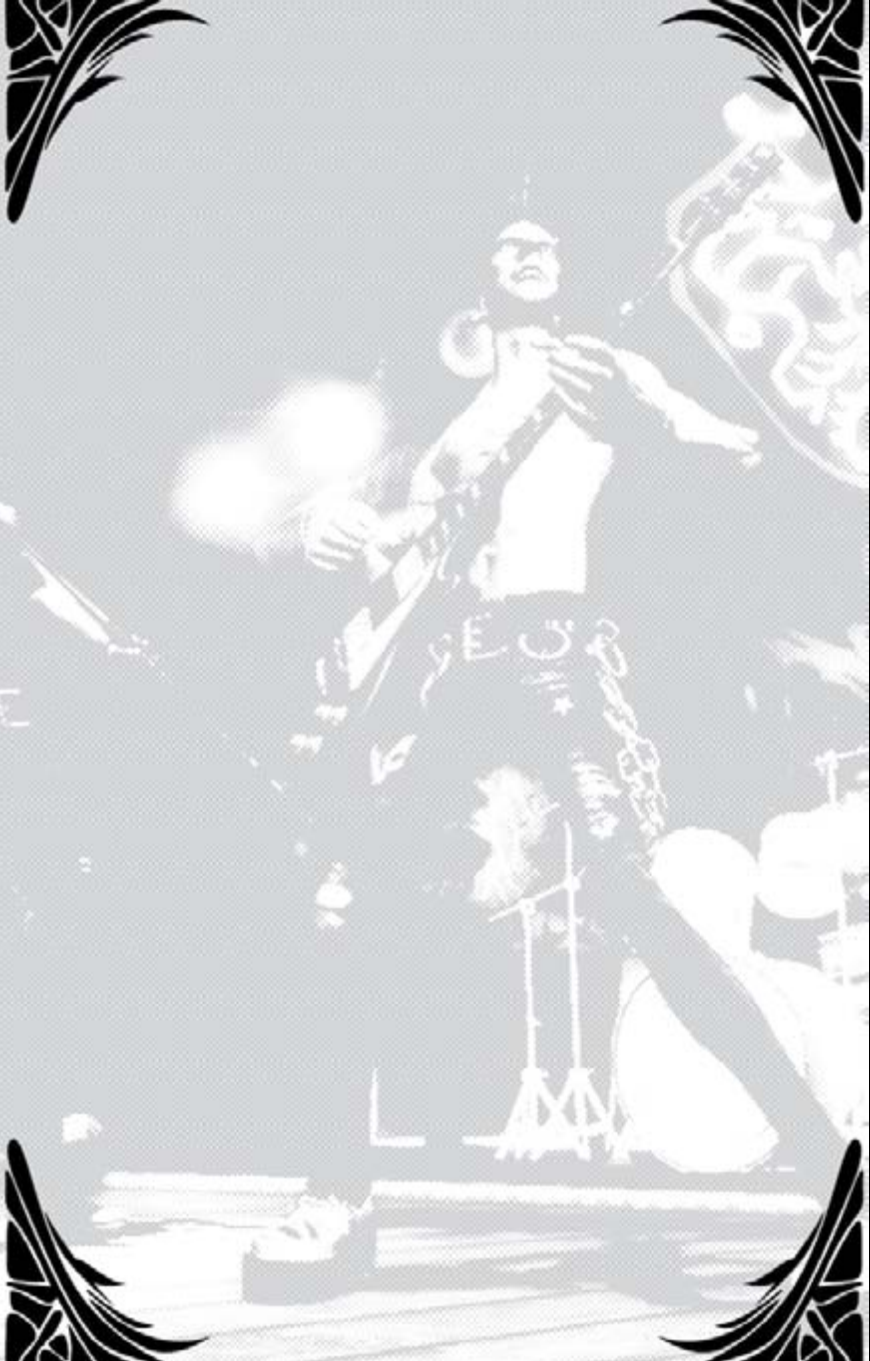
**Double Notes:** Deploying this attack forces your opponent to double up on how many notes they have to play.

**The Lefty/Righty Flip:** The Lefty/Righty Flip Attack swaps the note chart around opposite to how your opponent would normally play the game.

**Death Drain:** In Sudden Death, the Death Drain power-up will drain your opponent's rock meter.







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Developed by Neversoft

Published by Activision

For more information on this product, the credits, or its features, please visit [www.guitarhero.com](http://www.guitarhero.com)

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**Floor Lead** Guy Selga  
**Database Administrator** Dong Fan  
**Testers** Jonathan Green, Kevin Tucker, Michael Tousey, Albert Jacobs, Calvin Mendoza, Ramon Ramirez, Alex Krivulin, Jacob Goldman, Enrique Roland, Matt Ryder, Danny Fehskens, Brian Post, James Stickley, Jonathan Atkinson, Abtin Gramian, Emmanuel Salvacruz, Jason Livergood, Elias Jimenez, Trevor Page, Wei Zhao, Viet Pham, Julius Hipolito, Rodrigo Magana, Eric Burson, Dee Gibson, Erika Rodriguez, Ian Page, Joseph Zhou, Joel Smith, Michael Pallares

## Customer Support Managers

**Email Support** Mike Hill

## Network Lab

**Sr. Lead** Chris Keim  
**Network Lead** Francis Jimenez  
**Tester** Sean Olsen

## Multiplayer Lab

**Lead** Garrett Oshiro  
**Acting Floor Lead** Michael Ashton, Jessie Jones, Leonard Rodriguez  
**Testers** Dov Carson, Jan Erickson, Matt Fawbush, Franco Fernando, Armond Goodin, Mario Ibarra, Jaemin Kang, Brian Lay, Luke Louderback, Kagan Maevers, Matt Ryan, Jonathan Sadka, Michael Thomsen

## Burn Room Supervisor

**Burn Room Technicians** Kai Hus, Danny Feng, Sean Kim, Christopher Norman

**Manager, Resource Administration** Nadine Theuzilott

## LCS/QA Special Thanks

Yvente Ruffin, Dave Garcia-Gomez, Chris Keim, Francis Jimenez, Neil Barizo, Chris Neal, Willie Bolton, Jennifer Vitiello, Jeremy Shortell, Nikki Guillote, Jake Ryan

## Localization Team

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**Senior Localization Project Manager** Fiona Ebbs

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**QA Manager** David Hickey

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## Animated sequences by:

## Titmouse, Inc.

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**Producer** Keith Fay  
**Director** Juno Lee  
**Background Supervisor** Antonio Cannobio  
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**Lead Animator** David Vandervort  
**Animator** Travis Blaise  
**Background Painters** Sung Jin Ahn, Rozalina Tchouchev  
**Background Design** Keyoei Takayama, Paul Harmon  
**Ink & Paint** Brian Kim  
**Assistant Background Design** Kirk Shimoto  
**Assistant Animator** Ryan Deluca

## WaveGroup Sound

**Lead Music Producer and Mixer** Will Littlejohn  
**Additional Mixing** Nick Gallant  
**Additional Production Services** Scott Dugdale, Ric Fierabracci, Nick Gallant, Lance Taber, Joel Taylor  
**Guitar** Nick Gallant, Lance Taber  
**Bass** Ric Fierabracci, Nick Gallant  
**Drums, Percussion** Scott Dugdale, Joel Taylor  
**Keyboards, Piano, Organ** Scott Dugdale  
**Vocalists** Moorea Dickason, Scott Dugdale, Mark Edwards, Nick Gallant, Kid Beyond, Danny, Shorago, David Dees Urrutia  
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**Casting** Leslie Barton  
**Production Coordinator** Kimberly A. Niewa

## Steve Ouimette Studios

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