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ACTIVISION

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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

- dizziness
- 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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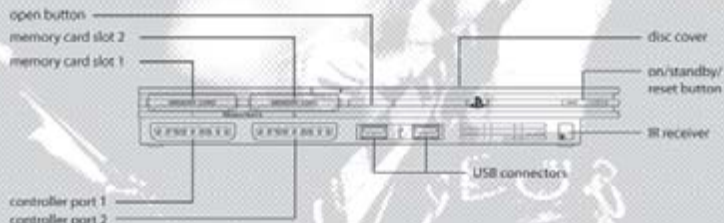
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Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Guitar Hero III: Legends of Rock disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.



DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



- Directional Buttons
- Left Analog Stick
- R1
- R2
- L1
- L2
- X
- △
- START
- SELECT

- Press Up to activate Star Power
- Move it up to activate the Whammy Bar
- Yellow Note
- Blue Note
- Red Note
- Green Note
- Orange Note/ Confirm
- Cancel
- Confirm / Pause
- Pause / Cancel

USING THE GUITAR CONTROLLER PLEASE READ BEFORE PLAYING

Please Read the Following Before Using the Guitar Hero Kramer® Striker Controller.

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

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

The Guitar Hero Kramer Striker controller is designed specifically for the Guitar Hero game. It does not contain all of the functionality of the standard DualShock®2 analog controller Controller. If you find that you are unable to navigate out of a screen, try inserting a standard controller to navigate to the game. ACTIVISION AUTHORIZES USE OF THIS GUITAR HERO™ CONTROLLER ONLY WITH A GUITAR HERO™ GAME PRODUCT OR OTHER ACTIVISION BRANDED PRODUCT. ACTIVISION EXPRESSLY PROHIBITS THE USE OF THIS GUITAR HERO™ CONTROLLER WITH ANY OTHER GAME. NO OTHER LICENSE, EXPRESS OR IMPLIED, IS GRANTED.

GAME CONTROLS CONT'D USING THE GUITAR CONTROLLER

THE GUITAR HERO KRAMER® STRIKER CONTROLLER*

WHAMMY BAR

FRET BUTTONS

STRUM BAR

START

SELECT

START BUTTON

SELECT BUTTON

GREEN FRET BUTTON

RED FRET BUTTON

YELLOW FRET BUTTON

BLUE FRET BUTTON

ORANGE FRET BUTTON

CONFIRM / PAUSE

ACTIVATES STAR POWER

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 Kramer Striker Controller up to activate Star Power.

* Controller type may vary.



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.

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 gets either 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 or unlocked.

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.

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 activating a Guitar Hero Kramer Striker Controller. The option will be grayed out until a Guitar Hero Kramer Striker 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.

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: 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.

HOW TO ROCK

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

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 Kramer Striker Controller! To tilt, hold the Guitar Hero Kramer Striker Controller straight up! Once Star Power is activated you can lower your Guitar Hero Kramer Striker 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 SELECT 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.

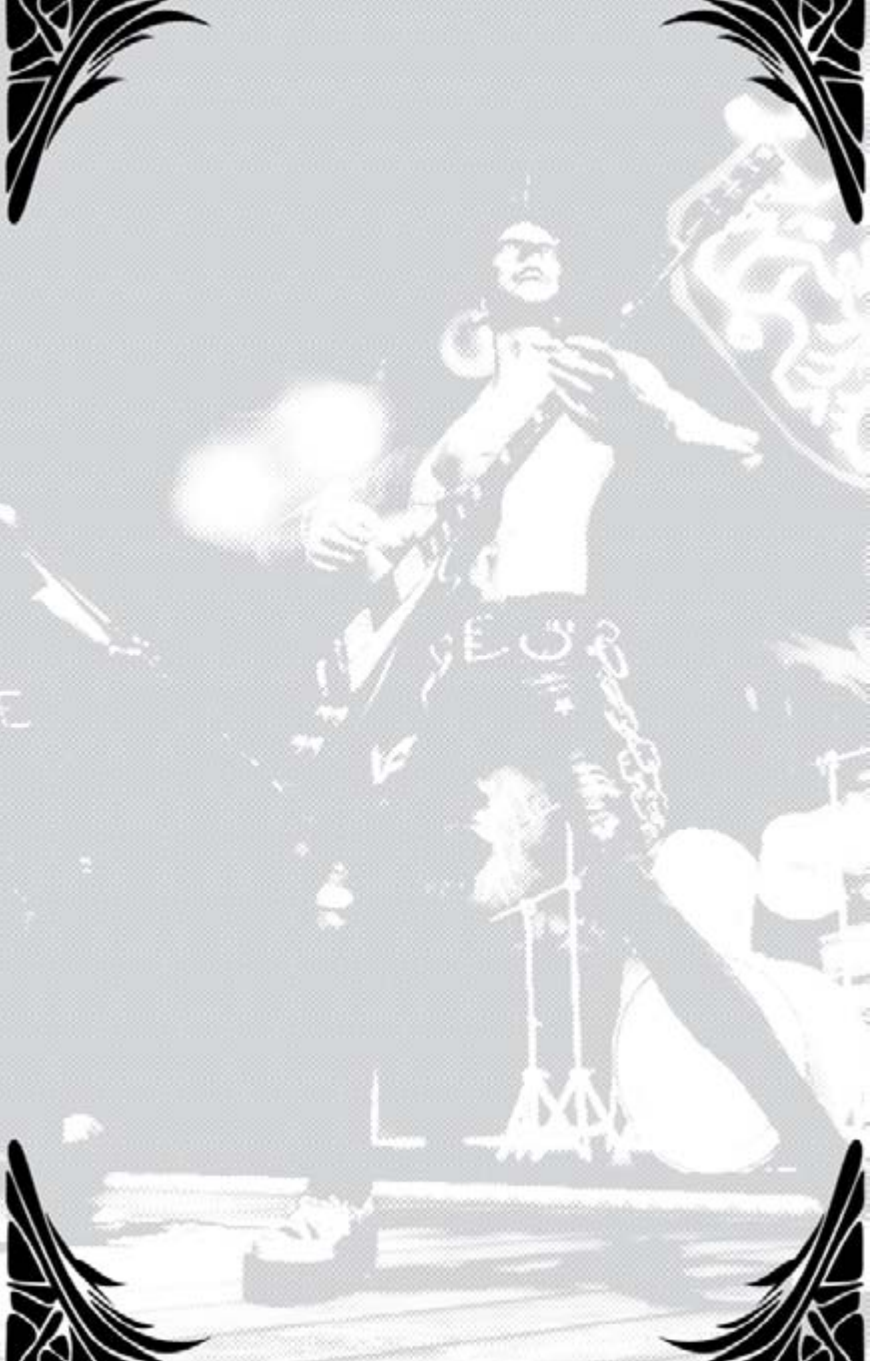
Power-Up Steal: This attack steals your opponent's attack before they can use it. If they don't have one to steal and you activate this power, you'll lose it.

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

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