

GUITAR HERO™ ENCORE

ROCKS THE 80s



EmuMovies

Guitar Hero™ Encore: Rocks the 80s™ © 2006-2007 Activision Publishing, Inc. Guitar Hero is a trademark and Activision and RedOctane are registered trademarks of Activision Publishing, Inc. Game code © 2005-2007 Harmonix Music Systems, Inc. Developed by Harmonix Music Systems. Covered by one or more of the following patents: U.S. Patent Nos. 5,739,457, 6,018,121, 6,225,547, 6,347,998, 6,369,313, 6,390,923, 6,425,822, 6,429,863, 6,645,067 and 6,835,887; patents pending. All Gibson marks, logos, trade dress, guitar models and related rights provided pursuant to license from Gibson Guitar Corp. Used with Permission. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners. All rights reserved. ACTIVISION EXPRESSLY PROHIBITS THE USE OF THE GAME WITH ANY CONTROLLERS OTHER THAN ACTIVISION AUTHORIZED CONTROLLERS OR THE STANDARD GAME CONTROLLERS. 95071.226.US



ACTIVISION®

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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

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

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

02 GETTING STARTED

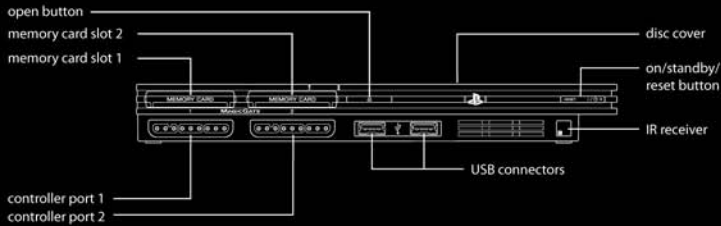
03 STARTING UP

04 USING THE GUITAR CONTROLLER

05 MAIN MENU

07 HOW TO ROCK

GETTING STARTED



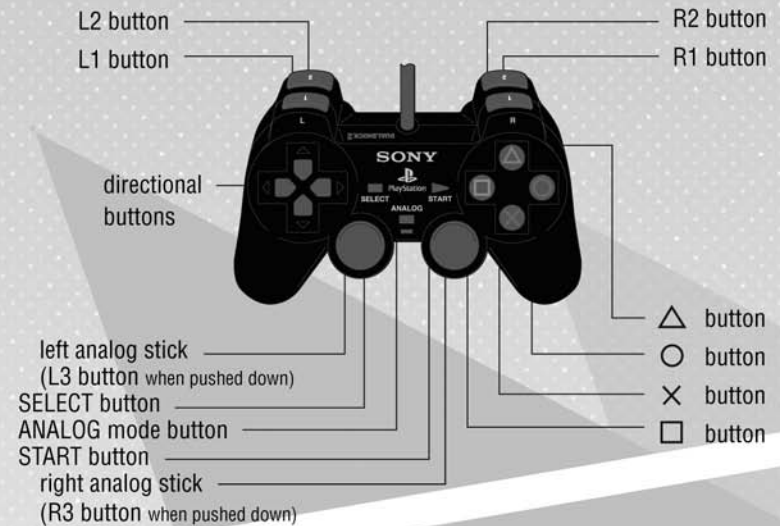
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Insert the Guitar Hero™ Encore: Rocks the 80s disc in the system with the label side facing up. 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.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Directional Buttons
left analog stick

Press Up to activate Star Power
Move it up to activate the Whammy Bar

R1
R2
L1
L2
X
△
START
SELECT

Yellow Note
Blue Note
Red Note
Green Note
Orange Note/ Confirm
Cancel
Confirm / Pause
Pause / Cancel

USING THE GUITAR CONTROLLER



START BUTTON	CONFIRM / PAUSE
SELECT BUTTON	ACTIVATES STAR POWER
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 towards the guitar on Long Notes to alter the sound of the song.
TILT SENSOR:	Tilt the Guitar Hero Controller up to activate Star Power.

MAIN MENU



CAREER

Live the life of a true rock star! In Career mode, you can unlock all kinds of rad songs and venues. You can even buy a ton of radical stuff 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 that cash! Inside the store you'll find all kinds of cool things to blow your money on.

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

Throw away those friendship bracelets it's time to shred!

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

HOW TO ROCK

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 Controller at the same time. Unlike the other multiplayer modes, in this mode you can fail a song!

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 Encore: Rocks the 80s offers two forms of training:

Tutorials: These interactive tutorials teach you everything you need to know about Guitar Hero Encore: Rocks the 80s and are highly recommended for both beginners and experienced players.

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 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.

Widescreen Display: Adjusts the picture to fit widescreen televisions.

Progressive Scan: If your television supports progressive scan (and you have the correct component cables), you can turn progressive mode on using this option.

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 totally awesome people who helped make this game!



NAMING YOUR PROFILE

Just because you've got big hair and tight pants doesn't mean you're ready to rock; you need the perfect band name! This band name will serve as the name of your Guitar Hero Encore: Rocks the 80s Profile. You can edit this name later in "Manage Band" located in the Options Menu.

GAMEPLAY

Guitar Hero Encore: Rocks the 80s 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: There is no stopping you! You're hitting just about every note thrown at you.

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

Medium: This difficulty setting brings notes a little faster and utilizes all the fret buttons but orange.

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

Expert: This insane difficulty will have you frantically using all five fret buttons and pulling off lots of different chords.



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.

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

CREDITS

HARMONIX MUSIC SYSTEMS, INC. - 80s TEAM

PROJECT MANAGEMENT

Producer Helen McWilliams
Associate Producers Pete Maguire, Jeff Allen

AUDIO

Audio Leads Pete Maguire, Jeff Allen
Sound Designers Izzy Maxwell, Sachi Sato, Arthur Inasi,
David Bax, Andrew Buch, Catherine Cavanagh, Jeremy Page,
Martin Rodriguez, Marc Brandi, Tristram Lozaw, Ramon Castillo
Audio Intern Rob Lynch

ADDITIONAL SUPPORT

Programming Dan Brakeley
Character Concept Artist Jennifer Hrabota Lesser
Art Supervision Dare Matheson
Character Supervision Matt Gilpin
Art Outsource Manager Jason Kendall
Character Artist Christopher Hartelius
Venue Updates Aaron DeMuth
Shell Updates Joe Kowalski
Lip Sync Iony Astone
Media Intern Todd Robertson
Senior Tech Artist Jason Warburg
Assistant Tech Artist Rob Stott
Character Modeling Liquid Development
Intro Cutscape Ghostmilk Studios: Steve Wilson, Arv Slabosevicius

POSTER ARTISTS

Title Screen James Quigley
Main Screen DWITT

QUALITY ASSURANCE TESTING

QA Manager Luke Jacobs
QA Lead Keith "Anarkeith" Smith
QA Coordinator Bill Cook
Testers Steven "Razlo" Bailey, Joseph Pagliuca III,
Grace "Dio Lead" Williams

HARMONIX MANAGEMENT

General Manager Alex Rigopoulos
VP Engineering Eran Egozy
VP Operations Mike Dornbrook
VP Product Development Greg LoPiccolo
VP Business Development Joe Brisbois
VP Int'l Business Development Bernie Yee
Creative Director Josh "Robotkid" Randall
Art Director Ryan Lesser
Art Manager Jason Amone
Audio Director Kason Crooker

SUPPORT

Seneschal Kris Fell
Administrative Assistants Kurt Davis, Spencer Saltonstall
IT Manager Greg Rich
IT Support Asst. Dan Conway
Librarian/Admin. Asst. Heather Wilson
Exalted Intern Adrian Rigopoulos
The Interns Eric McDonald, Michael Vitale
Accounting Services Melonie Newman

GUITAR HERO II DEVELOPMENT TEAM

HARMONIX MUSIC SYSTEMS, INC.

PROJECT MANAGEMENT

Project Leader Daniel Sussman
Producers Elena Siegman, Tracy Rosenthal-Newsom
Associate Producer Helen McWilliams

PROGRAMMERS

Prog. Lead/Char. System James Fleming
Engine Lead Eric Malafeev
Asst. Prog. Lead/Game Sys. Ethan Fenn
Venue System Dan Ogles
Game Shell Christine Legge Barrett, Yang Yang
Beatmatch System Dan Schmidt, Milo Jeff Somers
Build System Marc Flury
Additional Programming Dan Brakeley, Matthew Moss

AUDIO

Audio Lead Eric Brosius
Sound Designers Izzy Maxwell, Jeff Allen, Devon Newsom,
Peter Moore, Sachi Sato
Tutorial Voiceover Jason Kendall

DESIGN

Game Designer Chris Canfield
Copywriters Helen McWilliams, Terri Brosius, Christian Wissmuller

ARTISTS

Art Lead Dare Matheson
Venue Lead Peter A. MacDonald
Character Lead Matt Gilpin
Art Associate Producer Jason Kendall
Concept Artists Jennifer Hrabota Lesser, Matt Gilpin, Adolph Wong,
Matt Perlot, Paul Lyons, Matt Moore, Steven Kimura,
Peter A. MacDonald, Reiko Murakami, Aaron DeMuth
Character Tech Adolph Wong
Character Animation Christopher Hartelius, Kelly Scott,
Jeff Carroll, Reiko Murakami
Venue Modeling Peter A. MacDonald, Steven Kimura, Matt Moore,
Matt Perlot
Venue Lighting Matt Moore, Gayle Robertson
Venue Effects David Boghdan, Brian Gibson
Game Shell Joe Kowalski
Cinematographer Aaron DeMuth
Track/HUD Elliot Clapp, Brian Gibson, Matt Perlot
Lip Sync Noah Berkley, Reiko Murakami
Media Intern/HMX Video Ed. Todd Robertson
Additional Artists Kevin McGinnis, Leeanne Williams
Character Modeling Liquid Development, RedOctane Technologies
Andrew Hickinbottom
Guitar Modeling Liquid Development, Jason Kendall, Matt Gilpin
Guitar Hero II Logo Joe Kowalski
Intro Cutscape Ghostmilk Studios: Steve Wilson, Arv Slabosevicius

TECHNICAL ART

Senior Tech Artist Jason Warburg
Tech Artists Jason Booth, Sean Baptiste
Tech Art Intern Will Miller

QUALITY ASSURANCE TESTING

QA Manager Luke Jacobs
QA Coordinator Bill Cook
Testers Arthur "M-Cue" Inasi, Keith "Anarkeith" Smith, Rob Stott,
Dan Meretzky, Tim "Okiro" Cook, Alex Rossi, Heather Wilson,
Boston Livingstone, Maria O'Brien

POSTER ARTISTS

Data Dialog Shepard Fairey
Main Screen DWITT
Career Difficulty Select DWITT
Career Home James Quigley
End Game Screen James Quigley
Quickplay Difficulty Select Little Friends of Printmaking
Co-op Part Select Steven Kimura
Multiplayer Difficulty Select Brian Ralph
Multiplayer Mode Select Jeremy Wabiszczewicz
Training Select Jen Corace
Tutorial Select Jay Ryan
Practice Part Select Steven Kimura
Practice Difficulty Select Matt Perlot
Practice Section Select John Dee
Practice Speed Select Jeremy Fish
Options Jesse Lefkowitz
Audio Settings Aaron DeMuth
Video Settings Dare Matheson
Calibrate Lag Shawn Witt
Data Settings Mark Dancy
Bonus Videos Paul Lyons
Controller Select Joe Kowalski

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

WAVEGROUP SOUND

Music/Vocals Recorded & Produced at WaveGroup Sound
(Fremont, CA; San Francisco, CA)

Lead Music Producer and Mixer Will Littlejohn
Additional Mixing Nick Gallant
Additional Production Services Doug Doppler, Scott Dugdale,
Ric Fierabracci, Nick Gallant, Lance Taber, Joel Taylor
Guitar Doug Doppler, Nick Gallant, Marcus Henderson, Lance Taber
Bass Darryl C. Anders, Stuart Dubey, Ric Fierabracci, Nick Gallant
Drums, Percussion Scott Dugdale, Joel Taylor
Keyboards, Piano, Organ Scott Dugdale, Will Littlejohn
Trumpet Stefan Colson
Saxes Luke Pennella
Harmonica Peter Berkow
Vocalists Lindsay Bauer, Brandon Bayless, Dirk Benson,
Brad Brooks, Moorea Dickason, Scott Dugdale, Mark Edwards,
Nick Gallant, Marcus Henderson, John Honoré, Kid Beyond,
Will Littlejohn, Brooks Lundy, Kimberly A. Nieva, Sue Pelmulder,
Chris Perry, Stephen Saxon, Danny Shorago, Ray J. Sutton,
David Dees Urrutia, Austin Willacy, Susan Zelinsky
Engineers Lindsay A. Bauer, Paul Barros Bessone, Scott Dugdale,
Bill Frank, Nick Gallant, John Honoré, Mark David Lee,
Will Littlejohn, Bob Marshall, Sue Pelmulder, Ray J. Sutton,
David Dees Urrutia
Programmers Scott Dugdale, Will Littlejohn

Casting Leslie Barton
 Production Coordinator Kimberley A. Nieva

HOUSE OF MOVES, INC. CREDITS

MANAGEMENT

CEO Tom Tolles
Executive Producer Scott Gagain
Associate Producer Greta Anderson
COO Matt Lawrence
Production Manager Chris Bellaci
Sales & Marketing Coordinator Jennifer Becherer
IT Manager Scott Webster

PRODUCTION

Capture Supervisor Gary Roberts
Capture Operator Andre Petrossian
QA Lead Laura Siewert
QA Assistant Vince Argentine
Video Lead Nikola Dupkanic
Production Assistant Josephine Darkwah
Production Manager Chris Bellaci
Executive Producer Scott Gagain
IT Manager Scott Webster
Associate Producer Greta Anderson
Motion Capture Actors Judita Wignall, Matt Wignall, Ryan Lesser,
Dare Matheson

RedOctane CREDITS

SOFTWARE PRODUCTION

Executive Producer Jeff Matushita
Associate Producer Ted Lange
QA Lead Daniyel Garcia
QA Analysts Casimero Agustin, Mark Johnson, Raul Renteria,
Amanda Amezcua
Song Selection Team Ted Lange, Chris Larkin
Song Asset Manager Pat Bowman

PUBLISHING

VP of Marketing Stacey Hirata
Global Brand Manager Doug McCracken
Licensing Associate Chris Larkin
Marketing Assistant Kyle Recheiteiner
Sr. PR Specialist Bryan Lam
PR Coordinator Jordan Dodge
Creative Services Manager Mike Doan
Graphic Designers Maly Bun, Minna Hu
President Kai Huang
Head of Publishing Dusty Welch
COO Charles Huang
Controller Richard Santiago
Accounting Tina Xu
Logistics Manager Candy Lu
Logistics Specialist Scott Yang
HR Generalist Kathryn Fernandez
Hardware Group VP of Accessories Lee Guinchard
Director of R&D Jack McCauley
Product Manager Steve Withers
Production Engineering Manager Jared Chan
Product Designer Cody Lee

General Manager, RedOctane Europe Zach Fountain

The rest at RedOctane, specifically:

Hana Sakamoto, Trina Kratz, Henry Okamoto, Michael Pan, Patty Simonelli, Masai Davis, John Devecka and Swami Venkat.

All of the folks at Activision corporate, specifically:

Mike Griffith, Ron Doornink, Thomas Tippel, Brian Kelly, Bobby Kotick, Robin Kaminsky, Maria Stipp, Steve Young, Josh Taub, Laura Hoegler, Jennifer Sullivan, Wade Pottinger, Sean Dexheimer, Dan Schaffer, Molly Hinchey, George Rose, Greg Deutsch, Mary Tuck, Kap Kang, Dani Kim, Dave Anderson, Justin Berenbaum, Tina Kwon, Susan Rude, John Dillulo, Ami Sheth, Maryanne Lataif, Michelle Schroder, Chris Wilson, Steve Rosenthal, Blake Hennon, Vic Lopez, Justin Bennett, Jamie Bafus, Phil Terzian, Jay Komas, Neil Armstrong, Peter Oey, Steve Wereb, Todd Szalla, Nikunj Dalal, Christopher Wilson, Kathryn Murray, Chris Cosby, Frankie Kang, Mark Lamia, Dave Stohl, Steve Pearce, "Music Guru Dan Block", Activision APAC and Activision Europe.

Worldwide Executive of Music Tim Riley
Manager, Music Affairs Brandon Young

Activision Technical Requirements Group

QA Director James Galloway

TRG Senior Manager Christopher Wilson

TRG Submissions Lead Dan Nichols

TRG Platform Lead Kyle Carey

TRG Project Lead Jason Harris

TRG Floor Lead Scott Soltero, Tomo Shikami, Jon Sheltmire

TRG Testers Brian Bensi, Colin Kawakami, Kirt Sanchez, Robert Riter, Scott Borakove, Ryan McCullough, Mark Ruzicka, Keith Kodama, Marc Villanueva, Sasan Helmi

Special Thanks

Teri Nguyen, Uyen Nguyen, Miko Garcia, 10:58, BeastMan, Skye Lange, Dream Lange, Dorothy Yang, Jordoan, Virginia Lu, The Lam and Fujikawa family, Jo-Jessica, AMI & JO, The Bender, Helper Team, The San Jose Sharks, The Juco Family, M.A.C., Teresa Leann Santos, Da Bears: MB&GB, The Larkin Family, No-Nancy, Just Peachy, Enuts, Matt Barnes, B-Diddy, Baron's Beard, Freddie Arnott, GerabeL, Rooney, Grey Hawke, Dasmexa, Biljac, Jon the DSM, Tracy Price, Tug Hunter, Hunter Watson, Matthew Salutillo, Jace Powerchord, Lillian Qian, Kaylan Huang, Charley Huang, Simon Huang, Lily Huang, RedOctane India crew, Dennis Goh, Eskander Matta, Tom Knudsen, Matt Crowley

GUITAR HERO: ROCK'S THE 80s SONG CREDITS

"Ballroom Blitz"

Made famous by Krokus

Written by Mike Chapman, Nicky Chinn
Published by BMG Songs, Inc. (ASCAP)

"Balls To The Wall"

Made famous by Accept

Written by Peter Baltes, Udo Dirkschneider, Wolf Hoffman, Stefan Kaufmann, Schmidt, Gabriele Hauke
Published by Schacht Music, Inc. (ASCAP)

"(Bang Your Head) Metal Health"

Made famous by Quiet Riot

Written by Eric Cavazo, Mark Dubrow, Frankie Banali, Tony Cavazo
Published By: Embassy Music Corp. (BMI)

"Bathroom Wall"

Made famous by Fast Pussycat

Written by Taimé Downe, Greg Steele
Published by Gypsy Fetish Music (ASCAP)

"Because, It's Midnight"

Performed by Limozzen

Written by J. Christopher Arrison, Nick Niespodziani, Matt Sonnicksen, Larry Palaroncin, Mark Cobb and Peter Olson
(Mike and Matt Chapman)

2003 Cheap As Free Music, Harmless Junk, Inc.
All Rights Reserved. Used By Permission.

"18 And Life"

Made famous by Skid Row

Written by Rachel Bolan, Dave "The Snake" Sabo
Published by New Jersey Underground Music, Inc. (ASCAP)

"Caught In A Mosh"

Made famous by Anthrax

Written by Dan Spitz, Joseph Bellardini, Frank Bello, Charlie Benante, Scott Ian.
Published by NFP Music (ASCAP)
Administered by Zomba Enterprises Inc. (ASCAP)

"Electric Eye"

Performed by Judas Priest

The Essential Judas Priest
Written by Rob Halford, Kenneth Downing and Glenn Tipton
Published by EMI APRIL MUSIC INC.
Appearing courtesy of Columbia Records with arrangement by SONY BMG MUSIC ENTERTAINMENT
All Rights Reserved. Used By Permission.

"Heat Of The Moment"

Made famous by Asia

Written by John Wetton and Geoff Downes
Published by Spirit Music and Warner/Chappell
(C) 1982 WB MUSIC CORP. (ASCAP), ALMOND LEGG MUSIC CORP (ASCAP) AND PALLAN MUSIC
ALL RIGHTS ON BEHALF OF ITSELF AND ALMOND LEGG MUSIC CORP
ADMINISTERED BY WB MUSIC CORP.
ALL RIGHTS RESERVED

"Hold On Loosely"

Made famous by .38 Special

Written by James Michael Peterkin, Jeffrey S. Carlisi, and Don Barnes
Published by BMG Songs, Inc. (ASCAP) and
WB MUSIC CORP. (ASCAP), EASY ACTION MUSIC (ASCAP) AND
ROCKNOCKER MUSIC COMPANY (ASCAP)
ALL RIGHTS ON BEHALF OF ITSELF AND EASY ACTION MUSIC
ADMINISTERED BY WB MUSIC CORP.
ALL RIGHTS RESERVED

"Holy Diver"

Made famous by Dio

Written by Ronnie James Dio
Published by Niji Publishing

"I Ran (So Far Away)"

Performed by Flock Of Seagulls

Written by Frank Maudsley, Paul Reynolds, Mike Score, Ali Score.
Published by Zomba Enterprises Inc. (ASCAP)
Appearing courtesy of the Zomba Label Group with arrangement
by SONY BMG MUSIC ENTERTAINMENT

"I Wanna Rock"

Performed by Twisted Sister

Written by Dee Snider
Published by Zomba Melodies, Inc. (SESAC)

"Lonely Is The Night"

Made famous by Billy Squier

Written by Billy Squier
Published by Spirit Two Music, Inc.
(ASCAP) o/b/o Songs of the Knight (ASCAP)

"Los Angeles"

Made famous by X

Written by Exene Cervenka, John Doe
Published by Music Publishing Company of America

"No One Like You"

Made famous by Scorpions

Written by Klaus Meine, Rudolf Schenker
Published by BMG Songs, Inc.

"Nothin' But a Good Time"

Performed by Poison

Written by Bobby Dall, C.C. DeVille, Bret Michaels, Rikki Rocket
Published by Cyanide Publishing (BMI)
Administered by Zomba Songs (BMI)

"Only A Lad"

Made famous by Oingo Boingo

Written by Danny Elfman
Published by Cherry River Music Co. (BMI)
Dimensional Songs Of The Knoll (BMI)
Written by Charlotte Caffey
Administered by Cherry River Music Co. (BMI)
All Rights Reserved. Used by Permission.

"Play With Me"

Made famous by Extreme

Written by Nuno Bettencourt; Gary F. Cherone
Published by © 1987 COLOR ME BLIND MUSIC (ASCAP).
All rights administered by ALMO MUSIC CORP. (ASCAP)

"Police Truck"

Made famous by Dead Kennedys

Written by Jello Biafra, East Bay Ray
Published by Decay Music

"Radar Love"

Made famous by White Lion

Written by George Kooymans, Barry Hay
Published by Sony/ATV Tunes LLC (ASCAP)
o/b/o Snamyok / Sony/ATV Music Publishing Holland

"Round And Round"

Made famous by Ratt

Written by Robbin Crosby, Warren DeMartini, Stephen Pearcy
Published by Ratt Music

"Seventeen"

Made famous by Winger

Written by Kip Winger, Reb Beach and Beau Hill
Published by EMI VIRGIN MUSIC, INC. and EMI VIRGIN SONGS, INC.
All Rights Reserved. Used By Permission.

"Shakin'"

Made famous by Eddie Money

Written by Eddie Money, Ralph Carter and Elizabeth Myers
Published by Three Wise Boys (BMI) and Elizabeth Myers Music
(ASCAP)

"Synchronicity II"

Made famous by The Police

Written by Sting
Published by EMI BLACKWOOD MUSIC INC.
All Rights Reserved. Used By Permission.

"The Warrior"

Performed by Scandal

Written by Nick Gilder, Holly Knight
Published by U.S. Music and Media
Appearing courtesy of Columbia Records with arrangement by
SONY BMG MUSIC ENTERTAINMENT

"Turning Japanese"

Made famous by The Vapors

Written by David Fenton
Published by GLENWOOD MUSIC CORP.
All Rights Reserved. Used By Permission.

"We Got The Beat"

Made famous by The Go-Go's

Written by Charlotte Caffey
Published by BMG Songs, Inc. (ASCAP)

"What I Like About You"

Made famous by The Romantics

Written by Walter Palamarchuk, Mike Skill and Jimmy Marinos
Published by EMI APRIL MUSIC INC.
All Rights Reserved. Used By Permission.

"Wrathchild"

Made famous by Iron Maiden

Written by Steve Harris
Published by Zomba Enterprises, Inc. (ASCAP)

Guitar Center™ and the Guitar Center® logo are registered trademarks of Guitar Center, Inc. and are used by permission, all rights reserved.

USING THE CONTROLLER

PLEASE READ BEFORE PLAYING

Please Read the Following Before Using the Guitar Hero Controller.

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

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

The Guitar Hero controller is designed specifically for the Guitar Hero game. It does not contain all of the functionality of the standard DUALSHOCK®2 Analog 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.

THIS GAME IS COMPATIBLE ONLY WITH ACTIVISION'S OFFICIAL GUITAR HERO CONTROLLERS. ACTIVISION EXPRESSLY PROHIBITS THE USE OF THE GAME WITH ANY CONTROLLERS OTHER THAN ACTIVISION AUTHORIZED CONTROLLERS OR THE STANDARD GAME CONTROLLERS. ACTIVISION ALSO EXPRESSLY PROHIBITS THE USE OF THE ACTIVISION AUTHORIZED CONTROLLERS WITH ANY GAME OTHER THAN AN ACTIVISION AUTHORIZED GAME. NO OTHER LICENSE, EXPRESS OR IMPLIED, IS GRANTED.

Credits

Developed by Harmonix

Published by Activision

For more information on this product, the credits, or its features, please visit www.guitarherogame.com

WARRANTY

RedOctane® warrants to the original purchaser of this RedOctane software that it shall be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, RedOctane will repair or replace the defective software or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall RedOctane be liable for consequential or incidental damage resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States and Canada only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitations or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

CUSTOMER SUPPORT

If you are having problems or have questions about the title you have purchased please email your comments to the following address: gamesupport@redoctane.com