

GETTING STARTED | CONTROLS | HOW TO ROCK | STAR POWER

Guitar Hero IITM

magazine

A RARE INTERVIEW WITH
AXEL STEEL

WORLD EXCLUSIVE!

Guitar Hero IITM

INSTRUCTIONS



BE A GUITAR HERO
WINNERS REVEALED!

CLIVE WINSTON
RETROSPECTIVE

LETTERS | MAIN MENU



**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

A VERY SMALL PERCENTAGE OF INDIVIDUALS MAY EXPERIENCE EPILEPTIC SEIZURES WHEN EXPOSED TO CERTAIN LIGHT PATTERNS OR FLASHING LIGHTS. EXPOSURE TO CERTAIN PATTERNS OR BACKGROUNDS ON A TELEVISION SCREEN OR WHILE PLAYING VIDEO GAMES, INCLUDING GAMES PLAYED ON THE PLAYSTATION 2 CONSOLE, MAY INDUCE AN EPILEPTIC SEIZURE IN THESE INDIVIDUALS. CERTAIN CONDITIONS MAY INDUCE PREVIOUSLY UNDETECTED EPILEPTIC SYMPTOMS EVEN IN PERSONS WHO HAVE NO HISTORY OF PRIOR SEIZURES OR EPILEPSY. IF YOU, OR ANYONE IN YOUR FAMILY, HAS AN EPILEPTIC CONDITION, CONSULT YOUR PHYSICIAN PRIOR TO PLAYING. IF YOU EXPERIENCE ANY OF THE FOLLOWING SYMPTOMS WHILE PLAYING A VIDEO GAME & DIZZINESS, ALTERED VISION, EYE OR MUSCLE TWITCHES, LOSS OF AWARENESS, DISORIENTATION, ANY INVOLUNTARY MOVEMENT, OR CONVULSIONS & IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR PHYSICIAN BEFORE RESUMING PLAY.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

DO NOT CONNECT YOUR PLAYSTATION 2 CONSOLE 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.

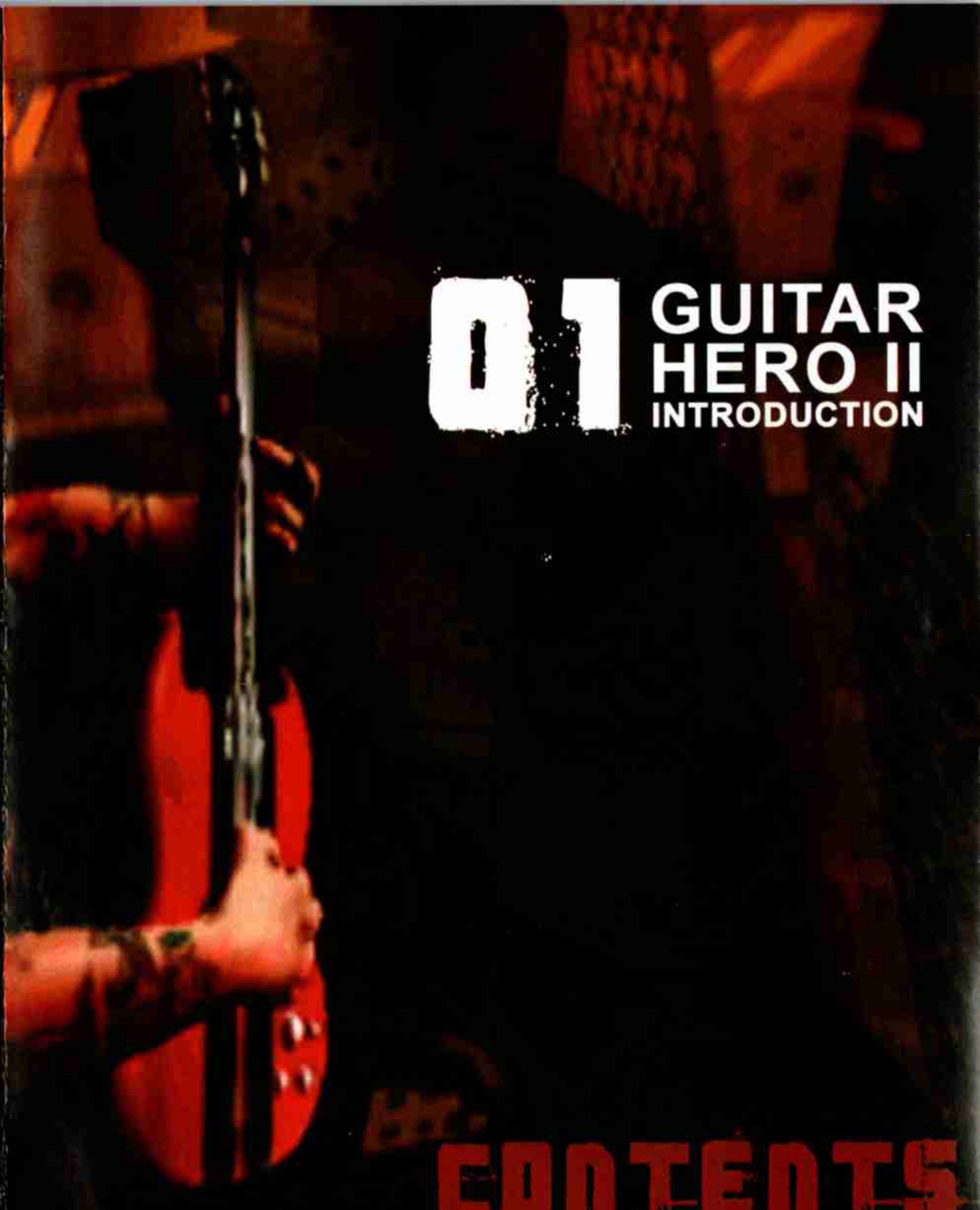
USE OF UNAUTHORIZED PRODUCT:

THE USE OF SOFTWARE OR PERIPHERALS NOT AUTHORIZED BY SONY COMPUTER ENTERTAINMENT AMERICA MAY DAMAGE YOUR CONSOLE AND/OR INVALIDATE YOUR WARRANTY. ONLY OFFICIAL OR LICENSED PERIPHERALS SHOULD BE USED IN THE CONTROLLER PORTS OR MEMORY CARD SLOTS.

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.





01 GUITAR HERO II INTRODUCTION

CONTENTS

02 | GETTING STARTED

03 | CONTROLS

06 | THE EDITOR

08 | MAIN MENU

10 | HOW TO ROCK

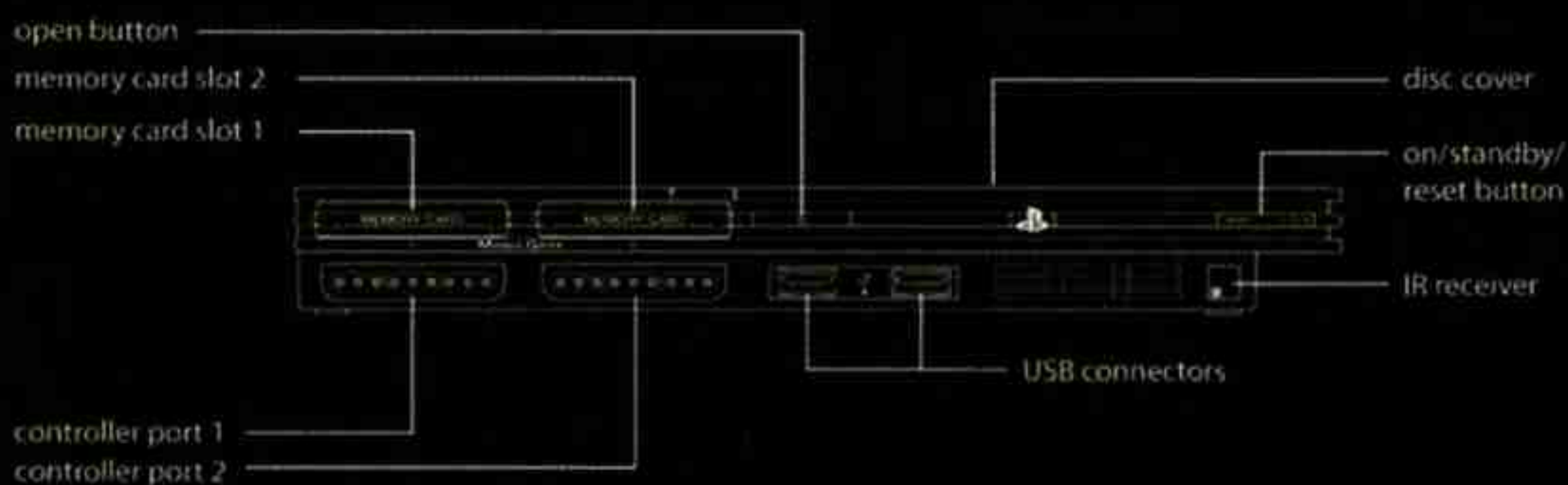
14 | Q&A WITH AXEL STEEL

16 | CLIVE WINSTON RETROSPECTIVE

17 | BE A GUITAR HERO II WINNER

18 | CREDITS

GETTING STARTED



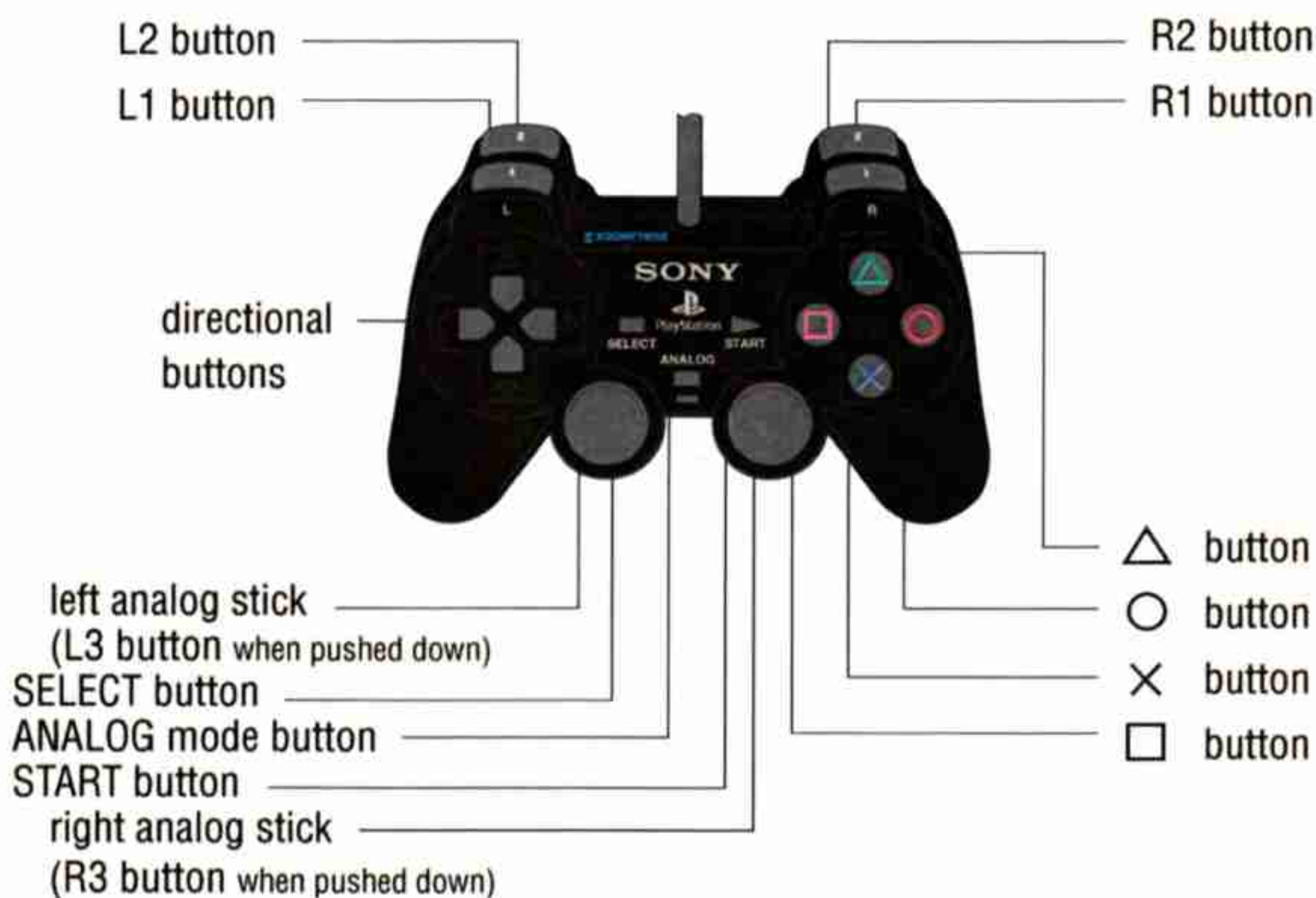
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the (Guitar Hero II) disc with the label side facing up in the disc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

Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



directional buttons Press Up to activate Star Power
 left analog stick Move it up to activate the Whammy Bar

R1	Yellow Note
R2	Blue Note
L1	Red Note
L2	Green Note
X	Orange Note/ Confirm
△	Cancel
START	Confirm / Pause
SELECT	Activate Star Power

>>PLEASE READ BEFORE PLAYING<<

Please Read the Following Before Using the Guitar Hero SG Controller.

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

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

The Guitar Hero SG 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.



THE GUITAR HERO SG CONTROLLER

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 SG Controller up to activate Star Power.

|INTRODUCTION|



LETTERS TO THE EDITOR

**IF IT DOESN'T ROCK
THEN IT DOESN'T GET PRINTED!**

Rock on Brothers and Sisters!

Welcome to premiere issue of Guitar Hero Magazine. Inside you'll find everything you need to know about Guitar Hero II. Instructions, tips, interviews... it's all here and in your face.

* 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 town was quite an ordeal. Between the parties, the break-in at the zoo, the pharmacy, the wax museum, the hospital and the parties again, it left our interviewer with severe exhaustion, dehydration, and a bizarre rash.

* 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 ANIMAL!!!

* 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 bad. ☹





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.

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.

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 SG 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 any Career level 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.

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 to 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 hard-workin' people who helped make this game possible! 



You NEED to see a show at the newly renovated RedOctane!
This piece of rock history is back and ready to
entertain a whole new generation of rock fans.

**2 FOR 1 SUNDAYS
ARE BACK!**

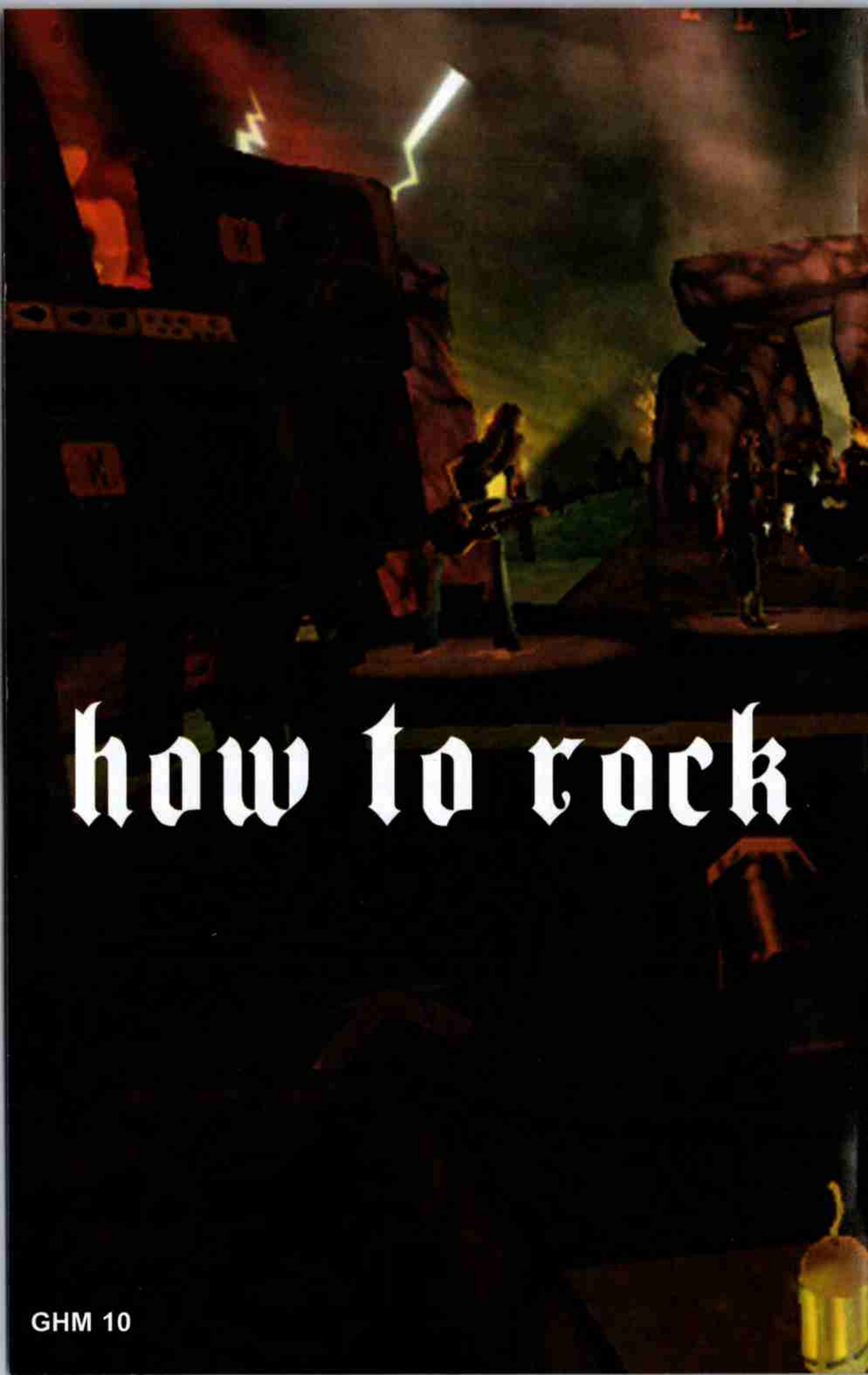
Don't miss upcoming shows by:

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

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



REDOCTANE
BROOKLYN, NY



how to rock

NAMING YOUR PROFILE

Coming up with a cool band name is as important as deciding which post-concert party you're going to crash. This band name will serve as the name of your Guitar Hero II Profile. You can edit this name later in "Manage Band" located in the Options Menu.



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) 🧐

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



Askin' Q's and Kickin' A's With

AXEL STEEL

An exclusive interview with Guitar Hero II's metal monster

We had a chance to sit down with hard-rocking Axel Steel, one of the stars of Guitar Hero II and ask him a bunch of questions! We were able to meet up with Axel at an all-night diner after one of his shows.

GH Magazine: Thanks for taking the time to do this; I know how busy you are.

Axel Steel: No problem, the smells from that tour bus were starting to get to me.

GHM: What kind of music are you listening to now?

AS: There's this new type of metal out of Norway which, like takes metal and smothers it with a gooey layer of more metal, sprinkles it with bits of metal with and roasts it on an open fire until it's cooked all the way through.

GHM: Sweet. So when did you first pick up a guitar?

AS: I can't remember the exact age, but I was young. I remember seeing this rock band play down the road. They were so loud, they had so many chicks, and they wore so much denim that I was instantly hooked.

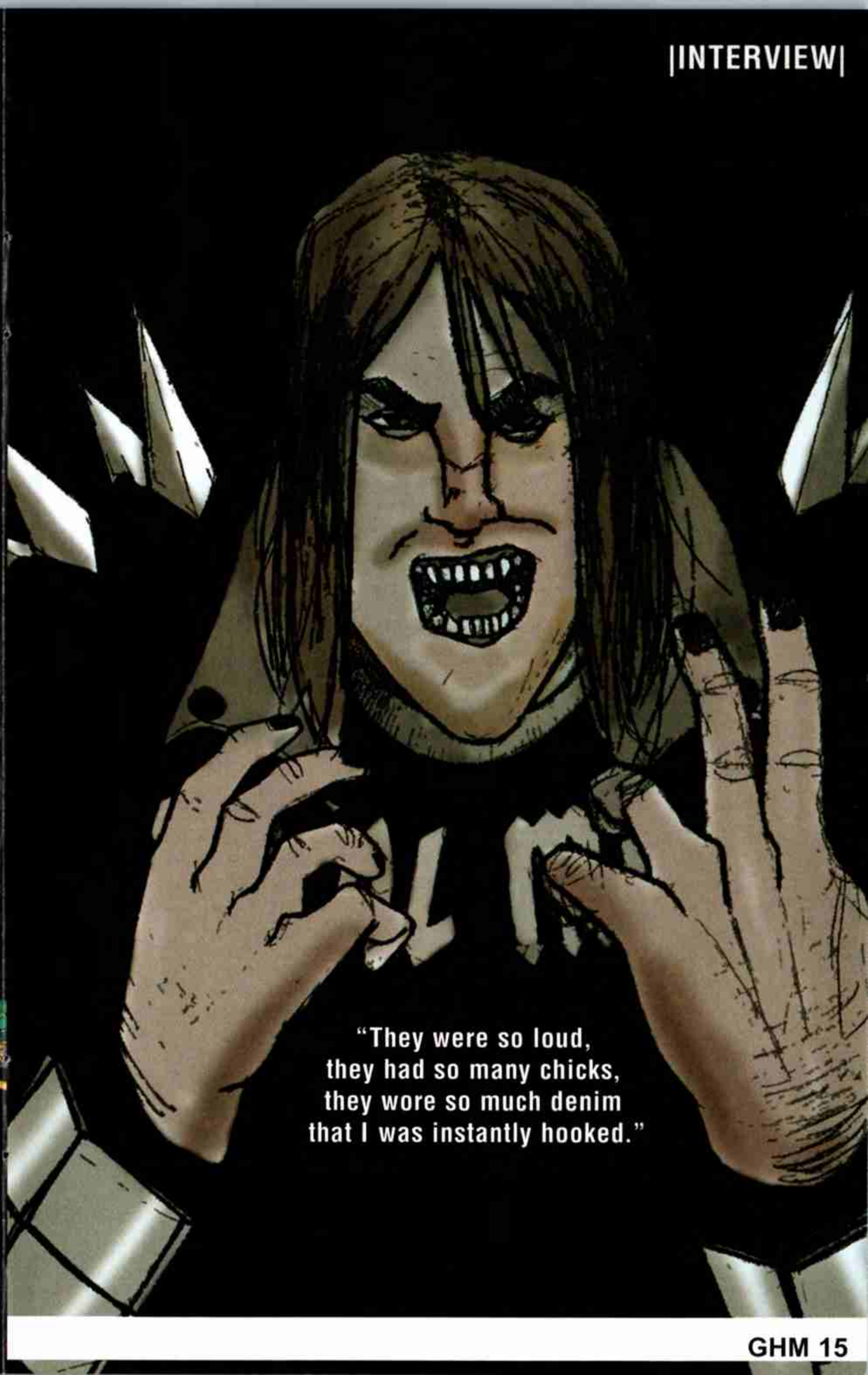
GHM: When's your new album coming out?

AS: Well, we decided to do things a bit different this time. We had the cover art done first, and now we're going back and writing songs based on it... it's going slower than we thought it would.

GHM: So what's the album cover look like?

AS: It involves a snake somehow holding a machine gun... and he's shooting all these monsters, but the monsters are like smiling...like they like it... yeaahhhh!

At that point in the interview Axel saw his tour bus taking off down the street and he took off chasing after it. 🐍



"They were so loud,
they had so many chicks,
they wore so much denim
that I was instantly hooked."

CLIVE WINSTON

Few rock stars have led a life as diverse as Clive Winston. He's one of the shining stars of Guitar Hero II and just a glimpse at his accomplishments and you'll know why.

At the age of 17, Clive left his boarding school in the middle of the night and formed his first band in London.

Broke big with his first single "Everyone is Everyone's Acquaintance"

Put out a string of #1 albums and toured the world to sold-out venues.

Organized "Sideburn Aid", a charity concert for people unable to grow even sideburns.

Tired of trying to find the secrets of the Far East, Clive took off in search of the mystical secrets of the Midwest. He gave up outside of Toledo, Ohio.

After a brief hiatus, Clive returned with his hit "Clive Alive" album and tour.

Once played 12 different solos on 12 guitars simultaneously in front of the Queen of England.

Most recently released a hugely successful rock opera based on the game air hockey. 🏒

be a GUITAR HERO

CONTEST
WINNERS



THE LAST VEGAS

www.thelastvegas.com

The Last Vegas execute a melodic 70's, energetic rock steeped heavily in a guitar driven base with a garage rock style, paying homage to the sleazy underbelly of punk rock, while unapologetically mixing in heavy doses of hard rock.

Check out the winning song, "Raw Dog" in the game and in their album, "Seal The Deal"!



'SEAL THE DEAL'
CD/LP Out Now!

www.beaguitarhero.com

GUITAR HERO II SONG CREDITS:

"LAST CHILD" Written by Tyler/Whitlark © 1977 Music of Stage Three (BMI) ALL RIGHTS RESERVED. USED BY PERMISSION. I **"PSYCHOBILLY FREAKOUT"** Written by James Dineen. Published by Motion House Enterprises / BMI ALL RIGHTS RESERVED. USED BY PERMISSION. I **"SHOUT AT THE DEVIL"** Written by Mike Scott (C) 1993 WE MUSIC CORP. (ASCAP), MARS MOUNTAIN MUSIC (ASCAP), SIXX GUNNER MUSIC (ASCAP) AND TOMMYLAND MUSIC (ASCAP) ALL RIGHTS ON BEHALF OF ITSELF. MARS MOUNTAIN MUSIC AND SIXX GUNNER MUSIC ADMINISTERED BY WE MUSIC CORP. ALL RIGHTS RESERVED. USED BY PERMISSION. I **"JESSICA"** Written by Forrest Richard Burt (C) 1973 (RENEWED) UNICHAPPELL MUSIC INC. (BMI) & FORREST RICHARD BURT MUSIC (BMI) ALL RIGHTS ADMINISTERED BY UNICHAPPELL MUSIC INC. ALL RIGHTS RESERVED. USED BY PERMISSION. I **"CRAZY ON YOU"** Written by Ann Wilson, Nancy Wilson, Roger Fisher © Andorra Music / ASCAP, © 1978 Sony/ATV Tunes LLC (ASCAP) ALL RIGHTS RESERVED. USED BY PERMISSION. I **"MOTHER"** Written by Glen Danzig © 1988 Sony/ATV Tunes LLC (ASCAP) & The American Del Tuna, Inc. ALL RIGHTS RESERVED. USED BY PERMISSION. I **"LAID TO REST"** Written by David Byrne, Mark Morris, Will Adair, John Caletani, Chris Adler © 2004 Sony/ATV Songs LLC (BMI) & The Seattle Arts of Publishing ALL RIGHTS RESERVED. USED BY PERMISSION. I **"YOU REALLY GOT ME"** Written by Ray Davies © 1964 Sony/ATV Songs LLC (BMI) & The Jayboy Music Corp. ALL RIGHTS RESERVED. USED BY PERMISSION. I **"WAR PIGS"** Words and Music by Frank Zappa, John Oates, William Ward and Tawana Butler © Copyright 1974 (Renewed) 1974 (Renewed) Westminster Music Ltd., London, England TRD - Essex Music International, Inc., New York, controls all publication rights for the U.S.A. and Canada International Copyright Secured. Made in U.S.A. All Rights Reserved including Public Performance For Profit. Used by Permission. I **"JOHN THE FISHERMAN"** Written by Clapton, Lubbock, and Alexander (C)A(P) Primus 1990. Published by Sturgine (BMI) Performed by Primus ALL RIGHTS RESERVED. USED BY PERMISSION. I **"BEAST AND THE HARLOT"** By Matthew Sanders, James Sullivan, Brian Hanes, Jr. and Zachary Baker (c) 2005 EMI APRIL MUSIC INC. and DANTESE DOATE US PUBLISHING All Rights Controlled and Administered by EMI APRIL MUSIC INC. (ASCAP) All Rights Reserved. International Copyright Secured. Used By Permission. I **"SURRENDER"** By Rick Nielsen (c) 1973 SCREEN GEMS EMI MUSIC INC. and ADULT MUSIC All Rights Controlled and Administered by SCREEN GEMS-EMI MUSIC INC. (BMI) All Rights Reserved. International Copyright Secured. Used by Permission. I **"MISIRLOU"** By Nicholas Roubanis (p) 1941, Renewed 1991 EMI GRUVE PARK MUSIC INC. (BMI) All Rights Reserved. International Copyright Secured. Used by Permission. I **"MONKEY WRENCH"** Written by David Drell, Matt Maxell David Rullienberg and Pat Smear (c) 1997 EMI VIRGIN SONGS, INC., M.J. TWELVE MUSIC-FLYING (ARNOLD MUSIC) and Rullicent Music. /Administered by Bug. All Rights for M.J. TWELVE MUSIC and FLYING CARBON MUSIC Controlled And Administered by EMI VIRGIN SONGS, INC. (BMI) All Rights Reserved. Used by Permission. International Copyright Secured. I **"SEARCH AND DESTROY"** By James Osterberg and James Williamson (c) 1973 EMI Music Publishing Ltd., Royal James Music and James Osterberg Music. All Rights for EMI Music Publishing Ltd. Controlled and Administered by Screen Gems-EMI Music Inc. All Rights Reserved. International Copyright Secured. Used By Permission. Published by JAMES OSTERBERG MUSIC (BMI) / Administered by Bug. I **"STOP"** Written by Jane's Addiction Performed by Jane's Addiction (c) 1990 BUDDY ORANGE STUFF MUSIC, P/B Hit You Back Music, Embassy Music and Stephen Perkins Publishing Designs All rights for BUDDY ORANGE STUFF MUSIC Controlled and Administered by EMI BLACKWOOD MUSIC INC. (BMI) © P/B Hit You Back Music, Embassy Music And Switchback Music. All rights administered by Irving Music, Inc. (BMI) All Rights Reserved. International Copyright Secured. Used By Permission. Courtesy of Warner Bros. Records Inc. By arrangement with Warner Music Group Video Game Licensing (P) 1999 Warner Bros. Records Inc. I **"CARRY ON WAYWARD SON"** By Barry Liegren (c)1976 EMI BLACKWOOD MUSIC INC., ODS AIRSHMEN MUSIC, INC. All Rights Controlled and Administered by EMI BLACKWOOD MUSIC INC. All Rights Reserved. International Copyright Secured. Used by Permission. I **"GIRLFRIEND"** Words and Music by Matthew Sweet (c) 1991 EMI BLACKWOOD MUSIC INC. and CHARM TRAP MUSIC INC. (BMI) All Rights Controlled and Administered by EMI BLACKWOOD MUSIC INC. All Rights Reserved. International Copyright Secured. Used by Permission. I **"HANGAR 18"** By Dave Mustaine (c) 1990 MUSTAINE MUSIC & TWENTY MUSIC. Rights for MUSTAINE MUSIC Controlled and Administered by EMI BLACKWOOD MUSIC INC. (BMI) All Rights Reserved. International Copyright Secured. Used by Permission. I **"HEART SHAPED BOX"** By Kurt Cobain (c) 1993 EMI VIRGIN SONGS, INC./THE END OF MUSIC All Rights Controlled and Administered by EMI VIRGIN SONGS, INC. All Rights Reserved. International Copyright Secured. Used by Permission. I **"TONIGHT I'M GONNA ROCK YOU TONIGHT"** By Michael Mc Keen, Christopher Guest, Rob Reiner and Harry Shearer (c) 1990, 1994 EMI BRILLIG MUSIC, INC. (ASCAP) All Rights Reserved. International Copyright Secured. Used by Permission. I **"TRIPPIN' ON A HOLE IN A PAPER HEART"** Music by E. Kretz Words by S. Williams (c) 1998 EMI VIRGIN MUSIC, INC. and FLOATED MUSIC All Rights (excluding Print) Controlled and Administered by EMI VIRGIN MUSIC, INC. (ASCAP) & Williams. All rights administered by Universal Music Corp. (ASCAP). All Rights Reserved. International Copyright Secured. Used By Permission. I **"MESSAGE IN A BOTTLE"** Music and Lyrics by Sting (c) 1979 G.M. Sumner Administered by EMI Music Publishing Limited All Rights Reserved. International Copyright Secured. Used By Permission. I **"TATTOOED LOVE BOYS"** by Carlos Noyes (c) 1980 EMI MUSIC PUBLISHING LTD. All Rights in the U.S. & Canada Controlled and Administered by EMI APRIL MUSIC INC. (ASCAP) All Rights Reserved. International Copyright Secured. Used By Permission. I **"ROCK THIS TOWN"** By Bruce Springsteen (c) 1981 EMI LONGITUDE MUSIC and ROCKIN' BONES MUSIC All Rights for ROCKIN' BONES MUSIC Controlled and Administered by EMI LONGITUDE MUSIC (BMI) All Rights Reserved. International Copyright Secured. Used by Permission. I **"CHERRY PIE"** Words and Music by Joel Lano (c) 1989 EMI VIRGIN SONGS, INC., DICK DRAGON MUSIC All Rights Controlled and Administered by EMI VIRGIN SONGS, INC. (BMI) All Rights Reserved. International Copyright Secured. Used by Permission. I **"SWEET CHILD 'O MINE"** Written by W. Axl Rose, Saul Hudson, Michael McKagan, Jeffery Labell, Steven Adler © 1987 Guns 'N Roses Music (ASCAP). All Rights Reserved. Used by Permission. International Copyright Secured. I **"INSTITUTIONALIZED"** Written by Mike Hail and Louisa Mayorga Published by YOU'LL BE SORRY MUSIC, AMERICAN LEBRON MUSIC and BUG MUSIC (BMI) / Administered by Bug. I **"WOMAN"** Written by Miles Hesketh, Clive Rux and Andrew Stockdale Published by Wotmuther P/L (BMI) Produced by D Sandy. I **"WHO WAS IN MY ROOM LAST NIGHT"** Written by. Bullnote Sisters Published by Laine Suggsweil (ASCAP) All Rights Reserved. Used by Permission. I **"STRUTTER"** Written By Paul Stanley, Gene Simmons & Ron Productions America, Inc. Copyright American And Starways Music Publishing Corporation Administered By Universal - Polygram International Publishing, Inc. ASCAP All Rights Reserved. International Copyright Secured. Used by Permission. I **"MADHOUSE"** Written by Don Seltz, Joseph Ritzardini, Frank Belio, Charles Demasie, Scott Ian Rosenthal & Scott Zomba Enterprises, Inc. (ASCAP) & P Music (ASCAP) All rights for the World on behalf of PTP Music (ASCAP) administered by Zomba Enterprises, Inc. (ASCAP). I **"FREEBIRD"** Written By Ronnie Van Zant, Arlen Collins & George D. Universal, Inc. and Longitude Music Co. All rights administered by Songs of Universal, Inc. BMI All Rights Reserved. International Copyright Secured. Used by Permission. I **"KILLING IN THE NAME OF"** Written by T Minella, Z de La Rocha, J Commerford, B Wink Courtesy of Wras Publishing with of Retribution Music All Rights Reserved. International Copyright Secured. Used by Permission. I **"FREYA"** Written by JD Cronies Courtesy of Blood of King Music All Rights Reserved. International Copyright Secured. Used by Permission. I **"BAD REPUTATION"** Written By Philby Pardo Lynch, Brian Michael Gwney, William Scott Gorman © Pippin The Friendly Ranger Music Co. Ltd. All rights administered by Universal - Polygram International Publishing, Inc. ASCAP All Rights Reserved. International Copyright Secured. Used by Permission. I **"THEM BONES"** Written by Jerry Caldwell Published by Balmgutt Publishing, Polished Music, Jack Lord Music and Longslaw Music. All Rights Reserved. International Copyright Secured. Used by Permission. I **"YYZ"** Written by Gaby Lee and Neil Pearl © 1991 Core Music. All Rights Reserved. International Copyright Secured. Used by Permission. I **"CAN'T YOU HEAR ME KNOCKIN"** Written by M. Jagger & K.Richards Published by Arkus Music, Inc. All Rights Reserved. International Copyright Secured. Used by Permission. I **"CARRY ME HOME"** By Chris Cheney, Scott Owen and Travis Dempsey (c) 2001 EMI APRIL MUSIC INC. and THE LYING END PTY LTD. All Rights Controlled and Administered by EMI APRIL MUSIC INC. (ASCAP) All Rights Reserved. International Copyright Secured. Used By Permission. I **"COLLIDE"** (Adam Baker (BMI) and Keith Smith (BMI)) © 2006 Anarchy Club (BMI) All Rights Reserved. Used By Permission. Performed by Anarchy Club. I **"ELEPHANT BONES"** (C. Ozzie + J. Page Future-Jack ASCAP) © 2006 Warner Records All Rights Reserved. Used By Permission. Performed by That Handsome Devil Vocal: Christian O'Connell Guitar: Martin Rodriguez. Background Vocals: Naoko Takemoto All Other Instrumentation: Jeremy Page Production, Jeremy Page. I **"FTK"** (Helen McWilliamist) © 2006 VAGRANT All Rights Reserved. Used By Permission. Performed by VAGRANT Guitar, Lead Vocals: Helen "The Hellfire" McWilliams Guitar, Vocals: Glenn Dreyman Bass: Leanne Williams Drums: Lauren "Lawless" Reiche Guest Guitar: Christian Wismüller Guest Bass: Guiton Daniel Samman. I **"LAUGHTRACK"** (C. Wismüller (BMI), D. Samman (BMI)) © 2006 The Acid-Grate (BMI) All Rights Reserved. Used By Permission. Performed by The Acid-Grate Guitar, Lead Vocals: Christian Wismüller Guitar, Vocals: Daniel Samman Bass: Michael "Bird" Sanderak Drums: Ettore Samman. I **"LESS TALK, MORE ROKK"** (K. Cusker (BMI) / J. Gamocha (BMI)) © 2006 Freeway All Rights Reserved. Used By Permission. Performed by Freeway. I **"MR. FIX IT"** (Kendak, Suspect, Nones, Williams) © 1999 Time Bomb Recordings Published by Mr. Fix It Publishing Performed by The Amazing Crowns Guitar: Greg Burgess Sling Bass: Jack Heston Drums: Jord Williams Vocals: Jordan "King" Kendall. I **"ONE FOR THE ROAD"** (K. Allen, D. Henry) © 2006 Auxiliary All Rights Reserved. Used By Permission. Performed by Auxiliary Guitar, Vocals: Dan Henry Bass: Jason G. Owen Drums: Jeff Allen. I **"PARASITE"** (David Meehan (BMI)) © 2006 Minimum Music (BMI) All Rights Reserved. Used By Permission. Performed by The Neighborhoods 2006 Lead Vocals: Guitars: David Meehan Bass: Lee Harrington Drums: Backing Vocals: John Lynch. I **"PUSH PUSH"** (Alex Heccholes, Bryn Bennett, Dave Riley, Mustaine, Reiner, Andy Duke) © 2006 Bang Camero All Rights Reserved. Used By Permission. Performed by Bang Camero Lead Guitar: Alex Heccholes, Bryn Bennett, Marlene Bremer Guitars: Guitars: John Brackhouse Bass: Dave Riley Drums: Dylan Malady Lead Vocals: Mark Dwyer, Keith Waters, Max Henneg, Richie Hazz, Mike McKay, Jared Marsh, Graeme Hall, Rob Symeal, Rob Waters, Glen Fent, James Fent, Drew, Keith Smith, John, Ben Kennedy, Chris Pappas, Joe Roberts, Eli Schaefer, Thom Moran, Christabel, Kate Wells, Dave Nugent, Morgan Owen, Marlene Bremer. I **"RADIUM EYES"** (Peter Moore) © 2006 PleasApplePie Publishing (ASCAP) All Rights Reserved. Used By Permission. Performed by Camel Zero Vocals: Guitar: Peter Moore Bass: Treinbone Peter Moore Guitar: WAB Rogers Bass: Cry Maxwell Drums: Eric Paul Keyboards: Joel Sanchez. I **"RED LOTTERY"** (P. Lyons, D. Matheson, R. Lerner, J. Kendall) © 2006 Megasix All Rights Reserved. Used By Permission. Performed by Megasix Drum: Paul Lyons Drums: Dave Matheson Guitar: Ryan Lester Vocals: Jason Kendall. I **"SOY BOMB"** (Dan Schmidt) © 2006 Zero Queen Entertainment, LLC All Rights Reserved. Used By Permission. Performed by Megasix and the Factory-In-Design Incubator: Drums: Ben Foster Bass: Greg Howe Guitar: Chris Rappaport, Dan Schmidt. I **"TROGDOR"** Written and performed by the Brothers Quay and Y D-U All Rights Reserved. Used By Permission. Vocals: Strong Kat. I **"YES WE CAN"** (Jae Laper, Dore Malleson, Rebecca Mitchell, Jeff Schneider) © 2006 Made in Music (BMI) All Rights Reserved. Used By Permission. Performed by Made in Music Vocals: Rebecca Mitchell Guitar: Jeff Schneider Bass: Jan Laper Drums: Dore Malleson. I **"THUNDERHORSE"** Vocals: NAIMA EXPLOSIVE Lead Guitar: Swagman Skaggs Rhythm guitar (harmonic): Tom Westcott Bass: William Mordestack Drums: Pickett-worth and played by Brenden Smith ADULT 5500M, the logo (METAL LOCAL TYPE, II used), and all related characters and elements are TM & © 2006 Cartoon Network. All rights reserved. A Time Warner Company. I **"THE LIGHT THAT BLINDS"** (Rico Fari, Matthew Richmond, Jonathan Orban, Paul Rosencord, Aaron Wilmer) © 2004 Is That A Band In Your Pocket Publishing (SESAC) (p) 2004 Century Media Records All Rights Reserved. Used By Permission. Performed by Shadocks Fall Vocals: Rico Fari Guitar, Vocals: Matthew Richmond Lead Guitar, Vocals: Jonathan Orban Bass: Paul Rosencord Drums: James Sillars. I **"FALL OF PANGEA"** Vocals: Thers (B. Powell, M. Abernathy, J. Aylward, T. Whit, M. Maxwell) (ASCAP) from the album Legend Of The World 2000 Volume Entertainment Guitars: Colin Thers & Utan Thers Vocals: Valued Howard Drums: Lorne Thers Bass: Sillars. I **"GEMINI"** Copyright 2004 Forever Music All right reserved used by permission. All Guitars: Brian Kobashik Drums: Dottie Cunningham Bass: Chris Golden Produced by Brian Katsos. I **"RAW DOG"** (Arling + Water / Arling) © 2006 More Rock Than a Crackhouse Music, BMI All rights reserved. Used by permission. Performed by The Last Vegas Guit: Cherry - Vocals: Jade Water - Guitar: Nathan Arling - Drums: Anthony Roberts - Bass: Adam Arling - Guitar. I **"THE NEW BLACK"** (Jordan Buckley, Keith Buckley, Michael Nevzor Jr., Andrew Williams) © 2006 Ferret Music Publishing & The Ram Island Songs (ASCAP) © 2006 Ferret Music, LLC All Rights Reserved. Used By Permission. Performed by Every Time (Die Vocals: Keith Buckley Drums: Michael Nevzor Jr. Guitar: Jordan Buckley Guitar: Andy Williams Bass: Kevin Cole. I **"ARTERIAL BLACK"** WRITTEN AND PERFORMED BY ORIST AND MARCUS HENDERSON 2006 ORIST MUSIC ASCAP SUITANS/MARCUS HENDERSON VOCALS: TYSON VEW DRUMS: RYLE FREEDT BASS: DAVE PEARL. I **"SIX"** Written by Philip Lubiano, On Herbach: Mike Ruck, James Sagan (all writers SESAC) Published by 608/Pound Gorilla Music (SESAC), administered by Payer Jam Music, Inc. (SESAC) (p) 2005 Roper & Tie Direct, LLC All Rights Reserved. Used By Permission. Fall Lyrics: Vocals: Mike Morris - Guitars: Gil Harbert - Guitars: Stephen Lucas - Drums: Joseph Segun - Bass. I **"JORDAN"** Performed by Bucklehead Written by Bucklehead (c) 2006 Katella Music (BMI) I **"The X-Stream"** written and performed by Vuvud (D'Amour, Langens, Selinger, Newstead) from the album Katex available on The End Records, Katex/Blat and JVC Records.

HARMONIX MUSIC SYSTEMS, INC. CREDITS

PROJECT MANAGEMENT

Project Lead Daniel Scowman
Producers Steve Siegelman, Tracy Rosenblatt-Hawthorn
Associate Producer Helen McWilliam

PROGRAMMERS

Programming Lead & Character System James Fleming
Engine Lead Eric Matfren
Asst. Programming Lead & Game Systems Elkan Fenn
Venue System Gail Ogles
Game Shell Christine Legge Barrett, Yang Yang
Beatmatch System Dan Schmidt
Milo Jeff Summers
Build System Marc Flory
Additional Programming Dan Blackley, Matthew Mack

AUDIO

Audio Lead Eric Brown
Sound Designers Terry Maxwell, Jeff Allen, Dennis Newson, Peter Morris, Sacha Sato
Tutorial Voice-over Jason Kendall

DESIGN

Game Designer Chris Castaldi
Copywriters Helen McWilliam, Terry Brown, Christian Wiseman

ARTISTS

Art Lead Gail Macneaney
Venue Lead Peter A. MacDonald
Character Lead Matt Gilpin
Art AP Jason Kendall
Concept Artists Jonathan Hoshino Leazer, Matt Gilpin, Adolph Wong, Matt Perini, Paul Lyons, Matt Madra, Steven Kimura, Peter A. MacDonald, Ravi Murakami, Aaron DeMuth
Character Tech Adolph Wong
Character Animation Christopher Hartelius, Kelly Wood, Jeff Carroll, Mike Macneaney
Venue Modeling Peter A. MacDonald, Steven Kimura, Matt Perini, Matt Moore
Venue Lighting Matt Morris, Gayle Redburn
FX David Bagdikian, Bruce Gibney
Game Shell Jon Kowalski
Cinematographer Aaron DeMuth
Track/HUD Elliot Clapp, Brian Gibson, Matt Perini
Lip Sync Noah Binkley, Ravi Murakami
Media Intern/HMX Video Editor Todd Haverham
Additional Artists Kevin McGrocks, Leanne Williams
Character Modeling Liquid Development, RedGolem Technologies, Andrew McNamee
Guitar Models Liquid Development, Jason Kendall, Matt Gilpin
Intro Cutscene Ghostmilk Studios, Steve Wipac, Art Stauchewicz

TECHNICAL ART

Senior Tech Artist Jesse Wainwright
Tech Artists Jason Smith, Sean Ardella
Tech Art Intern Will Miller

QUALITY ASSURANCE TESTING

QA Manager Luke Jacobs
QA Coordinator Bill Cook
Testers Arthur "McCool" Hazel, Keith "Anarkine" Smith, Rob Stott, Dan Hestrey, The "Destroyer of Worlds" Cook, Alex Brand, Susan Livingston

POSTER ARTISTS

Data Dialog Shepard Perry
Main Screen DWIN
Career Difficulty Select DWIN
Career Home James Gungley
End Game Screen James Gungley
Quickplay Difficulty Select Little Friends of Primetime
Co-op Part Select Steven Kravitz
Multiplayer Difficulty Select Brian Ralph
Multiplayer Mode Select Jeremy Webber/Jewie
Training Select Jon Cusack
Tutorial Select Jay Ryan
Practice Part Select Steven Kravitz
Practice Difficulty Select Matt Perini
Practice Section Select John Qiu
Practice Speed Select Jeremy Fish
Options Jesse Leffewitz
Audio Settings Aaron DeMuth
Video Settings Dara McInerney
Calibrate Lag Shawn Wili
Data Settings Mark Gassidy
Video Select Paul Lyons

HARMONIX MANAGEMENT

CEO/President Alex Higginson
CTO Evan Cagy
EVP & COO Mike O'Donnell
VP Product Development Greg LaPico
VP Business Development Jon Wachs
Creative Director Josh "Redneck" Randall
Art Director Ryan Loefer
Audio Director Kaseen Crocker

SUPPORT

Seneschal Kris Zell
IT Manager Greg Nish
IT Intern Chris Welch
Librarian/Administrative Assistant Heather Wilson
Administrative Assistant/Music Jim "Zimpy" McKinnon
The Interns Keith Frommholz, Adrian Hignolles, Kevin Gubys
Accounting Services Melissa Newman

Special Thanks To The entire HMX crew, our awesome home testers, Gene Landy, John Louie, Candy Nguyen, Steven Blackrey, Jeff Legg, Tien-Yi Lee, Lynne, 1389 Coffee House, Wacky Macintosh Studios, whoever invented throwup bars, Avil Levine, and especially Jeff Barrett.

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

WAVEGROUP SOUND CREDITS

Music/Vocals Recorded & Produced at WaveGroup Sound (Fremont, CA, San Francisco, CA)
Additional Music Recorded and Produced by Laura Tabor (Sacramento, CA)
Additional Music Recorded and Produced by Lyle Workman (Glendale, CA)

Lead Music Producer and Mixer Will Littlejohn
Additional Mixing Nick Gallant
Additional Production Services Scott Dugdale, Bill Frank, Nick Gallant, Lance Tabor, David Dees Ornduff

Guitar Nick Gallant, Marcos Hernandez, Lance Tabor, Lyle Workman
Bass Darryl C. Anders, Nick Gallant, Will Littlejohn, Lyle Workman
Drums, Percussion Scott Dugdale, Joel Taylor, Mike Urbano
Keyboards, Piano, Organ Scott Dugdale
Sax Marcelo Magdaleno
Vocalists Lexie Barton, Lindsay Bauer, Brad Brewer, Danning Butler, Moseley Dickson, Scott Dugdale, Nick Eberlein, Bill Frank, Nick Gallant, Marcos Hernandez, Eli Boyd, Mark David Lee, Will Littlejohn, Brooks Lundy, Kimberly A. Nicks, Chris Perry, Andrew Redwell, Casey Swain, Denny Shorago, Roy L. Sirtine, David Dees Ornduff, Austin Wilkey
Engineers Scott Dugdale, Bill Frank, Nick Gallant, Mark David Lee, Will Littlejohn, Sam Palmatier, Lance Tabor, David Dees Ornduff, Lyle Workman

Assistant Engineers Lindsay Bauer, Kimberly A. Nicks, Ray A. Sutton
Programming Scott Dugdale
Casting Lexie Barton

RedOctane Credits

Software Production

Executive Producer: John Tass
Associate Producer: Ted Lange
Rock-sultant: Marcus Henderson

QA Lead: Doniyel Garcia
QA Analysts: Jordan Dodge, Mark Johnson, Neal Rostetter, Cassandra Agustin, Amanda Ammons, Barry Jackson, and James Hill

Publishing

VP of Marketing: Stacey Hirsch
Brand Manager: Corey Fung
Licensing Associate: Glorie Larkin
Marketing Assistant: Kyle Reichsteiner

Sr. PR Specialist: Bryan Lund

Creative Services Manager: Mike Dush
Graphic Designer: Mely Ben

President: Kai Huang
Head of Publishing: Quail Welch
COO: Charles Huang
Controller: Richard Santiago
Accounting: Tina Xu
Logistics Manager: Candy Lu
Logistics Specialist: Scott Yang

The rest at RedOctane, specifically:

Jaime Yang, Kathryn Fernandez, Hana Kakiwaki, Trina Krutz, Lee Gumbard, Steve Winters, Jack McCauley, Henry Okamoto, Michael Pao, Michael Nguyen, Pamy Simonsell, Sean Xu, James Goodwin, J.J. Fok, Kelly Sumner, Chris Deering, Devin Noble, Gerry Tucker, and Swami Vankat

All of the folks at Activision corporate, specifically:

Mike Griffin, Rex Dorman, Thomas Fogg, Brian Kelly, Bobby Kolick, Hubert Kaminsky, Maria Stopp, Steve Young, Josh Taub, Laura Haugler, Jennifer Sullivan, Wade Hollinger, Sean Deshlerman, Dan Scheller, Melby Hinchey, George Rose, Greg Gotsch, Mary Tock, Kip Kang, Paul Kim, Dave Anderson, Justin Bonenboush, Tim Kwon, Susan Redd, John Dillillo, Ann Sheth, Maryanne Latari, Michelle Schneider, Chris Wilson, Steve Rosenblatt, Justin Bennett, Jason Bates, Phil Terzian, Jay Krotas, Neil Armstrong, Peter Day, Steve Worsch, Todd Szalka, Mikael Galar, Katherine APAC and Activision Europe

Music Consulting and Licensing by Eastward Consulting Inc

Reverb Communications Inc
VP of Business Development: Doug Kennedy
VP of Public Relations: Isacile Snitker
Retail Sales: Matt Krumpholtz
Account Director: Matt Moss
Account Director: Mike Ziegler

Our wonderful "in game" Partners:

Gibson USA and specifically Danny Juzesewicz, David Berryman, Jim Rosenberg, Rob Tenn, Caroline Galloway, Katey Twombly, Kevin Pittfork, Jason Sanders, Eric Marlow, Dave Hagan, Alex Madrid, Dan Pitts, Ellen Carver, Jim Grimsen and Osborn Orstead

Ernie Ball and specifically Staring Ball, Brian Ball, Cacey Ball, and Quiley Gunnak
Classical Musical Instruments and specifically Rob Green, and Tom Beinhil

Mass Bongle Ltd and specifically Randall Smith, and Doug West
U.S. Music Corp. and specifically Kenia Lefra, and Doug Reynolds
Orange and specifically Jason Green, and Graham Gidden
Krank and specifically Martin Chan, Judy Dankberg, and Pat Flanagan
VMT and specifically Marcus Schotex, and Steve Fryette
Line 6 and specifically Erik Parkkainen, Marcus Nyla, Krista Sariann Shew, and Ethan Tuhe

Guns U.S. and specifically Paul Yeungstunil, Gerardo Padilla, and Tara Gullivan
Gruen Workshop and specifically Scott Dinnell
Avedis Zildjian Co. and specifically Craigie Zildjian, John Sorenson, Brad Baker, and Annette R. Weedman

Vans and specifically Kurt Soto and Doug Pattedini
Guitar Center and specifically Marly Alberson and Andy Heyneman
EMG and specifically Jack New, and Scott Ferrara
Consolidated Skateboards and specifically Leticia Riano

An "Industry" Thanks to:

Kimi Matsuzaki, Jessica Chubak, Tammie Tufarica, Ryan High, Doreen Tummeder, James Gutrau, Sandra Fitzgerald, Ricardo Torres, Ryan Davis, Rich Gallup, Jeff Gershman, Brad Shezmahar, Chris Roper, Tai Blevins, Aaron Boulding, Chris Carle, Andrew Pfister, Patrick Klepak, Jennifer Tsou, Cripplin Boyer, Michael Dunaway, Randy Park, Terry Smith, Ruby Lopez, Wai Whelan, Kristeen Kennedy, Rich Amlower, Erik Peterson, Thomas Connery, Brad Gow, Gail Le, Denise Garcia, Zoe Howell, Tina Wood, Laura Fry, Jamil Melkonne, Lori Solomon, Ray Jimenez, Robert Johnson, Robert Hamler, Tony Pereira, Phil Navidad, Alethela Simonsen, Geoff Knightley, Paul Rivera and family, Joe Bairesi, Mike Nevitski, Joanna Newman, Ted Stalock, Elizabeth Howard, Chacko Sonay, Targa, Sluggo, Mike Ismitt, Lindsay Harris, Juttaune Heitz, Michael Chen, and Matthew Pascock

Sony Computer Entertainment America including Chris Clark, Nathan Bosta, Caroline Fabri, Amanda Claito, Mark Vitello, Jerry Jessup, Gerald Martin, Mahmoud Black, and Ted Regulski

Our Personal Thanks to:

Cathy Chung-Tam, Keith and Clark Tam, Ford Hinda, Lillian Qian, The Huang family, Virginia Fung, Wilson Fung, Jaden Fung, Kester Fung, Manny Lorenzo, Skye Lange, Dymen Lange, The Gnams, The Larkin family, Melissa Harold, Luke Welch, Broken Welch, The Black Family, The Balthage Family and Friends, Mark Lamie, Dave Stahl, Jeffrey Lee, Kim Donovan, Jim Goyert, Roman Kennedy, Ted Koo's Pico Passa, Cheney Digital, Nick Manning, Das Schlem, S.H.S.U.I., the GH inepack serie, Judith Wighall, Katy Bewill, Penny Flame, the Brothers, Jeff Leung, Mike Garcia, Teri Nguyen, Justin Juna, TU FW QB, The Amorevita Family, Tony Jeter and Swift Signs, RockyPistol, Maly's Soap, and Kai's BBQ.

and lastly RedOctane Dogs...

Abby, Harvey, Billy, Anetra, Molly, Tanks, Swamp, and Mezziah

Warranty

RedOctane® warrants to the original purchaser of this RedOctane software shall be free from defects in materials and workmanship for a period of (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 purchase please email your comments to the following address:
gamesupport@redoctane.com

IN CASE YOU MISSED THE FIRST...

GUITAR HERO™



PlayStation 2

HARMONIX™


redoctane®

www.guitarherogame.com

TEEN

T

Mild Lyrics

ESRB CONTENT RATING

www.esrb.org

RedOctane® is a registered trademark of RedOctane, Inc. Guitar Hero™ is a trademark of RedOctane, Inc. Game engine code © 2005 Harmonix Music Systems, Inc. Developed by Harmonix Music Systems. Protected by US Patent number 6,429,863. © 2005 RedOctane, Inc. ALL RIGHTS RESERVED. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.

RedOctane 955 Benecia Ave. Sunnyvale, CA 94085

95023.226.US

Guitar Hero II TM & © 2006 RedOctane, Inc. RedOctane® is a registered trademark of RedOctane, Inc. and Activision is a registered trademark of Activision Publishing, Inc. Game code © 2005-2006 Harmonix Music Systems, Inc. Developed by Harmonix Music Systems. Protected by US Patent No. 6,429,863; patents pending. Gibson®, S.G.®, and the shapes and design elements of the SG Controller and the guitars are trademarks of Gibson Guitar Corp. under license by RedOctane, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. 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.