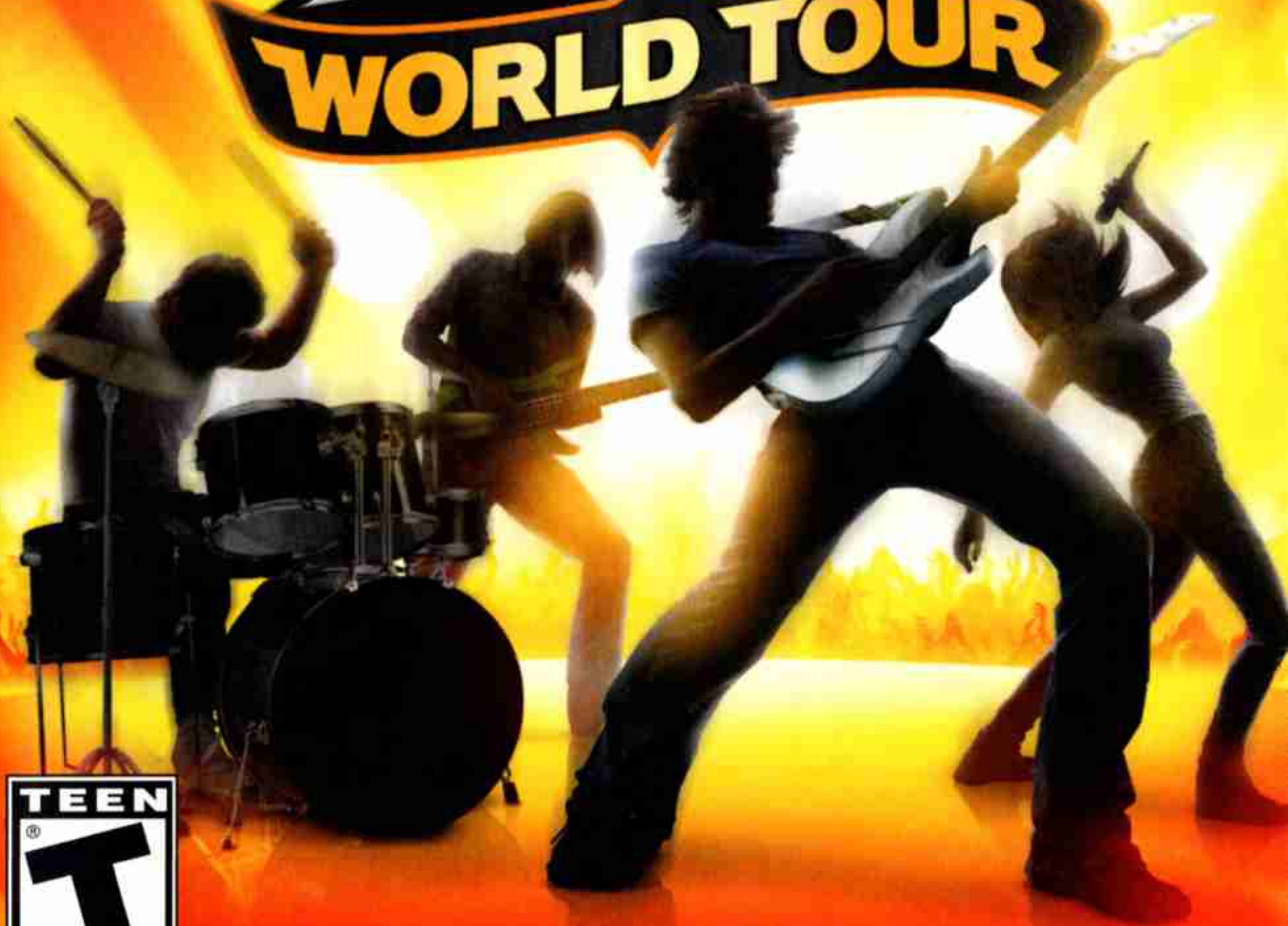


GUITAR HERO[®]

WORLD TOUR



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

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.

TABLE OF CONTENTS

2

Getting Started

4

Using the Guitar Hero® Controllers

5

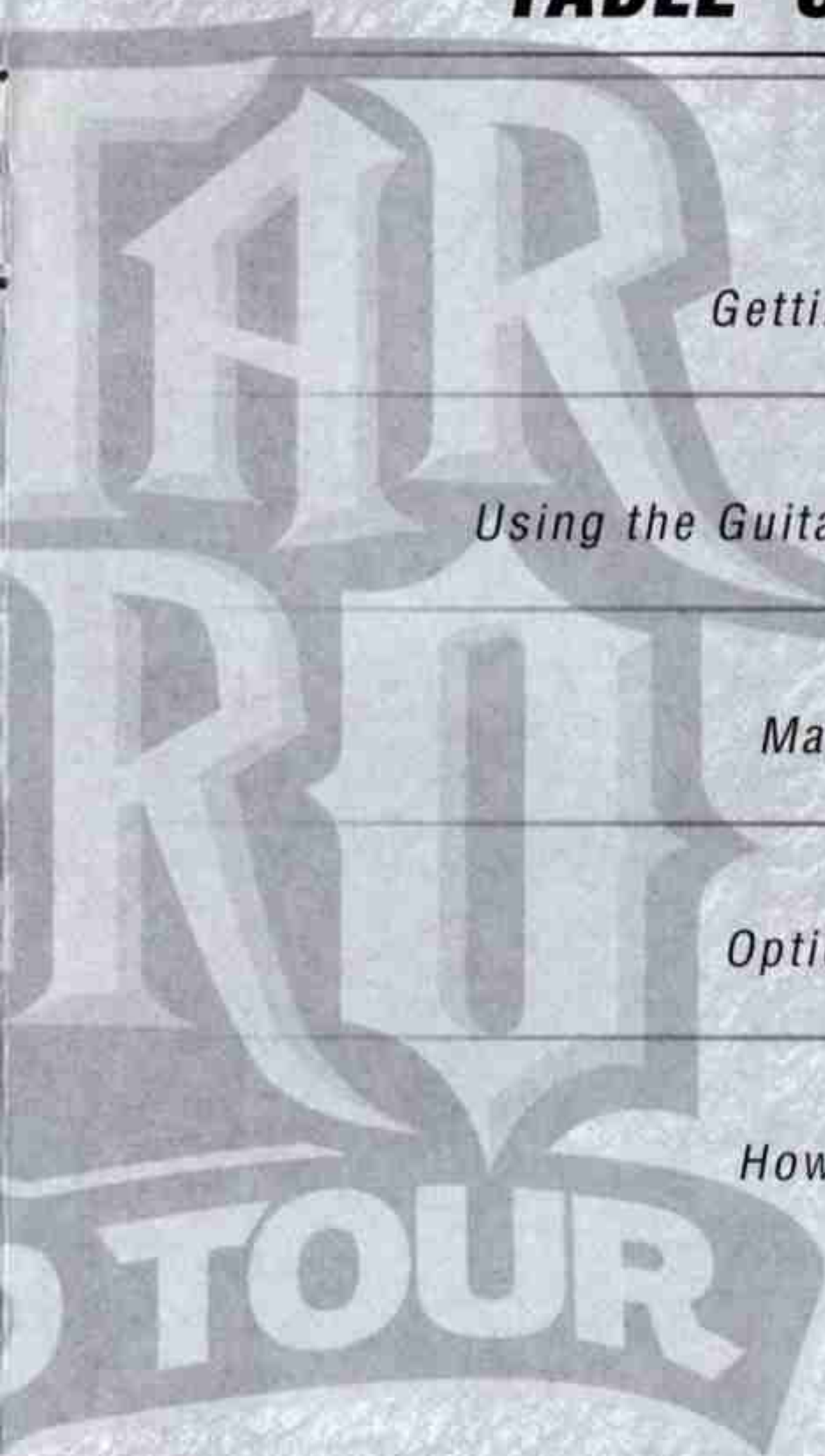
Main Menu

6

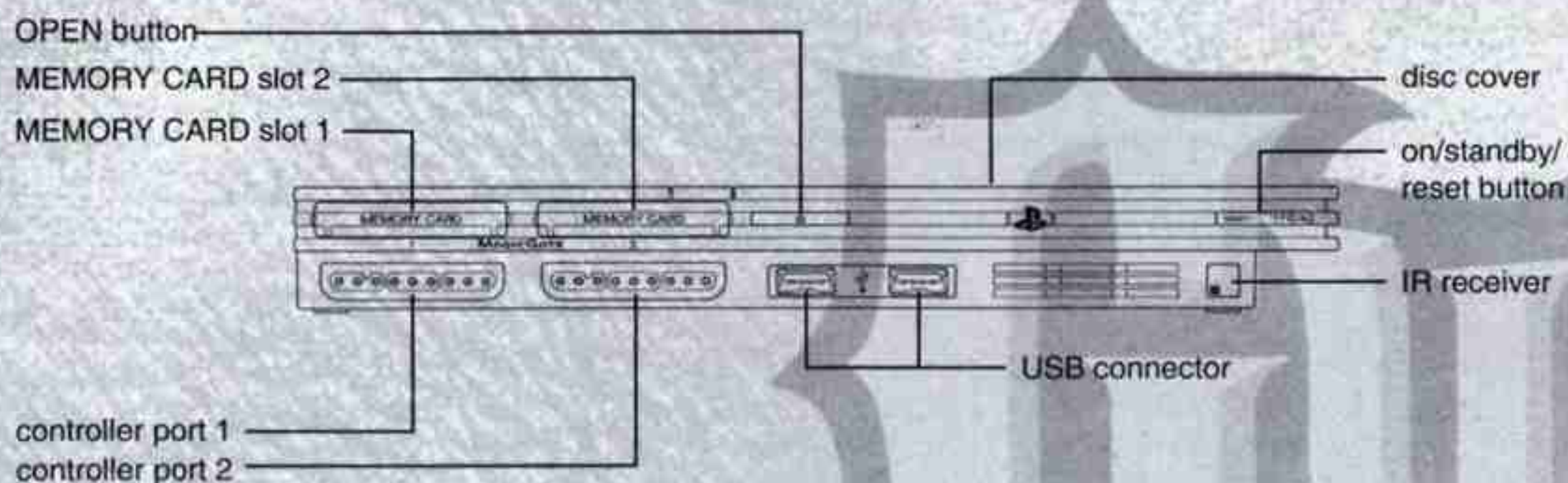
Options Menu

6

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. Place the Guitar Hero® World Tour 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.

****Note that Guitar Hero World Tour does not support multitap (for PlayStation®2)**

GAME CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



***Note :The Dualshock®2 analog controller is not used in standard guitar and drum play modes for the game. It is used only to navigate menus and is used with the Guitar Hero USB microphone in the vocal play mode.*

Directional buttons	Navigates the menus
Left analog	Navigates the menus
R1	Rotate character view
L1	Rotate character view
△	Activates Vocal Star Power
○	Cancel / Activates Vocal Star Power
×	Confirm / Activates Vocal Star Power
□	Activates Vocal Star Power
START button	Pause

REPETITIVE MOTION INJURIES AND EYESTRAIN:

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eye strain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute breaks every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

USING THE GUITAR HERO® CONTROLLERS

Please read the following before using the Guitar Hero controllers.

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

- The Guitar Hero controllers must be used with care to avoid injury. Activision will not be liable from injuries resulting from improper use of the Guitar Hero controllers.
- The Guitar Hero controllers are for indoor use only and should be kept away from open flames or other heat sources.
- Do not leave the Guitar Hero controllers in a dusty or humid place.
- Small children should be monitored at all times when using the Guitar Hero controllers.
- Do not modify or disassemble the Guitar Hero controllers under any circumstances unless otherwise noted in the controller manual.
- When not in use, make sure the Guitar Hero controllers are removed from the playing area and are properly stored.
- Excessive use of the Whammy Bar on the Guitar Hero guitar controller can cause it to break.
- Never get the Guitar Hero controllers wet.
- Never stand on the Guitar Hero controllers.
- Use a dry cloth to clean the Guitar Hero controllers, never use chemicals to clean the products.

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USING THE GUITAR CONTROLLER

- **START button:** Pause
- **SELECT/ Star Power Button:** Activates Star Power or Battle Attacks
- **Directional Pad:** Navigates the menus
- **Green Fret Button:** Activates the green note / Confirm
- **Red Fret Button:** Activates the red note / Cancel
- **Yellow Fret Button:** Activates the yellow note
- **Blue Fret Button:** Activates the blue note
- **Orange Fret Button:** Activates the orange note
- **Strum Bar:** Press the Strum Bar UP or DOWN to activate the Fret Button(s) you have pressed. To navigate in menus press the Strum Bar UP or DOWN.
- **Whammy Bar:** Press in and out on Long Notes to add your own style to each song. During Star Power sustains use the Whammy Bar to fill up your Star Power meter faster.
- **Tilt Sensor:** Tilt the Guitar Hero guitar controller up to activate Star Power or Battle Attacks.
- **Slider Bar:** Tap or move up and down on the slider bar to simulate strumming and add your own personal style to the music.

** Slider Bar features may not be available on all Guitar Hero Games.

** Controller type may vary, see controller manual for more information.



USING THE GUITAR HERO DRUM KIT CONTROLLER

- **START button:** Pause
- **Directional buttons:** Navigates the menus
- **Green Drum Pad:** Activates the green note / Confirm
- **Red Drum Pad:** Activates the red note / Cancel
- **Yellow Cymbal Pad:** Activates the yellow note
- **Blue Drum Pad:** Activates the blue note
- **Orange Cymbal Pad:** Activates the orange note
- **Kick Pedal:** Activates the drum bass note
- **Yellow and Orange Cymbal Pad:** Hit simultaneously to activate Star Power.

USING THE MICROPHONE

- Plug in the Guitar Hero USB microphone or any USB-compatible microphone.
- Place the microphone as close to the mouth as possible without getting so close that you introduce unwanted effects.
- Tap the top of the microphone or press either of the following buttons:     on the Dualshock®2 analog controller to activate Star Power.

****Note that the Dualshock®2 analog controller needs to be connected to navigate menus. In Band games where there are no controllers available for the vocalist to navigate the menus, the Band Leader has to control the menus for that player (only after the Band Leader has selected their options).**



Activates Vocal Star Power
   
 Adjust vocal volume
 L1, L2

MAIN MENU

Career: Choose your favorite Guitar Hero Character or create your own and play at landmark venues and choose the gigs that you want to play from the gig board. Choose from a guitarist, drummer, vocalist, bassist, or band career.

Training: Kick out the jams like you mean it. Guitar Hero World Tour offers two forms of training:

- **Tutorials:** **Note: You will not be able to access the Tutorials without attaching a Guitar Hero controller. The option will be grayed out until a Guitar Hero controller is activated.*
- **Practice:** You can take any song in the game that you've currently played and can practice any part of it at the normal setting, or you can slow the song down to really help you out.

Quickplay: In Quickplay you're free to play any song you've currently earned or unlocked by yourself or with friends and also create a set list.

Head to Head: 2 Player competitive modes including:

- **Face-Off:** Two players compete in a guitar, bass, or drum match 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, bass, and drum champions. Two players battle it out by playing the same note chart at the same time on their selected difficulty levels.
- **Battle:** Challenge a friend to a guitar and bass shred off with Battle Mode! Earn Attacks that you can use to disrupt your opponent. To activate Attacks you'll need to either tilt your guitar controller like you would when activating Star Power or by pressing the Star Power Button.



Music Studio:

Use the Guitar Hero guitar and drum controllers to create your own songs.

****Note:** Only the Band Leader can save songs created in the Music Studio.

- **Recording Studio:** 1-4 players can choose from bass guitar, lead guitar, rhythm guitar, keyboards, vocals, or drums and make music together (vocals cannot be recorded).
- **GHMix:** Fine tune your music creations with the advance editing features in GHMix.

Rock Star Creator: Start from scratch and create the rocker you've always dreamed of. Choose from different body features, outfits, and much more.

- **Instrument Creator:** Create your own drums, guitar, bass, or microphone with advanced graphic editing features.

OPTIONS MENU

Settings:

- **Audio:** Change the volume of any instrument in the band as well as the crowd and sound effects.
- **Lefty Flip:** Players 1-4 can turn on lefty flip if they would like to play left handed.
- **Countdown:** Turn on or off the countdown.

Leaderboards: Check out who the top rockers are!

- **Rock Rank:** Earn more cash and increase your rank.

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

Band Info:

- **Rename Band:** Change the name of your band here.
- **Edit Band Logo:** Use the graphic editor to create a unique logo for your band. The logos will show up in various locations in the venues.

Data Settings:

- **Save/Load/Delete:** Save your game progress, load a game, or delete all progress.
- **Autosave:** Turn autosave on or off

HOW TO ROCK GUITAR CONTROLLER:

Press the Fret Buttons and strum on the Strum Bar UP or DOWN in sync to the notes that are on the 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.

Long Notes (otherwise known as sustains):

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

Chords:

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

Slider Notes

1. Tap the Slider Bar while pressing the Fret Buttons to simulate strumming.
2. Slide your finger on the Slider Bar during long notes to alter the sound of the note.
3. When you see clear notes you can catch them by touching the Slider Bar without pressing Fret Buttons.

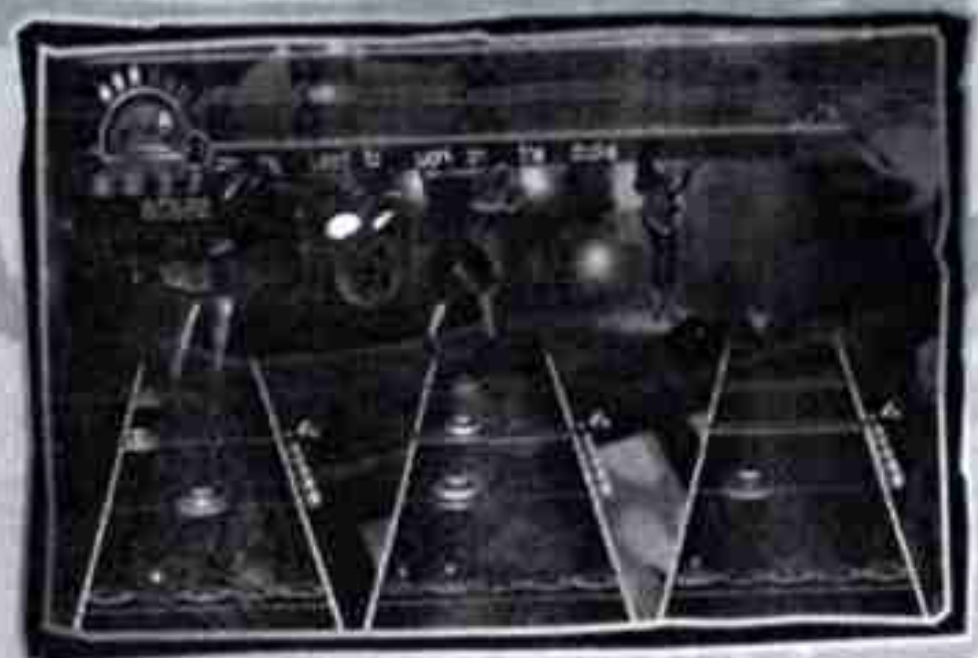
****Note** that when using guitar controllers without Slider features, hit Slider Notes using Fret Buttons.

Open Notes (only for Bass)

1. Strum without pressing any Fret Buttons. Open notes are displayed as a purple bar on the screen.

The Whammy Bar:

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



DRUM KIT CONTROLLER:

Hit correct drum pads in sync to the notes that are on the screen.

Basic Notes:

1. Hit drum pad that corresponds to the note on the screen.

Kick Drum Notes:

2. Use kick pedal to hit wide purple notes on the screen.

MICROPHONE:

Use the microphone to sing along to your favorite songs across 5 different difficulties.

1. Sing the words that appear on the screen and get judged based on pitch and timing.

*Note that the Dualshock®2 analog controller needs to be connected to navigate menus when using the microphone.

The Rock Meter

The Rock Meter is the ultimate gauge for how you are doing. It will show you your points, note streak, and how much Star Power you have.

The Multiplier Meter

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. In Band Play the Band multiplier will increase as more band members are in Star Power together. Mess up and your score multiplier vanishes.

Difficulty Settings

- **Beginner:** The player only needs to hit the lines that come down the note highway on time. For vocals, just sing the words on time.
- **Easy:** Get your feet wet with this difficulty. This difficulty setting only utilizes some of the playing techniques.
- **Medium:** This difficulty setting brings notes a little faster and introduces new playing techniques.
- **Hard:** Notes come down faster and advanced skills are needed if you expect to rule in this difficulty setting.
- **Expert:** This insane difficulty will have you frantically using all the techniques you've learned.

Song Results Screen

- **Grade:** The scale goes from 3 to 5 stars, with 5 being the best.
- **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 selecting 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 sequence, otherwise you're out of luck. You can gain even more Star Power by using the Whammy Bar or Slider Bar on long Star Power Notes. Once your Star Power is at least half-full it'll flash and you're ready to unleash Star Power.
- **Guitar Controller:** Tilt Guitar Hero guitar controller or press the Star Power Button to activate Star Power.
- **Drum Kit Controller:** Hit Yellow and Orange Cymbal Pads simultaneously to activate Star Power.
- **Microphone:** Tap the top of the microphone or press either of the following buttons: (A), (O), (X), (D) on the DUALSHOCK®2 analog controller to activate Star Power.

Guitar Battle Rules

Hit each series of Battle Gems to collect Attacks. Once you have collected an Attack, tilt your guitar controller to Attack your foe. You have to make them fail before the end of the song, but be careful, they can battle back!

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 flash, 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.
- **Mines:** The notes on the opponent's note track get populated with black and white transparent gems that explode and do the player damage if they are hit.

CREDITS

- Developed by Neversoft and Budcat
- Published by Activision
- For more information on this product, the credits, or its features, please visit www.guitarhero.com

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Internet: <http://www.activision.com/support>

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Note: Internet support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

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WORLD

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